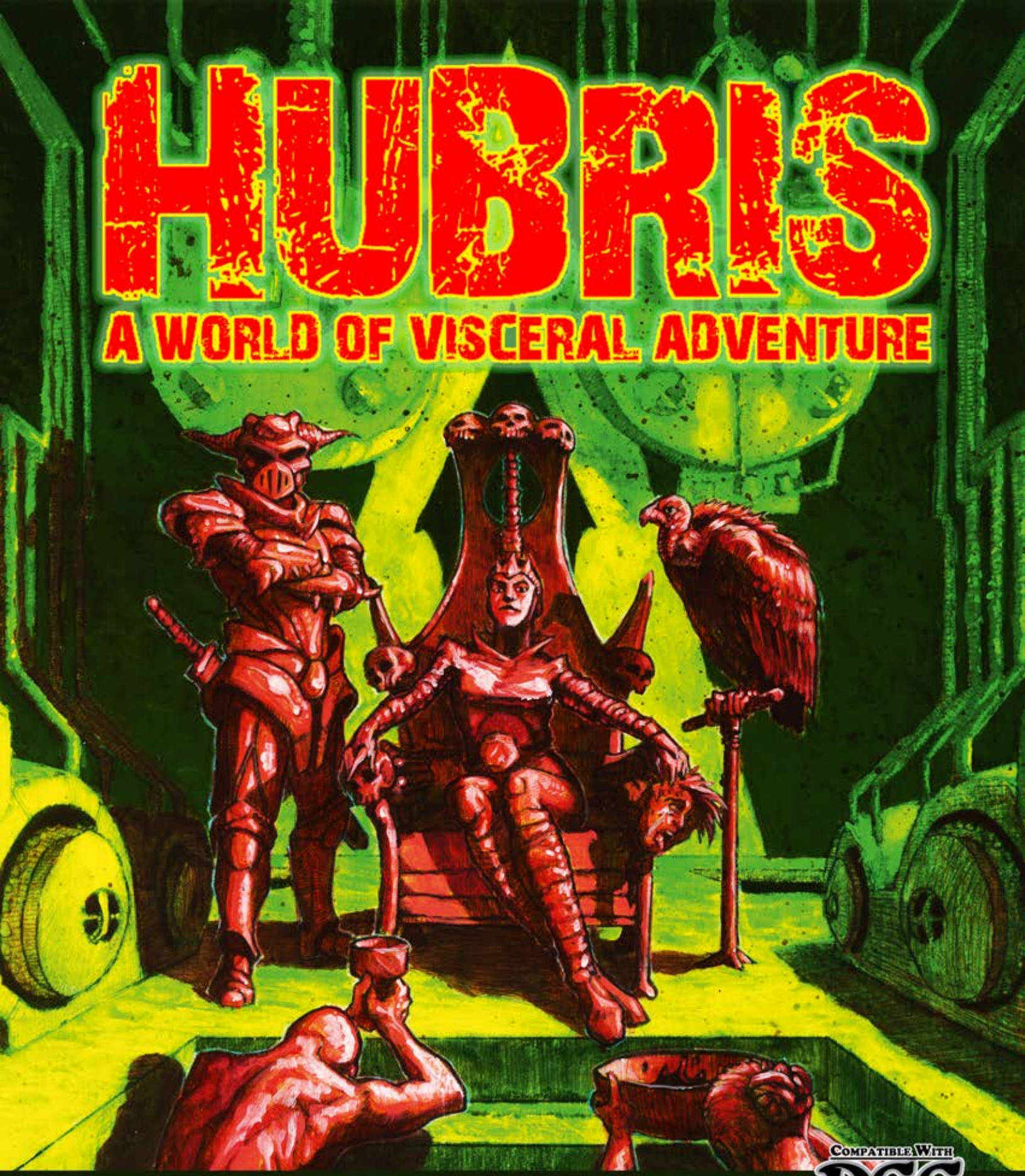
HUBRIS

A WORLD OF VISCERAL ADVENTURE



A SWORD and SORCERY CAMPAIGN SETTING

by MIKE EVANS

COMPATIBLE WITH DCC RPG

HUBRIS

A WORLD OF VISCERAL ADVENTURE

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Compatible With
DCC RPG

Thank You

Thanks to my wife for constantly pushing me forward and willing to help and be a part of this project. Thanks to her for being willing to help proof this whole damned book and spawning new ideas while doing it!! And thanks to her for her excitement to draw some hubris art!

Thanks to my best friend for letting me prattle on about a hobby he has no idea about, yet being excited all the same.

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Thanks to my RPG groups: Fletch, Nate, Liam, John, Omar, Stephen, Gene, Sara, Lisa, Billy, Erin, Chuck, and Lisa for letting me subject them to the horrors of hubris week after week and coming back for more.

Thanks to Zak Smith, Joseph Goodman, James Raggi, Harley Stroh, and Michael Curtis for writing amazing RPG products that inspired me to do the same thing.

Thanks to my Hubris team: Alex Mayo, David Lewis Johnson, Jeremy Duncan, Dak Ultimak, Jason Sholtis, Doug Kovacs, and Angie Groves for diving into this beast!!

Lastly a huge thanks to the amazing role-playing community on Google+ and inspiring me to make the best damned RPG book I could.



FORWARD

Confession: I wasn't sure we were ever going to see Hubris.

Not because Mike Evans wouldn't finish it. No, Mike writes like he's locked in a hotel room with cocaine, whiskey and a case of cigarettes. He's fast. His brain vomits nightmares so quickly you'd swear his fingers must bleed trying to keep up.

Not because people wouldn't support it. While experience has taught us to avoid the "first created" Kickstarters like the devil (the only thing worse than a first created RPG Kickstarter being a first created tech Kickstarter), Mike's very first Kickstarter blazed to success.

No, for as long as I've known Mike and his vision for Hubris, I've been worried that it would be too visceral, and wouldn't meet the approval of the Goodman Games license. As Mike poured hour after hour, day after day into Hubris, it was like watching a trainwreck from a distance.

What would happen when this 100-ton demon locomotive rolled into station? Would it be sanitized? Stripped of all the passion that makes it uniquely Hubris? Or would it be rejected outright, all of Mike's work gone to waste, taking him down with it? Artists and authors have been lost for less.

And yet, here we are, on the eve of making DCC evil (again – if you know its history). In spite of all the odds, Hubris is shambling out into the world, leaving a trail of bloody, dust-caked body parts in its wake.

* * *

A core tenant of DCC RPG is that every monster should be unique. No more kobolds sacking merchant caravans, no more armies of orcs, no more cookie-cutter dragons. In DCC, whatever is threatening your PCs is some ancient horror, utterly foreign, utterly unknowable, and utterly terrifying. When you dismiss the familiar you make games magical again.

Framed another way, every DCC game should be DIY.

Appropriately, Mike's logo is the RPG DIY hand giving you the finger. Mike knows that the best adventures are the ones that YOU create, and that you don't need anyone to do your thinking for you. His intent with Hubris isn't prescriptive (there is no Mike Evans' World of Hubris Lorebook) but rather a stew of horrors and nightmares offered up as fodder for the imagination. Like that moldering box of Heavy Metal magazines up in your weird uncle's attic, Hubris is meant to inspire.

So go on, make weird Uncle Mike proud. Hack his baby apart. Makes notes on the pages, pick and choose sections from the PDF, mash them into a vision of Hubris that is uniquely your own. Cherry-pick his monsters for your home world, and inject some fear back into your players.

He wouldn't want it any other way.

- Harley Stroh

THE GALLERY OF STRANGE MUTATIONS

A HUGE THANK YOU to all the Hubris Kickstarter Backers who helped me get Hubris published. Much love and appreciation!

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INTRODUCTION

When I set out to write ***Hubris*** I felt as though I was banging my head against a wall. Not because I didn't know WHAT I wanted to create, but rather HOW I was going to go about it. I won't go as far as say that how I've laid out ***Hubris*** is utterly unique and original, but after researching and reading loads of other setting books I decided I wanted to create a setting book that didn't follow the "standard mold", and I designed it as how I would like to see a setting book done. Honestly, I owe much of the inspiration for the ***Hubris*** layout of the territories and gonzo feel to the DIY RPG community.

When writing ***Hubris*** my main goal was to create a setting book that was usable at the table. I dig setting books, but to me they just aren't a viable tool to use at the gaming table. Also while many setting books contain fun and inspiring fluff, unfortunately it often isn't pertinent to what is happening at the gaming table. In my experience the players could care less about a war that happened one thousand years ago, but are instead consumed with finding the damn murderhobos that stole their horses and magical items during the last session. For this end, I designed this book to keep at your side during game play and use it for on-the-fly creation: items/creatures/NPCs- anything you may need to torture your players to the fullest extent of your will.

My second goal for ***Hubris***, in conjunction with making the book useable at the table, was to give the tools to makee each ***Hubris*** campaign unique; I did not want to put in any encompassing plots or story-arcs. I give suggestions, plot hooks, and rumors throughout the book, but none are considered "active" or "canon." It's up to the GM and players to forge own their destiny through play and interaction rather than the GM needing to remember some pre-created plot that may or may not fit into their version of ***Hubris***. This setting book is not simply MY ***Hubris***. It is not a special unique little snowflake that must be preserved and followed to the letter. You will find that the best parts of ***Hubris*** aren't in this book; they are what you and your players will create together. One of the things that sets ***Hubris*** apart from other campaign books is that rather than setting everything in stone in long-winded paragraphs, I have utilized tables and charts as much as possible. Think of ***Hubris*** as a toolbox, not a reference book.

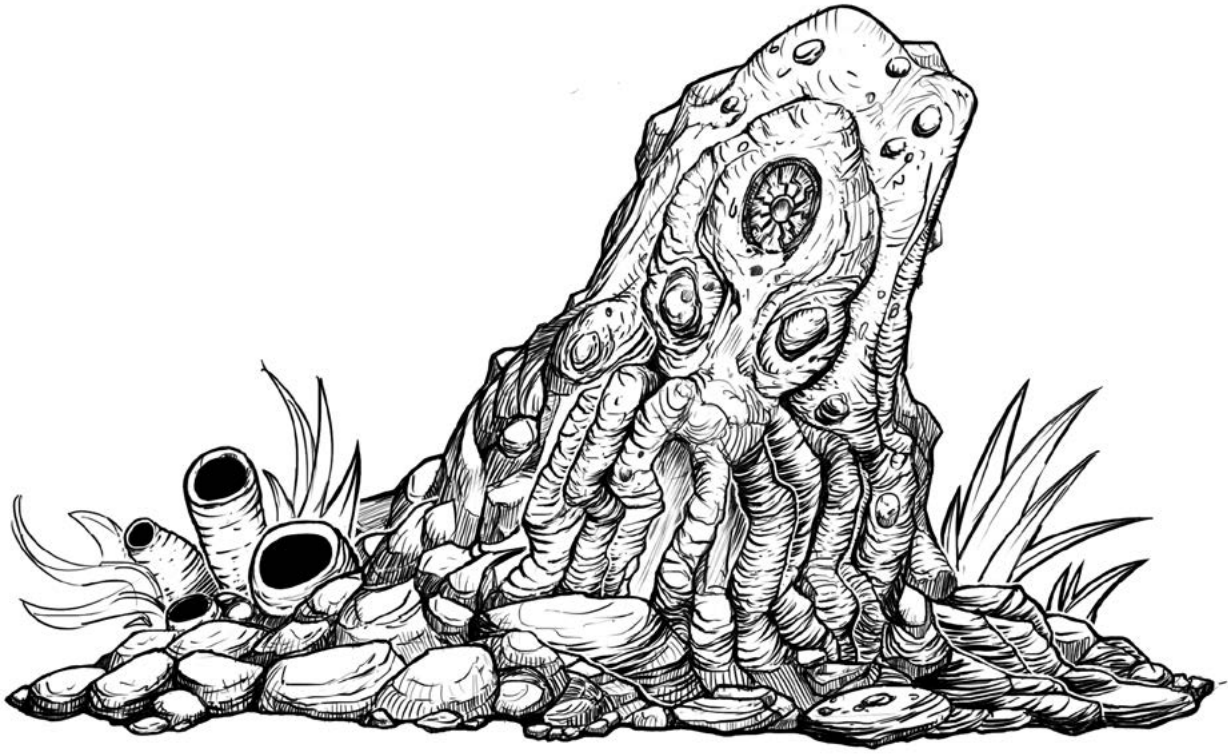
Lastly I wanted to create a book that is DIY hackable. Though ***Hubris*** uses the awesome ***Dungeon Crawl Classics*** rules, I tried to keep the mechanics of the territories (*Lay of the Land* and *Encounters*) to a minimum. While there is an occasional nod to the rules here and there, largely it is system-free in these areas, allowing a GM to use their rule set of choice. Also I wanted GMs to be able to take whatever part of the book that most inspires them and use it as they see fit. Maybe you just want a certain territory or class, or whatever for your campaign. Well here it is! It's yours to use as you desire!

On a final note, I would be remiss not to acknowledge Zak Smith's ***Vornheim*** City Kit book for how much it inspired me to look differently at writing a RPG setting book. The philosophy behind his book was fresh and new to me, and is something I fully endorse and wanted to capture with ***Hubris***.

I hope you enjoy this book. It has been a labor of love for me and I'm damn proud of it! Remember, part of the fun is finding out how you'll die in ***Hubris***.

Remember- Grab some friends, grab some dice, keep rolling!

Mike Evans
www.wrathofzombie.wordpress.com



SETTING SUMMARY

Legend states that Hubris was created from the fetid corpse of a long-dead god. Hubris is a land of terrible creatures, grand inequality, strange and cruel gods, dangerous magic, opulent nobility, destitute commoners, people that have become corrupted and turned to savage beasts, constant wars, and worse.



The kingdoms are not kind or benevolent: In the Blighted Sands the Klind are slavers and openly practice sorcery, offering sacrifices to their depraved serpentine god, Set. Across the continent the Fairweather kingdom is governed by a corrupt and inbred royal family with the nobility following suit. Esenbar is ruled by a staunch xenophobic theocracy that tolerates little outside of their strict doctrine. The barbaric Ingvar of the Frozen Wastes wage vicious battles against the savage frost giants of The Crag, and care little about the goings on of the world; their life is cut from battle with an axe or sword. The Black Queen rules the citizens of the Floating Island of Terror from her throne of bones and dreams terrible machinations for Hubris. Shadowfall, built in the remains of the burrow of a gigantic worm, is ran by vampires and their thralls, and they welcome all who are devious, vicious and cunning.

There are no easily recognizable heroes in the world. You wander the wilderness or delve into ancient ruins: out of desperation, some crazed need for adventure, or for some bizarre belief that the world can actually be made a better place. Though civilization offers you security and comfort, you shirk those in the hopes of gaining riches and power. But when you die, no one will sing songs of your deeds. You will die a horribly bloody death at the hands of some twisted abomination or by the knife of an assassin sent by some fat, scheming noble.

Your epic tale will be forgotten in days as the dangerous world continues on without you and the apathetic masses stay complacent to dogmatic control of their government.

This is not a fairy tale or an epic ballad. This is a savage world. This is Hubris.


The Craig
Necropolis
Rewbald
Floating Island of Terror
Slithering Maw
Strange Portal
Whispering Mountains
Everfrost Lake
Frozen Waste
Ingvar
Mad Povin's Tower
Relm of the Echo Forest
Razorback Mountains
Temple of Dreams
Kelisk
Purity Keep
Weeping Forest
Red Monastary
Bleeding Mountain That Pierced the Sky
Blood River Chasm
Well of Unfathomable Knowledge
Court of Delirium
Ruins of Mallanthory
Great Plains of Unbidden Sorrow
Land of Perpetual Stone and Mire
Vigilance Keep
Scydar
Lake of the Flayed
Eisenbar
Glasterbury
Roving Town of Nibbleton
Twisted Angel Lake
Fairweather
Glarprar
Evernight Keep
Rotating Tower of the Opalescent Eye
Alter of the Ravaged Cyclopean Cult
Mountains That Crawl
Port of Usher
Stilt-town
Bogwood Swamp
Evershifting Stones
Ziggurat of the Shrieking Princess
Slathereth
East End Outpost
Bloodmire
Shadowfall
Zyldons Ire and the Swirling Zortex
Slithering Peaks
Ruins of the Deranged Elephant Emperor
Sea That Runs Red
Blighted Sands
Caverns of Maddening Unearthly Pleasures
Fetid Corpse Island
The Crumbling Black Keep
Blood Pirate Bay
Wrath Crystal Forest
Undar
Holy Temple of Set
Emerald Oasis
Canyons of the Red Rock
Crushing Reef
Klind
Xynath
Razar
Unsettled Expanse
Metalic Fortress
Unknown Void

Chapter I: Character Creation

Character Creation

Hubris character creation follows the same rules outlined in Dungeon Crawl Classics. In this chapter you will find a list of new level 0 occupations, four new classes, and five playable races. In Hubris there are no elves, dwarves, or halflings, but a Judge is more than welcome to add them to Hubris if they so desire.

Occupations

The occupations table in DCC (pg 22-23) is still viable and of use in Hubris. A player can roll on the DCC table if they know they want to play a human. If the occupation rolled indicates a race (dwarf, elf, or halfling), simply ignore the race and use the class. Otherwise roll on the Hubris occupation table below to determine occupation (or race).



Table I:I Occupations



Roll	Occupation	Trained Werapon	Goods
1	Academic	Bust of historical figure (as club)	Book of history
2	Alien abductee	Bizarre metal pike (as polearm)	Strange small beeping metallic box
3	Anarchist	Shortsword	Torch and book of propaganda
4	Apothecary test subject	Large ladle (as club)	Vial of acid (pg 57)
5	Artist ±	See below	See below
6	Asylum guard	Blackjack	Net (pg 53)
7-9	Avarian (1)	See below	See below
10	Atilliator	Crossbow	Target dummy
11	Bailiff	Short sword	Book of law
12	Bartender	Crossbow	3 pints of mead
13	Boatman	Oar (as club)	Nautical compass
14	Bottler	Broken bottle (as dagger)	Large sack
15	Bowyer	Short bow	Thick string, 15ft
16	Brain grub breeder	Dart	Brain grub larva
17	Brewer	Club	Bottle of beer or mead
18	Caravan driver	Crossbow	Carriage driver whip
19	Carpenter	Handaxe	Wooden stool
20	Cartographer	Drafting compass (as dagger)	Map of random town
21	Chimney sweep child	Broom (as club)	Rope 100ft
22	Clockmaker	File (as dagger)	Pouch of gears and sprockets
23	Conspiracy theorist	Knife (as dagger)	Aluminum (tinfoil) hat
24	Constable	Short sword	Leather armor

Roll	Occupation	Trained Werapon	Goods
25	Corpse gatherer	Shovel (as club)	Wheelbarrow
26	Crystal farmer	Hammer (as club)	Bag of crystals worth 1d100 sp
27	Cultist	Jagged blade (as dagger)	Black leather cloak
28	Dog breeder and trainer	Paddle (as club)	Attack dog and whistle
29-31	Ekrask (2)	See below	See below
32	Entrails reader	Curved blade (as dagger)	Ornate silver bowl (worth 10sp)
33	Eunuch servant	Club	Nice servant clothes
34	Executioner	Battleaxe	Epic-looking executioner's hood
35	False prophet	Dagger	Book of misguided prophecies
36-39	Farmer*	Scythe	Pig**
40	Fisherman	Cutting knife (as dagger)	Fishing pole, block and tackle.
41	Flimflam	Blackjack	1d3 gold, 1d10 silver, 1d6 copper
42	Food taster	Thick iron mug (as club)	Bottle of anti-toxin
43	Gardener	Pruning shears (as dagger)	Bundle of flowers and herbs
44	Gem cutter	Small hammer (as club)	Loupe and fine brush
45	Gladiator	Warhammer	Shield
46-48	Half demon (3)	See below	See below
49	Heathen	Bone with rotten meat on it (as club)	Bucket of dung
50	Herald	Staff	Speaking trumpet
51-54	Herder**	Staff	Llama
55	Hunter	Longbow	Hunting dog
56	Informant	Hand crossbow	Cup
57	Insect breeder‡	Dagger	Jar of insects
58	Lamplighter	Crossbow	Lantern on 10ft pole
59	Lignite farmer	Pitchfork (as spear)	Net
60	Messenger	Crossbow	Pony
61-64	Miner***	Pickaxe (as club)	Helmet with candle
65	Monk	Staff	Candle and incense
66	Muckracker	Club	Journal and quill
67-69	Murder machine (4)	See below	See below
70-72	Mutant (5)	See below	See below
73	Mystic	Ceremonial blade (as dagger)	"The bones"
74	Night watchman	Spear	Lantern
75	Nosey neighbor	Rake (as club)	Rooster
76	Page	Dagger	Steel polish and rag
77	Physician	Scalpel (as dagger)	Leeches
78	Pig wrestler	Dagger	25ft rope
79	Plague doctor	Blowgun	Plague mask and potpourri
80	Porter	Bedpan (as club)	Broom and urine-stained rag
81	Prostitute	Dagger	Bag with 1 gp, 20 sp
82	Pus diviner	Dagger	Wooden bowl
83	Rabid raven fanatic	Raven feather (as dart)	Black cloak, hem made of raven beaks
84	Racketeer	Blackjack	5 gp, 40 sp, 150 cp

Roll	Occupation	Trained Werapon	Goods
85	Raving lunatic	Board with nail in it (as club)	Mason jar full of fingernails
86	Scat scooper	Shovel (as club)	Sodden bag of scat
87	Slaver	Crossbow	Net
88	Smuggler	Shortsword	Illicit drugs
89	Snake handler	Tongs (as club)	Black adder in a bag
90	Spy	Short sword	Drinking glass
91	Street performer	Dagger	Five juggling balls
92	Street rat	Rusty knife (as dagger)	Loaf of stale bread
93	Taxidermist	Bone saw (as handaxe)	Stuffed raccoon
94	Teacher	Heavy book (as club)	Five apples
95	Town drunk	Steel jug of liquor (as club)	Necklace don't remember owning
96	Undertaker	Scissors (as dagger)	Embalming fluid and herbs
97	Vicar	Staff	1 pint of holy water and holy symbol
98	Wet nurse	Piece of firewood (as club)	Thick wool blanket that smells of sour milk
99	Wheellock gunsmith	Wheellock pistol^	Pouch with clamp and gears
00	Wrangler	Club	Horse with saddle

For the following races or occupations below roll 1d6 to figure out profession and weapon and trade goods.

1. Avarian:

1. **Gypsy** (hand crossbow^ and crystal ball)
2. **Pack rat** (club and bag of junk worth 5 cp);
3. **Record keeper** (quill, as dart, and journal of deeds
4. **Seed farmer** (dibble, as dagger, and bag of seeds)
5. **Spy** (short sword and spyglass^)
6. **Worm harvester** (shovel, as club, and tongs)

2. Ekrask:

1. Escaped slave (chains, as flail, and head of slaver)
2. Pit fighter (pole arm and shield)
3. Swamp farmer (pitchfork, as spear, and stilts)
4. Tracker (short sword and hawk)
5. Wildling (tree branch, as club, and five animal skulls)
6. Witch doctor (staff and bag of herbs)

3. Half Demon:

1. **Advisor** (dagger and book of local lore)
2. **Assassin** (dagger and ooze toxic, DCC, pg 446)
3. **Demonologist** (scythe and human skull)
4. **Exile** (staff and three torches)
5. **Hunter** (longbow and hide armor)
6. **Scholar** (staff and book on politics)

4. Murder Machine:

1. **Bounty hunter** (wheellock rifle^ and sleeping potion)
2. **Enforcer** (crossbow and 2d6 gold)
3. **Guard** (polearm and lantern)
4. **Mercenary** (longsword and shield)
5. **Tinkerer** (wheellock pistol and repair kit)
6. **Torturer** (dagger and disgusting torturer's kit)

5. Mutant:

1. **Bounty hunter** (Man catcher^ and manacles)
2. **Corruptor** (crossbow and vial of tainted blood)
3. **Cutthroat** (saber, as short sword, and bag with 20 sp)
4. **Gladiator** (two-handed sword and net)
5. **Sailor** (wheellock pistol and bottle of grog)
6. **Sideshow freak** (barbed cat-o-nine tails and circus megaphone)

± Artist: *Roll 1d6*

1. **Actor** (dagger and two masks)
2. **Dancer** (staff and fancy dancing shoes)
3. **Painter** (dart and paint brush)
4. **Poet** (sling and book of soppy poems)
5. **Potter** (turning tool, as dagger and clay jug)
6. **Sculptor** (chisel, as dagger, and small mallet)



† If a missile weapon, roll 1d6 for amount of ammunition.

** Roll 1d8 for type of farmer: (1) hemp; (2) rye; (3) flax; (4) lentils; (5) barley; (6) peas; (7) oats; (8) cabbage.*

*** If there is more than one farmer in group, roll randomly (1d6) for animal with each duplicate profession: (1) ox; (2) turkey; (3) yak; (4) llama; (5) chicken; (6) herd dog.*

**** Roll 1d6 to see what you are mining: (1) iron; (2) steel; (3) coal; (4) gold; (5) sapphire; (6) crystal.*

‡ Roll 1d8 to see breed of insect: (1) flies; (2) beetles; (3) ants; (4) spiders; (5) centipedes; (6) ticks; (7) bees; (8) leeches.

^ Hubris weapon or item. See equipment chapter, pg 54.

Classes

The classes from Dungeon Crawl Classic: cleric, thief, warrior, and wizard are viable in Hubris and can be chosen by a player who did not roll a demi-human occupation, or they can choose a new class from Hubris: Alchemist, Blood Witch, Druid, and Shadowdancer. While dwarf, elf, and halfling are not in the Hubris campaign setting a Judge is more than welcome to include them. The five demi-human classes are: Avarian, Ekrask, Half Demon, Murder Machine, and Mutant.

Alchemist

While wizards dabble in the arcane arts, harnessing the raw power of magic, you use a methodic and precise execution of knowledge, formula and experience to create useful and highly dangerous potions.

You are able to mix volatile chemical compounds together to create highly explosive weapons that you wield with great efficiency.

With this knowledge comes a side of recklessness and impatience. As a result of self-experimentation you have unlocked your inner chaotic beast, and found the rush to be to your liking. When under the influence of a mutagen of your own creation, you transform into a massive and terrible beast that can barely be controlled.

Whether your ultimate demise will come by beast, man, or your own hubris you know your time is limited and you intend to push the envelope of magic and science as far as possible before you go down.



Hit Points: Alchemists gain 1d6 HP per level.

Weapon Training: An alchemist is proficient with the following weapons: blowgun, crossbow, dagger, handaxe, javelin, mace, shortsword, sickle*, staff, and wheellock weapons*. An alchemist can also wear any armor they choose, however it is destroyed when they transform using their mutagen ability (see below).

*Weapons of the Hubris setting (see equipment, pg 54).

Alignment: An alchemist can be any alignment they so choose. Many gravitate towards neutral or chaotic as that is the nature of dabbling in the science of potion making.

Bombs: An alchemist is able to mix together a concoction of volatile chemicals that explode when thrown at a target. As the alchemist becomes more experienced he is able to make these concoctions more potent and make more use of the materials at hand. An alchemist can craft a number of bombs per day equal to their level plus one. Consult the table below for bomb damage. All targets in a 10ft radius (no save allowed) take the damage.

Crafting a bomb takes 1d4 rounds. The Alchemist can craft all their bombs at one time (say in the morning before adventuring), however they are extremely volatile and there is a 2-6 chance that each bomb will explode if the alchemist takes any fire damage, or falls from a great height (20ft or more).

The alchemist can also give the bombs to other companions.

The chemicals go inert if not used within 24 hours.

Luck: An alchemist's luck modifier factors into their Brew Potion and throwing bomb rolls.

Mutagen: An alchemist is able to create a mutagenic potion that unlocks the savagery of his inner psyche. This potion must brew for one hour. When consumed the potion transforms the alchemist into a terrible monster. The transformation is terribly painful and takes 1 round, during which the alchemist is vulnerable. When transformed the alchemist becomes a large creature; armor class is increased by +4. All physical attributes are rolled one step higher on the die ladder, while all mental attributes are rolled at one step lower. The alchemist's ham-sized fists do 1d8+1 damage and he can attack with both as if he had a d16 Agility for the purpose of two-weapon fighting.

This transformation lasts 10 minutes and cannot be ended prematurely. All clothing and armor are destroyed during the transformation. While in this state an alchemist's crit die and table change; consult the table below.

An alchemist can consume up to three Mutagens a day, however after the first they begin to suffer adverse affects. Once the second mutagen runs out all attributes are rolled one step lower on the die ladder. After the third mutagen's duration all rolls are three steps lower on the die ladder. If anyone else but the alchemist consumes a mutagen, they become violently ill and are bedridden for 24 hours.

Brew Potion: At first level an alchemist gains the ability to use the Make Potion spell (DCC, pg 223-225). Instead of taking 1d6+1 hours to brew a potion, an alchemist can do it in 1d3+1 hours. When brewing potions alchemists can take a shortcut and create a small mixture that replicates the special substance needed for the potion, bypassing that requirement. However, this shortcut increases the difficulty of the roll by 10 (or by 5 if the alchemist doubles the cost of the potion per the spell rules). An alchemist does not suffer from corruption on a roll of a 1, but does suffer misfire.

Alchemical Tinkering: An alchemist is able to create lesser concoctions that are not as complex or as time-consuming as potions, but are extremely useful. An alchemist rolls a d20+Intelligence modifier+level and compares it to the item DC. Each item takes 1 hour to make and costs ¼ of the sale price in ingredients. See Alchemist items in the Equipment chapter (pg 57) for details.

Spellburn: An alchemist can use spellburn on the Make Potions spell, but not for Alchemical Tinkering.



Table 1:2
Alchemist



Level	Attack	Crit Die/ Table*	Mutagen Crit/ Table*	Action Die	Bombs	Bomb Damage	Ref	Fort	Will
1	+0	1d6/I	1d12/III	1d20	2	1d4	+1	+0	+1
2	+1	1d6/I	1d14/III	1d20	3	1d6	+1	+0	+1
3	+1	1d8/I	1d16/IV	1d20	4	1d8	+1	+1	+2
4	+2	1d8/I	1d20/IV	1d20	5	1d10	+2	+1	+2
5	+2	1d10/I	1d24/V	1d20+1d14	6	1d12	+2	+1	+3
6	+3	1d10/I	1d30/V	1d20+1d16	7	2d8	+2	+2	+4
7	+3	1d12/I	1d30/V	1d20+1d20	8	2d8	+3	+2	+4
8	+4	1d12/I	2d20/V	1d20+1d20	9	2d10	+3	+2	+5
9	+4	1d14/I	2d20/V	1d20+1d20	10	2d10	+3	+3	+5
10	+5	1d14/I	2d20/V	1d20+1d20+ 1d14	11	2d14	+4	+3	+6

Table 1:3 Alchemist Titles

Level	Title
1	Tinkerer
2	Dabbler
3	Frayed
4	Unhinged
5	Mad Scientist

Blood Witch

You are not merely content with learning spells and studying tomes as a wizard, instead you have delved deep into some of the darkest and most perverse arts. You have learned the secret art of controlling the blood of others; you are able to manipulate the life essence of creatures and use it to bolster yourself, or harm and hinder others.

You engage in a dangerous dance with the possibility of corrupting your physical body, becoming more fiendish and monstrous than human. You revel in the smell of blood, its taste, and warmth, even as it leaves your victim, cooling and congealing in an ever-growing pool on the floor… You are twisted… You may even be evil… And you absolutely love it.



Hit Points: A blood witch gains 1d4 HP per level.

Weapon Training: A blood witch is trained in the use of the dagger, longbow, longsword, scythe*, shortbow, short sword, sickle*, and staff. Blood witches rarely wear armor, as it hinders spellcasting.

*Weapons in the Hubris campaign setting (see equipment, pg 54).

Alignment: Blood witches manipulate the flow and function of blood in other living beings, dabbling in the grossest of magic and as such are chaotic.

Blood Potion: The blood witch is able to craft a potion from her own blood, sacrificing 1d4 HP that will heal naturally or can be healed magically. The blood witch can drink this potion at a later date and regain 2d4 HP. The potion takes 6 hours to brew and costs 100 gp in components. A blood witch cannot have more than her Stamina modifier (minimum of 1) of these made at a time. The contents of the blood potion are toxic to others, and if thrown on a target they suffer 2d4 damage. If another person drinks the potion they must succeed a DC 12 Fort save or suffer 2d4 Stamina damage (temporary).

Blood Walk: A blood witch can play a dangerous game and jump through a living creature that is the same size or larger than herself, traveling through their blood and can emerge from another living creature on the same plane of existence. The blood witch rolls d20+level+Stamina modifier and consults the chart below to see the distance she is able to travel. Armor affects this ability. Using this ability is a movement action. The creature must be alive and have red blood for this travel to work.

1	Lost (24 hours). Failure. And Worse! Make a DC 18 Stamina Roll- Failure means the blood witch suffers 2d4+ level damage and gains: 1-3) Minor Corruption; 4-5) Major Corruption; 6) Greater Corruption. Success equals ½ damage and no corruption.
2-11	Lost (24 hours). Failure.
12-13	You are able to travel up to 60' through the blood of others. You can choose to attempt to emerge early through the target and do 1d8 damage and stunning them for 1 round. If the target succeeds a DC 12 Fort save they suffer no damage, are not stunned, and you are expelled from their body, suffering 1d4 damage.
14-15	You are able to travel up to 90' through the blood of others. You can choose to attempt to emerge early through the target and do 2d8 damage and stunning them for 2 rounds. If the target succeeds a DC 14 Fort save they suffer no damage, are not stunned, and you are expelled from their body, suffering 1d6 damage.
16-17	You are able to travel up to 120' through the blood of others. You can choose to attempt to emerge early through the target and do 3d8 damage and stunning them for 1d3 rounds. If the target succeeds a DC 14 Fort save they suffer no damage, are not stunned, and you are expelled from their body, suffering 2d4 damage.
18-19	You are able to travel up to 240' through the blood of others. You can choose to attempt to emerge early through the target and do 4d8 damage and stunning them for 1d4 rounds. If the target succeeds a DC 16 Fort save they suffer no damage, are not stunned, and you are expelled from their body, suffering 2d6 damage.
20-24	You are able to travel up to 480' through the blood of others. You can choose to attempt to emerge early through the target and do 6d8 damage and stunning them for 2d4 rounds. If the target succeeds a DC 16 Fort save they suffer half damage, are not stunned, and you are expelled from their body, suffering 3d6 damage.
25+	You are able to travel up to 480' through the blood of others. You can choose to emerge early through the target and do 6d8 damage and stunning them for 3d4 rounds. If the target succeeds a DC 18 Fort save they suffer half damage, are not stunned, and you are expelled from their body, and are stunned for 1d4 rounds, but suffer no damage.

Coagulate: The blood witch can cause a target's blood to thicken, making it difficult to move and act. The target must succeed a Fort save DC 10+blood witch's level and Stamina Modifier. Failure means they feel weakened and their movement is slowed to one quarter normal rate and they make all physical type rolls one step lower on the die ladder. This effect lasts for a number of rounds equal to the blood witch's level +1d4.

Familiars: For casting the spell Find Familiar (DCC, pg 141), go through the normal rules explained in DCC (pg 316-319) except do not roll for physical configuration (DCC, pg 318). Instead, the familiar of a blood witch must be summoned from the body of a slain enemy and emerges in the form of a mass of thick, partially congealed blood with two large eyes and a pulsating brain. This creature attacks with pseudopodia, receives +5 to hide checks, and suffers ½ damage from all physical attacks.

Inflict Wounds: A blood witch is able to touch a target and coax the blood from their body. This functions as a cleric's Lay on Hands ability (DCC, pg 31). A blood witch rolls d20+Stamina modifier+blood witch level. If the blood witch succeeds on their roll, the target rolls the number of HD and suffers that much damage. The target is allowed a Fort save (DC same as blood witch's roll) to take half damage. The target must be living and have red blood for this ability to work.

Blood Check	Result
1	Failure. Lost (24 hours). Blood witch suffers 1d4 damage and rolls all rolls one step lower on the die ladder for 6d6 turns.
2-11	Failure. Lost (24 hours).
12-13	2 Dice
14-19	3 Dice
20-21	4 Dice
22+	5 Dice

Spells: A blood witch is able to cast arcane spells, but at great peril to their personal being. To cast spells effectively, a blood witch must spellburn either their own stats or draw the blood of another to fuel their spells. To draw blood from another target the blood witch indicates who she is drawing from, then they must succeed a Fort save DC 10+blood witch's level and Stamina modifier. If the target fails, the blood witch draws 3d6+1/2 level in HP from them that they can use to channel their spells. If the target succeeds the blood witch suffers 2d4 damage and the spell fails. The target must be living and have red blood for this ability to work.

To cast spells a blood witch rolls 1d20+points spellburned (or gained from another target) +Stamina modifier. She does not get to include her level in the casting roll. The way a blood witch casts spells makes them more susceptible to the effects of corruption. Any time a 2 or 3 is rolled on a spellcheck they treat it as if they rolled a 1. If a blood witch decides not to spellburn or gather blood from another target, they roll 1d20+Staminia modifier-1d5 for the spellcheck.

Languages: At 1st level, a blood witch begins able to speak common and Infernal.



Table 1:4
Blood Witch



Level	Attack	Crit Die/ Table*	Action Dice	Known Spells	Max Spell Level	Ref	Fort	Will
1	+0	1d8/I	1d20	2	1	+0	+1	+1
2	+1	1d8/I	1d20	3	1	+1	+2	+1
3	+1	1d10/I	1d20	4	2	+1	+2	+2
4	+2	1d10/I	1d20	5	2	+1	+3	+2
5	+2	1d12/I	1d20+1d14	6	3	+2	+3	+3
6	+3	1d12/I	1d20+1d16	7	3	+2	+4	+3
7	+3	1d14/I	1d20+1d16	8	4	+2	+4	+4
8	+4	1d14/I	1d20+1d20	9	4	+3	+5	+4
9	+4	1d16/I	1d20+1d20	10	5	+3	+5	+5
10	+5	1d16/I	1d20+1d20	12	5	+3	+6	+5

Table 1:5 Blood Witch Titles

Level	Title
1	Witch
2	Bleeder
3	Siphon
4	Hemorrhager
5	Blood Master

Druid

You are the sentinel of nature and alone in fully understanding her secrets. While others can train animals to do simple tricks, you are able to summon them to do your bidding, tap into their ferocity to gain special abilities, or even transform yourself into one.

You are savage, uncouth, and unrefined. You can be as calm and tranquil as a placid lake, as welcoming as a summer breeze, or as furious and destructive as a hurricane.

The civilized world makes as little sense to you as yours does to the cultured and refined. You understand that nature needs to be respected and cared for, and not just a tool to be used and discarded when no longer convenient.

And you will fight those that seek to do it harm, whatever the cost.



Hit Points: A druid gains 1d8 HP per level.

Weapon Training: A druid can use any weapon and armor they choose so long as it meets the requirements of their Druidic Restriction (see below).

Alignment: Druids tend to be as enigmatic as nature itself. Most druids tend to be neutral. Druids that take it upon themselves to become the guardians of nature, the planet and its animals are lawful. Druids that are not content being mere guardians and prefer to take the fight to the offenders using guerilla tactics are chaotic in alignment.

Animal Empathy: Druids respect all living creatures. When attempting to read, calm, or commune with animals they roll a d24+Personality modifier for their skill roll. This is also applicable if a druid is attempting to train an animal that can be trained as a pet or guardian.

Call of the Animal: A Druid has the ability to call upon the savagery of nature and channel it into her being. She must make a Personality+level check to call the Animal Spirit into her body. For failure, success, and duration consult the chart below. Each Animal Spirit grants a different bonus (see below). A druid can only have one power active at a time, unless stated differently in the ***Call of the Animal*** table.

Table 1:6(a) Call of the Animal

1	Lost, failure, and gain an animalistic appearance of the creature druid was attempting to channel. This does not grant any mechanical benefit, but can affect interactions with the civilized world (i.e.- whiskers, tufts of fur, hair changes color or body hair becomes fur, eyes become hawk eyes, etc)
2-11	Lost. Failure.
12-13	Failure, but ability is not lost.
14-15	The druid is able to channel the spirit of the animal and gains the ability listed below for 1d2 rounds.
16-17	The druid is able to channel the spirit of the animal and gains the ability listed below for a number of rounds equal to the druid's level + 1.
18-19	The druid is able to channel the spirit of the animal and gains the ability listed below for a number of turns equal to ½ the druid's level.
20-21	The druid is able to channel the spirit of the animal and gains the ability listed below for a number of turns equal to the druid's level or can channel two animal spirits for a number of rounds equal to the druid's level + 1.
22+	The druid is able to channel the spirit of the animal and gains the ability listed below for 24 hours, or can channel two animal spirits for a number of turns equal to ½ the druid's level, or can channel three animal spirits for a number of rounds equal to the druid's level +1.

Table 1:6(b) Call of the Animal Benefits

Animal Spirit	Granted Bonus
Mountain Lion	Agility die increased one step on the die ladder and +2 to Agility rolls. Movement is now 40'.
Grizzly Bear	Fists harden and grow claws that deal 1d8 + strength mod damage.
Fox	Foxes are fast and hard to hit. Increase AC by +2 and Ref saves are rolled one step higher on the die ladder.
Wolf	Pack Leader- Personality die is increased one step on the die ladder and +2 to Personality rolls. Can track by scent.
Coyote	Gain the ability to track by scent. Gain low-light vision.
Hawk	Increases sight by double. Does not suffer 50% chance of hitting an ally when attack misses target when firing into melee.
Owl	Ability to see clearly in non-magical darkness. Gain ability to eat food not normally tasty or healthy for consumption.
Snake	Gains Back Attack ability as Thief of equivalent level and alignment.
Mouse	Gain Sneak Silently and Hide in Shadows abilities as Thief of equivalent level and alignment.
Elk	Inspires allies around druid. Allies within a 30' radius choose one attribute and roll all tests one step higher on the die ladder.

Druidic Restriction: A druid prefers natural weapons and armor. If they use any armor, shields or weapons of metal they lose the following abilities for 24 hours: Call of the Animal, Woodland Stride, and Animal Shape.

Nature Lore: A druid has an intimate knowledge of nature. She is able to identify flora and fauna from her area with ease. If she is in a foreign environment she must make a DC 14 Intelligence check to identify the subject.

Druids are able to tell if water is clean and safe to drink. A Druid can make a DC 14 Intelligence check to successfully tell how the weather will turn out for the next 12 hours. Druids are able to easily scavenge for food and shelter for themselves. If a druid spends 6 hours scouting, foraging and hunting they are able to find sustenance and shelter for 2-8 individuals. The druid finds enough food for 24 hours.

Natural Weapons: Druids know how to make weapons of stone, wood, and bone with ease, should they have the materials available. These can be axes, staves, spears, bows and arrows, swords, bolas, etc. If the druid fumbles on an attack roll the weapon breaks in conjunction with whatever befalls them on the Fumble Table (DCC, pg 80).

Woodland Stride: A druid is one with nature and is able to move through obstructions like thorns, brambles, roots, thick branches, and the like as if they were water. A druid will suffer no damage from troubles like natural thorns. A druid also leaves no tracks when walking in nature.

Animal Companion: A druid can cast the Animal Summoning spell (DCC pg 129-130). The druid can make a spell check using 1d20+level+Personality modifier. They cannot spellburn, but can suffer corruption, misfire, etc.

Animal Shape: A druid can cast the Animal Shape spell (see below). The druid can make a spell check using 1d20+level+Personality modifier. They cannot spellburn, but can suffer corruption, misfire, etc.

ANIMAL SHAPE

Level 1 (Druid) **Range:** Self **Duration:** Varies **Casting Time:** 1 round **Save:** None

General	The druid is able to transform into an animal.
Manifestation	Roll 1d4: (1) blood and ooze seep from the druid as bones snap and pop as they realign into new form. The druid is screaming. Lots of screaming; (2) worms borrow out of the druid's skin and reshape the druid into the new form; (3) A whirlwind encircles druid then disappears, leaving the druid in the new shape; (4) roots shoot up from the ground and begin ripping off druid's flesh, showing the animal underneath.
Corruption	Roll 1d6: (1) the druid's head changes permanently into chosen animal; (2) druid's eyes transform into chosen animal eyes; (3) druid's teeth become sharp and overlarge, making speech difficult; (4) druid is covered in thick, itchy coarse hair; (5) the druid's lower body becomes that of a goat; (6) the druid gives off a sense of unease to animals (negating the bonus of Animal Empathy).
Misfire	Roll 1d4: (1) the druid is transformed into a small flightless bird for 1d3 hours; (2) a tree grows out of the top of the druid's head (permanently); (3) the druid takes on the smell of carrion. It attracts biting flies that buzz around (-1 to all rolls) for 1d3 hours; (4) a rip in time and space appears and an unnatural infernal version (Type I demon) of the chosen animal clambers out, enraged at the caster.

1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption+misfire+patron taint, (1-2) corruption, (3) patron taint (or corruption if no patron), (4) misfire.
2-11	Lost. Failure.
12-13	The druid can transform into a natural animal with Hit Dice less than her own (min 1 HD). She assumes the creature's form and manner of locomotion, as well as the ability to survive in the creature's normal habitat, but gains no other powers. The transformation lasts 1 round per caster level.
14-17	The druid can transform into a natural animal with Hit Dice less than or equal to her own. The druid assumes the creature's form and manner of locomotion, as well as the ability to survive in the creature's normal habitat, but gains no other powers. The transformation lasts 1 minute per caster level.

18–19	The druid can transform into a natural animal with Hit Dice equal to one and a half times her level. The druid assumes the creature's form and manner of locomotion, as well as the ability to survive in the creature's normal habitat, but gains no other powers. The transformation lasts 1 hour per caster level.
20–23	The caster can transform into a large insect or large natural animal with Hit Dice less than or equal to her own. The druid assumes the creature's form and manner of locomotion, as well as the ability to survive in the creature's normal habitat and gains one of the creature's racial abilities. The transformation lasts 1 round per caster level.
24–27	The druid can transform into a large insect or large natural animal with Hit Dice equal to one and a half times her level. The druid assumes the creature's form and manner of locomotion, as well as the ability to survive in the creature's normal habitat and gains one of the creature's racial abilities. The transformation lasts 1 minute per caster level.
28–29	The druid can transform into a giant insect or dire animal with Hit Dice equal to one and a half times his level. The druid assumes the creature's form and manner of locomotion, as well as the ability to survive in the creature's normal habitat and gains one of the creature's racial abilities. The transformation lasts 1 hour per caster level.
30–31	The druid can transform herself and another target into a giant insect or dire animal with Hit Dice equal to one and a half times her level or can transform herself into a giant insect or dire animal with Hit Dice equal to twice her level. The affected target(s) assumes the creature's form and manner of locomotion, as well as the ability to survive in the creature's normal habitat and gains two of the creature's racial abilities. The transformation lasts 1 hour per caster level.
32+	Same as 30-31 but lasts until the Druid cancels the effect or 24 hours have passed.



Table 1:7 Druid



Level	Attack	Crit Die/ Table*	Action Dice	Ref	Fort	Will
1	+0	1d8/III	1d20	+1	+0	+1
2	+1	1d8/III	1d20	+1	+0	+1
3	+2	1d10/III	1d20	+1	+1	+2
4	+2	1d10/III	1d20	+2	+1	+2
5	+3	1d12/III	1d20	+2	+1	+3
6	+4	1d12/III	1d20+1d14	+3	+2	+3
7	+5	1d14/III	1d20+1d16	+3	+2	+4
8	+5	1d14/III	1d20+1d20	+3	+2	+5
9	+6	1d16/III	1d20+1d20	+3	+3	+5
10	+7	1d16/III	1d20+1d20+1d14	+4	+3	+6

* The critical success tables can be found in DCC, pg 82-83.

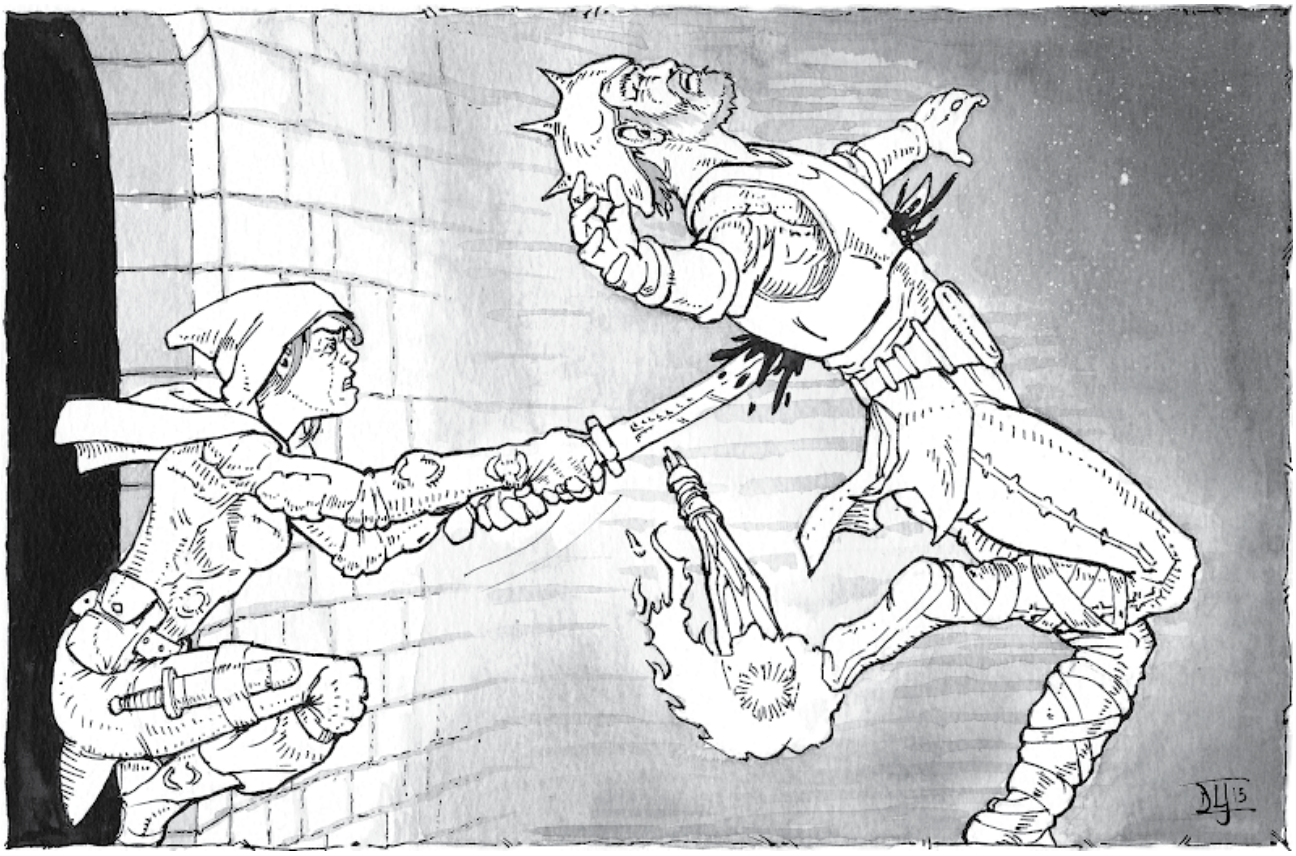
Table 1:8 Druid Titles

Level	Title
1	Ward
2	Keeper
3	Guardian
4	Savage
5	Arch Druid

Shadowdancer

Whereas a common thief uses the darkness to merely aid in their illicit acts, you have fully embraced it, truly making it your ally. You have some inexplicable ability to merge with the shadows, becoming completely invisible in them, and even travel through them to another location!

You are the ultimate assassin, able to kill your prey, and then move yourself from harm before the alarm is even sounded. You are highly sought after in the underworld, and you smirk at the various rumors that fools speak about you in hushed tones. You laugh gleefully when you see a mark huddled in their room, surrounded by torches, as if the light would keep them safe from your blade. The fools! Never realizing that eventually the darkness will come… and with it death.



Hit Points: A Shadowdancer gains 1d6 HP per level.

Weapon Training: Shadowdancers are proficient with the following weapons: barbed net*, blackjack, blowgun, bolas*, crossbow, dagger, dart, hand crossbow* longsword, net*, shortsword, shortbow, sickle*, sling, spiked chain*

*Weapons in the Hubris campaign setting (see equipment, pg 54).

Alignment: A shadowdancer cherishes secrets and lies, and revels in the chaos of striking unsuspecting targets. All shadowdancers are chaotic by nature.

Hide in Plain Sight: A shadowdancer is able to hide in shadows even while being watched as long as they are within 10' of a dimly lit area. A shadowdancer is able to hide themselves even out in the open so long as there is shade, where a normal person cannot.

Thief Training: A shadowdancer has picked up some training as a thief along the way and selects four thief skills (DCC pg 38) at level one and levels them up according to the chaotic alignment tree.

Shadow Abilities

Cantrip: As per the spell (DCC, pg 130). A shadowdancer rolls 1d20+level+Luck modifier and consults the spell table in DCC. A shadowdancer cannot spellburn for this ability. Armor affects this ability. Using this ability is an attack action.

Darkness: As per the spell (DCC, pg 258). A shadowdancer rolls 1d20+level+Luck modifier and consults the spell table in DCC. If the shadowdancer rolls a 1 on their ability check they have a 50% chance to suffer corruption: 1-2) Minor Corruption; 3-5) Major Corruption; 6) Greater Corruption. Rolling a 1 on the check also results in losing the ability for 24 hours. A shadowdancer cannot spellburn for this ability. Armor affects this ability. Using this ability is an attack action.

Darkvision: The shadowdancer's eyes become black pools of swirling darkness, allowing them to see in the dark (even magical darkness). The shadowdancer rolls d20+level+Luck modifier modifier. Consult the table below: Using this ability is a movement action.

1	Lost (24 hours). Failure. Blinded for 2d3 hours.
2-11	Lost (24 hours). Failure
12-13	See in normal darkness 15' for 1d3 turns.
14-17	See in normal darkness 30' for 2d4 turns.
18-19	See in normal darkness 60' for 1d3 hours.
20+	See in normal and magical darkness for 24 hours.

Shadow Defense: The shadowdancer is able to wrap the darkness around them and gain extra protection. Using this ability is an attack action.

1	Lost (24 hours). Failure. Weakened (suffer extra 2d3 damage per attack for 1d4 hours).
2-11	Lost (24 hours). Failure.
12-13	+1 AC for 1 turn.
14-17	+2 AC for 1 turn.
18-19	+2d2 AC for 1 turn.
20+	+2 AC and gain DR of 2d3 (must be rolled with each attack) for 1 turn.

Shadow Jump: A shadowdancer is able to manipulate the very darkness itself and create a portal that allows them transport to another spot of darkness or shadow nearby. While to others this ability may seem instantaneous, the shadowdancer is actually traveling through the realm of the Void and sometimes attracts the attention of less desirable entities. The shadowdancer rolls 1d20+level+Luck modifier. Armor affects this ability. Using this ability is a movement action.

1	Lost (24 hours). Failure. And Worse! Make a Luck Roll- failure means you have attracted the attention of: 1) Void Imp (type I demon); 2) Lesser Shadow (1/2 all stats, no Strength drain- DCC, pg 425-426); 3) Shadow (DCC, pg 425-426); 4) Void Horror (type II demon) and it emerges 1d4 rounds after you attempted to shadow jump. Rolling a critical failure on the Luck roll means that you successfully travel into the Void and into a creature's waiting arms and are never heard from again.
2-11	Lost (24 hours). Failure.
12-13	You are able to travel up to 30' through the shadows.
14-15	You are able to travel up to 60' through the shadows.
16-17	You are able to travel up to 120' through the shadows.
18-19	You are able to travel up to 240' through the shadows, or you and another target can travel 60ft.
20+	You are able to travel up to 480' through the shadows, or you and another target can travel 120ft.

Luck: A shadowdancer factors in their Luck modifier on their Shadow Abilities.

Table 1:9
Shadowdancer

Level	Attack	Crit Die/ Table*	Action Dice	Ref	Fort	Will
1	+0	1d10/II	1d20	+1	+0	+1
2	+1	1d12/II	1d20	+1	+0	+1
3	+2	1d14/II	1d20	+1	+1	+2
4	+2	1d16/II	1d20	+2	+1	+2
5	+3	1d20/II	1d20	+2	+1	+3
6	+4	1d24/II	1d20+1d14	+3	+2	+3
7	+4	1d30/II	1d20+1d16	+3	+2	+4
8	+5	1d30+2/II	1d20+1d20	+3	+2	+5
9	+6	1d30+4/II	1d20+1d20	+3	+3	+5
10	+7	1d30+6/II	1d20+1d20	+4	+3	+6

* The critical success tables can be found in DCC, pg 82-83.

Table 1:10 Shadowdancer Titles

Level	Title
1	Assassin
2	Spook
3	Shade
4	Specter
5	Death

Avarian

You are an enigmatic and elusive humanoid that closely resembles a crow or raven, ranging 4'5" to 5'5" in height. Your culture is bizarre to outsiders, as your race tends to be secretive and exhibit a magpie mentality for hoarding items and mementos- even if they may seem like junk to others. Many of the other races tend to distrust you as yours is a race of consummate tricksters. Some avarians have a natural ability to cast illusion spells, while others have a bizarre ability to cause people to become unlucky, and often delve into crime, using their various skills as spies, thieves, or assassins.

Your people's homeland is the Realm of the Echo Forest, located in the Razorback Mountains of the Frozen Wastes pg 94).



Hit Points: An avarian gains 1d6 HP per level.

Weapon Training: An avarian is trained in the use of blackjack, bolas*, crossbow, dagger, dart, hand crossbow*, shortbow, short sword, and sickle*. Avarians tend to wear light or no armor as it impedes their ability to cast spells and fly.

*Weapons in the Hubris campaign setting (see equipment, pg 54).

Alignment: The avarian race is split by a strange duality: Those that seek to preserve the traditions of their culture and bring the reputation of the avarian race to a better light are lawful, while those who seek constant gain, trinkets, or are shysters tend to be chaotic. It is extremely rare to find an avarian who is neutral.

Flight: The arms of an avarian are also his wings. An avarian can fly at a rate of 30' per round. While flying, an avarian cannot attack or cast spells. An avarian cannot fly if they are wearing any armor (other than padded) or while having an abundance of items and weapons, or large weapons. Use common sense- ultimately it is the Judge's call.

Languages: At 1st level, an avarian is automatically able to speak their native tongue which sounds like a mix of clucking, chirping, hissing, and mewling, common, and one other language of the player's choice. They also gain one additional language for every point of Int modifier.

Low-Light Vision: An avarian can see in near-dark conditions normally up to 30'.

Magpie: Avarians collect things that others find useless or mundane; it's a compulsion. An avarian can make a Luck roll to see if they have some "useful" mundane item hiding in their pockets. The item could be a hairpin, a few coins, a shiny button, an ancient skeleton key, etc. The idea should be fun and clever to the situation. The Judge has final arbitration.

Transformation: Once a day an avarian is able to transform into a human form (this human form shows all scars, corruption, and deformities that the avarian has obtained through their rough and tumble journey). This transformation is truly horrible to witness as bones jut out and pus, strange clear liquids and blood spew forth from the body. Any target that witnesses this transformation must make a DC 12 Fort save or become nauseated, suffering -2 to all rolls for 1d6 rounds. The avarian stays in this transformed form as long as they desire. Transforming or reverting back to their original form takes 1 turn.



Paths of the Avarian: Choose one at Level 1.

Path of the Trickster

Illusionist: Avarians have the ability to manipulate arcane magic and cast a limited number of spells that deal with illusions or compulsions (see available list below). An avarian uses the normal rules for casting arcane spells (including spellburn), and can suffer any and all of the negative effects associated with dabbling in magic. When an avarian gains the ability to cast a new spell, the player chooses from their available spell list (see Table 1-11 for spells known and max spell level; spells available to an avarian are listed below).

Scrolls: The avarian is able to cast spells from scrolls as a theif of the same alignment and level (DCC, pg 38).

Path of the Scoundrel

Roguish: An avarian selects six Thief skills at first level and levels them up as a thief of the same alignment.

Luck: Avarians are able to use their luck in ways normal mortals cannot. They are able to use Luck in the following ways:

- An avarian can burn their Luck as per normal and gain a modifier on their rolls equal to the amount burned.
- An avarian can burn a point of Luck to make another target unlucky. The target must be within 30' of the avarian and gets a Will save (DC 10 + avarian's level). If successful the target cannot be affected by this again for 24 hours. If the Will save fails the target has been jinxed and must roll their next 1d3 attack, save, or skill checks twice and take the lower of the two. If they critically fail their Will save, they permanently lose 1 Luck as well as suffer the effects stated above.

A scoundrel avarian recovers Luck quicker than the other races. With a full night of rest an avarian recovers 1d3 Luck points back. They cannot go above their maximum score.

Mocking Bird: An avarian is able to mimic the voice or sound of any creature that they have heard in the past (Judge has final say). Sneaky avarians use this ability to lure a mark into a dark alley, or to distract a guard. The avarian makes an ability check (d20+Luck modifier+level), which serves as the DC for the Will save the target(s) hearing the noise must roll to know that the sound is not genuine.



Table 1:11 Avarian



Level	Attack	Crit Die/ Table*	Action Dice	Known Spells	Max Spell Level	Ref	Fort	Will
1	+0	1d10/II	1d20	2	1	+1	+0	+1
2	+1	1d12/II	1d20	3	1	+1	+0	+1
3	+2	1d14/II	1d20	4	1	+1	+1	+2
4	+2	1d16/II	1d20	5	2	+2	+1	+2
5	+3	1d20/II	1d20	6	2	+2	+1	+3
6	+4	1d24/II	1d20+1d14	7	2	+3	+2	+3
7	+4	1d30/II	1d20+1d16	8	2	+3	+2	+4
8	+5	1d30+2/II	1d20+1d20	9	3	+3	+2	+5
9	+5	1d30+4/II	1d20+1d20	10	3	+3	+3	+5
10	+6	1d30+6/II	1d20+1d20	11	4	+4	+3	+6

* The critical success tables can be found in DCC, pg 82-83.

Table 1:12 Avarian Titles

Level	Title (Lawful)	Title (Chaotic)
1	Hatchling	Vagabond
2	Recorder	Entertainer
3	Sage	Magpie
4	Historian	Gypsy
5	Raven Clutch	Shyster

Illusion type Spells

Level 1

1. ***Cantrip*** (DCC, pg 130)
2. ***Charm Person*** (DCC, pg 131)
3. ***Color Spray*** (DCC, pg 134)
4. ***Darkness**** (DCC, pg 258)
5. ***Magic Shield*** (DCC, pg 146)
6. ***Patron Bond*** (DCC, pg 148) and ***Invoke Patron*** (DCC, pg 144)◊
7. ***Patron Spell***
8. ***Ropework*** (DCC, pg 153)
9. ***Sleep*** (DCC, pg 155)
10. ***Ventriloquism*** (DCC, pg 158)

Level 2

1. ***Arcane Affinity*** (Illusionist only) (DCC, pg 162)
2. ***ESP*** (DCC, pg 166)
3. ***Invisibility*** (DCC, pg 172)
4. ***Invisible Companion*** (DCC, pg 173)
5. ***Knock*** (DCC, pg 175)
6. ***Lotus Stare**** (DCC, pg 276)
7. ***Magic Mouth*** (DCC, pg 180)
8. ***Mirror Image*** (DCC, pg 182)
9. ***Phantasm*** (DCC, pg 187)
10. ***Scare*** (DCC, pg 191)

Level 3

1. ***Consult Spirit*** (DCC, pg 204)
2. ***Dispel Magic*** (DCC, pg 208)

Level 4

1. ***Polymorph*** (DCC, pg 243)
2. ***Wizard Sense*** (DCC, pg 245)

** Even though this is a cleric spell, this innate ability to cast magic means that the avarian does not suffer any modifiers for casting this spell.*

◊ The patron must be one aligned with trickery, deceit, illusions, prophecy, etc.



Ekrask



You are so much more than your dim-witted lesser-kin, the lizardman, and you bask in your superiority. You are proud, agile, muscular and savage. Your people stand as tall or taller than any of the puny humans, reaching 5'8"-7'5" in height. Long ago Klind sorcerer-slavers invaded the Bogwood Swamp and subjugated your people, turning your proud race into slaves and things to be sacrificed to their dark god, Set. Eventually your people resisted the Klind, and expelled them from the Bogwood, and now most are free. However, many of your kind are still slaves in Klind lands and the battle drums beat as ekrask warriors seek to liberate their brethren.

Hit Points: An ekrask gains 1d10 HP per level.

Weapon Training: An ekrask is trained in the following weapons: blowgun, bola*, club, dagger, dart, flail, hand axe, javelin, longbow, man catcher*, net*, net, spiked*, shortbow, sling, and spear. Ekrask tend to wear leather, studded leather, hide, and scale mail.

*Weapons in the Hubris campaign setting (see equipment, pg 54).

Alignment: Ekrask life is hard and brutal. Their culture is multifaceted, and that is reflected in their alignments. Those that uphold the shamanistic traditions and try to live in some relative peace with the other races tend to be lawful or neutral, while those that think that their lizardman kin have the right idea about shunning "civilized" life lean towards chaotic.

Infravision: An ekrask can see in the dark up to 60'.

Attack Modifier: The ekrask do not receive a fixed attack modifier at each level. Instead they receive a deed die, like the warrior (DCC, pg 42). The deed die is rolled each round to generate the attack modifier. Consult Table 1-11 below to see the deed die advancement. The bonus of the deed die is also a modifier for damage.

Mighty Deeds: Through their savage lifestyle and training the ekrask can perform Mighty Deeds like a warrior (DCC, pg 42).



Natural Weapons: An ekrask has a nasty bite attack that deals 1d4 damage, and razor-sharp claws that deal 1d6 damage. An Ekrask is never considered unarmed.

Blood Spout: Once per day an ekrask can shoot blood out of its eyes. The ekrask must succeed a ranged attack against the target; if hit the target must make a DC 10+ ekrask level Fort save or be stunned for 1d4 rounds. The smell of the blood makes the target easier to track by scent (granting a +2 bonus to skill check rolls).

Tracker: All ekrask are natural trackers and it is considered a trained skill, rolling a d20 instead of a d10.

Rage: An ekrask is a savage fighter that is able to tap into their ferocious nature and attack with reckless abandon. When raging an ekrask ups their damage die one level, receives +2 to saving throws against mind-altering effects and fear, and ignores 2 points of physical damage. They also incur -2 to AC and -2 to Intelligence checks. The rage lasts a number of rounds equal to one half their level rounded down +1 (minimum of 2 rounds at level 1). The ekrask can rage a number of times per day equal to their Stamina bonus (minimum of 1). They cannot use any abilities that require concentration. If all enemies are felled before the duration of Rage runs out the ekrask will attack friends. A successful Will check (DC 15) each round for the duration allows the ekrask to resist the bloodlust and avoid attacking a friend.

Languages: At 1st level an ekrask automatically speaks common and Sheka (Lizardspeak). They also gain one additional language for every point of Int modifier



Table 1:13
Ekrask



Level	Attack (Deed Die)	Crit Die/ Table*	Action Dice	Ref	Fort	Will
1	+d3**	1d10/III	1d20	+1	+1	+0
2	+d4**	1d12/III	1d20	+1	+1	+0
3	+d4**	1d14/III	1d20	+2	+1	+1
4	+d5**	1d16/IV	1d20	+2	+2	+1
5	+d6**	1d20/IV	1d20	+3	+2	+1
6	+d6**	1d24/IV	1d20+1d8	+3	+3	+2
7	+d8**	1d30/IV	1d20+1d12	+4	+3	+2
8	+d10**	1d30/IV	1d20+1d16	+4	+4	+2
9	+d10+1**	2d20/IV	1d20+1d20	+5	+4	+3
10	+d10+2**	2d20/IV	1d20+1d20+1d10	+5	+5	+3

* The critical success tables can be found in DCC, pg 82-83.

** An ekrask's attack modifier is rolled each round with the appropriate die, with each attack. The result is the modifier for both attack and damage rolls. At higher levels, the ekrask adds both the die and the fixed value.

Table 1:14 Ekrask Titles

Level	Title (Lawful)	Title (Chaotic)	Title (Neutral
1	Hatchling	Leech	Wanderer
2	Watcher	Trog	Tracker
3	Hunter	Serpent Brethren	Soldier
4	Guardian	Ravager	Protector
5	Chieftain	Dragonkin	Shaman

Half Demon

As sure as there is evil and corruption in Hubris, there are demons and devils scheming nefarious deeds and plans. Some demons take men and women as mates; sometimes through trickery or force and other times simply out of boredom. Myths tell of demons falling in love with a damsel or knight; this is a lie. Demons do not love; they do not care about mortals, their feelings, or their ambitions, unless it furthers their own ends.

You are the unfortunate result of such a union. You wander Hubris shying away from temples and churches that preach and warn of your unnaturalness, and your inherent evil. While there are those who accept you, most are wary and distant at best.

You can't blame them. You feel the constant struggle going on within your heart; the battle for your soul. Half demons can be found all over Hubris. Most attempt to etch out a life for themselves, either by gaining power and forcibly bending the knee of those who would persecute them, or by living on the fringes, making ends meet by taking the odd job, using sword and spell.



Hit Points: A half demon gains 1d6 HP per level.

Weapon Training: Half demons are familiar with the following weapons: club, crossbow, dagger, dart, longsword, mace, man catcher*, polearm, scythe*, short-sword, spiked chain*, and staff. Half demons tend to wear light armor since heavier armor interferes with their ability to cast spells.

*Weapons in the Hubris campaign setting (see equipment, pg 54).

Alignment: Half demons feel the corruptive pull within themselves. Some half demons gravitate towards a more lawful alignment, possibly due to an innate knowledge of the hierarchal structure of the Void, while others are filled with the lust for power, riches, and revenge are chaotic.

Low-Light Vision: See in near-dark conditions normally up to 30'.

Infernal Resistance: Half demons gain +2 to saves against one of the following types of damage (if magical), and ignore 2 points of damage if it is natural: Roll 1d4- 1) fire; 2) cold; 3) electric; 4) acid.

Demonic Vulnerabilities: You can be turned by a cleric that has demons listed as unholy creatures, although you get +2 to your Will save. You take 1d4 additional damage from Cold Iron weapons and holy water.

Demonic Powers

The infernal blood that courses through their veins allows a half demon to tap into demonic powers that enhance their physique or already existing demonic abilities. To utilize a demonic power a half demon must roll a Personality roll (see below) plus their level; if they are successful they select which power they desire (see Table 1-15). A half demon can only have one power active at a time, unless stated differently in the Demonic Powers table.

Demonic Powers (Personality Check)

1	Lost and Demonic Corruption
2-11	Lost. Failure
12-13	Failure, but ability is not lost.
14-15	The half demon gains a demonic power for 1d2 rounds.
16-17	The half demon gains a demonic power for a number of rounds equal to their level + 1.
18-19	The half demon gains a demonic power for a number of turns equal to ½ their level.
20-21	The half demon gains a demonic power for a number of turns equal to their level.
22+	Gain a demonic power for a number of turns equal to double the half demon's level or 2 demonic powers for a number of rounds equal to the half demon's level +1.

Table 1-15: Demonic Powers

Power	Effect
Ferocious Attack	Attack rolls are made one step higher on the die ladder.
Heightened Strength	Increase Strength by +2.
Immunity (Magical)	Increase save modifier to +4 against resistance rolled.
Immunity (Physical)	Become immune to damage based on resistance rolled.
Increased speed	Increase speed by 20' and +2 to initiative.
Infernal claws	Grow claws that do 1d6 damage. Treat as if half-demon has a 16 in Agility for the purpose of two-weapon fighting (with claws only!).
Magical Aptitude	Increase casting roll one step higher on the die ladder.
Regeneration	Regain 2 HP a round.
Resistance	Choose another form of damage in Infernal Resistance and gain benefits stated above.
Thickened skin	Increase armor class by +4.

Demonic Corruption

Rolling a 1 represents a loss of humanity, resulting in demonic corruption. Roll once for each column on the Demonic Corruption Table. When a half demon has suffered five demonic corruptions, they must make a DC 20 Will save to retain their sense of self. Failure means that the half demon's humanity has been consumed and the full cruelty and terror of their demonic nature has taken over. The character becomes a villain NPC and the player must make a new character. If the player succeeds on the Will roll, they successfully win the fight for their soul for the moment. If the half demon rolls another fumble on their Demonic Powers check after this narrow escape, their luck† has run out and their humanity has been consumed as stated above.

† A half demon can permanently burn a point of Luck to stave off this disastrous effect and retain their sense of self.

Table 1-16: Demonic Corruption

Roll	Effect 1	Roll	Effect 2
1	Feet become cloven hooves- +5 pace	1	Holy water does 1d8 damage.
2	Have claws constantly (1d6 damage). Use of Demonic Power raises damage to d8.	2	Visage becomes more demonic; -2 to Personality.
3	Eyes become red and bloody. Gain Infravision 30' radius. Lose lowlight vision.	3	A burnt, sulfuric smell hangs around you.
4	Demonic Health: Increase your HD to d8; also roll right now for some additional HP.	4	Your touch burns and irritates others. Those who touch you must make a DC 12 Fort save or take 1 point of damage per round.
5	Wings sprout out of your back. Fly at a pace of 30'.	5	Daylight bothers you. All your physical stats are rolled with a d16 while in the sunlight.
6	You grow a barbed tail that can attack at 1d16 and does 1d4 damage.	6	Lose your +2 saves against turn checks, instead suffer -2.
7	You grow horns that do 1d4 damage.	7	Lay on Hands is ineffective on you when cast by a cleric of an adjacent or opposed alignment.
8	Fiendish Resistance: Increase your resistance to physical damage type by +2.	8	Cold Iron now does 1d8 damage to you.
9	Gain ability to cast Darkness as an arcane spell*.	9	If you look in a mirror you must succeed at a DC 16 Will save or become terrified at what you have become and suffer -2 to all rolls for 24 hours.
10	Fiendish Strength: Increase Strength +2 (max of 18).	10	You have an unsettling aura about you. Normal people shy away from you, while the religious will attack you outright.

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** As per cleric spell of same name. Because the wizard version of the spell is a different spell level, the wizard receives a -2 penalty to spell checks when casting it. For example, binding is a level 2 cleric spell but a level 3 wizard spell; therefore, when rolling on the spell table, the wizard applies a -2 penalty to spell checks. On a result of natural 1, the wizard suffers a 50% chance of major corruption or misfire, rolling on the generic tables as appropriate (Taken from DCC, pg 127).*

Luck: A half demon receives their Luck modifier on their Will save against Demonic Corruption.

Spells: Due to their lineage a half demon is able to use the arcane arts. They start with a number of spells shown below on the half demon table and are able to cast increasingly more powerful spells as they gain power and experience. A half demon rolls 1d20+Intelligence modifier+level.

Caster Level: This is usually the same as the half demon's level.

Demonic Patron: A half demon begins the game in the service of a patron. This could be the demon that bore them or perhaps another that is using the half demon's emotions as a tool for their own means. A half demon starts play with patron bond and invoke patron at 1st level, in addition to their other spells.

Languages: At 1st level, a half demon begins able to speak common.



Table 1:17
Half Demon



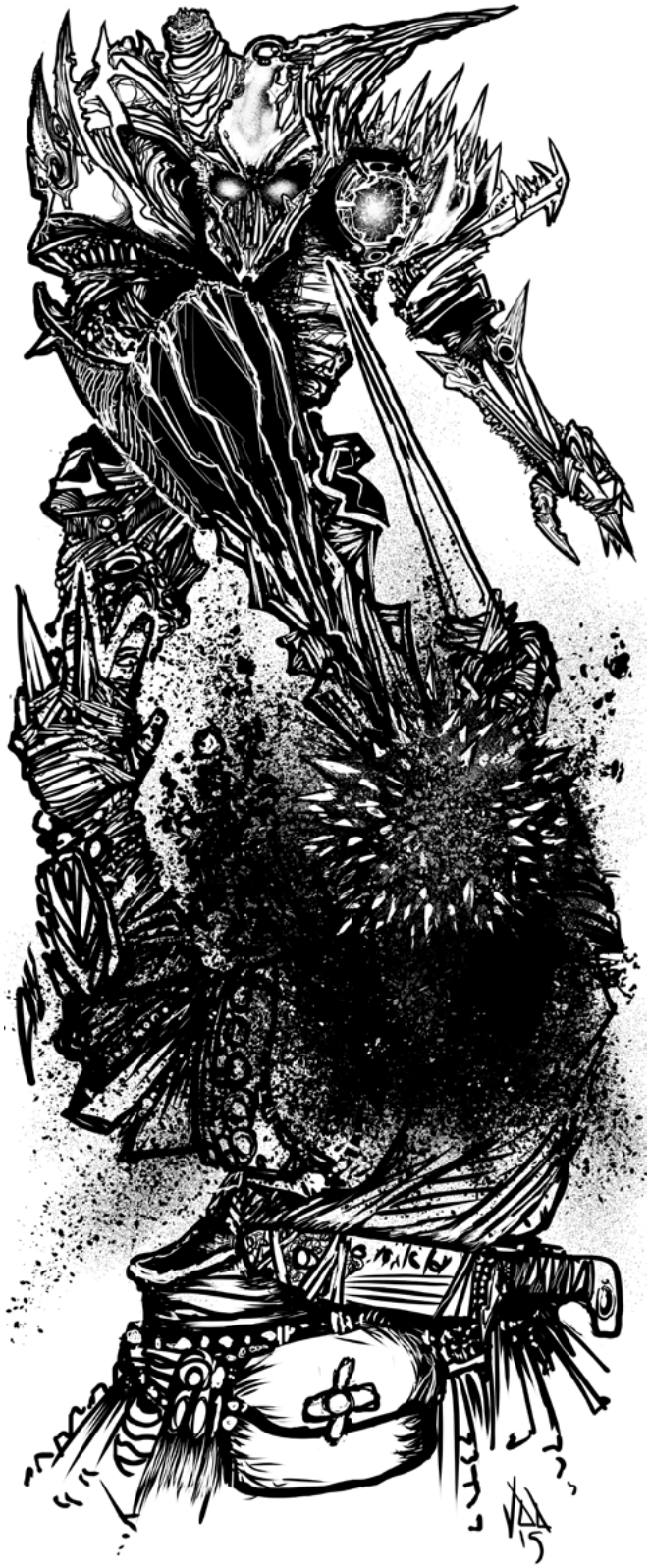
Level	Attack	Crit Die/ Table*	Action Dice	Known Spells	Max Spell Level	Ref	Fort	Will
1	+0	1d8/II	1d20	2	1	+0	+1	+1
2	+1	1d8/II	1d20	3	1	+1	+1	+2
3	+1	1d10/II	1d20	4	2	+1	+2	+2
4	+2	1d10/II	1d20	5	2	+2	+2	+3
5	+2	1d12/II	1d20+1d14	6	3	+2	+3	+3
6	+3	1d12/II	1d20+1d16	7	3	+2	+3	+4
7	+3	1d14/II	1d20+1d16	8	4	+3	+3	+4
8	+4	1d14/II	1d20+1d20	9	4	+3	+4	+5
9	+4	1d16/II	1d20+1d20	10	5	+3	+4	+5
10	+5	1d16/II	1d20+1d20+1d14	12	5	+4	+4	+6

* The critical success tables can be found in DCC, pg 82-83.

Table 1:18 Half Demon Titles

Level	Title
1	Loathsome
2	Tainted
3	Wretched
4	Corrupted
5	Vile

Murder Machine



Whether you were a criminal, beggar, or an invalid just trying to get by, you managed to anger the Black Queen and were "volunteered" into her service.

You were strapped into a suit of specially crafted armor and dumped into a vat full of boiling, swirling alchemical substances and sealed in a chamber for three days. The intense heat and pressure of the chamber caused your flesh to melt and meld with the suit of armor. While the Black Guard of Abhorrent Action watched in stoic silence, your screams of pain filled the chamber. To this day your cries still ring in your ears.

You emerged from the vat as one of the Black Queen's terrifying Murder Machines. Through her bizarre technology and sorcery, she has morphed you into a living construct which she uses to mercilessly slaughter her enemies. You have killed, labored, destroyed, and terrified all in her name.

While most murder machines are utterly loyal and obedient to the Black Queen, you are different. The alchemical substances did not manage to destroy your consciousness and personality. Eventually you were able to break free of her control completely. You bided your time, and when able you made your escape.

Now you are on the run from agents of the Black Queen, all the while attempting to etch out a life for yourself in the strange and grim world of Hubris.

Hit Points: A murder machine gains 1d10 HP per level.

Weapon Training: A murder machine is trained in all manner of weaponry. They cannot wear any armor (see below).

Alignment: A murder machine is free to decide their code of ethics. However, one thing always rings true, the call to battle and desire to kill fleshy things are constant.

Attack Modifier: Murder machines do not receive a fixed attack modifier at each level. Instead they receive a deed die, like the warrior (DCC, pg 42). The deed die is rolled each round to generate the attack modifier. Consult Table 1-19 below to see the deed die advancement. The bonus of the deed die is also a modifier for damage.

Mighty Deeds: You were constructed for battle. A murder machine can perform Mighty Deeds as a warrior (DCC, pg 42).

Construct: As a bizarre living construct a murder machine does not require sleep, food, or air. They are also immune to diseases and poisons. Due to being a construct, normal magical means of healing are not as effective on you, only giving you half the amount healed (minimum of 1HP) back.

Natural Armor: The body of a murder machine is made of tough metal and wood and gives natural armor protection. Treat the armor class of a murder machine as being equipped with scale mail (+4). Due to this natural construction a murder machine suffers no check penalties on skill checks. The construction of a murder machine body makes it so they cannot wear any other armor. Your body is so heavy that you cannot swim, but sink to the bottom and must walk along the sea floor.



Punch Them in the Face: A murder machine's fist is hard metal and wood and does 1d4 damage.

Swiss-Army Hand: A murder machine is built to kill, and as such is outfitted with a hand that can rotate and become one of three weapons. At level one a player chooses three weapons from the following list: hand crossbow*, dagger, flail, hand axe, mace, short sword, or wheellock pistol*

*Weapons in the Hubris campaign setting (see equipment, pg 54).

Tinkering: Choose one at level 1

- **Dual Swiss-Army Hands:** Same as above, but both hands.
- **Thick Plating:** The natural armor of the murder machine is increased by +2, as though they are wearing banded mail.
- **Shoulder Cannon:** Small cannon that sits atop your shoulder. Loud explosions and lots of painful damage. The murder machine is able to choose one of two types of ammunition to load into the cannon. The attack roll is made at one step lower on the die ladder. The shoulder cannon takes 1 turn to reload. Ammunition for the shoulder cannon costs 30gp each shot and a murder machine is only to carry three shots on their personage before the weight is too much.
- **Cannon Ball:** A large lead ball that is shot at a single target; roll 2d16 and take the higher of the two.
- **Shrapnel Shot:** The lead ball breaks apart and hits all targets in a 15' cone for 1d14 damage.
- **Shrapnel Explosion:** You were designed to do as much damage as possible should you be deactivated. When you fall unconscious bits of metal and pellet burst from you in a 10ft radius. All in that zone take 2d8 damage (DC 12 Ref save for half damage).

Outsider: People tend to be uncomfortable in your presence. Any personality check you make is reduced one step on the die ladder.

Hunted: The Black Queen is furious that you have somehow resisted her control. Agents of The Black Guard of Abhorrent Action are hunting you, eager to please their queen.

Nuts and Bolts: A murder machine is able to create a Nuts and Bolts salve that they can apply to their damaged body, restoring 1d6+1HP or a Superior Nuts and Bolts salve which heals for 3d6+3. The ingredients for a Nuts and Bolts salve cost 150gp and take 4 hours to create. A Superior Nuts and Bolts salve costs 700gp and takes 6 hours to create.

Languages: A 1st level murder machine automatically knows common.



Table 1:19 Murder Machine



Level	Attack (Deed Die)	Crit Die/ Table*	Action Dice	Ref	Fort	Will
1	+d3**	1d10/III	1d20	+0	+1	+1
2	+d4**	1d12/III	1d20	+1	+1	+1
3	+d4**	1d14/III	1d20	+1	+2	+1
4	+d5**	1d16/IV	1d20	+1	+2	+2
5	+d6**	1d20/IV	1d20	+2	+3	+2
6	+d6**	1d24/IV	1d20+1d8	+2	+3	+3
7	+d8**	1d30/IV	1d20+1d12	+3	+4	+3
8	+d10**	1d30/IV	1d20+1d16	+3	+4	+4
9	+d10+1**	2d20/IV	1d20+1d20	+3	+5	+4
10	+d10+2**	2d20/IV	1d20+1d20+1d10	+3	+5	+5

* The critical success tables can be found in DCC, pg 82-83.
** A murder machine's attack modifier is rolled each round with the appropriate die, with each attack. The result is the modifier for both attack and damage rolls. At higher levels, the murder machine adds both the die and the fixed value.

Table 1:20 Murder Machine Titles

Level	Title
1	Trooper
2	Battlebot
3	Destroyer
4	Slaughterer
5	Juggernaut

Mutant

While wizards and other people who unwisely dabble in the arcane arts will eventually succumb to the effects of corruption, you were born in it. Mutants are shunned and feared in many societies across Hubris, and you are no exception. Some of your kind scrapes a meager living as a bounty hunter, tracking down fugitive brethren. Mutants who operate in this manner tend to be hated and shunned in their own communities. Mutants can be found anywhere in Hubris, although in the city state of Eisenbar it is extremely rare to find one that isn't dead and strung up on the walls of the Blood Spire.



As you age there is always the risk that the corruption will spread through your body causing further horrible mutations. You are alone in this terrible world, forging your destiny on the mangled bodies of those who would persecute you.

Hit Points: The body of a mutant fluctuates and that is represented by the way they gain HP. Each level roll 1d4 for HD type, then roll for HP (plus any Stamina modifiers). 1) d4; 2) d6; 3) d8; 4) d10.

When a cleric performs Lay on Hands on a mutant the HD that they rolled for the current level is what is used for the healing dice.

Weapon Training: A mutant is proficient in the following weapons: crossbow, dagger, longbow, longsword, mace, net*, net, spiked*, polearm, shortbow, shortsword, spear, spiked chain*, two-bladed sword*, and two-handed sword. Should the mutant be granted a natural weapon through mutation, they are proficient in that as well. A mutant can wear any armor that they like.

*Weapons in the Hubris campaign setting (see equipment, pg 54).

Alignment: To be a mutant is to be one with chaos and corruption. As such, it is extremely rare to find a mutant that is lawful. Most have developed a bitter demeanor from being mocked, feared, and persecuted in Hubris. Most mutants are chaotic and tend to operate alone on the fringes of society. Some mutants may develop a more neutral (or apathetic) alignment.

Hound Dog: By concentrating for 1d4 rounds and succeeding on DC 12 Intelligence check, a mutant is able to "sense" other mutants in a 100' radius. If the mutant concentrates for 1 minute and succeeds on a DC 16 Intelligence check, they can hone in on one mutant, know where they are, and know their mutations.

Mutation: At level 1 a mutant begins with two cosmetic mutations, two power mutations, and rolls 1d6 to see if they have a calamitous mutation (see below). Every time a mutant gains a level they roll a Luck check. If the roll is successful, the mutant has gained a mutation. If the Luck roll fails, they gained no new mutations this level. When a mutant gains a new mutation they gain both a cosmetic and a power mutation. They also roll a d6- 1-4) Good Mutation- do not gain a calamitous mutation; 5-6) Not So Good Mutation- gain a calamitous mutation. A mutant can permanently burn a point of Luck to avoid gaining a calamitous mutation



Table 1:21 Mutant



Level	Attack	Crit Die/ Table*	Action Dice	Ref	Fort	Will
1	+0	1d8/III	1d20	+1	+1	+0
2	+1	1d8/III	1d20	+1	+2	+1
3	+2	1d10/III	1d20	+2	+2	+1
4	+2	1d10/III	1d20	+2	+3	+1
5	+3	1d12/III	1d20	+2	+4	+2
6	+4	1d12/III	1d20+1d10	+3	+4	+2
7	+5	1d14/III	1d20+1d12	+3	+4	+2
8	+5	1d14/III	1d20+1d16	+3	+5	+3
9	+6	1d16/III	1d20+1d20	+4	+5	+3
10	+7	1d16/III	1d20+1d20	+4	+6	+3

* The critical success tables can be found in DCC, pg 82-83.

Table 1:22 Mutant Titles

LEVEL	TITLE (Chaotic)	TITLE (Neutral)
1	Dredge	Vagrant
2	Fiend	Beast
3	Monster	Abnormality
4	Horror	Freak
5	Abomination	Twisted One

Cosmetic mutations have no mechanical benefit (unless the Judge really wants to give them one). They only are to determine the strangeness of the mutant. When the mutant gains a new cosmetic mutation it can replace or overlap the previous mutation, if there is a conflict.

Table 1:23 Cosmetic Mutation

Roll	Mutation
2	Hair is always wet and slimy.
3	Face has split and looks like you have two faces.
4	Skin has changed color to: 1) orange; 2) blue; 3) green; 4) alabaster; 5) yellow; 6) red; 7) grey; 8) purple.
5	You sweat profusely.
6	Your tears are milky white.
7	Eyes change color to: 1) orange; 2) blue; 3) green; 4) alabaster; 5) yellow; 6) red; 7) grey; 8) purple.
8	Your teeth fall out and in their place grows: 1) fingernails; 2) worms; 3) open sores; 4) small gasping mouths; 5) small writhing tentacles; 6) tiny, infant-like fingers.
9	You develop red patches that flake and crack all over your skin.
10	Your voice changes to: 1) a growl; 2) opposite gender; 3) a young child; 4) like the whispering of the wind.
11	You change to opposite sex.
12	You smell like cookies.
13	You smell like garbage.
14	Your face is covered in thick black hair.
15	You wake up bald every morning and your hair grows to mid-back by midnight, then falls out and the process starts over again.
16	Hair changes color to: 1) orange; 2) blue; 3) green; 4) alabaster; 5) yellow; 6) red; 7) grey; 8) purple.
17	Your nose becomes a: 1) pig snout; 2) dog nose; 3) two noses; 4) disappears.
18	Flies swarm around you and die when they touch your skin.
19	Your skin is squishy to the touch.
20	You turn pink when wet.
21	You blow bubbles when you breathe.
22	Body is covered in one thousand nipples.
23	Your blood glows in the dark.
24	Eyes become frog-like.
25	Eyes have a filmy covering.
26	Hands and feet are webbed.
27	You are over 6 ½ feet tall.
28	You are shorter than 5'.
29	Body is covered in thick, brown hairy moles.
30	Your body is covered in gasping mouths; tongues sticking out, wagging.
31	You have a small tail.
32	Set of blind eyes on the back of your head.
33	Dead conjoined infant-twin on your back. Never rots, always creepy.
34	Body is covered in thick, itchy hair.
35	Your skin has a scaly appearance.
36	The ends of your fingers are all blind eyeballs.
37	You have a forked tongue.
38	You have a bird beak.

Roll	Mutation
39	Your legs are that of a flamingo.
40	You bleed: 1) earth worms; 2) ear wax; 3) tiny spiders; 4) maple syrup; 5) melting wax; 6) urine.
41	Your skin has the consistency and texture of over-cooked oatmeal.
42	Smoke furls out of your nose, mouth, and ears when you're angry.
43	You have an extremely large tattoo- every morning when you wake up it has moved and changed composition.
44	Your face has taken on a cow-like appearance.
45	Your eyes and head are a fishbowl- little fishies constantly swim into your field of vision.
46	Your hands and feet are overlarge.
47	Your sex changes when you get wet.
48	Your hair glows like a night-lite when in complete darkness.
49	You are always wet, constantly dripping and soggy.
50	Your hair is made of grass.
51	People think you're slow because of the way you talk, but really you have a bloated, warty, overlarge tongue.
52	You sneeze black goo that flees from light.
53	You have a gnarly knotted tumor bulging from your stomach.
54	You have nubby growths on your forehead- some people mistake them for the horns of a demon.
55	You have goat-like legs.
56	You have 6 fingers on your: Even) right hand; Odd) left hand.
57	One pound of coarse sand flows through the air when you cough.
58	When you laugh children cry.
59	Invent your own.
60	Roll twice.

Power mutations are what define a mutant; it is these abilities that keep them alive, aid them in vital situations, and make them unpredictable foes. The name of the mutation and their effects are listed below.

Table 1-24: Power Mutations

Roll	Mutation Effect
1	***Chameleon Skin*** - You can blend in with the environment if you stand still for 2 rounds. Targets suffer -4 to notice you.
2	***Slimy Skin*** - You are a slip and slide. When barefoot you must make a Ref save (DC 12) to stay standing. With no shirt on you can slide on your stomach at 40'/rnd. Targets have a hard time grappling you, suffering -2 to their rolls
3	***Extra Limb*** - 1) Arm- You can get an additional attack, but a d16 Action Die; 2) Leg- When running increase your pace by 15'.
4	***Extra Stomach*** (External)- It's gross and bulging and pulsating, but hey you can go twice as long without starving.
5	***Extra Heart*** - You get +2 on Fort rolls for endurance and gain 1d6 HP.
6	***Fire Breath*** - Once per day you can breathe fire in a 15' cone effect. Those caught in the area take 2d6 damage and have a 1 in 6 chance of catching on fire. Reflex save (DC 10 + mutant level) for half damage.
7	***Telepathy*** - You can read others' minds. This is an opposed Personality roll. If you roll a 1 you are overloaded by the mental assault and suffer 1d4 temporary Personality damage. You are also able to communicate with willing targets.
8	***Acid Blood*** - When struck with a sharp weapon acid blood spurts forth dealing 1d4 damage to the attacker. Yours and the target's armor is reduced by ½ the amount of damage. You go through lots of new clothes and armor.
9	***Stomach Maggots*** - Strange maggots grow in your stomach. Once per day you can vomit 1d6 of these things out and they will attack your chosen target. They have 1 HP each, no bonus to attack (but do get a +1 for each as a gang up option). Damage is 1d3 (+1 for each attacking the target). They die at end of the day. If you don't puke them up, oddly enough you aren't hungry.
10	***Jaunt*** - Once per day you can teleport up to 15ft away. You can do this all at once or in 5ft clumps.

Roll	Mutation Effect
11	***Chitin Skin*** - Your skin is hard and nasty. You gain +2 natural armor bonus.
12	***Hypnotic Gaze*** - Once per day a mutant can cast the Charm Person spell (DCC, pg 131- roll 1d20+Personality mod+level). A mutant can suffer corruption for using this ability.
13	***Natural Weapons*** - 1) Spiked Tongue- 5ft long- 1d4 damage; 2) Claws- 1d6 damage; 3) Tusks- 1d4 damage.
14	***Patagium (Flying Squirrel)*** - You can glide at 25' per round.
15	***Bat Wings*** - You can fly 30'/rnd.
16	***Eyestalks*** - Your eyes are bulbous and rest on stalks that go above your head. You gain +4 to notice type checks. If you are poked in the eye the stalk retreats inside your skull for protection.
17	***Compound Eyes*** - +4 against surprise attacks. Can't be the victim of back attack.
18	***Exploding Pustules*** - Your body is covered in large liquid-filed pustules. Once per day you can make these explode by sheer force of will. The pustules do 2d4+ ½ Stamina score damage to all in 5ft radius.
19	***Protruding Bone Spurs*** - Bones jut out of your skin at odd angles. They are sharp and extremely painful. When you grapple with someone they take 1d4 damage per round.
20	***Worm Infested Skin*** - Worms poke out of your skin and wiggle around. It's creepy. You get +2 to Personality checks when intimidating.
21	***Plague Skin*** - The GM selects an appropriate disease. Anyone who touches your skin must make a successful Fort save (DC based on disease) or become infected themselves. You are a carrier of the disease. It will manifest (description wise) on you, but you do not suffer the adverse effects yourself.
22	***Mandibles*** - Can bite for 1d4 damage. Also able to gnaw through metal, given enough time.
23	***Scorpion Tail*** - You have a tail full of nasty venom. The sting does 1d4 damage. Target must make a successful Fort save (DC 10 + mutant level) or be paralyzed for 1d4 + mutant level rounds.
24	***Hulking Figure*** - Large creature- +1 Attack, -2 AC. Up weapon damage one type. Because of your large stature armor and weapons cost you 25% more.
25	***Tiny Figure - Small creature*** - -2 Attack, +1 AC. Lower weapon damage 1 type. +2 to hiding checks.
26	***Terrible Gaze*** - Once per day a mutant can cast the Scare spell (DCC, pg 191- roll 1d20+Personality mod+level). You can suffer corruption for using this ability.
27	***Swarm of Flies*** - You can blow a swarm of vile, biting flies out of your mouth once per day. The flies occupy a 10ft radius and stay for 2d4 rounds. Anything in the area suffers -2 to attack rolls and takes 1 point of damage per round.
28	***Regeneration*** - You regrow body parts. Each hour you regain 1d4 HP.
29	***Mouths on Palms*** - You can talk in any language, but suffer -2 to Personality when you do, because it's freaky.
30	***Antlers*** - When you charge an enemy you deal 1d4+ Str mod damage.
31	***Serpentine Body*** - You're fast and lithe. Increase movement by 10'. Increase Agility +2 (max of 18).
32	***Acidic Belch*** - Once per day you can release a belch that acts like the Choking Cloud spell (DCC, pg 134- roll 1d20+Personality mod+level). You can also suffer the negative effects of the spell as well as corruption for using this ability.
33	***Suckers on Hands*** - +2 to climbing checks and +2 against being disarmed.
34	***Rough Skin*** - Ignore 2 points of damage.
35	***Extra Adrenal Gland*** - Once per day get a second action to do something physical (move, attack*, take potion, etc.). *=Attack is at 1d16 Action Die.
36	***Shape Shifter*** - You can transform yourself into a natural animal (from small to medium size) once per day. You gain all abilities and physical traits while keeping your own mental abilities.
37	***Ooze-like Body*** - You can become a rubbery puddle on the ground. Your pace is reduced to ¼ but you gain DR 2. You can fit under cracks of doors. The transformation takes 1 round and 1d4 turns to reform. All your clothes and possessions are left behind.
38	***Angel Wings*** - You can fly 30'/rnd.
39	***Metallic Entropy*** - Regular metal items decay and rust in your hands if you touch them with your bare skin for 2 rounds. The item will rust and break apart in 2d3 days. Magical items are completely immune to this effect.

Roll	Mutation Effect
40	***Sickly Demeanor*** - You look gaunt and ill. People think you're a zombie and try to attack you! If you touch them, target must make a Fort save (DC 10 + mutant level) or become sickened for 1d4 rounds, suffering -2 to all rolls. Cannot be affected for 24 hours if successfully saves.
41	***Amphibious*** - You are able to breathe underwater and on land.
42	***Pheromones*** - Despite the fact that you are a freak you are able to attract others. You gain +2 to Personality attribute.
43	***Goat Legs*** - It hurts when you kick someone- 1d4 damage.
44	***Animal Face*** - 1) Bat- Blind-sight; 2) Dog/Wolf- +2 to track with scent; 3) Pig- Ability to eat almost anything and live; 4) Feline- Darkvision 50ft; 5) Goat- Horns- 1d4 damage; 6) Beaver- Ability to chew through wood. Suffer -1 to Personality score regardless of head type.
45	***Behemoth Arms*** - +1 to Strength and fists do 1d4 damage.
46	***Crab Claws*** - You don't quite have the dexterity you want with your hands, but your claws hurt like hell and do 1d8 damage. You cannot hold normal weapons or small objects.
47	***Magical Aptitude*** - You are able to cast a single wizard spell, level 1d2 wizard spell, roll randomly for spell. To cast roll 1d20 + Personality mod + level. You can gain corruption for this. You can spellburn.
48	***Elongated Arms*** - Your reach is increased by 10ft.
49	***Savage Temper*** - You are able to rage as an Ekrask (pg 32).
50	***Bulbous Shimmering Eyes*** - You can see through things up to 2ft thick, but not lead.
51	***Fear Suppression*** - You are immune to all fear type effects.
52	***Heightened Immunity*** - You are immune to all diseases, no matter their origin.
53	***Heightened Fortitude*** - You are immune to all poisons.
54	***Aura of Death*** - You can release an aura of decay and stench in a 20ft radius once per day. Regular plants wither and die instantly. Living creatures must make a Fort save (DC 12+mutant level) or take 1d8 damage per round while in the radius. Effect lasts a number of rounds equal to the mutant's level.
55	***Bleeding Eyes*** - Your eyes weep blood constantly. You gain +2 to intimidation based checks and Darkvision 30ft.
56	***Strange Luck*** - You gain double the bonus for Luck points burned. There is also a 25% chance that you regain one Luck Point when you sleep. You cannot go above your max Luck.
57	***Milky White Eyes*** - You see in shades of grey, white, and black. You cannot be blinded by attacks or magic.
58	***Touch of Madness*** - If you choose, when you touch a target you both make opposed Personality rolls. If you succeed you drain them of 1d6 Personality points and they are stunned for that number of rounds. If the target rolls a critical failure they lose the amount on the d6, and one permanent point. If the target beats you on the roll, they are immune to your touch for one month.
59	***Thick Skinned*** - You gain a DR of 2 against all damage.
60	***Tentacle Arms*** - You gain +2 on grapple and disarming (against you) checks.
61	***Magical Resistance*** - You receive +2 to any save against magic.
62	***Life Leech*** - On a successful touch attack the target must make a Fort save (DC 10+mutant level) or suffer 1d6 + level damage. You can regain this as HP. You cannot go over your maximum HP.
63	***Carrion Eater*** - For every pound of carrion you eat you regain 1d4 HP. You cannot eat more than twice your Stamina bonus in carrion a day.
64	***Quadruped*** - You are able (should you choose) to run on all four legs, increasing your speed to 60'. You cannot hold anything while running.
65	***Huge Head*** - Your head is huge. Helmets must be crafted especially for you, increasing the cost by 25%. However you receive +1 to your Intelligence and +1 to Will saves vs. mind-altering effects.
66	***Two Brains*** - You have two brains. You are immune to mind-altering affects and gain two extra skills that you are considered trained in (player choice).
67	***Brute*** - You are more muscular than average. Increase your Strength Score by +2 and your attack and damage by +2.
68	***Mind Invasion*** - Once per day a mutant can cast the Forget Spell (DCC, pg 170)- roll 1d20+Personality mod+level. You can suffer corruption for using this ability.
69	***Obsidian Skin*** - Your skin is pitch black. You gain +4 to hide in shadows.

Roll	Mutation Effect
70	***Poisonous Fangs*** - You have fangs that do 1d4 damage on a successful attack. Once bitten the target must succeed a Fort save (DC 10 + mutant level) or suffer an additional amount of damage equal to ½ your level (min 1) per round for 1d6 rounds as the venom liquefies their innards.
71	***Malformed Conjoined Twin*** - Your small disgusting sibling rests on your stomach like malignant blight. Your sibling has the ability to cast 1d3 level 1 and 1d2 level 2 wizard spells. Your malformed twin rolls 1d20 + 5 for its spell roll. You are able to spellburn from your stats if so desired. If there is any corruption or misfire it instead affects you. Any negatives that affect it from spell casting affect you instead. Your twin has ½ your HP and if it dies you suffer 3d10 damage.
72	***Thick Fur*** - You gain +1 to AC and are able to keep warm in the coldest temperatures.
73	***Thick Mucus*** - Once per day you are able to shoot a giant glob of snot out of your nose at a target up to 30ft away with a successful ranged attack. The target must make a Strength check (DC 10+mutant level) to break free. They are stuck and immobile until successful.
74	***Malfunction*** - Once per day you are able to cause a target to go blind, deaf, or mute for 1d6 rounds. They can resist with a successful Will save (DC 10+mutant level). If they succeed they are immune for 24 hours. If the target critically succeeds, the effect is reflected back on you for double the duration. If the target critically fails, then the affliction is permanent.
75	***Innate Fighting Ability*** - Increase your attack bonus by +2
76	***Gaseous Form*** - Once per day you are able to turn into fog. You are immune to nonmagical attacks, able to move 10ft a round. You can be blown about by stiff winds. Strong winds deal 1d6 damage per round to you. This effect lasts a number of minutes equal to your level.
77	***Plant Head*** - A small shrub is growing on top of your head. No matter how many times you've cut it down it comes back. When you wake up in the morning the plant has yielded 1d4+1 berries. The berries are: 1) Red- Heal 1d4 HP per berry; 2) Blue- Can be thrown and deal 1d3 cold damage to target. Can freeze 1 gallon of water instantly; 3) Orange- Can be thrown and deal 1d3 fire damage to target; 4) Purple- Causes skin to thicken and turn purple. Gains +1 AC per berry eaten for 1 hour; 5) Yellow- Acts like an extremely bright torch to holder for 1 hour; 6) Black- Creates a pool of tar in a 10ft radius. Creatures must make a DC 12 Reflex save or be slowed to ¼ movement.
78	***Filter Feed*** - You never have to consume food or water to survive. The air gives you all you need.
79	***Medusa*** - You have a gaze that turns all who fail a Fort save (DC 8 + mutant level) to stone. This includes allies who look at you! Better get some sunglasses or a good mask.
80	***Damage Immunity*** - You suffer no damage from: 1) Fire; 2) Cold; 3) Acid; 4) Electricity.
81	***Moleman*** - You can burrow in the ground like a mole (as long as it isn't solid stone) at a rate of 15ft a round. You also gain Darkvision 30ft.
82	***Soul Eater*** - Anytime a sentient living creature dies near you, you and the soul make an opposed Will save. If you are successful, you consume their soul and gain 1 Luck point. If you fail your body is occupied by the soul for 1d4 rounds. The spirit is free to do as it wants. If you critically fail the soul remains for 1d4 days and consumes 1 point of Luck (temporary) per day.
83	***Retractable Arm Bone Blades*** - You have bone blades that deal 1d6 damage.
84	***Mangler*** - Increase your critical hit table by one.
85	***Invigorate*** - You can burn a Luck point to give yourself or another target life. Treat as a Cleric's Lay on Hands ability.
86	***Portent of the Future*** - You can burn a point of Luck to see a glimpse of your future. How this plays out is you designate an attack roll, skill check, or save and roll two dice and take the higher of the two. Alternatively, you can designate the attack of an enemy attacking you or an ally and have the enemy roll twice, taking the worst of the two.
87	***Rock Skin***- You cannot wear any armor but you gain +4 to AC, a DR against physical damage of 1, but your pace is reduced to 20' and you're incredibly heavy.
88	***Burnt Body*** - You have a blackened, skull-like appearance. You can touch a target and channel that heat, dealing 1d6 damage.
89	***Ant Colony*** - Ants live in your body. Once per day you can command them to pour out of your body and attack a target with a successful touch attack. The target suffers -2 to attacks and 1 point of damage per round for 1d4 rounds.
90	***Thorns*** - You can shoot thorns out of the palms of your hand. These thorns do 1d3 damage. Each day you wake up and have 1d4 thorns growing out of each your hands. You can shoot these all out at once (making a single attack roll) or individually.
91	***Cat-like Grace*** - You are agile and quick. +2 to your Agility score and +2 to Reflex saves

Roll	Mutation Effect
92	***Boneless*** - When you touch a target they must make a successful Fort save (DC 8 + mutant level) or have all their bones disappear for 1d4 hours. They cannot move or talk. They can gurgle and whimper. When the bones return it is extremely painful and the target takes 2d4 damage.
93	***Supreme Health*** - Increase your HD type by one. Also roll an additional amount of HP on the new HD type.
94	***Magic Rod*** - When a spell is cast at you roll a Luck check. If you are successful, you store that spell at its check level. You can recast it whenever you choose (these can be beneficial spells as well, including Lay on Hands). You can only have one spell stored at a time.
95	***Animal Affinity*** - You gain your Luck and Personality modifiers when attempting to calm/train animals. There is always a loyal and well-trained dog that is your faithful companion. If it dies a new one appears within 1d6 days.
96	***Puckered Skin*** - You gain tremor-sense in a 15ft radius.
97	***Spores*** - You are covered in large pulsating fungal pods. When struck in combat by a physical attack the pods explode in a small cloud of spores. Anyone in a 10ft radius must make a Fort save (DC 8 + mutant level) or become trapped in a hallucinatory effect and unable to act for 1d3 rounds. Success means they cannot be affected again for 24 hours.
98	***Ageless*** - You are truly immortal. You will never age, even with age-affecting attacks from certain undead. You can still be killed through normal means, but you never age. You stop aging at 23 years old.
99	***Master of Death*** - When you are dropped to 0 HP and your companions recover your body (DCC, pg 93) you gain +2 to your Luck roll. Also you never suffer from ability loss as per the normal rules for recovering the body.
100	***Magic Resistance*** - You are highly resistant to magic, beneficial and harmful, arcane and divine. There is a 50% chance that a spell will not affect you. If it does, proceed as normal. If you are casting a spell or using a magic item, there is a 25% chance it will not function that round.



Table 1-25: Calamitous Mutations

Roll	Mutation and Effect
1	***Strange Anatomy*** - Healing spells are only half effective. If you roll this again you cannot be healed by magical means.
2	***Light Sensitivity*** - All die rolls are rolled one step down on the die ladder while in sunlight. If you roll this again it increases to two steps.
3	***Weird Body*** - Armor and clothing costs you 25% more because it has to be especially made. If you roll this again cost goes up to 50%
4	***Terrifying*** - Lower your Personality attribute by 2. If you roll this again, people must make a DC 14 Will save or flee from you (allies that know you and can stand you for one month become immune to this effect).
5	***True Abomination*** - Your Will save is rolled with a d16 against Turn Unholy. If you roll this again your Will save die for Turn Unholy is a d14.
6	***Unlucky*** - You lose 1 point of Luck. Lose 1 point of Luck each time this is rolled.
7	***Moon Sensitivity*** - All die rolls are rolled one step down on the die ladder while in moonlight. If you roll this again it increases to two steps.
8	***Maggots for Blood*** - The squiggly and writhing causes you to be unsettled. You suffer -2 to all checks permanently. If you roll this again you roll a d16 on all checks rather than a d20.
9	***Standout Aura*** - Other mutants can sense you in half the time. If you roll this again mutants are aware of you instantly.
10	***Bad Aura Sense*** - You suffer -2 to your Intelligence check when attempting to use Blood Hound. If you roll this again lower die roll to a d16 when using Blood Hound.
11	***Transference*** - Any creature you attack with your natural attacks (bite, claws, etc) has a chance of corrupting them. They must succeed a Fort save (DC 8 + mutant level) to resist. Failure means the creature will transform in 24 hours. The target gains two cosmetic mutations, 1d2 power mutations, and one calamitous mutation. They do not gain any further mutations after this. They also keep whatever class they are, but are treated as a mutant for purposes of Turning Unholy, etc. If you roll this a second time, reroll.
12	***Compulsion*** - You develop an unhealthy craving for something and must make a DC 15 Will save each day to resist doing it. Craving roll 1d7: 1) eating fecal matter; 2) eating rocks; 3) cutting up your own flesh, dealing 1d4 damage, and drinking your blood; 4) licking complete strangers; 5) drinking urine; 6) driving spike into your flesh and leaving it (1d4 damage); 7) catching and eating insects. You can roll this multiple times, gaining several different Compulsions.
13	***Cursed*** - All targets suffer ill luck in your presence. When within 10' of you all attack rolls, skill checks, or saves are made one step lower on the die ladder.
14	***Night Hag*** - You have witch somewhere in your bloodline. On the night of the full moon you must travel to the nearest cemetery. When you get there skeletal hands burst from the ground, their index fingers pointing to the night sky. You must count all of them. This takes 1d6 hours. To fail to do so causes you to suffer unbearable sadness and agony. You age 2d10 years and look haggard and weathered. This effect will last until the next full moon when you count the fingers of the dead. If you miss two times in a row, the effect is permanent. Rinse, wash, and repeat.

Sacrifice Shield: When the player takes physical damage they may choose to have their shield (if they have stated that they had it out and were using it) take the full brunt of the blow. The shield will absorb the damage and be destroyed and useless from the attack, leaving the character unscathed. This works with critical strikes as well. A character may only carry one shield with them at a time.

Weapon Proficiencies: Instead of having weapon proficiencies as stated in character creation rules (DCC, pg 27) any character class can use any weapon. The only addition is that if a cleric uses a weapon of their deity they receive an additional +1 to attack, while using a weapon not of their deity gives them a -1 to attack. Continued use of a weapon not favored by their god may result in gaining a level of disapproval, or it may not… The gods work in mysterious and horrific ways.

Optional Rule: Class Damage

Many players tend to gravitate towards weapons that do more damage rather than use the weapon they want because they feel it "fits" their character image and looks badass. Rather than lose the flavor the player desires, this optional rule lumps weapon damage into three categories: light, medium, and heavy. Each class's damage is broken down into these categories.

Some classes and weapons have special damages when used. Use the stated damage of that weapon or ability in these cases (i.e. – a rogue using a dagger with a successful back attack does 1d10 damage, or an ekrask and their claws does 1d6 damage).

Weapons

Light- Barbed cat-o-nine tails, blackjack, blowgun, club, dagger, dart, garrote, hand crossbow, man catcher, shield spike, short sword, sickle, sling, spiked gauntlet, staff (one-handed)

Medium- Crossbow, flail, handaxe, javelin, longbow, longsword, mace, shortbow, staff (two-handed), two-bladed sword, warhammer, wheellock pistol

Heavy*- Battleaxe, lance, maul, polearm, scythe, spear, spiked chain, two-handed sword, wheellock rifle

Table 1-26: Weapon Damage By Class

Class	Light Weapon	Medium Weapon	Heavy Weapon
Alchemist	1d3	1d4	1d6
Blood Witch	1d3	1d4	1d6
Cleric	1d4	1d6	1d8
Druid	1d4	1d6	1d8
Shadowdancer	1d4	1d6	1d6
Thief	1d4	1d6	1d6
Warrior	1d6	1d8	1d10
Wizard^	1d3	1d4	1d6
Avarian	1d4	1d6	1d6
Dwarf~	1d6	1d8	1d10
Ekrask	1d6	1d8	1d10
Elf~	1d4	1d6	1d8
Half Demon	1d3	1d4	1d6
Halfling~	1d4	1d6	1d6
Murder Machine	1d6	1d8	1d10
Mutant	1d4	1d6	1d8

** Two-handed weapon. Characters using two-handed weapons use a d16 on initiative checks.*

^ All level zero characters use the Wizard damage table.

~ DCC races that are not included in the Hubris Campaign Setting.

Optional Rule: Quick Start Gear

This optional rule allows everyone at the table to get a few items (if the game starts at level 1) they need to adventure and then get to playing immediately.

Each character starts with the following:

Adventurer gear:

- Backpack
- Bedroll
- Torches x2
- Rations x 5
- Waterskin
- Flint and Steel
- 1 healing potion (1d6+1 HP)
- Hemp Rope (50ft).
- Adventurer's Clothing

Classes/races receive the following:

Alchemist - Leather armor, dagger or short sword, pistol (4 shots), 1 healing potion (1d6+1 hp), 1 vial of acid.

Blood Witch - Padded armor, spell book, dagger, and 1 vial of Blood Potion.

Cleric - Hide armor, shield, holy symbol, 2 vials of holy water, weapon of deity, 1 other weapon.

Druid - Studded leather armor, short or long bow (10 shots), 1 melee weapon.

Shadowdancer - Studded leather armor, 2 daggers, hand crossbow (10 shots), and 1 Darkness stone.

Thief - Studded leather, caltrops, thieves tools, 1 smoke bomb, dagger, hand crossbow (10 shots), and collapsible 10ft pole/staff.

Warrior - Chainmail, shield, shield spike, and 3 weapons.

Wizard - Padded armor, spellbook, staff, and 1 other weapon.

Avarian - Padded or leather armor, spellbook or thieves tools (based on Path chosen), 1 smoke bomb, short bow (10 shots), 1 other weapon.

Ekrask - Studded leather armor, a shield, 2 weapons.

Half Demon - Padded armor, spellbook, 2 weapons.

Murder Machine - Shield and 2 weapons, 2 nuts and bolts salves.

Mutant - Hide armor, overlarge cloak, 2 weapons.

Chapter 2: Equipment

New Weapons and Equipment of Hubris

A note about currency in Hubris: *Money in Hubris has been kept to the copper, silver, and gold standard found in DCC, and many other games, for simplicity, rather than creating new forms of currency and pricing with bizarre names that the players may or may not remember. Some may argue that this kills the fluff and feel of the setting, but it is better to allow the players to focus their attentions on killing the big bad and exploring the world, rather than attempting to remember the conversion rate of ceramic pieces to bibble baubbles.*

Starting Gold

As stated in DCC (pg 70), all level 0 characters start with 5d12 copper pieces and the weapon and trade good of their profession.

Class	Level 1	Level 2	Level 3
Alchemist	4d20	4d20 + (2d4x100)	4d20 + (5d4x100)
BloodWitch/ Druid	2d12	2d12 + 500	2d12 + 2,000
Shadowdancer	3d12	3d12 + (1d8x100)	3d12 + (3d8x100)
Avarian	3d10	3d10 + (1d6x100)	3d10 + (3d6x100)
Ekrask	5d8	6d8 + 500	6d8 + 2,000
Half demon	3d10	3d10 + (2d4x100)	3d10 + (5d4x100)
Murder machine	5d12	5d12 + 500	5d12 + 1,500
Mutant	3d6	5d6 + 100	6d6 + 1,500



Table 2-1: New Weapons of Hubris

Weapon	Damage	Range	Cost in gp
Barbed cat-o-nine tails	1d4	-	6
Bolas®	-	10/20/30	6
Crossbow, hand †	1d4/1d10	30/60/90	45
Man catcher ≈	1d4	-	7
Maul*	1d10	-	15
Net Δ	-	5/10/15	15
Net, spiked Δ	1d2 ≠	5/10/15	25
Scythe*	1d10	-	15
Shield Spike	1d4	-	10 (plus cost of shield)
Sickle**	1d6**	10/20/30	4
Spiked chain*‡	1d8	-	25
Spiked gauntlet	1d3	-	15
Two-bladed sword*‡	1d8	-	30
Wheellock pistol ⁂	1d8	50/100/150	500
Wheellock rifle ⁂	1d10	70/140/210	750

Key

* Two-handed weapon. Characters using this style of weapon roll d16 initiative.

** Strength modifier only applies when this weapon is used at close range.

® Target must make a DC 12 Ref save or become entangled. Each round they can make another save at the same DC to become untangled. A character can also break free if they cut through the cord, which takes two rounds.

† A character class with the backstab skill uses the second damage value with a successful backattack attempt. All other classes use the first value when succeeding on a surprise attack.

Δ Target must make a DC 12 Ref save or become entangled. Each round they can make another save at the same DC to become untangled. A character can also break free if they cut through the net, which takes two rounds.

≠ When the target is entangled they also take 1d2 damage per round while attempting to get free from the net.

‡ This weapon can be used with two-weapon fighting rules in the Dungeon Crawl Classics rule book, pg 94.

≈ The wielder can either use this weapon as a staff or declare that they are going to entrap a medium or small sized humanoid target. If the attacker successfully hits the target's AC the target then needs to succeed on a DC 14 Ref save or become pinned. Each round the target may attempt to break free by succeeding on another Ref save. Struggling results in another 1d4 damage. If the target is not wearing any armor increase the damage to 2d3

⁂ Wheellock weapons take three uninterrupted rounds to reload. Roll damage die twice and take higher of the two. Increase Fumble Die one level if a critical failure is rolled.

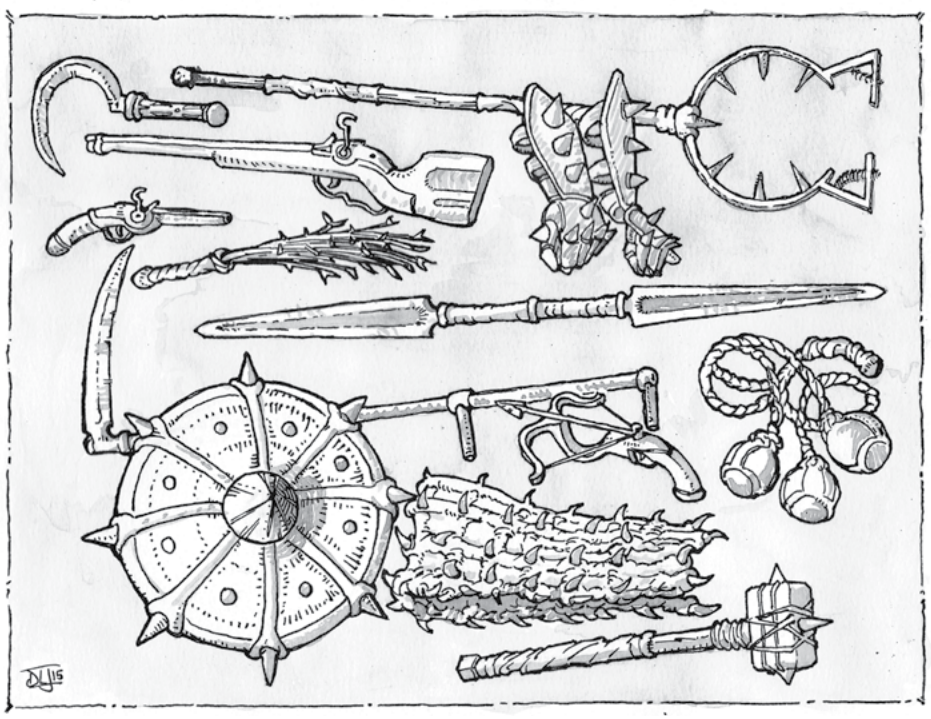


Table 2-2: Ammunition

Ammunition	Quantity	Cost in gp
Ball and powder	10	30
Bolts, Hand crossbow	30	10

Table 2-3: Armor

Armor	AC Bonus	Check Penalty	Speed	Fumble Die	Cost in gp
Tower Shield*	+4◊	-6	±	d8º	30

* Cannot use a shield and a two-handed weapon.
◊ Hiding behind the shield and not attacking grants cover (attacker's take -2 penalty to their melee and ranged attack rolls).
± Movement reduced by ½ (this is incurred whether the shield is out or not, due to its bulk).
º This fumble die is on top of one included for wearing armor. Roll both and add together.

New Equpiment

Table 2-4: Equipment

Item	Cost
Barrel (empty)	2 gp
Basket (empty)	4 sp
Bedroll	1 sp
Bell	1 gp
Blanket, winter	1 gp
Block and tackle	3 gp
Bottle, glass	1 gp
Bucket (empty)	3 sp
Caltrops	1 gp
Case, map or scroll	1 gp
Chisel	3 sp
Clock, Cuckoo	500 gp
Clock, Grandfather	1, 000 gp
Clock, Water	250 gp
Compass	250 gp
Firewood (per day)	1 cp
Fishhook	1 sp
Fishing net, 25 sq. ft.	4 gp
Holy Water	200 gp
Holy Symbol	25 gp
Hourglass	25 gp
Ink (1 oz. vial)	8 gp
Inkpen	1 sp
Jug, clay	3 cp
Ladder, rope (10 ft.)	2 gp
Lamp, common	1 sp
Lantern, bullseye	15 gp
Lantern, hooded	12 gp
Magnifying glass	100 gp
Manacles	15 gp
Musical instrument, common	5 gp
Musical instrument, fine	100 gp
Paper (sheet)	4 sp
Perfume, Cheap	10 gp
Perfume, Decent	25 gp
Perfume, Fine	100 gp
Pick, miner's	3 gp
Pitcher, clay	2 cp

Item	Cost
Piton	1 sp
Pot, Iron	8 sp
Pouch, belt (empty)	1 gp
Ram, portable	10 gp
Saw	3 gp
Scale, Merchant	2 gp
Sealing Wax	1 gp
Sewing Needle	5 cp
Shovel or spade	2 gp
Signal whistle	8 sp
Signet ring	5 gp
Sledge	1 gp
Smoking pipe	15 sp
Snowshoes	4 gp
Soap (per lb.)	5 sp
Spellbook (blank)	15 gp
Spyglass	500 gp
Tent	10 gp
Tobacco	5 gp
Vial, ink or potion (empty)	1 gp
Whetstone	2 cp

Table 2-5: Tools and Kits

Item	Cost
Alchemist's lab*	200 gp
Climber's kit**	80 gp
Disguise kit***	50 gp

* Alchemist's lab adds +1 to Brew potions.

** Climber's kit adds +1 to climbing checks and allows the ability to climb sheer surfaces.

*** Disguise kits adds +1 to deceptions rolls for disguises.

Table 2-6: Food, Drink, and Lodging

Item	Cost
Ale or mead	
Gallon	2 sp
Mug	4 cp
Banquet (per person)	10 gp
Bread	2 cp
Cheese	1 sp
Inn Stay	
Good	2 gp
Common	5 sp
Poor	2 sp
Meals	
Good	5 sp
Common	3 sp
Poor	1 sp
Meat	3 sp
Wine	
Common (bottle)	2 sp
Fine (bottle)	10 gp

Table 2-7: Prostitution (Male and Female)

Service	Cost
Exquisite	25 gp
Fine	10 gp
Decent	5 gp
Good When Drunk	1 gp
Bad Even When Drunk	10 sp
STD Waiting to Happen (get ready to roll a Fort save)	10 cp

Table 2-8: Animals and Associated Gear

Item	Cost
Carrier Pigeon	35 gp
Cat, pet	1 gp
Cougar	200 gp
Dog, pet	1 gp
Dog, Trained (attack and guard)	25 gp
Fox	20 gp
Hawk	50 gp
Protective glove	5 gp
Monkey	200 gp
Owl	40 gp
Pig	10 gp
Snake	Snake
Constrictor	10 gp
Viper	10 gp
Wolf	200 gp

Table 2-9: Transport

Item	Cost
Carriage	100 gp
Cart	15 gp
Galley	30,000 gp
Keelboat	3, 000 gp
Longship	10,000 gp
Rowboat	50 gp
Sailing ship	10,000 gp
Sled	20 gp
Wagon	35 gp
Warship	25,000 gp

Table 2-10: Alchemist items^

Item	Cost
Acid (flask)	10 gp
Alchemist fire	50 gp
Antitoxin (vial)	100 gp
Black powder (pouch w/ fuse)	30 gp
Darkness stone	50 gp
Flash stick	50 gp
Glue (flask)	50 gp
Lightning spheres	50 gp
Matches (box of 20)	1 gp
Pig grease	25 gp
Smelling salts	50 gp
Smokestick	20 gp

^ Can be created by an Alchemist. See below for descriptions and rules on how to make them.

Table 2-II: Alchemist Item Creation List*

Item	Creation DC	Effect
Acid (flask)	15	Can be thrown at target. Does 1d8 damage, plus permanently reduces target's armor class by half that amount.
Alchemist fire	16	Liquid that when exposed to oxygen bursts into flame after 1 round. Target takes 1d6 damage per round for 2d2 rounds or until doused in flour or liquefied pig fat.
Antitoxin (vial)	16	Must be created for a specific poison or toxin. Instantly halts adverse effects and allows recovery.
Black powder pouch w/ fuse	15	Can be thrown at a target after lit. Explodes at the beginning of next round. All targets in 5' radius take 1d6 damage.
Darkness stone	18	Creates a nebulous cloud in a 15' radius that dims lights and makes it hard to see. All melee attacks have 20% chance to miss while in the cloud, and ranged attacks have 50% chance of missing. Additionally targets attempting to hide receive +1 to their roll. This effect dissipates after 1 round.
Flash stick	15	Targets in a 10' radius must make a DC 12 Reflex save or become blinded (suffering -2 to attack rolls and -2 to AC) by a flash of bright light. This effect lasts for 1 round.
Glue (flask)	16	This green jelly-like liquid becomes sticky and rubbery in a 5' radius when exposed to air. Targets must make a DC 12 Reflex save or become stuck. Stuck targets must succeed at a DC 12 Strength test to break free.
Lightning spheres	16	Small spheres that crackle and vibrate to the touch. With a successful ranged attack, targets take 1d4 damage. Damage is increased to 2d3 if targets are standing in water.
Matches	12	Small sticks with a head that can be lit on fire when struck on a rough surface. Lighting a match is a movement action.
Pig grease	15	This slimy sickly-smelling substance can coat a 10' line and is extremely slippery. Targets passing through this must make a DC 12 Reflex save or fall prone. They must succeed at another test to stand upright.
Smelling salts	15	These potent smelling salts jolt an incapacitated person immediately to consciousness. If this is to revive a character that has fallen in combat, per the recovering the body rules (DCC, pg 93), the character gains a +1 to their Luck roll.
Smokestick	18	All targets in a 10' radius are obscured by a thick cloud of smoke. All melee attacks have a 20% miss while in the cloud, and ranged attacks have 50% chance of missing. Additionally targets in the cloud must make DC 12 Fort save or suffer 1 point of Stamina damage per round due to inhaling the smoke. The damage returns after a full 10 minutes of being out of the cloud. The smokestick is consumed after 1 round and the smoke remains for an additional 1d6 rounds. A strong gust of wind will dissipate the cloud instantly.

* For full rules on creating Alchemist items, see Alchemical tinkering (pg 15).

Chapter 3: Territories of Hubris

Breakdown

The territories of Hubris are all set up in the same format: quick summary of the area, a d100 chart of the Lay of the Land, a d100 chart of encounters, and then it moves on into a brief description of a few interesting locations (and sometimes other pertinent information, such as charts and tables unique to this territory). This format has been used to keep the fluff of the setting to a minimum, yet that is evocative, and can keep the book useable at the table.

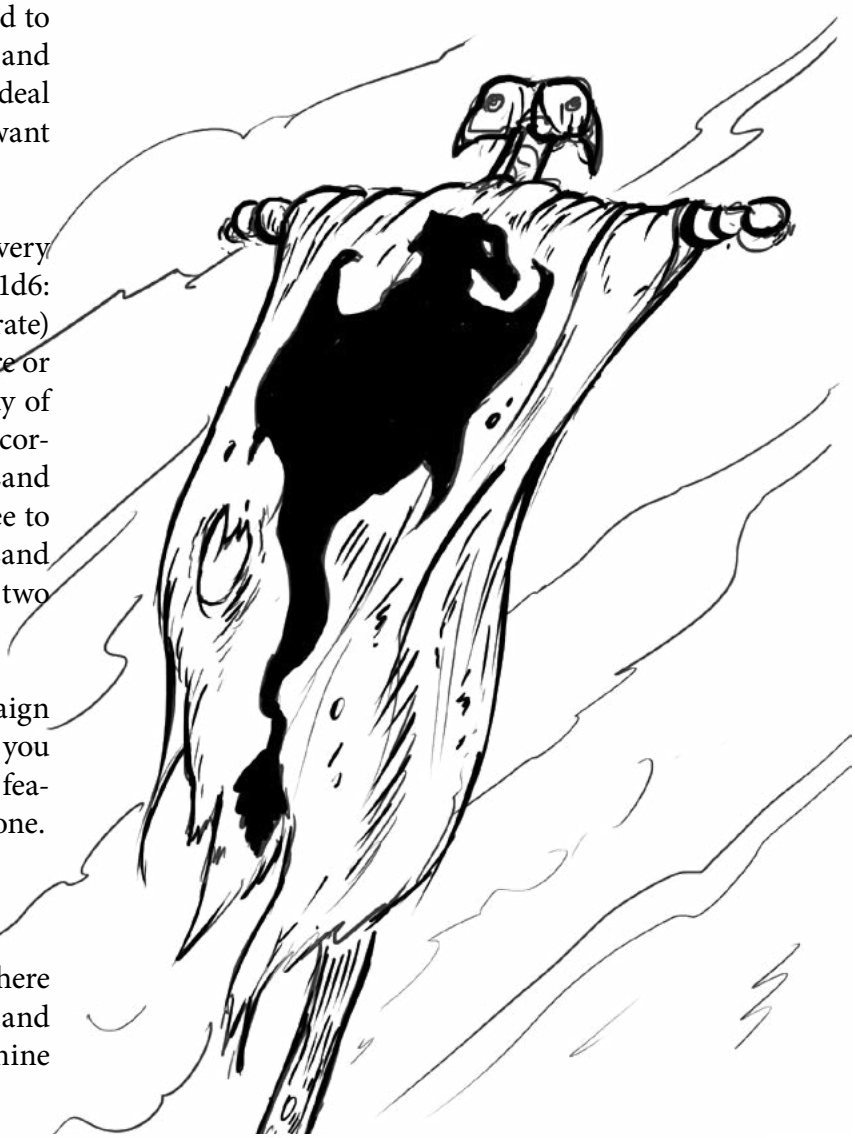
The Lay of the Land and Encounter charts are used to generate interesting features of the Hubris territory and enemies, battles, and situations for the characters to deal with. It is up to the Judge to determine how they want to use these ideas and features.

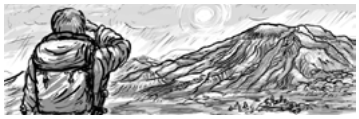
One suggestion is that every day of travel (or in every hex if you decide to run Hubris as a hexcrawl) roll 1d6: on a 6 (or 5 and 6 if you want a higher encounter rate) the characters come across a Lay of the Land feature or an Encounter. Choose one or roll a die: Even) Lay of the Land; Odd) Encounter. Then roll a d100 on the corresponding table. If you have used the Lay of the Land feature, add that new feature to the map. Feel free to also roll an Encounter along with the Lay of the Land feature… this can create a whole adventure from two simple rolls and some fleshing out.

This mechanic helps to make each and every campaign of Hubris different and unique from the other. If you feel so bold, once an encounter or Lay of the Land feature has been rolled, cross it out and create a new one.

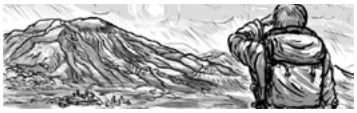
The Void

The Void of Hubris is an ethereal desolate realm where demons, magic, the spirits of the dead, prophecy, and even some of the deities reside. Rather than have nine levels of Hell, the afterlife for the dead, and the ethereal plane, it has all been lumped together to create a bleak, dangerous, and frightening place. It is purposefully not fully explored, but hinted at and mentioned, in the Hubris campaign setting. It is up to the Judge to take the suggestions and themes of the Void (or not, should they choose) and flesh it out. Is it a place that the adventurers will ever go, or merely a danger that they come close to when they are casting arcane spells, pulling demons from their realm, and striking deals with devils and patrons?





The Blighted Sands

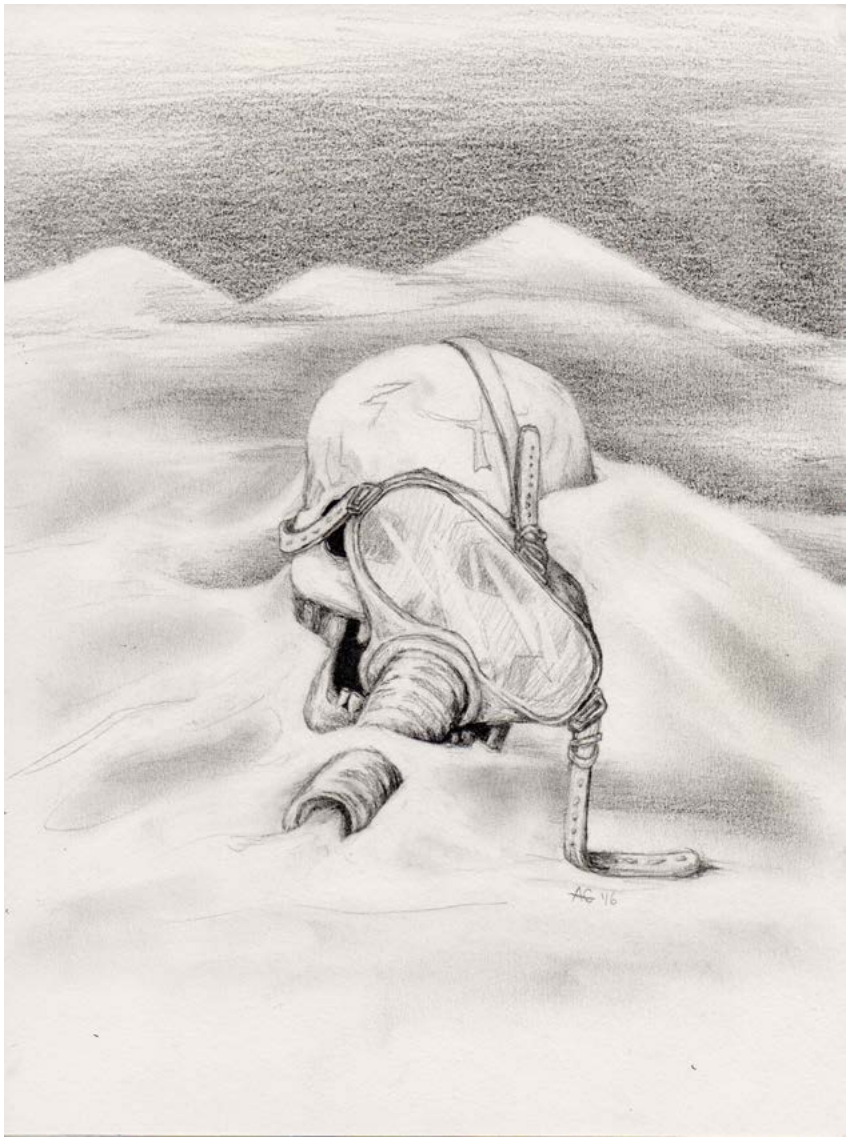


Rolling dunes of sand stretch as far as the eye can see. Eerie sensual voices seem to be carried on the wind of this desolate desert whispering promises, both too horrible and wonderful to conceive, while the sand shifts, moving almost as if it were slithering like a snake.

Believed to have long ago been a land of rich resources and treasure, it is now a dangerous inhospitable waste-land. The horrors here are some of the most dangerous and only the strongest and most terrible survive in the Blighted Sands.

The Klind Empire; the invaders, the slavers, the deviants, the worshippers of the serpentine god, Set, have made their home in this horrid land. They roam the lands of Hubris in their bio-organic suits using the knowledge of their flesh weavers to create abominations and gather more slaves and sacrifices to be offerings to their dark god.

Devastating sandstorms, raging gigantic beasts, harsh environments, and a psychotic empire is all that stands in the way between an adventurer and unimagined riches from a long forgotten age.



Lay of the Land
The Blighted Sands

1–15	Large expanse of hot empty desert
16–17	Oasis that has been corrupted by malignant presence. Any who drink from this water gain 1d3 mutations: Roll 1d6: 1-3) cosmetic mutation (pg 43); 4-5) power mutation (pg 44); 6) calamitous mutation (pg 49).
18–20	Volcanic region, lava and geysers erupt sending sulfur and ash into the sky.
21–25	Expanse of sand dunes that if watched closely seem to be rising up and down as if breathing.
26–27	Long-forgotten mine of ancient empire. Holds unimagined wealth, ore, and horrors.
28–29	A single magnolia tree in the midst of the desert. The white blossoms bring a calming effect to all who inhale their intoxicating scent.
30	A field of grass and flowers. The flowers can be dried and ground up to make an extremely powerful hallucinogen.
31–32	Ancient weathered statue of anthropomorphic elephant.
33–34	Ruins with doorway that resembles a bloated toad.
35	Whirlpool of sand, in the center is a single glowing rose.
36	Sun-bleached skeleton of a gigantic snake.
37–40	Field of colorful sand that swirls around in the wind to create beautiful pictures of the inner-most desire of any character that walks up to it.
41	Stone slab shaped like a table. Skeletons are arranged on rocks, sitting as if at a tea party.
42–45	The remains of an ancient town.
46–50	Jagged rocks jut out of the sand for several hundred feet There is a 35% chance the area will have patches of quicksand, 25' radius (3d10+10 ft deep).
51–55	Klind enclave that is heavily fortified (2d16 slaves in area with 10+1d10 guards always present).
56–57	Outcropping of rocks that stand about 10' tall. Upon closer inspection each resembles one of the characters.
58–60	A small oasis- 1d4 sprites guard this sacred land.
61–62	A small oasis 2d4 bandits have claimed as home.
63	Ruins made of a bright red sandstone, half buried in the sand.
64–65	A stationary sandstorm, with flashes of lighting in the sky. A strange structure is barely visible through the rolling sands.
66–67	Recently attacked Klind outpost, dead slaves, klind warriors, and orcs litter the area.
68	Medium oasis with waterfall where the water is falling up.
69–71	Small trading outpost of merchants from all over Hubris.
72–74	Field of volcanic rock lined with obsidian.
75–77	Field of sand that has been heat blasted into glass.
78	Dank sinkhole. Walls are wet with mucus. A chittering noise echoes from the sinkhole's depths.
79	Large depression in the sand. Healthy pine trees are growing out of the desert floor.
80	The remains of a large stone crafted city, mostly buried in sand.
81	Klind outpost overrun with orcs that they have heavily fortified. Air around it shimmers due to large vat of alchemical substance.
82–83	3 mile area of wet sand that is a nesting field for water bears. The sand slows movement by ½ and there is a 30% chance per 100' to fall into a sinkhole that is 3d10' deep.
84	Small village of exiled klind.

85	Wall made of the heads of humanoids, each is in a state of decay, oozing blood, pus, or ichor. All are alive and willing to chat.
86-88	Ancient temple to long forgotten god.
89	Large wooden ship berthed in a huge sand dune.
90	Area of land that severs the connection with the divine. Passing through causes a cleric to not be able to use spells and abilities for 1d3 days.
91	Gigantic sculpted face, peering through the eyes shows a different location in Hubris, changes every 1d7 hours. Next to it is a huge hourglass counting down until change.
92	20' pool of thick tar. Standing in it for more than 1 min causes skin to become dyed permanently black; also melts metal instantly.
93	Tomb of a forgotten civilization of giants that served gods from beyond the Void.
94-96	Area where sand is black and white, all magic is 1) amplified (+5 to rolls); 2) dampened (-5 to rolls).
97	Gnarled and twisted singing bush.
98	Remains of a floating citadel that crashed into a small mountain.
99	Wishing well in the middle of nowhere that is home to an angry fire genie. He is willing to grant a wish, but will ask a terrible price in return.
00	Field of ooze- 40' x 40'- travel is cut down to ¼ of original speed. Targets take 1d2 damage/rnd while in the area.



Encounters
The Blighted Sands

1–10	2d8 Klind slavers prowling the Blighted Sands, one is a cleric of Set (lvl 1d3).
11–12	1d4 orcs and a giant snake abomination.
13	Nest of large sand wasps, 2d4 wasps present at any time.
14–15	Caravan of traveling merchants making their way from Klind to Shadowfall.
16–21	Skeletal Runners of the Black Queen, making their way to Klind.
22–24	A gigantic serpent that escaped control of a Klind priest has been wreaking havoc in the wastes.
25	A water bear bursts from the sand and wants to snack on the characters.
26–27	2d8 escaped slaves, covered in congealed blood and sand wander aimlessly in the wastes.
28	The cursed mummy of a: Roll 1d6- 1) klind; 2) kenku; 3) water bear; 4) human; 5) goblin; 6) orc lingers around collapsed ruins, which houses the Squelching Wish of the Envious Winged Monkey. The powerful protections around the ruin cursed the poor creature to become a protector of this valuable treasure.
29–32	Warband of 20+1d20 marauding orcs. They have a full siege weaponry and look to be heading towards the Klind capital.
33–34	A ball-like shape of 100+2d100 dead bodies rolls along in the desert. Hidden in the center of this grotesque monster is a Necrotic Demon.
35–36	Cave full of scorpions. Also full of 3+2d20 gems worth 25gp each. At any time there are 2d10 small scorpions, 1d6 medium scorpions, and 1d3 large scorpions. There are also 2d6 dead and half eaten carcasses at the cave entrance (half of which are animals, the other half are humanoids).
37	Exiled Dreamer Upon High of the Temple of the Lucid Dreamers is levitating slightly above a painful looking rock. Behind him is his keep which rests on the back of a massive earth elemental.
38–40	2d6 Venomous Red Scales are prowling the desert in search of a kidnapped young initiate priestess.
41–45	A caravan that is completely undamaged, but covered with a fine layer of sand. All the herd animals and people are dead, dehydrated, covered in spider webs, and small scurrying brown spiders.
46–47	A 20' high, roughly hewn stone face that likes to talk in riddles about each character's past.
48	The High Priest of Set, traveling the wastes looking for a suitable place to create a new tower for his serpentine god. Accompanying him are 10 Venomous Red Scales, 200 troops, 1000 slaves, caravan of goods, animals, entertainers, nobles, merchants, and supplies.
49–52	A desert troll sitting atop a sand dune eating a giant scorpion.
53–54	1d3 giant lizards.
55–57	1d6 klind fighting 1d10 orcs, also being attacked by 1 water bear.
58	A blight hag rests atop a jagged outcropping of rocks, singing a song of death and decay. Any who listen to the words risk madness and mutation.
59	Ritual of Set occurring in the dead of night in the wastes. A child of Set is born out of the womb of a tied-up slave, who dies during birth.
60–62	Field of cactuses with sharp crystalline thorns.
63	Elephant-like creatures with emaciated bodies, overlong trunks, on 25' high spindly legs.
64–66	Emissary from Fairweather on his way to Klind, under attack by 1d6 large desert spiders.
67–70	2d20 troops from Eisenbar bringing the pain of Drallic the Flayer to the heathen and blasphemous Klind.
71	30' area of pulsating flesh with 2d8 bulbous mounds. Closer inspection of the mounds reveal fetuses with malformed body parts. These body parts will attempt to throttle any who dig them up.
72–73	Whirlwind with lightning and large hail whipping through the wastes.
74–76	3d6 Giant fire salamanders are attacking a Klind outpost.

77–80	Orcs riding on corrupted moths dropping alchemical compounds that melt through flesh and rust metal.
81–82	Fire beetles have made a hive in the carapace of water bear.
83	A drake flies overhead, breathing flame and smoke on the characters.
84	Sinkhole trap created by a giant sand wasp. Will sting and incapacitate any who fall into the hole. Eggs will be laid on the back of the target immediately and hatch in 1d3 days and begin eating target's flesh.
85–86	Caravan attempting to flee from the Slithering Peaks after having confiscated several of the deadly red asps from the holy mountains.
87	2d30 gnoll slavers bringing in "cargo" from all over Hubris for trade with the Klind Empire
88–91	Herder making his way to an oasis with his flock of giant beetles.
92–93	What seems to be a massive sand dune is lumbering across the wastes. The dune is actually a gigantic sand turtle. An old hermit lives on the creature's back.
94	Sentient inky black pool of malevolent intelligence that seeks to corrupt those who come near to its shore.
95	2d6 raiders setting up ambush on caravan approaching in the distance.
96–97	Weathered and ancient book sitting on stone dais in the desert; pages are dripping in a disgusting substance (that fits chosen patron). Book contains the ritual of the patron bond spell (Judge's choice).
98	Raiders have unearthed an entrance to a catacomb. They are being slaughtered by 10' necrotic beetles and scorpions.
99	A group of 3d5 bald, blind, albino, half-human half-centipede creatures are laying eggs on the belly of a dead water bear.
00	A powerful ritual by a group of klind priests and Sex Prophets brings forth a spectral manifestation of Set.



LOCATIONS

Caverns of Maddening Unearthly Pleasures

This cave has been created and shaped through dark rituals and the twisted Klind Flesh Weavers. The inside of the cavern is not rock, but flesh. Two thousand slaves were subjected to equal amounts of torment and pleasure as the ritual was cast. Through the blessings and will of Set, the flesh of these pitiful people was melded together into a gigantic pulsating mass. Their faces, visible throughout the cavern, express both the horror of their plight and the constant throngs of ecstasy that the will of Set perpetuates.

The Sex Prophets of the Klind make pilgrimages here to feed on the sexual energies and be granted powerful visions.

Rumors/Adventure Hooks

1. The power of the cavern is weakening. The Klind are setting out in earnest to find another two thousand slaves worthy of strengthening the bond of the ritual.
2. The ritual holding the slaves in the cavern breaks. The undulating mass of flesh bursts free of its confinement and begins roaming toward the civilized territories, attacking and absorbing all flesh it comes in contact with.

Emerald Oasis

Ancient texts speak of the Emerald Oasis as a primordial life blood of Hubris and the shimmering emerald waters are believed to have healing properties. Gigantic slathering water bears burrow under the desert floor around the oasis, consuming any who foolishly stumble across their sinkholes. Several small islands dot the waters and a derelict ship which holds wondrous treasure rests along the beach, guarded by three sirens.

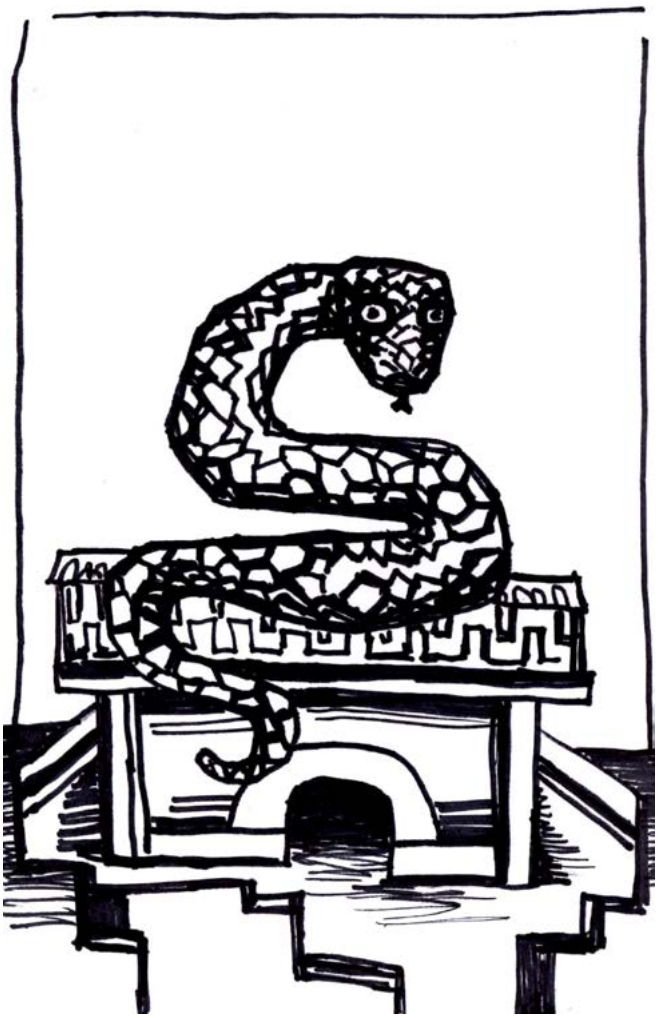
Rumors/Adventure Hooks

1. The water bears around the oasis have become agitated and have begun burrowing deeper than normal. The activity is causing small quakes in the area that has cracked the water bed, causing the oasis to start to drain.
2. Traders leaving the Blighted Sands have mentioned that the Klind enclave has set up an outpost at the edge of the oasis. They have begun dumping a smoking, bubbling concoction into the waters.

Holy Temple of Set

This immaculate temple has been painstakingly crafted over fifty years. Over 100,000 slaves worked on the construction, and over 10,000 perished from harsh conditions and overwork. Those that did not perish from the work were sacrificed upon the temple's completion to satiate the hunger of Set. The temple was constructed as a visage of Set and reaches 500 feet into the air.

Sathiss, the High Priest of Sets rules the empire from the top of the temple, staring out of the ruby eyes of the serpent temple. The eyes grant the priest the ability to scry anywhere in Hubris.



Rumors/Adventure Hooks

1. Rumors have reached the civilized nations of Hubris that the Klind are setting forth to cast a dark ritual to return Set to the Material Plane. The Klind have sent out invasion forces to distract all the nations from their true purpose.
2. A dark portal opens in the sky above the city that the characters are adventuring in. A gargantuan snake head slithers out of the portal and begins destroying several of the structures, causing devastation and chaos. Eventually the snake disappears back into the portal. The snake is actually the Holy Temple of Set and the high priest has just demonstrated one of its many powers.

Klind

The Klind are a race of humanoids devoted to their serpentine god, Set. They seek to dominate Hubris and bring all into Set's fold, either through conquest, corruption, or as a suitable sacrifice.

For over 300 years the Klind have schemed, fought, and plagued Hubris. Most people of Hubris have only heard of the Klind whispered as frightening tales, from the safety of their homes or taverns. The true visage of a Klind, armored in their bio-organic suits, with bizarre and dangerous weapons, marching ceaselessly across the territories of Hubris in search of slaves and sacrifices is not something that can be accurately captured in story.

The capital of the empire is built around the Great Ziggurat of Depravity where sacrifices of the pitiful and unworthy are made to satiate the hunger of Set. The Venomous Red Scales are the elite guard to the High Priest of Set. These terrifying warriors police the streets, gather those suitable for sacrifice, and carry out the High Priest's wishes. While risky and dangerous, outsiders still come to Klind to trade or search for treasures in the Blighted Sands.

Rumors/Adventure Hooks

1. The Venomous Red Scales are searching the streets of Klind furiously. A thief has stolen a large red ruby from the Ziggurat. There is a red glint coming from the alleyway across from the characters.
2. A parade is proceeding down the main street to the Ziggurat, the High Priest has arrived to perform a ritual, bestowing the blessing of Set to the worthy.
3. Screams ring out around the Great Ziggurat of Depravity. Serpent men covered in blood burst through the door branding obsidian blades.
4. Klind Sex Prophets form a circle in the central bazaar and begin to dance, the masses topple over, cries of torment and ecstasy issue from their throats as their energies are being leached from their bodies. In the center of the circle a rift opens and a gigantic red eye can be seen.
5. The Klind are amassing a large invasion force, their sights set on conquering the Bogwood Swamp, which is a great staging point for the rest of Hubris.
6. Explosions rock through Klind. High in the air orcs ride on a sky whale abomination, firing down mortars into the city.

Ruins of the Deranged Elephant Emperor

Long ago, before the kingdoms were founded, the great Elephant Emperor ruled over much of Hubris from his ivory tower, crafted from the bones and tusks of his rivals and enemies. His wisdom crafted many wonders that are now lost to the ravages of time, space and the greed of the inferior races.

Like all things in Hubris, eventually the Elephant Emperor went mad, lost in the grips of a prophecy that spoke of doom from the stars and from the belly of Hubris itself. In an attempt to understand the meaning of this prophecy, the Elephant Emperor began conducting terrible experiments on his subjects. As a result he was eventually overthrown, his body desecrated and his spirit locked within a mutilated and feeble shell, trapping him forever.

Eventually his tower was swallowed by immense sandstorms that ravaged the area, giving birth to the Blighted Sands. His name and tower were lost and forgotten to Hubris for millennia. Now, thousands of years later, the tower has reemerged, and the Elephant Emperor hungers…

Rumors/Adventure Hooks

1. A bright yellow light has begun appearing in several cities across Hubris, showing a gorgeous and pristine ivory tower. A deep and prideful voice echoes on the wind, "Come, my children. Come home." People all across Hubris have begun a pilgrimage to the east in a deep trance.
2. One book in the halls of the Temple of the Lucid Dreamers mentions the Elephant Emperor and the ritual used to bind him. Three pieces of a staff are needed to put the fiend back into his slumber. The staff pieces are located in the Mountains that Crawl, the Razorback Mountains, and the Whispering Mountains.

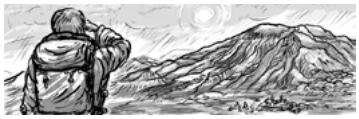
Slithering Peaks

The coarse rock of the Slithering Peaks have become pitted and jagged from centuries of harsh sandstorms, but are laced with veins of natural riches. The clanging of pickaxes and hammers fill the air; the sound of over a thousand slaves working at breakneck speed to mine ore and obsidian for the Klind Empire.

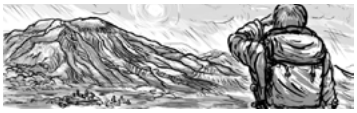
The Slithering Peaks received their name due to the thousands of red asps that make their home in these craggy mountains. Potential recruits hoping to become a member of the Venomous Red Scales must survive the bite of a red asp and complete the Ritual of the Serpent, a vile act that transforms them into a member of the elite guard and something less than man.

Rumors/Adventure Hooks

1. A dozen potential recruits for the Venomous Red Scales are being led up the mountain pass to begin the Ritual of the Serpent. The slaves are agitated and fearful. The mountains are more alive with red asps than usual.
2. A gigantic cyclone has enveloped an entire range of the mountain as numerous water bears burst through the sand, swallowing up the few stragglers that escaped the storm. The Klind are rushing to discover what caused this and to reclaim their mountain range. Both Fairweather and Eisenbar are now anxious to claim the range as their own and deliver a blow to the Klind.



Bogwood Swamp



The brave and desperate have prospected the Bogwood for hundreds of years, harvesting the plentiful lignite for trade. Failed and forgotten boomtowns dot the swamp as camps moved on to find better sources of the much-needed fuel. Gigantic twitching, shivering mushrooms fill the swamp; while some can be used for food, others cause living creatures to go mad, rot from the inside out, or worse.

Five years ago the Red Moon of the Calamitous Whisper appeared in the night sky. The moon swelled and blood rained down upon the swamp. Anyone who was caught in the storm became twisted and transformed into Bogwitches; ferocious and ravenous creatures. A side-effect of this horrifying torrential downpour was that it strangely caused the water level of the swamp to drop, revealing strange ruins; some from ancient cultures now long gone and others foreign and other-worldly. Now crazy adventurers delve into these long forgotten places in search of treasure, forbidden knowledge, and glory.



Lay of the Land
Bogwood Swamp

1–15	Reedy and murky area of swamp filled with buzzing and biting insects.
16–17	The swamp water becomes thick and hard to move through. Stopping for longer than a few moments causes the person to sink quickly. Depth: Roll 1d4-1) 3'; 2) 5'; 3) 10'; 4) 20'.
18–20	Bubbles form on top of the water; when they burst the characters hear giggling and crying.
21–25	Dense pack of huge fungal stalks. If kicked or hit a glittering dust falls from their caps. Characters now glow in the dark for 2d3 days or until the stuff is washed off.
26–27	Grove of weeping willows, used by a sect of extremist druids as their outpost. They are preparing for war against the heathens that destroy nature.
28–29	Tower built from the red rock of the Canyons of the Howling Red Rock. The tower is twisted and has many holes where bats and large insects fly in and out; the peak is carved with the face of an angry ancient-looking man.
30	Area of swamp that is producing large amounts of methane. The air shimmers and is extremely flammable (6d6 damage to all in a 60' radius if ignited). 3d4 Vile Gut Clan goblins are getting high off the fumes.
31–32	Rotten, sagging, and oozing fungal stalks. There is a 1 in 6 chance that one will collapse on a character if they get too close, resulting in 1d6 damage and being covered in disgusting-smelling rotten vegetation.
33–34	Small floating island of lignite. There are several piles of bones on top of the island. There is a 25% chance that this island is covered in mushrooms of an excellent taste. So yummy, but so full of a delayed unpleasantness; intense bloating and gas resulting in travel being slowed by 50% for the next 24 hours.
35	Ancient stone tower sinking into bog.
36	Grouping of four gargoyle statues, each facing towards one another and possessing a set of precious gems for eyes.
37–40	Hot springs bubbling to the murky surface of the bog. Resting in it for 2 hours heals 2d6 HP, but dyes skin green for a # of days equal to twice the amount healed.
41	Swirling whirlpool with giant red eye in the center.
42–45	An abandoned boomtown. There is a 30% chance that there is useful equipment and supplies that have been left behind. 5% chance that an exceptional or magical item is there.
46–50	Sink pit (2d10+10' deep) full of orange leeches that will latch on and begin to drain a target's life essence (1 Stamina loss per round until freed).
51–55	20' tall yellow and gold fan fungus. Stewing the fungus in alchemical concoction for 3 hours will create: Roll 1d5-1) a tasty food additive; 2) a potion that will permanently dye the drinker's skin yellow; 3) a sleeping potion (DC 12 Fort save or sleep for 1 hour); 4) a thick solvent that dissolves even the strongest glue binding; 5) a noxious fluid that evaporates when exposed to air (DC 12 Fort save or become sickened for 2d4 rounds and suffer -2 to all rolls).
56–57	Abandoned Vile Gut Clan goblin hive fortress that is built into a weeping willow.
58–60	A Vile Gut Clan goblin hive fortress on the back of a gigantic crab roving through the swamp.
61–62	Ancient hilltop graveyard from some forgotten boomtown.
63	Ruins made with piercing blue stone which is ice cold to the touch and has frozen the ground around it.
64–65	Gigantic weeping willow which is home to Rye, a dryad and her water elemental companion.
66–67	Small Klind enclave- there are 3d3 Klind warriors here at any time. The leader is a level 2 cleric of Set.
68	Abandoned Klind enclave. There is 40% chance of useful equipment here and a 20% chance of religious artifacts of Set.
69–71	Small Ekrask hunting village- there are 3d4 Ekrask there at any time. They are neutral to the characters unless provoked.
72–74	Prospecting camp that has been raided. Blood, body parts, and broken weaponry are strewn about the site.
75–77	Active prospecting camp- there are 2d8 prospectors in the camp. They have a small amount of goods they are willing to trade or sell.
78	Cave filled with pulsating orange crystals. 2d4 crystals can be harvested at any point. When added to an alchemist's potion it grants +1 to the Brew Potions roll.

79	Cave with walls lined with human skins, home to the vicious swamp troll, Bralog.
80	Ruins of pure alabaster that can only be seen under the moonlight.
81	Swirling noxious fog fills the area, reducing vision by 75%. Those in the fog must succeed a DC 13 Fort save or contract Necrotic Rot (see Diseases, pg 233). The fog is issuing from the rotted, hollowed eye sockets of a dead little girl hanging from a weeping willow.
82–83	Shivering fungus (roughly 2 ½ feet tall) covered in a glittering dust that has hallucinogenic properties.
84	Village of cannibalistic demon-worshipping frogmen.
85	Ruins with door shaped like gigantic skull. Doorknob is in nose cavity. Eyes fire lasers.
86–88	Reed and fungal fortress of Fire Breath Clan goblins.
89	Reed and fungal fortress of Fire Breath Clan goblins that has become rotten and diseased; their small bodies wrapped in strange silky cocoons.
90	Pile of 30 bodies caught in an eddy.
91	Skeleton of a gigantic reptile with purple steam issuing out of the eye sockets.
92	Huge pendulum that swings back and forth on a massive weeping willow, which is home to an old witch. She will offer help to any who need it, for a price.
93	Ancient ruins built in the shape of a squid. Horrific pale creatures resembling anthropomorphic squids with red eyes can be seen coming and going.
94–96	A boomtown that has been taken over by deep ones (DCC, page 400). The villagers have all become corrupted half-man half-fish creatures. A large altar to Zxyldon (see The Sea That Runs Red territory, pg 130) has been constructed in the center of the boomtown.
97	Abandoned Klind enclave that is now home to a fetid shadow creature. The dried husked remains of the Klind are scattered around the encampment.
98	Field of sentient mushrooms. They have individual personalities but also a hive mindset. They hold secrets to an ancient ruin somewhere in the swamp and are willing to share the location in exchange for information to other parts of the world.
99	Recently-attacked Ekrask camp now occupied by Vile Gut Clan goblins. There are 2d3 Ekrask being held prisoner and 3 times as many goblins.
00	Over one hundred people have been turned into statues. Many are below the surface of the water.



Encounters
Bogwood Swamp

1–10	Prospectors looking to find new claim.
11–12	Roving band of 2d4 Ekrask scouts fighting twice that number of Vile Gut Clan goblins.
13	An enraged troll fighting Vile Gut Clan goblins riding in a Hive Fortress on a gigantic crab.
14–15	Prospectors that have just found a new ruin and are being attacked by something horrible that was locked within.
16–21	1d6 Ekrask hunters. They are looking to trade goods and for help killing a terrible evil that has been lurking in the swamps.
22–24	1d3 Bogwitches lurking just beneath the water. They will burst from the surface and attack the nearest character(s).
25	2d4 Klind warriors, one is cleric of Set (level 1).
26–27	2d2 giant vampire Bats.
28	Spirit of a young girl who was drowned in the bog. She begs to be set free from her torment. If unable to help her after a few moments her true horrific visage will be revealed and she will attempt to kill the characters.
29–32	Band of 2d6 Fire Breath Clan goblins. They are willing to be friendly to characters, but will attack if provoked.
33–34	2d3 Fire Breath Clan goblins riding gigantic moths (or vampire bats).
35–36	Cannibalistic demon-worshipping frogmen are sacrificing one of their brethren for their next meal. If disturbed before the first frog leg is pulled they become enraged and fight with abandon against the interlopers.
37	Nasty hag with gigantic necrotic pustules, collecting ingredients for potions. For rare ingredients she will sell some of her potions. If provoked she will attack and then use the characters in her potions.
38–40	2d6 deep ones wandering through the swamp (1d4 of them are riding giant eels).
41–45	2d4 prospectors digging out lignite.
46–47	2d4 friendly sentient mushrooms are being attacked and cut down by: Roll 1d5 - 1) prospectors; 2) Fire Breath Clan goblins; 3) Vile Gut Clan goblins; 4) a troll; 5) deep ones.
48	A group of explorers that are suspended upside down in gigantic moth cocoons.
49–52	2d4 crocodiles.
53–54	A gigantic crocodile bursts from the water and latches its jaws on a character and attempts to drag them beneath the water.
55–57	Assassin vine with several dead creatures entangled in it. It will attempt to grapple any creature that gets too close.
58	Will-o-wisp attempting to guide travelers into quicksand trap (5' deep) so it can suck out the character's soul.
59	Troll wandering blindly in pain. Its gut is being eaten by giant maggots and is constantly regenerating.
60–62	1d3 Giant centipedes (15ft) scuttling over the remains of a fallen and rotted weeping willow.
63	Living statue hungry for blood. Will not move if victim is looking right at it.
64–66	Caravan under attack by: Roll 1d6 - 1) Klind; 2) Ekrask; 3) Vile Gut Clan goblins; 4) bogwitches; 5) a troll; 6) bandits.
67–70	2d3 +1 troops from the East End Outpost scouting area looking for threats to the keep.
71	Living spell the with the consciousness of a malicious wizard who was consumed by the casting.
72–73	Bipedal mushroom men that have become twisted and evil from a terrible rotting disease.
74–76	d4 bloated, fetid zombies. These are the cursed remains of prospectors who went missing 3d3 weeks ago from Stilt-town.
77–80	2d8 Vile Gut Clan goblins riding on the back of wild boars.
81–82	Leech swarm skimming water surface towards party.
83	Toad Demon that has enslaved a boomtown and forced them to worship him.

84	Three prospectors have been caught in the web of giant golden swamp spider
85–86	Mutant outlaws: Roll 1d4 - 1) hostile; 2) friendly; 3) neutral; 4) have information vital to one of the players, but now roll d3 for attitude.
87	Shambling Mound protecting a tree with shimmering golden leaves.
88–91	Traders heading for Roll 1d4- 1) Fairweather; 2) East End Outpost; 3) Shadowfall; 4) Stilt-town. 20% chance they have something unique or rare. If rolled 10% or under they don't realize it.
92–93	Criminal running from bounty hunter from Roll 1d4- 1) Fairweather; 2) Shadowfall; 3) Eisenbar; 4) Floating Island of Terror.
94	Mutated wizard who sees through eyeballs in his hands, looking for ruins said to hold amazing treasure and knowledge. Willing to split the treasure with the characters.
95	Witch coven meeting in secret to perform powerful ritual to bring forth a dark one from the Void.
96–97	3d8+3 deep ones torturing and skinning captured Ekrask and prospectors. The skins are being tanned and hardened to be used as armor.
98	2d3 deep ones setting a trap to ensnare the characters.
99	2d6 Malfactorium scouts from the Mountains that Crawl. There is a 15% chance that they ride on a gargantuan stone beetle.
00	Vile Gut clan goblins warring with Fire Breath Clan goblins in epic goblin-style brawl.



Mushrooms of the Bogwood Swamp

Color	Effect
Red	Causes person to become extremely hot. When they go into water it begins to boil. Lasts for 1 hour.
Shimmering	Person floats roughly 3" off the ground for 2d4 rounds.
Purple	The eater must make a DC 14 Fortitude save or become violently ill for 1 hour. Success means their belly becomes distended, reducing their movement by half. The target can throw up a thick sticky substance in a 5' radius. Targets caught in substance must make a DC 16 Strength check to break free. The eater's stomach returns to normal after they vomit or 3 hours have passed.
Blue	The target must make a DC 16 Fortitude save. Failure means that a large stalk begins to grow from their head two days later. The stalk will reach 5' tall in three days. If cut off it deals 1d4 damage to the target and will regrow within 1d4 days. When the stalk is at its maximum height it will grow small pods that will burst and spread spores into the surrounding areas. Entire farmlands have been destroyed because of this fungus.
Dehydrated	You die. That's what you get for eating strange mushrooms. More dehydrated mushrooms begin to grow from your corpse within 2d2 days.
Green	Tiny pseudo-pods burst from the target's flesh, causing them to become sticky. They receive +2 to any grapple checks and cannot be disarmed. The target also receives +4 to any climb check and can climb sheer surfaces.
Yellow	Eating this mushroom makes the person think that they are either: Even- really tall (roughly 20'); Odd- really small (roughly 6"). However the target is actually normal-sized and just seems crazy and ridiculous to onlookers. This effect lasts for 2d4 hours.
Zebra-striped	Target becomes zebra-striped. The black areas constantly shift, undulate, and move. Once per day the target can slice open a black stripe, dealing 1d4 damage, and causing a large black worm to burst out. This worm will die in 2d3 rounds, but will follow the host's commands until that point. Black Worm: Init +0; Atk bite +2 melee (1d2dmg plus burrow); AC 10; HD 1; HP 1; MV 5'; Act 1d20; SP burrow; SV Fort +0, Ref -4, Will +0; AL N On a successful hit the target must make a DC 12 Ref save to stop the worm from burrowing into their flesh. Failure means that the worm is traveling through their body, snacking as it goes along, dealing 2d2 damage/round until it dies.
Leopard-print	The target is healed for 2d3 HP, but feels an insatiable need to consume rotting vegetation or flesh for the next 24 hours.
Polka dot	Eating the left side of this mushroom makes you really tall (roughly 20'), while eating the right side makes you really small (roughly 6"). This effect lasts for 2d4 hours. Eating the stem of this mushroom cancels the effects.

LOCATIONS

East End Outpost

Twenty years ago soldiers from Fairweather sailed from the Port of Ustler to the tip of the Bogwood and built the East End Outpost as a way to protect against Klind invasions, pirate raids, and to safeguard their interests in obtaining the lignite from prospectors. Troops from Fairweather and conscripts from Stilt-town serve at the outpost.

Lately the soldiers have been plagued by nightmares and harsh illnesses. No one is aware that the outpost rests upon the ruins of the tomb of a Grand Priest of the Watchers of the Withered Eye, an ancient and forgotten order that sought to bring about death and famine through the Great Wasting.

Rumors/Adventure Hooks

1. A war-band of Vile Gut Clan goblins have been seen in one of their grotesque roving hive fortresses, which rests on the back of a gigantic hermit crab.
2. Several Klind warships have made landfall near the outpost and are setting up camp.
3. Green lights have been seen in the distance of the Sea That Runs Red. One soldier swears he saw a tattered old ship.



Slathereth

The petrified remains and shell of the gargantuan turtle, Slathereth the Destroyer, rises out of the Bogwood like a jagged mountain. While many tribes exist throughout Hubris, it is here that the tribe of Ekrask make their home. The cunning and vicious Red Skin has ruled his people for twenty years since he led a revolt and chased the Klind enclave out of the Bogwood. Under his rule clan in-fighting has diminished and the Ekrask have become united in the common goal to free their brethren still enslaved by the Klind.

It is in the belly of Slathereth, in the Arena of Blood, that brave warriors fight to prove their worth and value. Those who do not fight are mistrusted and often punished or exiled from the clans. Often beasts and creatures are pitted against each other for entertainment.

Outside races are permitted to enter Slathereth for trade, but are kept under close watch and punished harshly for any infractions against Ekrask customs or laws.

Rumors/Adventure Hooks

1. The biggest tournament of the year is fast approaching, and Plather, the Blood Master, is looking for more contestants to test their mettle.
2. While in Slathereth the ground erupts, releasing water and dozens of deep ones that surge forward and begin attacking all in sight.
3. A human is about to be executed for supposedly attempting to steal several eggs from a Clutch Mother, protector of unhatched ekrask eggs. Next to his cage a dead avarian is hung upside down, completely plucked of feathers, and its beak removed.
4. In the recent weeks a dim thumping has been heard throughout Slathereth at odd times. Last night the thumping became a steady beat, as if a giant heart was pumping.

The Arena of Blood

If a character(s) is fighting something, roll once. If it is a spectacle, roll twice.

The Arena of Blood

1d10	Monster 1	VS Monster 2
1	Captured Klind	Giant snake (poisonous)
2	Bogwitch	Crocodile, dire
3	Giant Centipede	1d3 Frogmen
4	1d4 Vile Gut Clan goblins	Criminal (choose race)
5	Troll	Giant spider
6	1d3 deep ones	Leech swarm
7	Exiled Ekrask	Green hag
8	Shocker lizard	Bogwitch
9	Criminal (choose race)	1d4 zombies
10	Harpy	1d2+1 Diseased wolves

Stilt-town

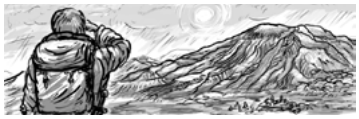
The largely lawless and rough Stilt-town lies in the middle of the Bogwood, providing prospectors and adventurers a place to drink, re-supply, and seek other pleasures. The entire town rests on stilts to keep it above the murky water level. Rickety plank walkways and small boats are used to get from one point to another.

No one is sure why, but Stilt-town was built around a small ancient obelisk, the Pillar of Transcendent Reality of Time and Space, which is engraved with bizarre runes that glow when people are near. Sometimes people wake up standing in front of it, not remembering how they got there. While it is a rare occurrence, occasionally people have gone crazy in front of obelisk and offered themselves as a sacrifice.

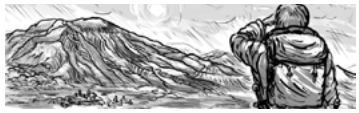


Rumors/Adventure Hooks

1. The Pillar of Transcendent Reality of Time and Space pulsates with bright light. After a bright flash, half of the Stilt-town has been transformed into: Roll 1d5- 1) half man, half fish; 2) raging abominations; 3) opposite gender; 4) a race never encountered before (ie- Dwarves, Elves, etc); 5) a herd animal; 6) bald ape-like creatures with distended bellies.
2. A wave rises up and rips through the southern tip of Stilt-town, utterly destroying it. People are screaming for help.
3. A group of Klind refugees wander into town seeking a place to hide. They say they have information on an incoming invasion force.
4. Someone, or something, has been murdering and brutally cutting off various body parts of people in Stilt-town.
5. An entire prospecting camp has been discovered covered in strange purple moss and vibrant green fungal stalks. Their faces and the contents of their heads have been removed.
6. Recently an eerie crimson fog has appeared. Strange, enticing singing can be heard for miles around, causing people to wander into the swamp.
7. Hulking monstrosities that resemble grotesque human men have been seen in the eastern corner of the swamp. These beasts rage and charge any who get near the perimeter, shouting incoherently.
8. The moon has slowly started turning red again. People fear that the Red Moon of the Calamitous Whisper may be happening again.



Canyons of the Howling Red Rock



The twisted canyons of the southern continent are a magnificent wonder to behold. Those that make berth at the beaches at the top of the southern continent, or the docks of Undar, are greeted by a massive wall of red rock with deep canyons and crags, leading hundreds of feet up, to its plateau. Within these deep canyons are beautiful gullies with lush plant life, raging rivers, long-forgotten ruins that were built into the rock face, and pure vistas. While many travelers claim that these canyons are as close to paradise as one can get on Hubris, they are also terrible and dangerous. Creatures of long-standing myth with unimaginable powers roam this land. More horrible is the strange phenomenon that gives these canyons their name; mouths open on the rock walls and scream and howl as if in unending pain. Sometimes the mouth explodes, spewing out red dust. Those that are unlucky enough to breathe it develop the painful and deadly Crimson Lung.

Perhaps even more amazing than the canyons themselves are the colossuses that wander through them, some even walking over the tops. Only three of these creatures are left, as the rest have been killed by armies for sport and entertainment over the last several hundred years. Many fear that calamity shall befall Hubris when the last colossus is slain.

Just as wondrous as the canyons is the great spire, Undra, a metropolis that has been delved completely out of a gigantic 2,000' high boulder, and Wrath, the Crystalline Forest where powerful and devastating electrical storms ravage the land and light up the night sky.

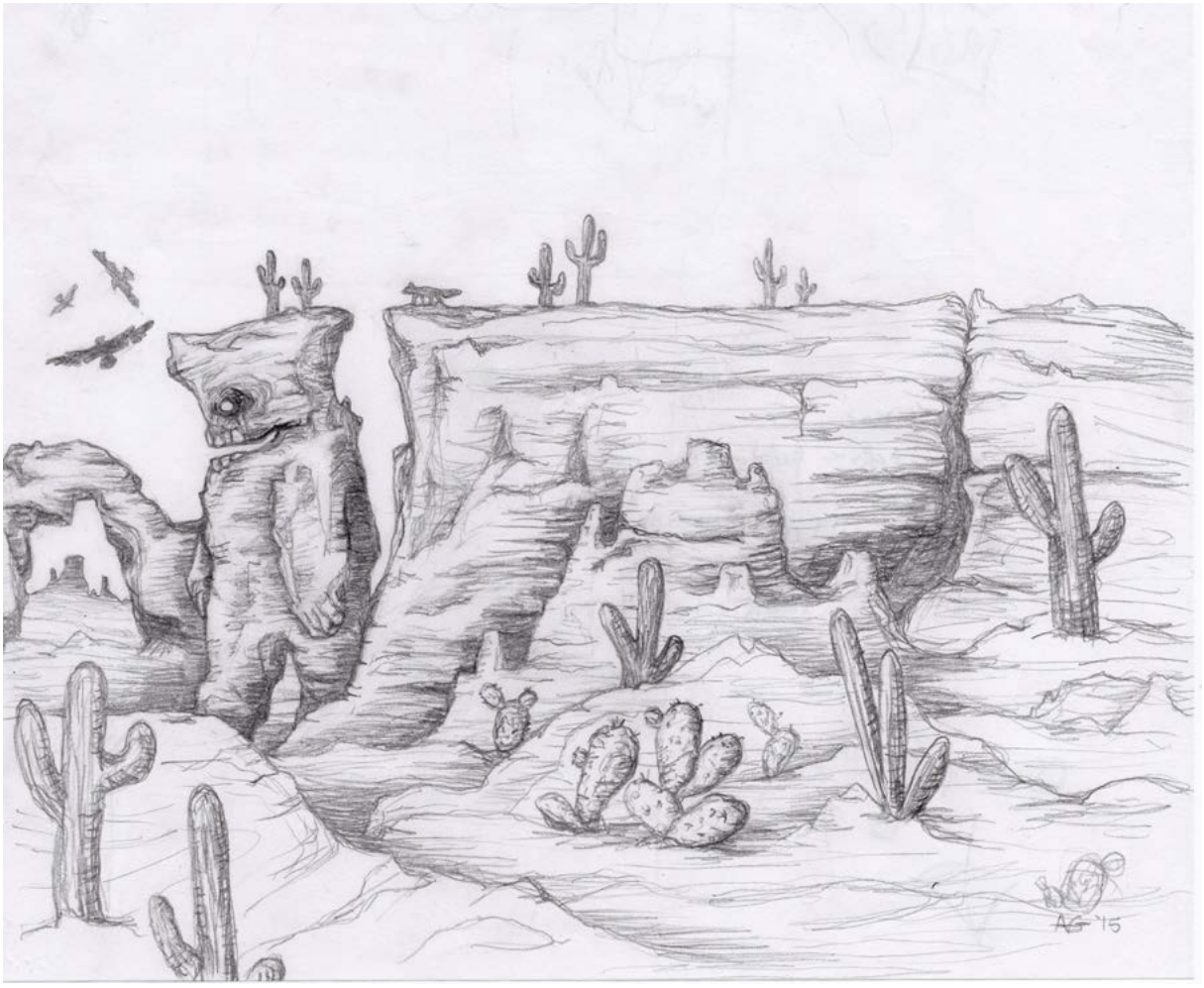
While in the Canyons of the Howling Red Rock there is a 40% chance that 2d10+2 screaming mouths will appear on the rock face. If a 10% or below is rolled then 1d3 explode in a cloud of red dust. If any target is in the vicinity they have a chance of contracting Crimson Lung (see below).

Disease Name: Crimson Lung
Delivery: Inhalation
Fortitude Save: DC 20
Onset: Immediate
Effect on Successful Save: Can't breathe for 1d4 rounds (unable to act) and suffer 1d3 temporary Stamina damage. Now immune to Crimson Lung.
Effect on Failed Save: Can't breathe for 2d5 rounds (possible suffocation) and suffer 1d4 permanent Stamina damage. Each day the target must make a Fort save or permanently lose a point of Stamina. Once the target reaches 0 Stamina they die.

Every time the afflicted attempts strenuous physical activity they must make a Fort save (same DC). Failure means they begin painfully coughing up rust-colored dust from their lungs for 2d3 rounds and are unable to act for the duration. When coughing in this manner there is a 25% chance of infecting other targets within a 5' radius.
Recovery: 4 consecutive Fortitude saves.

Canyons of the Howling Red Rock

1–15	Red canyons leading to: Roll 1d5- 1) a fertile gully; 2) dried up riverbed; 3) raging river; 4) mud pit; 5) a single golden flower.
16–17	Area of canyon wall is covered in gorgeous cave art that gives off a sense of foreboding.
18–20	A small outpost ran by the guards of Undra. There are always 2d10 guards and 2d5 tradesmen at the station. 20% chance of ranking military or nobility at outpost.
21–25	A gully of lush purple and emerald flowers. At the edge of the gully, crimson water swirls and churns in a lagoon.
26–27	The canyon walls are made of brittle and sandy sediment. Small thorny cactus grow in the wall cracks.
28–29	Area of the wall is full of air-breathing coral with sea fans, anemones, and seaweed that float and move as though underwater.
30	The crumbling corpse of a colossus that is being reabsorbed back into the canyon wall.
31–32	Area of canyons where magic ceases to function for 1d4 days.
33–34	Intricately carved ruins built into the rock face. The door is carved to resemble the full moon with an enraged face.
35	Small craggy ravine leads to a bronze door with an eagle head knocker.
36	The sun always shines on this portion of the canyons. Those who stay in the area are unable to sleep and become easily dehydrated. Area is filled with lush plants.
37–40	Rockslide occurs as the characters are walking through. There is a 45% chance that the group will be separated or entombed by the slide and must free themselves.



41	Massive 5,000' waterfall that leads into a bowl-shaped lagoon. At the bottom of the lagoon is the entrance to the prison of an entombed water demon of envy.
42-45	The canyon gives way to a flat vista overlooking the other canyons below. There is a rail and a rickety sign reading, "Scenic overlook. Stay away from ledge."
46-50	Area is filled with softly glowing orbs that hum when living creatures approach. They are warm to the touch.
51-55	Old outpost that now serves as a base for beastmen.
56-57	The canyon walls are porous and a strong whistling draft blows back and forth between them. Hearing is reduced by 75% while in the area.
58-60	Abandoned Undra outpost that fell during a beastman attack. The spirits of the slaughtered still walk the halls, enraged at their death.
61-62	The canyon walls are covered in screaming mouths and several explode spewing out red dust into the air.
63	The walls are made of a slimy and wet mucus membrane. If pushed hard enough the wall will give way and allow the character to pass through. They will find themselves within a temple of the Heathen Below.
64-65	20' ant hills make traveling through the area difficult. Movement is reduced by 50%. These anthills are long abandoned and there is a 25% chance that they have something of interest hidden within.
66-67	Rickety wooden staircase leads into the bowels of the earth.
68	Long abandoned fort of black rock that was once home to one of the Cyclops warbands.
69-71	Ruins set into the wall that have collapsed, but fist-sized objects glitter in the sun.
72-74	Blue-hued crystals grow out of the canyon walls. These are similar to a phenomenon that occurs in Wrath, the Crystalline Forest. Every turn there is a 3 in 6 chance that a lightning bolt will be unleashed and strike: Roll 1d6- 1) a character; 2) the opposite rock face; 3-5) another crystal formation; 6) arcs up into the sky. Lightning bolt +5 to hit, 2d6 damage. DC 14 Ref save for half damage.
75-77	Pool of acid green water. Those who touch the water must make a DC 18 Fort save or gain a corruption: Roll 1d3- 1) Minor; 2) Major; 3) Greater.
78	30' high sculpture of a Cyclops's face. When the sun hits its eye just right it closes shut and the sculpture's mouth opens, revealing a door to the ruins of Guardian of Time and Space.
79	Ancient portal covered in vines and plants. Runes around the edge of the structure are an ancient language. If properly read it will activate the portal and create a gateway to a lush jungle world.
80	Deep canyon with a gully full of gigantic plants, animals, and insects. All life that has grown or lives in this valley is 4 times larger than normal.
81	Open volcanic chasm that spews hot ash and gas constantly. There is a 2 in 6 chance that it will erupt and shoot hot magma and flaming boulders into the air.
82-83	Fossils of gigantic prehistoric insects line the rock face.
84	Deep chasm that echoes the last sound that happened in it forever. Staring into the chasm for 1 minute causes a character's eyes to become black wells for 1d4 days, granting darkvision for the duration.
85	Intricate cave art that takes shape and moves when viewed. It shows the group of characters viewing it and foretells of an event that will occur: Roll 1d5-1) calamity; 2) fortune; 3) betrayal; 4) celebration; 5) surprise.
86-88	Lake filled with chilled salty water. Everything floats on the water, no matter how heavy.
89	Undra fortress that is preparing for an incoming beastman attack.
90	Reactor built into the rock face hisses and rumbles as pistons and gears turn and shoot up blue steam.

91	Field of purple, blue, and red fungus. The fungus becomes brittle and dusty with age. The dust has various effects: Purple- causes euphoric feeling mixed with grand hallucinations for 2d10 turns, DC 15 Fort save; Blue- causes anxiety and fear if inhaled for 2d10 turns, DC 15 Fort save; Red- causes feeling of warmth and flushed cheeks, and changes hair color to red (will regrow normal color) and heals target for 2d4 HP per use; Blue/Red/Purple- when all are mixed together creates a noxious smelling gas that causes all who breathe it to become violently ill and disorientated. DC 18 Fort save or unable to act for 2d10 turns.
92	Part of an ancient galley that looks as though it has been absorbed by the canyon walls.
93	Open fissures in the rock face that ooze stinking yellow pus. Pus is radioactive and can cause mutations. Any target within 30' must make a DC 18 Fort save. Failure gains a mutation: Roll 1d5- 1-3) cosmetic; 4) power; 5) calamitous. If in the affected area for more than 1 hour targets start suffering 1d6 permanent Stamina damage (even if passed initial Fort save). Only one mutation per character.
94-96	Flashflood rips through the canyon; will take trees, plants, rocks, and characters with it.
97	The red canyon gives way to reflective black obsidian. The character's reflections show the deepest darkest evil within each of them and a feeling of primal elation creeps into their minds. Clerics of good deities feel wrath and anger from their god and lose their abilities until they atone.
98	2d4 6' high human-looking faces have been carved into the canyon walls. They will spring to life when approached and are eager to talk. Each knows an important message about things that have come to pass, things that will come to pass, or things that are too outlandish to ever happen.
99	400' high bluffs form a crescent moon around a 500' high spire of marble and turquoise. Large flying creatures can be seen circling the top of the spire.
00	Massive bulge of slick and gooey red rock protruding from the canyon wall. A low grumbling can be heard and the bulge is moving as though something huge is attempting to break free.

Canyons of the Howling Red Rock

1–10	2d10 soldiers of Undra scouting out for beastmen or other monsters. There are 1d4 Royal Guards of the Setting Sun accompanying the troops.
11–12	Roving band of 2d8 beastmen.
13	A woman rises out of the rock floor as though it were water. She stands before the characters, arms spread wide and looks as though she is dripping in gold.
14–15	Herd of centaurs that are: Roll 1d3 - 1) friendly; 2) hostile; 3) fighting a band of beastmen
16–21	1d3 cyclops waiting to ambush the characters at the top of a ravine. They will throw boulders at them.
22–24	2d8 sentient rock people. They are: Roll 1d4 - 1) silly; 2) warriors; 3) one female and the rest are infants; 4) will show the way to their underground rock kingdom to those who are willing to defeat the dreaded "rock eater!"
25	A manticore flies overhead and dives at one of the characters.
26–27	A caravan is headed to Razar near the Unsettled Expanse to trade goods.
28	A set of huge eyes and a mouth form on the rock face. The features move, swirl, meld, and melt as if only partially in this reality.
29–32	Band of 5 adventurers exploring the canyons to find riches. All are level 1.
33–34	A grouping of dead-looking trees. The nest of 3d12 blood harpies.
35–36	Group of prisoners being forced to build a new fort for Undra. There are 2d20+20 prisoners and half that in guards. The overseer is a level 1 wizard.
37	A cloud of darkness that smells of sulfur. A chimera emerges from the cloud.
38–40	2d5 blood harpies attack the group from above.
41–45	A trap that causes the walls to cave in on the characters. DC 15 Ref save to avoid. 3d6 damage.
46–47	2d6 prospectors returning from Wrath, the Crystalline Forest with a good haul of crystal from the trees.
48	A minotaur leads a group of 2d16 beastmen on a march against an Undra fort.
49–52	2d12 soldiers of Undra are being attacked by: Roll 1d5- 1) beastmen (outnumber troops 2-to-1); 2) 3d5 blood harpies; 3) 4 enraged centaurs; 4) a drake; 5) attacking each other, driven mad.
53–54	A band of 6 explorers heading to Undra after returning from the Unsettled Expanse. They have several strange artifacts that they would be willing to trade.
55–57	A group of 3 explorers suspended upside down in thick webbing. They were caught by a large rock spider.
58	A floating eyeball drips blood into a large pool of congealed and sweet-smelling blood.
59	Open hole in the ground that seems to be salivating. When characters get too close teeth burst from the sides and tentacles spring from the hole and attempt to drag target into the maw.
60–62	1d3 rock spiders are hidden in the canyon waiting for easy prey.
63	A cyclops is holding a golden orb that shoots out searing bolts of light at whoever the monster points them at.
64–66	Beastmen are moving siege engines through the canyons towards Undra.
67–70	A tribe of centaurs are battling ogres over a strange floating cube.
71	1d3 blood oozes emerge from holes in the canyon wall and pursue the characters.
72–73	2d2 stone giants punch the wall to make themselves a new cave.
74–76	A tribe of ogres lead by ogre mage
77–80	2 hippogriffs protecting their nest.
81–82	1d4 sentient rock people being attacked by prospectors, cracked open for their geode centers.

83	A gigantic transient flytrap stays motionless while the party passes by, waiting for the last poor soul to get close.
84	Two golems carved from the red rock block the way through the canyon. Those who attempt to get by are attacked by the large statues.
85–86	A massive bolt of lightning arches through the sky from Wrath, the Crystalline Forest and strikes the ground in front of the party. 2d4 small electric elementals are released from the blast.
87	A purple worm burrows through the canyon causing tremors and rockslides throughout the region.
88–91	A trap is set off and releases dried purple fungus powder- causes euphoric feeling mixed with grand hallucinations for 2d10 turns, Fort save DC 15.
92–93	A small swirling vortex comes towards the characters. It is actually an air elemental searching for its long lost master.
94	A merchant from Undra heading to Razar. He has many interesting things for sale, including a small handheld weapon that fires burning beams of light.
95	A lamentable unicorn of Hubris sits by an emerald lake, weeping.
96–97	A lamia sits in front of her home on a large boulder, her eyes wide and unblinking, eating the remains of children. If approached or attacked she will pull out her eyes and prophesize a curse upon the characters.
98	A Djinni sits on a rock, angered at being left behind by his companions on the plane of Hubris.
99	A warband of beastmen attacking a small Undra waystation, lead by one of the Four Gorgons of Desire.
00	A colossus stomps past the group, filling their field of view with its gargantuan form. A low rumbling mixed with a strange musical note can be heard from the creature.

LOCATIONS

Undra, the Great Spire

The metropolis of Undra has been a work in progress for millennia, with artisans constantly delving out and shaping the monstrous 2,000' high boulder in which the city was created. Most citizens of Undra do not know the history of when their great city was founded, nor do any of those who live throughout Hubris. That information is carefully guarded in the secret Halls of the Imprisoned Queen, which lies in the depths of the earth, below the very foundries and base of the city.

The warm weather of Undra is more hospitable and welcoming than the other areas of Hubris, allowing people to wear light flowing robes or togas, rather than bulky clothing for warmth.

The Grand Bazaar makes up roughly one quarter of Undra, almost reaching the top echelon of the spire. The bazaar sells almost anything one can imagine from around the world, and some things, merchants have even claimed, from worlds beyond.

The top level of Undra is home to the nobles, the Offices of the High Merchant who oversees the Grand Bazaar, the Royal Guard of the Setting Sun, and the Palace of the Searing Sun, where Queen Valandria rules her court. The people of Undra consider her a goddess of the sun as she is always first and last to be touched by its warmth on Hubris.

The poor live on the lower levels, mostly in Junk Town. These vagrants, lowlifes, and ne'er-do-wells sell illegal and discarded objects that they find in the refuse heaps that gather in their areas.

Undra has been at war with the Four Gorgons and their beastmen armies for 5 years.

Rumors/Adventure Hooks

1. A large force of savage beastmen loyal to the Four Gorgons of Desire is marching towards Undra.
2. Several of the workers in the foundries have mentioned hearing a beseeching voice in the darkness. Those that have tried to find it have not been seen again.
3. Rumors circulate that agents of the Four Gorgons have infiltrated the Royal Guard and they plan on assassinating Queen Valandria.
4. People believe that when the sun sets Queen Valandria ages into a frail old woman and is rejuvenated back to her glorious beauty when it rises.
5. A packrat in Junk Town has found a rod with strange runes that turns all it touches it into ducks. Because few people in the canyons have ever seen a duck, the effect is even more wondrous.
6. A wizard's spell goes awry and animates thousands of coins into tiny biting monsters. Hundreds of people die in the ensuing panic and chaos.

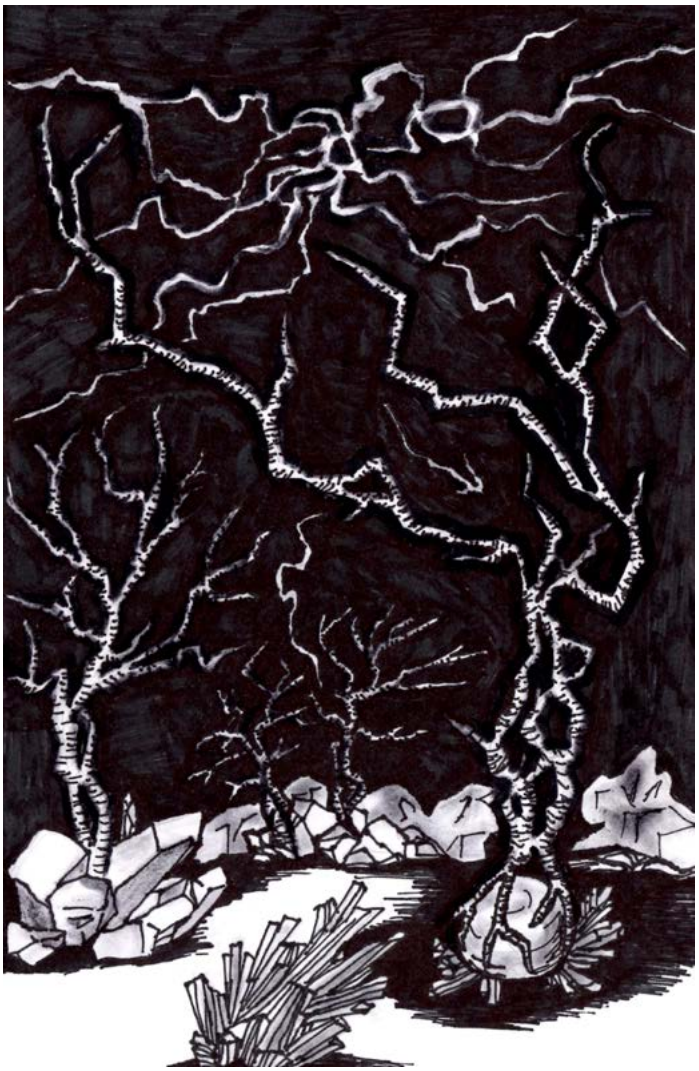
Wrath, the Crystal Forest

The air sizzles and crackles with static electricity as the large crystalline trees gather energy, eventually releasing it as destructive bolts of lightning. Most of these bolts are directed at other crystalline trees, but some go astray, causing destruction to whatever they strikes. Miners from Undra live near the forest harvesting crystal from the trees, which hold amazing magical properties. It is an extremely dangerous lifestyle, but the rewards for the crystals are great.

Elementals of lightning and air roam the forest, attacking any who cross their path. The constant gathering and release of energy has caused the veil of reality to become weak in the forest and it is not uncommon for those in it to have strange visions, become warped or monstrous, or even be transported to another area of Hubris, or teleported to another reality entirely.

Every 5 rounds there is a 4 in 6 chance that 1d3 bolts of lightning will be released from the various crystalline trees. The unleashed lighting will strike: Roll 1d6- 1) a character; 2) the opposite rock face; 3-5) another crystal formation; 6) arcs up into the sky. Lightning bolt +8 to hit, 4d6 damage, DC 18 Ref save for half damage.

LOCATIONS



Rumors/Adventure Hooks

1. Queen Valandria's court is hiring brave people to travel to the forest in haste and gather as much of the crystal as they can carry. None are sure what she intends to use it for, but many believe it is for the war against the Four Gorgons of Desire.
2. A storm has been brewing over Wrath for days. One day ago a massive lightning bolt shot straight into the sky and opened up an eye in the clouds, and now something huge is coming through the portal.
3. An exceptionally gifted miner is learning how to harness and manipulate the electric charges given off by the crystalline trees. His skills and methods are far beyond the comprehension of others. Some fear he will use his knowledge for evil, while others think his inventions will bring progress.
4. Several crystalline trees have started to pulsate with prismatic colors and release bolts of lightning in sync with one another, resulting in a beautiful light show that many are attracted to come and watch… unfortunately none of these onlookers have been able to look away.

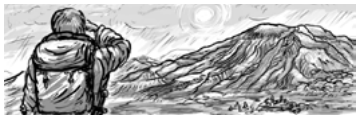
Xynath, the Shattered Keep

This fortress once served as a great conservatory for the monks and priests of the God of the Terrible Whisper. Their collection of manuscripts, tomes, scrolls, and forbidden knowledge was said to be beyond comparison. Then the beastmen army of the Four of Desire marched on the fortress and conquered it. During the battle unknown magic tore the fortress asunder, causing the outer walls to violently explode. Now the fragments of the wall are bathed in an insidious red light and swirl and float around the fortress remains.

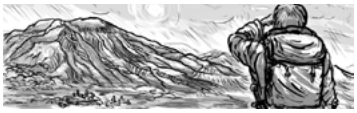
The Four Gorgons (for stats see pg 299), Ferrum, Plata, Bakir, and Arany, rule their beastman armies from their shattered keep and have been focused on taking over Undra for five years. They desire access to Queen Valandria's powers over the sun, to rule the trade of Hubris, and gain the secrets held within the Halls of the Imprisoned Queen.

Rumors/Adventure Hooks

1. The ground near Xynath has crumbled away, revealing a large area of complex catacombs that none realized existed. Runes and inscriptions on the walls reveal the presence of the God of the Terrible Whisper.
2. The Four Gorgons of Desire have begun attacking any ship that nears the port of Undra in order to hinder trade throughout the world. They are utilizing great ballistas to fire at the ships and their beastmen to attack the crews.



Frozen Wastes



North of the Razorback Mountains lies the frigid tundra and treacherous snow-covered ice fields of the Frozen Wastes. This brutal land is home to the savage barbarian kingdom of Ingvar, ruled by the Warrior-King, Belkin the Impaler, scores of monstrous creatures and predators, and to the remnants of the frost giant empire. The Crag, a massive and jagged ice fissure, protects the large ice fortress of the frost giants. The frost giants loyally serve their queen, the mad and twisted fallen angel Ophelia, and constantly raid the lands of the Ingvar, gathering the spoils of war.

Many nights after the sun has fallen, the sky shimmers from the awe-inspiring Burning Borealis. Those that make their home in the wastes know that this magnificent sight is more of a danger than something to admire; fierce lightning storms and blizzards manifest with little or no warning, leaving chaos and destruction in their wake. Worse is the Burning Plague which afflicts those that are exposed to the borealis for too long (outside for 10 min or more). There is a 30% chance each night that the borealis will appear.

Only creatures with a fierce will to live survive in the Frozen Wastes, whether it be by claw, fang, sword, or spell.

Disease Name: Burning Plague
Delivery: From prolonged exposure to the Burning Borealis (Frozen Wastes)
Fortitude Save: DC 14
Onset: Immediate
Effect on Successful Save: NA
Effect on Failed Save: The infected creature becomes extremely pale and warm to the touch on the first day. The second day the target must make a Fort save or begin to radiate heat and is uncomfortable to touch. The third day the target must make a Fort save or start to blister, smell of cooking meat, and have steam issuing from his flesh. Any target that touches the target is burned, taking 1 point of damage. The fourth day the target must make a Fort save each hour or take 1d6 permanent Stamina damage each hour. Their flesh blackens and the fat of their body starts to liquefy. Once their Stamina reaches zero the target bursts into an inferno. Anything flammable in a 10' radius immediately catches fire. Living targets take 1d6 damage from the blaze and catch on fire, taking 1d6 damage each round until extinguished. If any saves are successful it just holds off the plague for another day.
Recovery: None. It can only be held at bay.

Lay of the Land
Frozen Wastes

1–15	Flat icy plains that stretch on for miles. 20% chance to find corpses frozen in ice or snow drifts.
16–17	Area of tundra full of small shrubs, razor grass, and black rocks.
18–20	Massive snow drift with hollowed entrance. Growling can be heard issuing from within.
21–25	15' long crevice hidden in the snow. Targets suffer -4 to spotting it. Walking across it causes it to collapse. DC 14 Ref save or suffer 3d6 damage and fall 30'.
26–27	Small, ill-equipped, Ingvar outpost. 3d2+1 inhabitants at any time.
28–29	Well-fortified Ingvar outpost. 3d8+5 inhabitants at any time.
30	25' tall ice sculpture shaped like a warhammer.
31–32	Mummified carcass of drake, half buried in a snow drift.
33–34	3d3 geysers erupt from beneath the frozen surface. Any in area take 1d6 damage from the steam.
35	Small area (roughly 10 acres) warmed by thermal pockets. Grass grows, animals thrive, and a small temple lies in the center of a large cluster of trees.
36	Ancient temple built of shiny blue stone.
37–40	An ancient burial ground of forgotten frost giant clans. The ice here never melts and is a deep blue hue. There is a 15% chance to find a relic or heirloom buried in the ice.
41	Large hole in the ground with yellowish putrid steam wafting lazily towards the sky. This hole leads to the underdark and to the village of some small flightless man-bat creatures.
42–45	Outcropping of 15' high jagged ice spires.
46–50	Small Ingvar village harvesting tubers and catching wild game.
51–55	Small Ingvar village that was abandoned years ago. Now home to Icy Flesh Clan goblins. Network of grimy tunnels beneath the surface.



56-57	Pool of steaming, welcoming water. It is actually a cursed lake; those who bathe in the waters risk freezing to death in mere moments.
58-60	Mysterious wooly mammoth graveyard. It is rumored that all elderly mammoths attempt to make it to this area to die.
61-62	Canyon 120' deep, exposing a raging frothing river below.
63	The sun and moon seem to be lower and larger in the sky than anywhere else in the wastes. While in this area day and night are twice as long.
64-65	Field of people who have been frozen in place. Looks of anguish and horror mar their faces.
66-67	Icy Flesh Clan goblins have built a small grouping of slimy hovel-like igloos. 15% chance of treasures hidden in the clumps of rotten flesh that fill the structures.
68	Large stationary cyclone of ice, snow, and water. The sounds of screams are carried on the wind. Always 3d4 Icy Flesh Clan goblins present.
69-71	Field of 3d30 snowmen. The heads of the snowman appear to follow the characters, but none can be glimpsed actually moving.
72-74	Large chunk of glacier; inside lurk 2d3 frost giants.
75-77	Rock formation gouged out by the movement of glaciers. Deep cave leads to the abandoned hideout of Ingvar outlaws, long killed by a dire polar bear.
78	Massive moving glacier that is actually an ice elemental.
79	Tower constructed of yellow rock which glows faintly in the sunlight. Carvings of the face of an angry sun god can be viewed when up close.
80	Deep crater in the ground. Remnants of porous rock of foreign composition can be unearthed from beneath the snow.
81	Field of pumpkins. All are warm to the touch.
82-83	Quaint wooden hut in the middle of nowhere. Home to a small family of 5 and a dog (or so they appear).
84	Field bathed in blood. Several mutilated bodies of Ingvar hunters and animals are scattered around. Lying here and there a few bodies of fallen frost giants.
85	Intricately carved ice sculptures of 30 children in a circle holding hands. When the wind passes through them, you can hear singing.
86-88	Small frozen lake. Several fish can be seen swimming around beneath the ice. 30% chance a human figure is seen beneath the ice. 50% chance that figure is alive.
89	Abandoned outpost of Eisenbar. The Ingvar made it clear they will not tolerate them in the wastes.
90	Large castle made of ice. Inside lurks the beautiful, yet terrifying witch Wicked Agatha.
91	An area of trees and wild growth that is more in common with the Unsettled Expanse than the Frozen Wastes. Exploration will find a seed the size of a large bolder, vine-like tentacles plunging into the ground.
92	Area is covered in thick mist, reduces visibility by 75%. There is a 30% chance of freezing rain in area. If the characters sleep in the area they will awake in the morning to sun, with a high of 23 degrees and a 35% chance of thunderstorms in the evening.
93	Altar created to honor Ophelia, the fallen angel and queen of the frost giants. There are always 2d2 frost giants present.
94-96	Small Ingvar farming community that lives on the fringes. Always 3d6 people, 1d3 hunters, and 4d4 livestock animals.
97	Stone and gemstone palace buried 20' beneath the ice.
98	House made of gingerbread and frosting. Singing can be heard as candlelight dances merrily through the windows.
99	20' tall metallic cylinder crackling with electricity and emitting a soft humming. Metallic double doors are cracked open and a green gas wafts from the opening.
00	Intricately designed snow crop circle. Any who spend over 1 hour examining the pattern begin to hear their name whispered on the wind, calling them to the north, towards the Necropolis.

Encounters
Frozen Wastes

1–10	Group of 2d4 Ingvar hunters: Roll 1d6- 1) making camp; 2) being attacked by 3d3 Icy Flesh Clan goblins; 3) being attacked by 1d2 frost giants; 4) hunting large game animal; 5) hunting horrific monster; 6) fighting a band of Skeletal Gun Runners.
11–12	Icy Flesh Clan goblins building a snow fort using their thick mucus as mortar.
13	Group of Skeletal Gun Runners making their way towards the Razorback Mountains.
14–15	3d2 frost giants wandering the wastes looking for food and fresh victims.
16–21	3d10 elk wandering the wastes. 15% chance a druid (lvl 1d3) is watching over them.
22–24	Large predator looking for food: Roll 1d6- 1) polar bear; 2) grizzly bear; 3) 3d2 wolves; 4) wolverine; 5) snow leopard; 6) dire version of one of the creatures.
25	Band of 2d6 snow gnolls looking for prospective food or slaves.
26–27	Field of 3d30 snowmen: Roll 1d3- 1) golems commanded to harm all life; 2) golems that if offered enough gold will follow and protect characters; 3) village of sentient snowmen.
28	An elder drake guarding a pile of treasure and a clutch of freshly laid eggs.
29–32	Group of Ingvar hunters celebrating on the corpse of a dead frost giant.
33–34	Yeti stalking the characters.
35–36	Ice shards the size of a man's fist begin plummeting from the sky.
37	Gigantic ice worm bursts from the ground and hurtles towards the characters.
38–40	An ice golem with the carved head of an eagle guards a small mound of snow with a golden door.
41–45	Herd of 4d12 wooly mammoths wandering across the wastes.
46–47	A dire snow leopard is attacking group of: Roll 1d4- 1) Ingvar farmers; 2) snow gnolls; 3) Icy Flesh Clan goblins; 4) pounces on the characters from a snow drift.
48	1d4 frost giants fighting 1d3 frost giants corrupted by the Metalphage
49–52	3d4 Icy Flesh Clan goblins riding on the back of a wooly mammoth.
53–54	Soldiers from Fairweather and hunters from Ingvar are building a new fort to protect against incursions from the east.
55–57	A frost hag follows the characters. She wants to: Roll 1d4-1) cut out their eyes and make soup; 2) convince them to help her get the spleen of a golden yak to make her beautiful; 3) ask them to help kill her sister who is killing innocent children; 4) offer them each a delicious red apple.
58	A gorgeous woman with soft glowing blonde hair, wearing only a simple silken shawl, giggles at the players and then runs away. She seems to be able to run atop the deep snow.
59	A group of 3d12 with metal weapons, evil faces, and covered in blood splatters.
60–62	Ingvar hunters on the backs of wooly mammoths heading to defend a small farming community from a frost giant raid.
63	A demon sculpting a portal to the Void out of ice, snow and the intestines of the innocent.
64–66	Smoking remains of a caravan. 50% chance there are goods of value. 20% chance 1d3 people remain alive, but injured.
67–70	A caravan headed towards Ingvar. Has interesting news/rumors about: Roll 1d6- 1) Fairweather; 2) Shadowfall; 3) Bogwood; 4) The Roving Nibbleton; 5) Klind; 6) Eisenbar.
71	An ice troll sits on a snow mound eating flesh off the back of a living maiden.
72–73	A small child covered in soot and blood runs towards the characters. He says his nightmare came alive and ate his family.
74–76	A black shadow is following the characters. No matter how close it gets, it remains a constant silhouette, save for a smiling mouth full of jagged, yellow teeth.
77–80	A wizard is warming herself by standing near a summoned fire elemental.

81–82	Freezing rain beings to fall. Shelter must be found before the characters freeze to death.
83	A caravan of Skeletal Gun Runners from the Floating Island of Terror lies destroyed in the snow. There is a 40% chance that there are 1d4 pistols, 1d8 rifles, and 2d20 shots and powder in the wreckage. There is a 15% chance there is a locked box that contains a strange mechanical prosthetic arm with a buzzsaw hand.
84	King Belking the Impaler is leading a large force of hunters towards the Crag to stop the frost giant raids once and for all.
85–86	A crazed old prospector claims that he knows where the entrance to the tomb of the forgotten God of the Sun is located. He believes there are riches and wealth untold within the chambers.
87	Mutant and bounty hunter, Cecil Plinth, has tracked his quarry, the fiendish mutant and mass-murderer Qualg the Bloody, to the Frozen Wastes.
88–91	An ice troll is fighting 2d4 Ingvar hunters.
92–93	A gelatinous cube has wandered up from a long-lost tomb and is now slowly making its way across the wastes.
94	The frozen mummy of a small child wanders the wastes looking for revenge against the family that left her to die.
95	A necromancer is about to complete a horrible ritual in 1d4 rounds and raise the corpses of the dead to be his undead servants. He is summoning: Roll 1d4- 1) an army of 3d8 frost giants; 2) an elder drake; 3) 4d20 Ingvar warriors; 4) 2d2 yeti.
96–97	The homunculus of a powerful wizard is spying on the characters. If attacked the wizard will send 1d3 exploding homunculus in retaliation.
98	A drake is swooping over an outpost, setting it ablaze.
99	A crowd is seen in the distance. As the characters get closer it is revealed to be 5d100+100 zombies.
00	The fallen angel Ophelia is leading a massive assault against Rewbald and then Ingvar itself.



LOCATIONS

The Crag

The Crag is a large fissure of deep blue ice set in a gargantuan glacier at the edge of the Frozen Wastes. The frozen walls of the Crag are razor sharp and tear the unwary and foolish apart. The Crag has been home to the remnants of the frost giant empire, which crumbled to dust over a millennium ago. For nearly a thousand years the infighting of the frost giant clans nearly tore them asunder. With the frost giants nearly extinct, the kingdom of Ingvar started to breathe a sigh of relief, until the fallen angel Ophelia arrived. Ophelia united the frost giant clans, and gave them a new purpose: the complete and utter enslavement and destruction of the lesser races of Hubris.

Rumors/Adventure Hooks

1. Drums and chants echo and ring off the icy walls of the Crag out onto the plains of the Frozen Wastes. The sound can be heard all the way to Rewbald.
2. Ice Fang Fort, north of Rewbald was recently attacked by frost giants. The few that survived swear they saw the fallen angel Ophelia sitting on a throne of bones atop a horrific platform of slaves that had been magically melded and stitched together.

Everfrost Lake

The frigid emerald green lake supplies Ingvar and Rewbald with fish and water. Farmers use the lake to water the limited crops that they can grow in the harsh frozen environment. During the winter months the lake completely freezes, encasing all plant and animal life in ice in a type of suspended animation. When the thaw occurs, all are restored to their normal state.

Rumors/Adventure Hooks

1. On nights when the Burning Borealis manifests the lake shimmers and pulsates in time with the movements of the beautiful and dangerous night lights. Those who are by the lake when this occurs will become affected by Burning Plague almost instantaneously (no save against the disease).
2. The day of the freeze several people from Ingvar and Rewbald waded into the water and swam beneath the surface. Onlookers watched in horror as their friends and family were flash frozen with the icy waters.

Ingvar

Ingvar is the capital city of the savage barbarian kingdom. While smaller farmsteads, villages, and keeps have been built on the outlying region, it is this city that houses the fearsome barbarian army, their siege weapons, and forges. The architecture of the city is a mix of rock and mortar and strong ice formations that grow all throughout the Frozen Wastes. Ingvar has been ruled for fifteen years by the ruthless and cunning Warrior-King, Belkin the Impaler, a heralded hero in the constant struggle against the incursions and raids by frost giants against the kingdom. Belkin's throne and council is held in the The Frozen Pit, a deep hole in the center of Ingvar that is lined with the bones of frost giants and beasts that have been killed in battle.

The barbarian kingdom has sacrificed much to build their shelter away from the warmer, more civilized lands and they protect it fiercely, no matter the cost. Ingvarian life is brutal, hard, and oftentimes short. The people live by a code of strength, violence, and honor that most of the more civilized nations find alien and appalling. Most people of Ingvar revere the brutal god, Vralkar, and take slights against him with the utmost offense. They are mistrustful of magic, some even fearing the abilities the clerics of Vralkar, and hate the strange contraptions built by the Floating Island of Terror.

Rumors/Adventure Hooks

1. Icefang Keep, a distant guard station to the east has fallen due to a raid by Icy Finger Clan goblins and frost giants. What could cause this unlikely alliance? Are there any survivors?
2. Several of the clans have been calling for a change of power on the throne, yet none have been brave enough to openly challenge Belkin the Impaler to combat in The Frozen Pit. The less honorable clansmen are looking for unscrupulous individuals to take care of the matter, while the king's guard are seeking people who can deal with the situation and protect the king.

3. Three nights ago the Burning Borealis was particularly bright, increasing the number of people affected with the Burning Plague.
4. Several people have been murdered late at night on the streets of Ingvar, their organs removed. While Ingvarians do not hide in fear, there are whispers and concerns that evil sorcery is at work. People are becoming paranoid and lashing out at anyone they suspect to be party to these atrocities.
5. Over the past fortnight several people have been found dead, completely drained of blood, at the break of dawn. The superstitious Ingvar are blaming the recent arrival of outsiders, shouting that it is their doing; an omen of bad tidings.
6. The witch Wicked Agatha has threatened to freeze all the children of Ingvar in eternal ice should the king not surrender the Shard of Vralkar, a holy piece of metal believed to come from the battle axe of the god himself.

Example Ingvar Clan Names

Roll	Name
1	Ram Horn
2	Jagged Fang
3	Bloody Fist
4	Ravaged Skull
5	Corpse Mangler
6	Frozen Breath
7	Roaring Bear
8	Glaring Eye
9	Marauders
10	Crafters
11	Sky Gazers
12	Lead Bellies
13	Giant Slayers
14	Mage Killers

The Necropolis

At the edge of the Frozen Wastes the gargantuan city palace and grand necropolis of the Dread Lord Glish Mal lies covered in massive snow drifts and forgotten with time. Thousands of years ago Glish Mal nearly conquered all of Hubris by use of his horrific undead army and unimaginably powerful sorcery. What halted the seemingly unstoppable juggernaut is unknown, but the loss caused Glish Mal to flee deep into his necropolis where he now waits in a deep slumber for the right moment to awaken and reclaim all of Hubris as his prize.

Rumors/Adventure Hooks

1. A group of adventurers that have just made the brutal and hazardous journey from the Floating Island of Terror to Ingvar claim to have seen a spire jutting out of a large snow dune.
2. Undead monstrosities have been wandering from all over Hubris and gathering around the Necropolis. The eerily still undead seem to stretch for miles around the Necropolis.

Rewbald

This small village is populated mostly by exiles of Ingvar; those that failed to die a glorious death in battle, or live by the laws of Vralkar, as well as the untrustworthy, and other such undesirable people. Rewbald lies on the northern shores of Everfrost Lake and survives primarily on fish caught from the lake and tubers from the cold hard ground.



Rumors/Adventure Hooks

1. The villagers of Rewbald have been having nightmares for several weeks, but since the residents are primarly exiles, Ingvar hasn't investigated. Now the villagers are all slowly transforming into horrible blue-scaled fishpeople that feast on the flesh of those not yet affected.
2. The fish that have been caught in the lake recently all have bulging stomachs. When cut open there is a human fetus inside. At that exact same moment the womb of a pregnant woman suddenly becomes empty.
3. Several villagers have met their doom recently in the Everfrost lake. Witnesses and loved ones claim that the victims were sleepwalking and wandered into the lake, where they drowned.

Razorback Mountains

These large snowcapped mountains separate the Great Plains of Unbidden Sorrow from the Frozen Wastes. The Trail of Dead Tears is fraught with peril and death for those who travel it, but it is the safest path between Ingvar and Fairweather. Brave, or foolish, merchants and their caravans make the journey several times a year to exchange goods, news, and deliver slaves or people looking for a new home.

The Razorback Mountains are homeland of the Avarians, who dwell in the Realm of the Echo Forest, and to the order of the Lucid Dreamers, who live in a massive conch shell atop a frozen mountain peak.

Rumors/Adventure Hooks

1. A violent earthquake rocks through the Razorback Mountains, causing a huge fissure to open. Soon after, one of the peaks erupts in a volcanic explosion spewing lava that starts flowing towards the Realm of the Echo Forest
2. The Corrupter, one of the Five Dragons of Hubris, has landed on the highest peak of the Razorback Mountains. Storm clouds roll over its head while lightning and thunder pierce the sky. Many of the surrounding nations and villages are terrified what the Corruptor's appearance means.

The Realm of the Echo Forest

The Realm of the Echo Forest lies in a deep gully of the Razorback Mountains, and is always in a perpetual state of twilight. Horrific and weird telepathic creatures with slathering maws and jagged teeth that can fire energy beams with their mind lurk in the forest, seeking to rend meat from bone; feather from flesh.

It is in the forest that the Avarian dwell. The Avian Court is lead by the ancient and bitter Lord Vivar who wears the Feathered Crown, and shall be called Lord until the Final Molting and the crown is bare.

The Raven Clutch are the mysterious and enigmatic recorder-keepers of Avarian secrets, prophecies, and lore. It is the highest honor to become a member of this ancient group that serves the Avian Court and the Lord.

Over the past few decades the Avarian have established peaceful relations with the monks at the Temple of the Lucid Dreamers.

Rumors/Adventure Hooks

1. Lord Vivar has been found murdered and the Feathered Crown has been found plucked bare. The Avarian are in a state of disarray, and several are claiming to be the next heir to the throne. A few members of the Raven Clutch are whispering that a disembodied memory is responsible.
2. A massive shadow has been lurking in the forest. Its aura wilts plants, its eyes burn the heart of those who see it, and those that glimpse its wicked green eyes have their breath frozen in their lungs. It moves slowly, patiently towards the Avian Court.

Temple of the Lucid Dreamers

The monks of this bizarre order are held in both a high regard and with a wary eye. The order believes that all life is an elaborate dream, and to embrace this truth allows you to exert some level of control over it.

While most of the followers never make it beyond the mundane level of an initiate or scribe, there are a few who are able to fully embrace the philosophy and beliefs of the Lucid Dreams and can wield mystical powers.

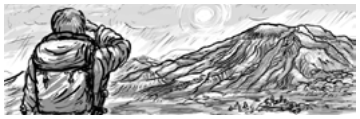


The order is responsible for declaring the names of the new years, decades, era, century, and beyond. The Keeper of Transcended Time sits high on a peak, isolated from the rest of the order to commune with his shadow for 96 straight hours. If successful the keeper is able to peer through the veil of the dream, into the Void, and receives visions of what events will come. He then declares the name of the new year to be recorded for all of Hubris.

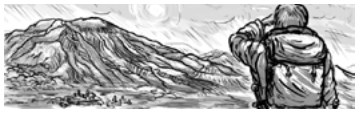
The temple of the Lucid Dreamers is a 100' tall white and pink conch shell that sits on a snowy peak of the Razor Back mountains. While scholars have speculated on how such a monstrous sea dwelling creature managed to make it to the peaks, the followers of the Lucid Dreamers claim that their founder, the first Dreamer Upon High, controlled the dream and transformed a part of the peak into the magnificent temple.

Rumors/Adventure Hooks

1. The Dreamer Upon High, leader of the of the order of the Lucid Dreams has begun having nightmares of a large shapeless form shifting beneath the sands near the Emerald Oasis in the Blighted Sands. He rambles and thrashes, his abilities warping the reality around him. The monks of the order are looking for help and answers.
2. The Keeper of Transcended Time has transcribed a new year, one that portends disaster and cataclysmic shifts in Hubris, his dreams reach and call out to people to help him deliver this news to the Dreamer Upon High.



Great Plains of Unbidden Sorrow



Three of the major kingdoms of Hubris reside in these great plains, although none are at war tensions always run high. The castles of powerful lords, outposts, and villages dot the landscape of these rolling plains. While some of these structures are inhabited, many others have been abandoned for centuries; the cries, moans, and calamity issuing from these decrepit ruins keep the curious at bay, leaving these remains undisturbed. The largest structure on the plains is the Ruins of Mallanthory, an ancient city, recently destroyed, that holds mysteries, horrors, and untold treasure. Terrible monsters, hordes of undead, and enclaves of the Wretched, the corrupted fae of the Weeping Forest of Forgotten Memories, make their home on the plains; this land is extremely dangerous for unprepared or unseasoned travelers.



Lay of the Land
Great Plains of Unbidden Sorrow

1–15	Rolling plains of grass, farmlands, grey mud, and thorns.
16–17	Area of briers that drip blood.
18–20	Vineyard with grapes that have the faces of humans, young or old. The grapes scream when they are squeezed. Those that drink the wine are flooded with euphoric memories that are not their own. This effect lasts 10 min per drink.
21–25	Rocky hills with shrubs. In the morning a steaming fog rises off the ground. By the evening everything up to 4' high is encased in a 2" thick layer of ice, regardless of the time of year.
26–27	Plantation displaying a hideous level of opulence with slaves out in the fields working in the worst of conditions.
28–29	Tattered remains of a farmstead, crops overgrown with razor grass, thorns, and weeds.
30	A thick mist that makes it hard to breathe for any who are in the area. Peering into the mists causes the person to see all those that have died, in various states of decay, flitting in and out of reality.
31–32	Abandoned fort of: Roll 1d6- 1) Eisenbar; 2) Fairweather; 3) Shadowfall; 4) unknown long-forgotten empire; 5) goblin; 6) Klind.
33–34	Gnoll slaver camp. There are always 3d6+3 gnolls and 2d10+10 slaves present.
35	Entrance to a Malfactorium underground stronghold. They are tunneling through the earth towards: Roll 1d3- 1) Eisenbar; 2) Fairweather; 3) Shadowfall.
36	An orc warband attacking a settlement. They are using a gargantuan slug abomination to destroy the settlement's keep.
37–40	Several Wretched and savage beastmen are dancing around a screaming emerald green fire.
41	Hangman's Tree moving across the plains: Roll 1d4- 1) sneaks up on group making camp; 2) seen in the distance; 3) people fighting at its base; 4) someone being strung up.
42–45	Giant statue of the Spider Goddess, surrounded by chanting bugbears that are completing a terrible ritual.
46–50	Dry and brittle hillocks. These hillocks are actually an extensive hive of bees. Stepping on the hillocks causes them to crumble and break, releasing waves of angry bees that sting, bite and kill.
51–55	Small undefended farming community with 3d6+3 people.
56–57	Remains of unremarkable village. Exploration of the ruins reveals two dozen bodies wrapped in thick cocoons.
58–60	Remains of unremarkable village. A large idol of Set can be found in the center of the floor of the church.
61–62	A small settlement that has been burned down. Eisenbar Paladins are completing a rite to Drallic the Flayer.
63	Ancient keep of a forgotten empire. Home to the self-proclaimed vampire queen, the "Red Lady."
64–65	Large obelisk erected to the Great Slumbering Monolith. There are always 2d4 priests present.
66–67	Small mutant community (hostile to outsiders).
68	Discarded metal tower of Floating Island of Terror.
69–71	Area covered in strange glowing moss. Eating the moss causes: Roll 1d4- 1) hallucinations; 2) ability to float 1' above the ground; 3) glowing in the dark; 4) a great night's sleep. Effects 1-3 last for 24 hours.
72–74	Abandoned Eisenbar fort now occupied by Gnolls.
75–77	Fairweather labor camp.
78	Prison camp built entirely out of the bones of the guilty, reinforced in iron.
79	Cave filled with Vile Gut Clan goblins. There are always 2d10+10 goblins present.
80	Hideous alter with serpentine body, arms of a baby, and five hundred screaming heads.
81	Asylum for the strange, insane, and mutated. Patients are cruelly treated.
82–83	Lone inn for weary travelers. Painted in prismatic colors.

84	Rip in the fabric of reality. Walking through the rip will transport the characters to: Roll 1d6- 1-2) another area of Hubris; 3-4) a new world; 5) different plane of existence (use Planes of Hubris table, pg 239); 6) into the Void.
85	Fissures in the ground belching up yellow steam.
86–88	Small tranquil pond. Magic does not function while near it. Should someone bathe in its waters, magic doesn't work for 24 hours.
89	Abandoned orchard with fruit that has interesting magical properties.
90	An Eisenbar stronghold that has been taken over by orcs. The orcs are corrupting creatures with their strange alchemical potion: Roll 1d6- 1) Fire Breath Clan goblins; 2) gnolls; 3) humans; 4) bugbears; 5) a chimera; 6) dire bats.
91	Bizarre upside-down pyramid with a door made of liquid gold.
92	Crystalline cube with shadowed figures frozen inside. Upon closer inspection each character sees that the frozen figures are themselves.
93	Bizarre metallic ruins that only emerge once every 100 years for 1d10 days.
94–96	An ancient wooden fort occupied by 3d8+4 Fire Breath Clan goblins.
97	A small stream that babbles softly. After soaking a blank piece of parchment in the stream for 1d5 days it will have a random spell transcribed on it: Roll 1d4- 1-3) wizard; 4) cleric.
98	Cabin of the exiled prophet Crazed Tubble.
99	Field of strange waving shrubs that are actually tentacles of man-eating plants.
00	Gigantic 25' tall Murder Machine that has been deactivated for a long time. Grass and vines have grown on and around the suit of armor.



Encounters
Great Plains of Unbidden Sorrow

1–10	Bandits seeking easy money.
11–12	Small band of Malfactorium seeking the Skull of the Crying Peasant for their queen.
13	Gnoll slaving party (one is riding on the back of a Murder Machine).
14–15	2d4+1 Vile Gut Clan goblins (2 are riding on giant wasps).
16–21	Traders making their way to: Roll 1d4- 1) Fairweather; 2) Shadowfall; 3) Bogwood Swamp; 4) Glasturbury.
22–24	2d8 Bugbears accompanied by a giant spider-demon possessing the head of a necrotic slimey-looking dog.
25	2d8 Eisenbar paladins attacking heretics of their faith.
26–27	1d4 rabid hyenas led by a gnoll shaman.
28	Sentient twister that is lonely, but holds treasure in its eye.
29–32	A vampire thrall and 3d4+3 militia from Shadowfall.
33–34	Band of centaurs seeing vengeance for the murder of their leader, the Time Keeper.
35–36	The Wretched attacking a caravan.
37	Golem made of metal and spikes with bodies impaled on each. Some are still living.
38–40	1d3 humans infected by the Metalphage.
41–45	Refugees of a recently attacked village seeking help.
46–47	Sorcerer falls out of the sky and dies. Holding strange glowing orb in his hands.
48	1d4 dead victims of the Hangman's Tree, all emit toxic miasma.
49–52	3d4+3 guards from Fairweather. They are: Roll 1d6-1) fighting Eisenbar paladins; 2) camped out along the side of the road; 3) investigating rumors of a haunted keep that has appeared seemingly out of nowhere; 4) harassing a small avarian caravan; 5) dead and been torn apart by a vicious troll; 6) are looking for the characters.
53–54	10 Skeletal Gun Runners from Floating Island of Terror delivering a shipment of guns and gunpowder to: 1d4- 1) Fairweather; 2) Shadowfall; 3) Bogwood; 4) Glasturbury.
55–57	A raiding party of 5d3 gnolls riding in an armored wagon that was stolen from a group of Skeletal Gun Runners.
58	A mutant eunuch carrying the living severed head of Apalas, a mistress of Ithis the Bulge. She was sacrificed to satisfy the needs of the Barking Moon, an ill omen of lunacy and starvation.
59	Stone giant infected with Metalphage.
60–62	Sorcerer making a deal with a small ice memphit with 4 heads.
63	Hunters of the Court of Delirium searching for Wretched.
64–66	Farmers about to burn someone they believe to be possessed.
67–70	1d4+1 troops from Vigilance Keep.
71	Royal envoy of Fairweather headed to Shadowfall.
72–73	Earth elemental wandering around and melding boulders together to form a structure.
74–76	2d4 ghouls hunting the characters.
77–80	Eisenbar paladins seeking the characters for: Odd) help with a problem beyond their ken; Even) to cleanse the characters by pain and fire for their perversions.
81–82	Swarm of biting flies. Chance characters become infected with larva.

83	A strange creature who claims to be from a different world called the Charred Planet.
84	A strange, otherworldly consciousness that guards the door to an ethereal library.
85–86	2d4 Mutant outlaws. They are: Odd) hostile; Even) friendly.
87	Necromancer with 1d4 zombies, 1d4 skeletons, and 1 ghoul.
88–91	Exiled fae offering passage through the Weeping Forest of Forgotten Memories to anyone who can offer him a bottled baby's laugh.
92–93	Small community of mutants. Always 5d4+3 present.
94	A man sitting on a boulder, smiling. Says he's been waiting for the characters for 1d100 years.
95	A beastman seeks protection from his own kind.
96–97	Burned bodies tied to stakes. Stomachs are bloated with necrotic grubs.
98	An emissary of the Spider Goddess descends from the sky on a thick web, offering parlay with the characters.
99	Small village of children. They were once adults, but sold their emotions to a demon to remain forever young.
00	A Witch coven has just finished a dark ritual that has brought forth the physical manifestation of their patron. The physical being of the patron is weak and frail, so it is placed in the womb of a cow. The patron will gestate for 3d3 months and then burst from the animal in a spray of blood, smoke and acid, fully formed and ready to bring forth their will to Hubris.



LOCATIONS

Blood River Chasm

Once a child of Eisenbar reaches eight years of age they are dropped into this craggy fissure and must fight for survival as they make it to the exit. During this time they undergo the Trial of Pain, mutilating their flesh with whips, chains and ritual scarring to prove their worth to the Empire and Drallic the Flayer. Monsters, traps, other children, and natural hazards bar the way to safety.

Rumors/Adventure Hooks

1. No child has exited the Blood River Chasm for three weeks. While the Trial of Pain is deadly, and many children die, there are always a few that emerge. It is forbidden for any citizen of Eisenbar to enter the trial. However, there is no law against sending in foreigners to investigate.
2. The Blood River Chasm has become filled with a thick crystalline web-like substance. All attempts at removing it have failed. A cleric of Drallic the Flayer has had a vision that the breath of a dying child prophet will remove this curse.

Capital City of Eisenbar

The smoke from the pyres that purge the unworthy from the earth can be seen for miles around Eisenbar. The nation and its settlements lie southwest of the Weeping Forest of Forgotten Memories, which helps to separate Eisenbar from Shadowfall. Drallic the Flayer of Flesh, the patron deity of Eisenbar, passed down the Sacraments of Pain, Torment, and Intolerance, on which the nation is founded. The Anointer of Pain, Altor Von Krall, rules Eisenbar from the Bloody Spire, a high red tower perched precariously on the Pit of Weakness. The tower is said to have over a million hooks that hunger for the bodies of the weak. Bodies of sinners, unbelievers, the infirm, the elderly, and other weak creatures can be seen strung up around the tower. It is believed that should the Anointer of Pain ever fail in his duty, the Bloody Spire will crumble and fall into the pit.

Eisenbar does not tolerate outsiders and it is very rare that the gates of their Great Iron Wall of Pain is opened, save to allow Paladins to venture out into the wilds to purify heathens.

Rumors/Adventure Hooks

1. Altor Von Krall has been growing ill. The opposition is calling for the Challenge of Righteous Pain. Either Von Krall will defend his right as Anointer of Pain, or a new leader will secure the title.
2. Altor Von Krall is seeking brave and worthy people to delve into the Ruins of the Barbed Mother, to the north of Eisenbar. Recently discovered ancient lore tells of Drallic the Flayer's own scarred Armor of Pain and Misery is said to rest there.
3. An Eisenbar warband is planning to venture into the Weeping Forest of Forgotten Memories to search for the Well of Unfathomable Knowledge. They are looking for recruits to help secure it.
4. Priests of Drallic the Flayer are seeking brave souls to infiltrate Shadowfall and pour the blood of their god into the Black Pool of Inexplicable Ecstasy.
5. An explosion has destroyed much of the market area; bodies are scattered throughout the square. Officials are accusing agents from Shadowfall. The famous sorcerer, Balbin Myvok, hasn't been seen since the explosion.
6. Several townspeople have been rounded up and having been judged as impure and unfit for the blessing of Drallic the Flayer; these poor helpless victims are to be cleansed by being flayed into submission. Suddenly one of the priests points at one of the characters and shouts, "Seize them!"

SACRAMENTS OF PAIN, TORMENT, AND INTOLERANCE

Those that are weak, unworthy or unclean shall be purified by flail, chain, or hook until their blood quenches the thirst of the parched ground.

Those that are weak shall be flayed alive until their spirit breaks and all that remains is a worthless husk.

Those who are unworthy shall be cast down as slaves! The boot heel and the barbed flail shall be their only comfort.

The worthy shall pay tribute to Drallic through the scarring of their own flesh!

Do not wait for the filthy and weak to make bed in your home, seek them out and bring the will of Drallic!

Shall a child not survive to the Trial of Pain, they are mere dust and their name unspeakable.

The tainted and abhorrent are to be destroyed without hesitation.



There are no allies, only tools to be used and discarded when broken or no longer serve a purpose.

Lake of the Flayed

This calm lake is filled with the bones of those that were weak and unworthy of the blessing of Drallic the Flayer. The punishment for those that succumb to the shameful weakness of death during the Ceremony of Righteous Flaying is to be thrown into the lake to spend eternity in constant torment. When the sun sets the lake becomes luminescent and the moans and screams of the Flayed are heard throughout the night.

Rumors/Adventure Hooks

1. A necromancer seeks to free the imprisoned dead at the bottom of the lake. The resulting wrath of the Flayed against Eisenbar would be overwhelming.
2. It is believed that the memories and knowledge of the Flayed can be gathered and extracted from the waters of the lake. Several alchemists seek to use their properties in potent and dangerous potions.
3. An island with a moss-covered ruin has risen from of the Lake of the Flayed. A skeletal boatman in a rickety raft waits at the lake's edge.

Purity Keep

This Eisenbar stronghold is their most heavily fortified settlement outside of the great fortified wall of their capital. This outpost watches the kingdom's northern border. The outpost will do trade with outsiders, including the Floating Island of Terror.

The outpost houses hundreds of troops and groups of Eisenbar Paladins who venture into the Great Plains of Unbidden Sorrow or the Weeping Forest of Forgotten Memories to spread the word of Drallic and purify the heathens.

Rumors/Adventure Hooks

1. A massive invasion force of orcs from the Land of Perpetual Stone and Mire (pg111) has conquered Purity Keep. Eisenbar is sending a legion of Paladins from the capital to reclaim their fort and annihilate the heathen monsters. Any outsider who helps will be rewarded.
2. A war party of Paladins has disappeared on a mission into the Weeping Forest of Forgotten Memories. The men still in the outpost have heard the missing men's voices in their dreams.
3. The great and renowned alchemist Setivus Marr Crop is being held prisoner at Purity Keep and will soon be put to death for his sins of dabbling into perverted arts of alchemy and witchcraft. He has managed to sneak out a note with a caravan and is begging for help. He promises a great reward for those who help him.

Fairweather

Fairweather was once considered the jewel of Hubris, but has slipped into the grips of madness, plague, decadence and debauchery in the three hundred years since The Twisted One first appeared before King Maldran, promising the way to power and knowledge was through the purity of blood. The Reign of the Mad Kings dawned when King Maldran and the royal family of Fairweather struck a deal with the Twisted One, and began practicing the Ways of the Flesh. As the royal family continues to follow the teachings of the Twisted One, engaging in inbreeding for the sake of purity of blood, each generation becomes more grotesquely deformed and unstable. While the nobility is allowed to partake in the pleasures of the flesh of kin, only the royal family is allowed to produce heirs. Any who are not of noble birth are denied practice of the Ways of the Flesh, and if caught doing so are executed in the most brutal fashion. As the Twisted One's teachings have become law, the rift between the nobility and the common citizens has grown wider. The nobility wear extravagant avant-garde fashion, while the poor wear rags in varying shades of brown, grey, and black.

The current king, Ithis the Bulge, is extremely deformed and prone to terrible, violent mood swings. Ithis is hailed as the God-King, as many believe he is the Twisted One made flesh.

Three years ago a terrible plague, The Metalphage (pg 308), began ripping through Fairweather, causing people to mutate into grotesque creatures; jagged metallic shards, wires, and tubing burst from the flesh of the infected, either driving them mad or killing them. The mere touch of a Metalphage infects others and also corrupts metal, rusting it. Entire districts of the city have been quarantined and sealed in an attempt to halt contamination. The Plague Doctors of the Scarlet Veil conduct terrible experiments on the infected from their heavily guarded Red Monastery, in an attempt to discover the secrets of this curse.



Rumors/Adventure Hooks

1. Riots have begun in the poor districts over lack of food, poverty, inequality, and the plague. Many nobles have been taken hostage or killed.
2. Several plague doctors have gone missing while investigating a district suffering from the plague. The captain of the guard is eager for their return and is willing to pay handsomely.
3. The gates of a quarantined section of Fairweather burst open and Metalphage surge into the square attacking all in reach. The city guard is quickly overrun.
4. The ancient wizard Hepple is said to have contact with Malevolence, one of the Five Dragons of Hubris. People shy away from him, for fear he will bring down a terrible fate like that of Mallanthory.
5. In preparation for the birthday of Corwin, King Ithis's young nephew, all the jewelers in the city are being rounded up, their shops ransacked, and are being forced to craft beautiful gifts for the young noble. A nearby shop owner has escaped the guard and runs up to the characters, shoving a large black ruby at them, whispering "this is too dangerous to fall into the wrong hands! Please, take this! It must remain hidden. If I am ever free, I will come back for it!" He then turns and runs back to his captivity.
6. The eccentric artist, Jean Le Tiepe, in a continued desire to be popular and relevant has begun kidnapping those he views as beautiful or unique and transforming them into sculptures or other pieces of art.
7. The extravagant Purple Moon Ball is about to take place. It is one of the premiere events for the nobility of Fairweather. Harold BiPhis, a noble of low standing, is desperate to find the golden cluck cluck bird to stuff and wear as a hat, in the hopes that it will elevate his status. He has agreed to take the characters as his entourage should they succeed.

RAVINGS OF THE MAD GOD KING

1. ***All nobles shall wear orange on the day of my birth!***
2. ***All those not of noble birth are denied carnal pleasures for one year, save for when a noble demands it!***
3. ***The consuming of animal flesh must be doubled on the third day of the week!***
4. ***Those with hair of brown must wear a hat to hide their shame!***
5. ***If a dog crosses your path, you must pet it and then bathe and scrub until raw to cleanse your flesh!***
6. ***By royal decree all nobility must mock those of lower birth!***
7. ***The sight of a bluebird is unlucky! Kill it!***
8. ***When an unworthy is executed it shall be celebrated in the streets!***
9. ***None shall consume food, but for pork loin for one week!***
10. ***At the fifth bell toll on the fifth day of the fifth month all must run naked in the streets to taste the pleasures of the Twisted One!***

Twisted Angel Lake

Three hundred years ago, in the Year of the Beheaded Herald, the Twisted One rose from what was then called Fairweather Lake and offered the knowledge of the Ways of the Flesh to King Maldran.

Twisted Angel Lake is now a holy site. All from Fairweather are required to go to its banks to bathe in the waters and be blessed and cleansed at least once a month. Ithis the Bulge, with help from the Black Queen, has recently begun construction of a massive tower in the middle of the lake to honor the Twisted One.

Rumors/Adventure Hooks

1. The construction of the tower has awoken the horrific nightmare, the Unblinking Monstrosity, in a terrible wrath. The beast and its minions will destroy the tower and flood the lake. The Unblinking Monstrosity will move on to the plains and wreak havoc on the land until stopped.
2. As the temple nears completion the air around it shimmers in random hues and crackling energy fills the skies… Each day a noise akin to a roar grows louder.

Port of Ustler

This small port and outpost serves the launching point for Fairweather's trade vessels and warships. The port was founded by Ustler the Babbler over 200 years ago in the Year of the Expired Monkey.

Recently the port has been covered in a thick murky fog that has made it difficult for ships to land and make sail. The land around the village has become damp and muddy, hindering land travel. The sounds of thousands of frogs fill the air, day or night. Several villagers have disappeared, their companions and family claiming to have seen grotesque frogmen grabbing their loved ones and then vanishing into the fog.

Rumors/Adventure Hooks

1. The waters around the Port of Ustler have become fetid and mucky. The sludge is so thick ships cannot move through it. All the fish have died or mutated into abhorrent monstrosities.
2. All the inhabitants of the town have suddenly been put into a deep magical sleep, slumbering in positions of daily activity.
3. The whole town has been turned into hideous frogpeople. Is there a way to break this horrific curse? Or are the village and port doomed to be put to the torch to cleanse this blight?

Glasturbury

The town of Glasturbury is a large city with an extensive farming community that serves as a resting point for caravans and traders traveling between the capitals and territories of Hubris.

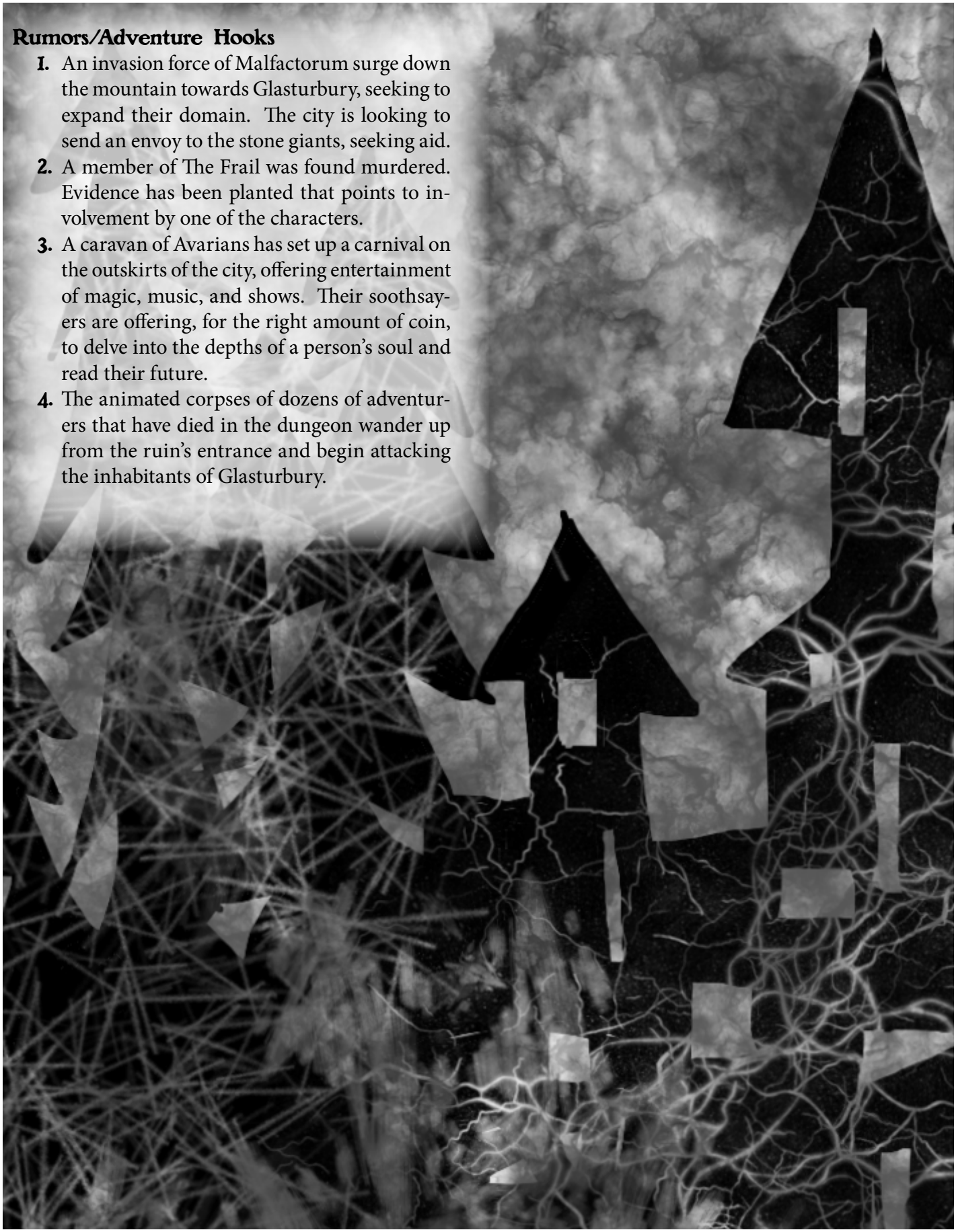
Glasturbury is led by the Frail, a select group of five individuals that have undergone a painful and potentially fatal ritual that transforms them into immobile fragile husks that are strapped to intricately carved papoose boards. This transformation allows the five to become virtually immortal, immune to magical effects, religious intervention, and gives them the ability to communicate telepathically. A side effect of the transformation is that the Frail exude a toxic miasma, causing horrible mutations to those that stay in their presence for too long. If a target is in the presence of the Frail for more than five minutes in a 24 hour period they must succeed a DC 18 Fort save or gain 1d3 cosmetic mutations, and there is a 30% chance of one Power Mutation (pg 44). Mutants are immune to this effect. The Frail have a group of loyal mutants that serve their every need.

Recently a group of adventurers discovered the entrance to an extensive set of ruins beneath Glasturbury. The adventurers disappeared into the depths, and after being gone for several days, only a few of the returned, but with many riches in hand. The survivors remarked at the extensive array of corridors, traps, and monsters that they had come across, and that these ruins seemed to go on for miles. Now many would-be adventurers have begun delving into this dangerous and ancient dungeon in the hopes of making a name for themselves or the discovery of riches.

Glasturbury has begun charging an entrance fee of 15g per entry into the dungeon. Those that leave the dungeon are allowed to keep any and all items or equipment found from the depths below, even the gear of adventurers that have died. The items are then appraised by the council and a tax is levied on the adventurer.

Rumors/Adventure Hooks

1. An invasion force of Malfactorum surge down the mountain towards Glasturbury, seeking to expand their domain. The city is looking to send an envoy to the stone giants, seeking aid.
2. A member of The Frail was found murdered. Evidence has been planted that points to involvement by one of the characters.
3. A caravan of Avarians has set up a carnival on the outskirts of the city, offering entertainment of magic, music, and shows. Their soothsayers are offering, for the right amount of coin, to delve into the depths of a person's soul and read their future.
4. The animated corpses of dozens of adventurers that have died in the dungeon wander up from the ruin's entrance and begin attacking the inhabitants of Glasturbury.



Hangman's Tree

This twisted tree was used as the gallows of the Great Plains of Unbidden Sorrow, sending many guilty and innocent people to their deaths. Eventually spite and malignancy warped the tree, causing it to become alive and hungry for more lives. The tree wanders the plains attempting to string up unwary travelers. The tree is left alone because of the rare and valuable nut it produces once every decade; the Heart of the Crimson Sorrow. The Heart of Crimson Sorrow is said to have amazing magical properties, including the ability to resurrect any creature that has died.

Rumors/Adventure Hooks

1. The Hangman's Tree is about to bloom. A wizened, toothless old man wants you to retrieve the Heart of the Crimson Sorrow for him, at any cost. There is always a huge fight for one of these invaluable nuts.
2. A large invasion force of Klind has made it to the great plains and is going to attempt to take the Hangman's Tree back to the Blighted Sands and keep it there under heavy guard. They hope to use the Heart of Crimson Sorrow to bring forth Set into Hubris.

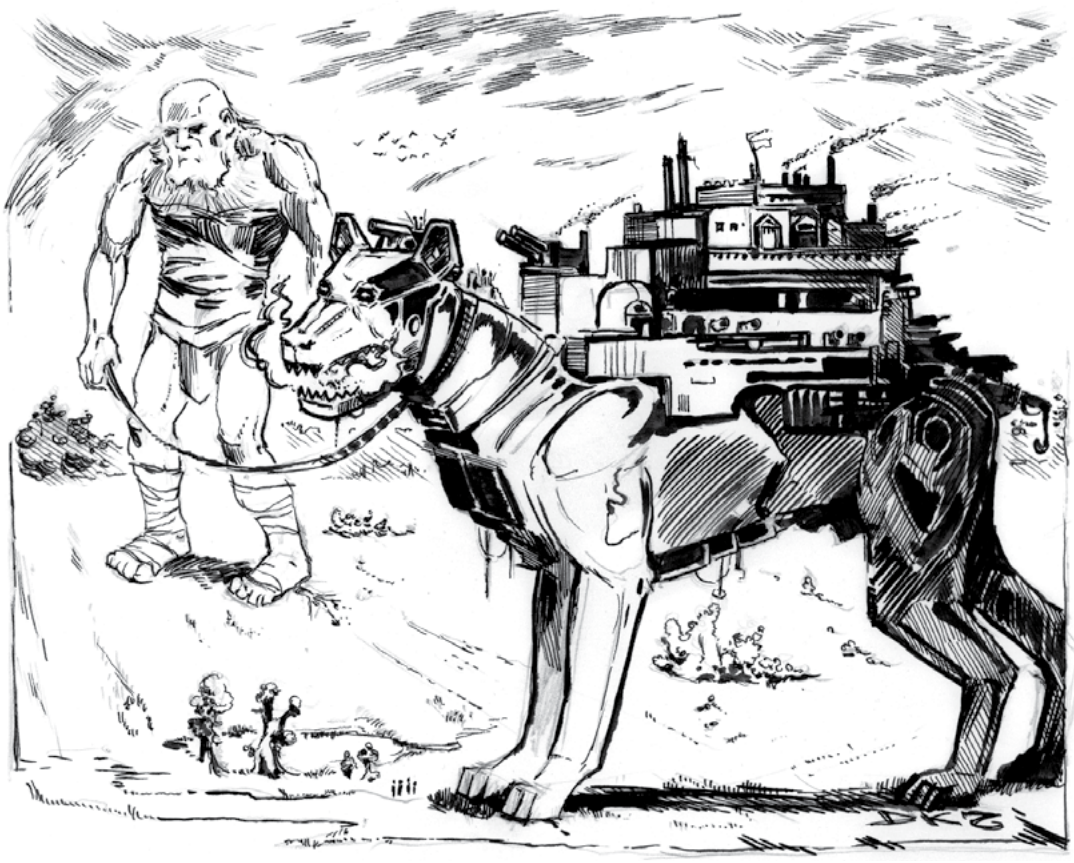
Red Monastery

The secretive Plague Doctors of the Scarlet Veil (pg 313) conduct terrible and harsh experiments in their secure haven, far away from prying eyes. The plague doctors have been granted executive powers by Ithis the Bulge in order to find the desperately needed cure for the Metalphage (pg 308). People, whether sick or healthy, are rounded up daily by the plague doctors and transported to the Red Monastery, never to be heard from again.

People whisper that the plague doctors themselves are responsible for the Metalphage and are using it as an excuse to round up any and all that interest them to be used in their diabolical experiments.

Rumors/Adventure Hooks

1. No one has heard from the monastery in months. Fairweather is desperate for news on a cure. A few brave souls are hired and sent to investigate. However they discover much more than they bargained for.
2. The plague doctors believe that they are close to discovering the cure for the Metalphage, but they need a book which they believe contains crucial information. According to their records the book was held in the vaults of the university in Mallanthory.
3. Nyxon, the head of the order of the Plague Doctors of the Scarlet Veil is said to have opened up a trade agreement with the Black Queen of the Floating Island of Terror. In exchange for potions, tonics, and slaves, the plague doctors are given wheellock firearms and other weapons of destruction created by the Black Queen's artisans.



The Roving Nibbleton

Nibbleton is a gargantuan dog that was discovered in the Canyons of the Howling Red Rock by the Black Queen's agents, The Black Guard of Abhorrent Action. The Black Guard was quick to bring this prize to their mistress on the Floating Island of Terror. Once in the Black Queen's clutches, she altered the dog and enhanced him with her technologies to fit into her incomprehensible machinations. Nibbleton's flesh has been replaced with steel, his teeth made razor sharp, and his breath now jets of fire. A small city of iron has been built upon his back to transport people and goods across the dangerous plains between Fairweather and Shadowfall. Smokestacks and cannons line Nibbleton's flank, and a few members of the Black Guard are posted there for protection. Nibbleton is guided by a blind giant, Oog, who sees through the creature's glittering ruby eyes.

Rumors/Adventure Hooks

1. Several of the engine rooms that burn coal to power Nibbleton's walking have been sabotaged by unknown terrorists. The smokestacks begin to belch fire and then explode; thick black smoke issues between the metal plates of the dog's hide, which creak and shift, bringing Nibbleton to a lurching halt. The engineers will be able to repair the damage, however they need brave souls to go inside Nibbleton to deal with whatever was let loose by the terrorists.
2. The people living on Nibbleton are aroused in the early hours of the morning by a claxon alarm. During the night someone removed the ruby eyes of Nibbleton. Oog thrashes about blindly in a violent rage. It is whispered that Oog's strange ability to see through Nibbleton was granted by the Black Queen for his years of devoted service as a torturer in her Screaming Prisons on the Floating Island of Terror.

Ruins of Mallanthory

These shattered ruins were once the care-holders of much of the knowledge of Hubris. The University of Mallanthory researched history, documented events of time and space, and is believed to even have conducted magical experiments to access other planes of existence. The crystalline towers of the university were crafted hundreds of years ago by magical craftsmanship and experimentation, and shone brightly in the weak Hubris sun.

One year ago, in the Year of the Blighting, the great Malevolence, one of the Five Dragons of Hubris, descended from the sky and destroyed Mallanthory, killing thousands. Now all that remains of the city is ruins filled with the wrathful spirits of the dead, horrible sentient magic, and rips in the very fabric of reality that spew forth unimaginable malignant beings.

Those that are brave enough to delve into the ruins of Mallanthory will find riches and knowledge aplenty, but must be willing to risk more than their lives and souls to obtain them.

Rumors/Adventure Hooks

1. Travelers have seen bright lights over the ruins of Mallanthory and have heard eerie high pitched screams from its direction.
2. Jabbin the Keeper, a crotchety 8' tall old man with eight arms, is looking for ancient tomes that will further his knowledge to help him unravel the mysteries of the arcane. He is willing to fund the expedition (within reason) and allow the characters to take whatever spoils they find, save for the books he seeks.
3. Samson, a wealthy merchant, lost his whole family and his estate when Malevolence razed Mallanthory. He desperately wants to return to what remains of this estate to find a family heirloom, call the Tear of the Fallen Angel. It is believed to bring loved ones back from the Void. He will pay handsomely for this.
4. Thick swirling clouds of smoke have begun billowing out of several of the ancient chimneys of the ruins of Mallanthory. Those that get near can hear chanting, cries, and druming. A shrouded specter seems to follow the characters, flitting in and out of reality, waving them towards the ruins.
5. A blind homeless woman wanders up to the characters and addresses them by name, stating that the spirits from beyond have given her a message. She says that a rip in the fabric of reality will transport any who go through it to a realm of plenty and that they must travel to the ruins of Mallanthory to go through the portal.

Shadowfall

This city was built into the rock face of a large ancient sinkhole that was created over a thousand years ago by the Bringer of End Times, a gargantuan worm. The Vampire Lord, Depraved Genieva, and her Court of the Withered Hand have ruled Shadowfall for the last one hundred and fifty years since the time they marched into the sinkhole, culling all the bandits and monsters that had made this strange place their home. Genieva has built a grand temple to Yelsa, the Goddess of Sex and Violence, at the bottom of Shadowfall, where she holds extravagant galas of decadence and depravity. Only the most honored of her guests are allowed into her inner sanctum to bathe in the Black Pool of Inexplicable Ecstasy. Almost the entire city of Shadowfall is in constant twilight.

Bathing in the Black Pool of Inexplicable Ecstasy

Roll	Effect
1	Your touch is able to bring people to the point of sexual ecstasy (lasts one week).
2	All your scars and wounds are healed (does not heal mutations or grow back lost limbs).
3	Removes one corruption (minor) or one mutation (not from mutant class).
4	Your flesh rejuvenates and you become 2d10 years younger.
5	Your flesh turns a golden color and you emit a pheromone that attracts all who see you (+2 to Personality, last 1d4 weeks).
6	You are able to communicate telepathically with one other person who bathed with you (permanent).
7	Your body is invigorated: +2 to one physical stat- 1) Strength; 2) Agility; 3) Stamina permanently.
8	Your flesh turns jet black. You are able to cast the Scare spell as if you rolled a 16-19 (pg 191, DCC- this lasts until cast). Your skin then returns to normal.

Rumors/Adventure Hooks

1. A strange orb of sunlight appeared in the temple of Yelsa, killing many members of the Court of the Withered Hand, and almost killing Depraved Genieva. She is now seeking answers. Was this an attack? How did this happen?
2. The bodies of three vampires have been found. All have had their fangs removed, their hearts cut out, and a strange symbol burned into their forehead. Their bodies have been arranged in a ceremonial fashion. The constable is looking for help in unraveling this.
3. A strange cult has taken up residence in Shadowfall and is recruiting members at an alarming rate. No one has seen their faces, as they all wear full length burka-style garments.
4. A strange sickness is running rampant through the streets of Shadowfall, making the blood of the living toxic to the vampires.
5. A terrible earthquake rattles through the land. Much of Shadowfall is damaged. People need help getting out of the city, getting supplies, or rebuilding. Plague, famine, crime, rioting, and death are constant.
6. Depraved Genieva is throwing a lavish masquerade ball and somehow the characters have been invited. When they get there Genieva has them escorted to a side room. She informs them that someone in her court is making attempts on her life, and she wants them to discover who the traitor is.
7. No one has heard from the small farming community of Nythol, which lies near Shadowfall, in several days. Scouts report seeing small creatures with pumpkin-like heads dancing around a bonfire, and the smell of rotting meat permeates the air.



Saldov and Evernight Keep

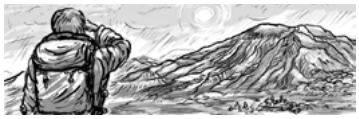
Saldov is a small community that developed around the Evernight Keep, run by the vampires of Shadowfall. Evernight Keep defends Shadowfall and its lands against incursions from Eisenbar. The Master of Shadows, a vampire of the Court of the Withered Hand, and his eunuch thrall Yeldan rule over the settlement.

The humans of Saldov serve as both labor and as cattle to those living in Shadowfall. They toil in the fields during the day to grow food for the mortals and bleed at night to feed the vampires.

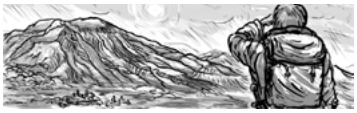
As incursions from Eisenbar have become more prevalent the Master of Shadows struck a secret accord with emissaries from Klind for aid. In exchange for building a secret altar to Set in the basement of Evernight Keep, the Klind gave the Master of Shadows access to their alchemical baths. The Master of Shadows has transformed dozens of loyal servants into grotesque behemoths that will guard the settlement from Eisenbar Paladins. The Klind emissaries wait patiently, like a snake about to strike, for the moment when the Master of Shadows loses control of his monstrosities and they can claim Evernight Keep as their own.

Rumors/Adventure Hooks

1. The Wretched have completed a ritual that turned firstborn children of Saldov into pigs. Sadly several were slaughtered before anyone realized what had transpired. People are now crazed to eat the tastiest bacon they have ever had, with no regard to the consequences. Yeldan is desperate to reverse the process.
2. A plague of giant hook worms has begun consuming all of Saldov's crops. The local garrison has attempted to stop the crops from being consumed, but was overrun. However the Myrtle, a disgusting night hag, wants the worms to reach their full potential so she can use them as an army of minions.
3. The Klind emissaries have managed to link their secret shrine to the Holy Temple of Set in the Blighted Sands (pg 60). The link between the two has created a portal which allows the Klind to send an invasion force from the Blighted Sands through to conquer the region.



Land of Perpetual Stone and Mire



The Land of Perpetual Stone and Mire is a grim territory full of grey soil, groves of petrified trees with twisted human features, bogs, tar pits, strange swirling sentient mists, and nightmarish spirits. Rabid Ravens sit on trees or fly through the air uttering unnerving garbling noises, whilst spouting out strange prophecies. Many people attempt to parley with these birds in the hope of learning what the fates have in store for them. Often times these foolish people have their minds shattered and are driven insane, becoming devout worshipers of the birds in the Cult of the Molted Raven. Ruins of great wealth and knowledge have been discovered throughout the land, but few are brave, or foolish, enough to venture into them. Altars to long-forgotten gods dot the landscape, whispering dark secrets and ill-promises to those who stumble across them. The huge Floating Island of Terror can be seen drifting throughout the area while slaves and workers toil in the mines below.



The discovery of veins rich in minerals and plentiful ore throughout the territory has led to an influx of the desperate and hopeless traveling to the Land of Perpetual Stone and Mire in the hopes of finding work and riches in the newly founded mines. While most of the minerals and ore found are taken by the Black Queen, ruler of the Floating Island of Terror, some is traded to the other kingdoms.

Of the most troublesome creatures that make their home in this grim land, none is more feared than the roving orc bands. What these creatures may have been before the Klind Flesh-Weavers (pg 303) experimented and warped them beyond the point of return has been lost to history. Orcs raid camps, attack trade lanes, and capture other animals and creatures. More frightening than their bloodlust and utter ferocity is that the orcs have somehow learned some of the secrets of Klind flesh-weaving and subject their prisoners to alchemical baths, transforming them into grotesque abominations that bolster orc ranks.

Lay of the Land
Land of Perpetual Stone and Mire

1–15	Barren wasteland, cracked dry ground, with patches of barbed grass.
16–17	Ancient cemetery of a long-forgotten kingdom. Several small crypts line a path to a giant mausoleum made of marble and gold.
18–20	Area of petrified trees, while in area no sound can be heard. Spells are unable to be cast, and the divine is not felt.
21–25	Horrible altar to long-forgotten god (use Ancient and Forgotten Demigod Table, pg 224).
26–27	Massive mound that is a physical wound of Hubris. It steadily trickles hot acidic blood, and stinking pus bursts out every 1d6 hours. All creatures in a 1 mile radius become sickened when this occurs (no save).
28–29	A gigantic petrified tree that has become a tree fort for several members of the Cult of the Molted Raven. They caw and flap their faux-wings that are made from fabric and glued on bird feathers and jump out of the tree and attempt to fly, failing horribly.
30	Field of cracked and jagged glass that bursts from the ground. 20% chance that looking through the glass will tear open reality and transport the viewer to another plane of existence for 1d4 days (use the Planes of Hubris Table, pg 239).
31–32	Grove of twisted petrified trees with over-large human faces frozen in expressions of utter agony that whisper the secrets of the characters as they pass.
33–34	Large gnarled tree with dead humanoids and animals that have been gutted and left impaled on the thick branches.
35	Ancient swirling mist that contains the knowledge of years past. Those who remain in it for an hour gain +2 Int (Max of 20), but also incur one minor corruption.
36	Dehydrated carapace of a gargantuan maggot. 2d6 Shriveled Eye Clan goblins have made this their home.
37–40	Huge statue of a brooding head. On top of the head are 2d4 Rabid Ravens. Their eyes are rolling in their sockets as their terrible garbled cawing fills the air.
41	Abandoned orc camp. Tattered tents made of tanned human flesh, large rotted and mutated bodies litter the ground. In the center of the camp a cauldron containing some of the alchemical substance of the orcs still steams and bubbles.
42–45	A hastily abandoned mining camp. The camp is overrun by: Roll 1d4- 1) infected villagers; 2) giant rodents; 3) Shriveled Eye Clan goblins; 4) swarms of parasitic insects.
46–50	Large tar pit (30' deep). Anything that falls in sinks 1d3' per round. DC 20 Strength check to get out.
51–55	Active mine maintained by a small group of guards that bully and lord over slaves and indentured-servants.
56–57	Orc fortress built of the still-living flesh of thousands of creatures.
58–60	Small group of explorers from: Roll 1d4- 1) Fairweather; 2) Shadowfall; 3) Eisenbar; 4) Klind.
61–62	50' discarded smoke stack from the Floating Island of Terror. An old man lives inside the cavernous cylindrical structure.
63	Keep of the evil wizard Iboz. Constructed out of white marble, it resembles the upper body of the wizard.
64–65	Orc incubation structure. Looks like a gigantic hive, like that of a wasp, but constructed from the flesh of hundreds of creatures. Humanoids and creatures trapped inside the structure can be seen gestating and becoming warped hideous abominations.
66–67	Active Klind enclave capturing various species of life to experiment on back in their kingdom. There are always 3d10+10 Klind and 100 slaves present.
68	Abandoned Eisenbar paladin camp. Some very useful supplies were left behind.
69–71	Huge black pit. Heat and shimmering gasses waft up the large hole. Glittering gems can be seen along the rock face.
72–74	Mine that is heavily guarded by several Black Guards of Abhorrent Action and Murder Machines. The miners are carrying out crates of faintly glowing green rocks.
75–77	Geyser field erupting, sending jets of hot, sulfuric water and globs of yellow slime into the air.

78	Huge swarm of Rabid Ravens blot out the sun. The concentration of their prophecy causes a void to open in the sky. Any character that looks into the center of the void catches a glimpse of future times and gains +1d3 Luck, but this vision of the future has a cost to their psyche and they lose 2d2 Personality.
79	Cave of obsidian that is home to the Cult of the Molted Raven. There are 4d6+3 members present.
80	River with water flowing backwards. The water is full of skeletal flying fish. Anyone who submerges themselves in the water ages 1d10 years. Drinking the water ages the person 3d10 years. If they die due to aging, they become a sentient skeletal wanderer.
81	An ancient tower covered in life-leeching vines. The tower is the prison of an ancient primordial demi-god of hunger.
82–83	Village of exiled and hunted mutants. They are outright mistrusting of outsiders and non-mutants. Any character able to cast arcane spells feels a draw towards the largest structure in the village, the manor house. Inside it is a golden statuette that vibrates in their hands when held and whispers in their mind.
84	Long abandoned village constructed of bland grey stone. The buildings are of a bizarre and almost incomprehensible architecture, with sharp, strange corners and heights that seem to make the living space uninhabitable. In the basement of one house are 2d2 spirits trapped in limbo. They are playing chess and glad for new company.
85	Raised dais with an altar in the middle. The statue is of a creature that has the head of a man with a halo of a thousand screaming heads, the eyes bleeding acidic blood, and gasping mouths all over its body. At its feet are 2d6 crazed fanatics.
86–88	A fetid bog that has a green haze that wafts lazily through the brambles and gnarled trees. In the middle of the bog is a gigantic anthropomorphic frog statue that is weeping nasty smelling water from its eyes.
89	The remains of a gigantic Murder Machine. Its parts are scattered over a 25' radius. It looks to have exploded and sent shrapnel everywhere. Several dead bodies are around the area, killed by the chunks of flying metal.
90	Klind fortress. A brutal and hideous ritual in honor of Set is in progress.
91	A statue of eight people, each one climbing upwards out of the mouth of the other until the last one is screaming at the sky, a bird flying from their open mouth.
92	Beautiful healthy tree in the middle of a stretch of wasteland. Produces amazing fruit of various colors: Roll 1d8- 1) Red- heals 1d4 HP; 2) Orange- grants thermavision for 2d4 days; 3) Black- Fort save DC 20 or die; 4) Blue- gain ability to breathe underwater for 2d4 days; 5) Yellow- completely rested as if slept for 8 hours; 6) Green- rejuvenates 1d3 years; 7) Purple- Int tests are made one step higher on the die ladder, but Personality tests are one step lower as your skin is now purple- lasts 1d3 days; 8) Grey- painfully grow calcified rock claws that do 1d4+1 damage. Lasts 2d5 hours. The tree has 2d4 fruit on it. Once picked the fruit will grow back (roll for color) in 30 days.
93	A field of arms and legs that look as though they have been planted in the ground. The appendages wiggle and flail in desperation, when dug out there is nothing there. The appendages wither to dried husks and crumble to dust in 1d8 days.
94–96	Deserted mine; several pieces of equipment are scattered over the ground. An ill wind blows from the shaft and an unsettling clicking noise is carried upon the draft.
97	A Klind enclave that is under siege by a warband of orcs. Several Klind are being dunked into an alchemical bath.
98	Mudflats that stretch for miles. While traversing them, all suffer extreme thirst that cannot be satiated until through the area. Many go mad before they ever get out.
99	Three sculpted stone statues of powerfully-built men with brooding features. They are each sitting on differently crafted thrones. Their eyes seem to follow the characters wherever they move. For a price they will answer a question posed by a character. One will lie, one will tell the truth, and one will ask a question of their own that must be answered lest that person be cursed!
00	Large tower with large telescope pointed towards the sky. Magical runes have been inscribed all along the tower's base.

Encounters
Land of Perpetual Stone and Mire

1–10	2d4 marauding orcs.
11–12	Large rock spider with 5d10 babies on its back.
13	Thick fog that holds the consciousness of a cleric of the Terrible Whisper. The cleric gained utter disapproval of his god by burning down a library of ancient and lost knowledge.
14–15	Large band of Eisenbar paladins and their support marching across the Land of Perpetual Stone and Mire to cleanse the corruption.
16–21	2d5 members of the Cult of the Molten Raven sitting beneath a tree listening to the garbling of a Rabid Raven.
22–24	1d8+1 Klind slavers, one is a cleric of Set (lvl 1d3).
25	A sky whale, transformed into an abomination by orcs, drifts in the sky.
26–27	A living acid cloud is slowly drifting towards the characters.
28	A wyvern is attacking an expedition force from Fairweather.
29–32	Shriveled Eye Clan goblins are running at the characters with glowing maggots strapped to their backs. These maggots explode for 2d6 damage to all in 10' radius.
33–34	2d4 slaves that escaped from a mine and are attempting to get to the civilized territories.
35–36	Gigantic roving slug with ramshackle fort of Shriveled Eye clan goblins on its back.
37	2d8 humans- their skin is shriveled and clumps of rock pierce their flesh. Their eyes are sunken in and black ichor is leaking from their mouths.
38–40	Tribe of 2d5 stone giants. They may be peaceful, or they may want to bludgeon tiny creatures to death…
41–45	A small band of 3d3 Black Guard of Abhorrent Action and 2 Murder Machines in search of slaves who escaped with a haul of ore.
46–47	Orc warband riding on the backs of mammoth abominations.
48	Earth elemental with large calcified protrusions that jut out like serrated blades. Seems to be protecting a small wooden box.
49–52	1d4 Rabid Ravens wish to bestow the characters with prophecy… if their minds can withstand the assault.
53–54	Patches of sentient barbed grass lying in wait for fresh meat.
55–57	1d3 mature brain grubs.
58	Large egg sack filled with squirming larva. A successful Int check reveals they are immature brain grubs.
59	A demon performing a ritual at the altar of the Heathen Below. Around the base of the altar are 2d10 chained and naked women.
60–62	A fire beetle hive. The hive is made of rock and mud and shaped like the face of a screaming human. 10+3d3 fire beetles always present.
63	The Black Queen's Skeletal Gun Runners en route to deliver a shipment of wheellock weaponry to Klind in the Blighted Sands.
64–66	Shriveled Eye Clan goblins riding on the back of a stone giant. The giant is gaunt, with hooks on his eyes and mouth, forcing them open.
67–70	A shimmering cloud. Walking through it causes one of the character's worst nightmares to manifest in the material plane.
71	Bizarre mound of flesh with one thousand eyes, mouths, arms, and legs.
72–73	Small sentient rockmen that are proud keepers of a mystic item called "The Resonance Key".
74–76	The remains of an ancient drake. It will animate and attack any who get too close.
77–80	Orc wizard with 2d10 abomination Shriveled Eye Clan goblins.

81–82	Swarm of flying purple locusts blot out the sky.
83	Miners from Fairweather are trying to establish a small outpost, while fighting off interlopers from the Floating Island of Terror.
84	Polymorph magical trap. If characters trigger it use spell description as if 24-25 was rolled on the spellcheck in DCC (pg 243).
85–86	Klind, orc, and Eisenbar troops are engaged in a three-way battle.
87	A Demon Lord is forcing slaves to build him a grand keep in the wastes.
88–91	A herd of 3d10 animals and 2d6 miners that have been mutated into terrible beastmen by Blood Madness caused by the Bleeding Mountain that Pierced the Sky.
92–93	Swarm of small stinging insects that cause a person to swell up terribly and leak orange fluid when bitten.
94	Chameleon ooze lurking near party.
95	Village of small lizard-beings. Their needle teeth drip with saliva and their red eyes seem to glow, even at night.
96	Community of 3d3 friendly stone giants. These giants left the Mountains that Crawl in search of a new life.
97	A gargantuan brain grub that is retching prismatic-colored fluids. These can be bottled up and used in alchemical concoctions. Eventually the brain grub explodes, revealing a physical manifestation of the Corpulent One.
98	A tattered and torn camp. There are several skeletons. The skeletal structure and clothing matches that of the characters.
99	Caravan of traders heading from Klind to the civilized territories.
00	A manifestation of the Heathen Below lumbers across the land; non-believers will be smote and struck from existence.

The Prophecy of the Rabid Raven

If a character desires to put their psyche to the test and survives the chaotic garbled gibbering of a Rabid Raven with their mind intact, they will hear a prophecy spoken. A character must make a DC 14 Will save or suffer madness (add/subtract Luck modifier to their roll as well). Failure means that the listener(s) suffer a permanent loss of 1d3 Personality and -2 to all rolls for 2d4 days. If a critical failure is rolled then the target suffers double the Personality drain and -2 to all rolls for 2d8 days. Success means that they are able to hear the prophecy. Some prophecies will directly affect the character, while others may be on a whole other scale.

The Prophecy of the Rabid Raven

Roll	Results
1	If you kill any creature in the next eight days the moon will turn red for one month and bolster the strength of the creatures of darkness.
2	Insulting a merchant will lead to riches raining down on you (literally).
3	You are a shining beacon in the darkness. Doing a great deed will lead to prominence. All Personality tests are now made one step higher on the die ladder for 3d4 months.
4	Sleeping in a bed of silken sheets will attract the eye of a prince(ss) to you.
5	Your rudeness will cause your ruin. An uncaring act will undo you. All Personality tests are now made one step lower on the die ladder for 3d4 months.
6	On the night of the full moon someone will fall in love with you.
7	If you ever look in the mirror when the sun is high you will become corrupted (roll a minor wizard corruption or Hubris mutation).
8	Prove your devotion to your god and you shall be rewarded.
9	Talking to an old man will result in his death… and it will have consequences.
10	Sitting on the throne of a dead king will make you the monarch.
11	The spirit of one you have killed now follows you and seeks to injure you (the character's Luck is reduced by 1d6+1 until the spirit has been banished. This represents the spirit attempting to interfere with the character's life).
12	When you rush into the burning building to save the young, you will be blessed by The Stillborn Unwanted Child (+1 Luck- Chaotic align; +2 Luck- Neutral and Lawful align; +3 Luck to worshippers of the Stillborn Unwanted Child).
13	Your touch will ruin an important food source of a village.
14	You will soon be greeted by Death. He will greet you as a friend should you do him a service of great importance. Refusal of Death's request will result in insult and injury.
15	Converse with the first animal you see after the dawn of a new day. It is the manifestation of an unknown god, and you will be its prophet.
16	Whistling a sweet tune will beckon fortune to you.
17	Bathing in the light of a full moon will strengthen you (gain 1d4 HP and gain +1 to Strength, permanently)
18	A possession small in size and large in wealth will enter your life, bringing with it great fortune and later great ruin.
19	A leopard of the mountains will cross your path, bringing an ill wind… Your home village is cursed with a plague.
20	The Metalphage can be cured by mixing your blood with that of the lamentable Unicorn of the Weeping Forest of Forgotten Memories… Your life in exchange for thousands…

LOCATIONS

Bleeding Mountain That Pierced the Sky

A massive and foreboding mountain; the tallest in all of Hubris. The sky around the peak is always a pitch black void with swirling clouds around the border of this dark phenomenon; this is called the Wound in the Sky. Green lightning and shattering thunder rock the area constantly, while red rain falls onto the rock below. Those who stay too long in this terrible rain begin to suffer Blood Madness, eventually becoming a warped, bestial creature. Explorers have made reports in their journals of weird, alien creatures that fall out of the Wound in the Sky and begin a haunting trek down the peak.

Rumors/Adventure Hooks

1. The lone survivor from an expedition team from Eisenbar has raved about large tentacle-like appendages coming through the Wound in the Sky.
2. A book discovered in the great ethereal library of The God of the Terrible Whisper that gives the location of the ancient crypt of Zagryl the Worst, a terrible Sorcerer-king from ancient times. The book tells of hidden treasures, secrets, and dangers unimagined.
3. A horde of twisted humans and alien creatures are marching towards Eisenbar. They have reached the Lake of the Flayed and left devastation in their wake.

Bloodmire

This oddly-constructed tower was built by a long forgotten cult, The Blighted Brethren, in order to worship and summon their dark master from the depths of the Void. After accumulating a vast amount of rare ingredients and knowledge to bring their master forth, they attempted the ceremony. During the summoning, the ritual went awry and the master was trapped in an inferior physical form. In his wrath he slew all his followers, but now remains bound and trapped in the tower.

Rumors/Adventure Hooks

1. The sorcerer Bellis Nox of Shadowfall has been having disturbed dreams of a beautiful woman sitting on a throne of needles, being bled to death for a horrible creature wrapped in shadows. The woman screams for help and that she is trapped in a terrible tower. Bellis has a map with Bloodmire marked as the location.
2. An ominous storm has begun forming over Bloodmire. The barrier enslaving the dark master has begun to weaken. All that is needed is for someone to knock and the door will finally be opened.

Ever-Shifting Prismatic Summoning Stones

These six flat 40' tall stones float 10' off the ground, spinning lazily in a non-existent breeze. Whether through ancient enchantments, terrible rituals, or complex construction each of these stones shifts through an ever-changing state of color.

When one stands in the center of these stones, it is said that they catch a glimpse of the infinite planes of Hubris. The character(s) can attempt to open a rift in reality and go to a different plane of existence (use Planes of Hubris Die Generator, pg 239).

Rumors/Adventure Hooks

1. A withered, ancient man is caught in a pulsing blue maelstrom in the center of the stones, screaming. Clutched in his hands is a thick black book, blood dripping from its pages.
2. The remnants of a camp are found near the giant stones. There are signs of a struggle and death. Tracks on the ground show that bodies were dragged into the center of the stone, where they vanish.

Floating Island of Terror

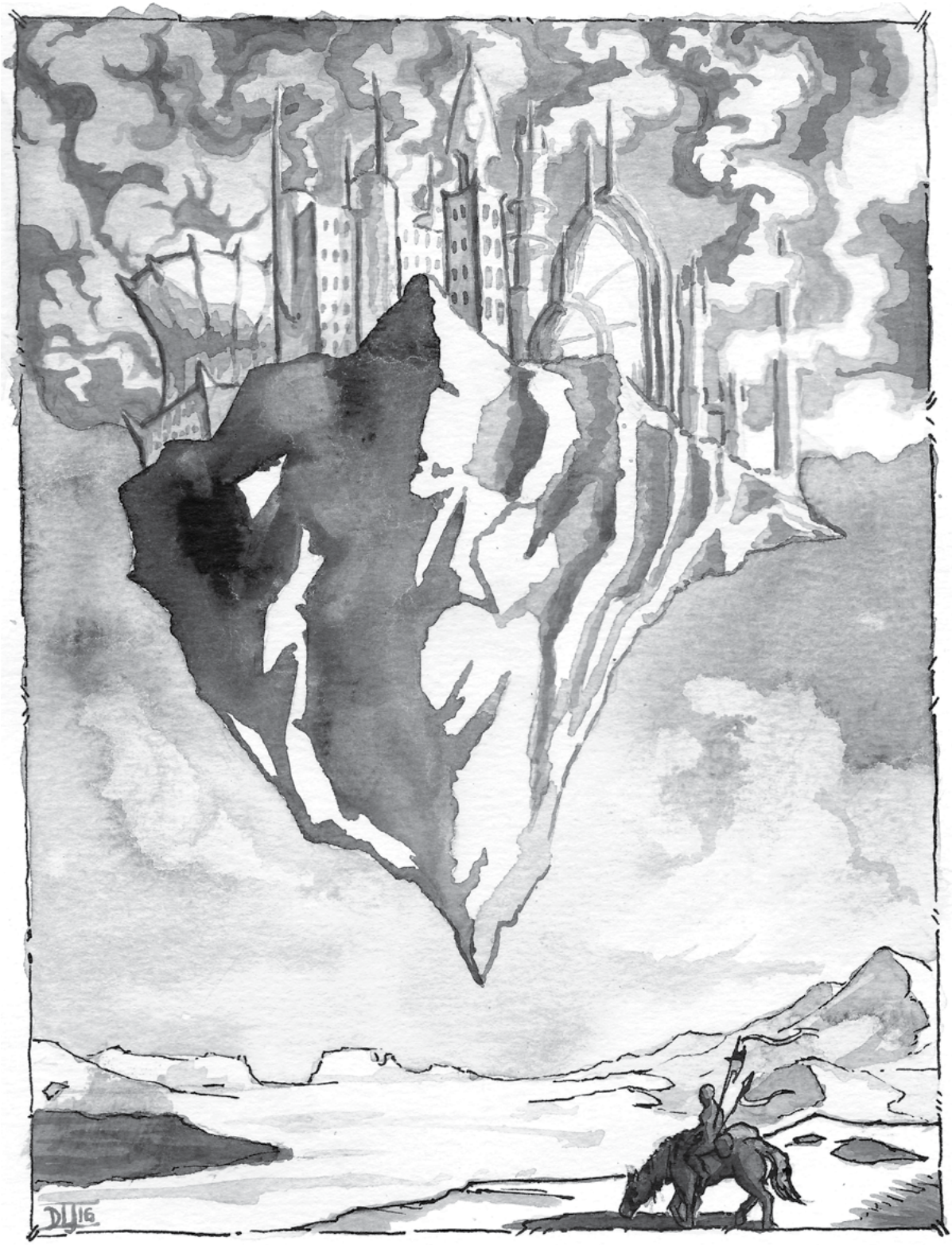
Five years ago the earth shook as a large mass of land ripped itself away from Hubris and drifted into the air. Huge metallic buildings, tubes, pipes, and vents burst from the rock to form a large industrial city. The Floating Island of Terror now hovers high above the Land of Perpetual Stone and Mire, belching out soot, pollution, and smoke as it produces wheellock firearms, gunpowder, and other strange devices. The Black Queen, a powerful sorcereress, sits high on her throne of bones and steam in her floating metal city, satiating her hunger on the nightmares of her subjects. The Black Queen governs and commands all who enter here; with the help of The Black Guard of Abhorrent Action, an elite group of vicious fighters devoted to her will, her mindless drones, the Murder Machines, and her massive lumbering steam-mechs, she is a forced to be feared and obeyed.

The Floating Island of Terror is responsible for the invention and distribution of most of the firearms throughout Hubris. The Black Queen's distributors, Skeletal Gun Runners are devoted and crazy enough to run caravans all over Hubris to deliver the goods to those who can afford to pay.

Those that practice the arcane arts and have the Patron Bond spell (DCC, pg 148) are able to work out a contract with the Floating Island of Terror and gain immense power (pg 176).

Rumors/Adventure Hooks

1. The Black Queen believes that there is ancient lore and knowledge that will further her plans locked away in Metallic Fortress of End Times at the edge of the Unsettled Expanse (pg, 144).
2. The Black Queen herself, and several of her Black Guards of Abhorrent Action and Murder Machines appear in the city square. The Black Queen wishes to hire brave souls to investigate a strange smoking metallic "thing" that seems to have fallen from the sky and landed in the northern part of the Weeping Forest of Forgotten Memories.
3. The Black Guard of Abhorrent Acton is rigorously searching for something. They smash through people's homes, through businesses, and in alleyways. People mutter about a sentient Murder Machine that went rogue and escaped.
4. The Ancient Librarian has gone missing. His cavernous library has been roughly searched and blood splatters mark the floor and wall. Several of his assistants have been found gutted throughout the building.
5. Nightmares and night terrors are commonplace in the Floating Island of Terror, but lately they have grown to such a pitch that people are afraid to sleep, and many have been found dead in their beds, expressions of utmost terror on their faces. No one has seen the Black Queen or her dreaded Black Guard since this has started.
6. It is whispered that the Metalphage was engineered by the Black Queen to destabilize the kingdom of Fairweather, so she could conquer the territory.



Kelisk

This small boomtown seemed to appear overnight. While not as bustling as Razar (pg 144) at the edge of the Unsettled Expanse (pg 139), it is growing quickly as the people flock to the Land of Perpetual Stone and Mire in the hopes of striking it rich in the mines. The boomtown has thick stone walls and is prepared for long sieges due to dangers of orc raids and other horrors of this grim and desolate land.

Kelisk has little law; the delegates from Fairweather, Shadowfall, the Floating Island of Terror, and sometimes even Eisenbar that gather here to discuss trade, disputes, and other business of their nations tend to keep the rough-and-tumble locals in check.

Rumors/Adventure Hooks

1. A massive Dream Devourer (pg 285) has appeared over Kelisk and is magically lulling people to sleep. The victims are slowly turning into Dream Devourers and the city has had no choice but to kill these poor souls. They are desperate for help.
2. A giant tunneler abomination bursts through the ground inside the boomtown. Emerging from the creature's giant pus sacks are several armored orcs.

Mad Plorvin's Tower

The name Plorvin has been lost to the annuals of history, as has the many atrocities he committed in the name of magical research. Exiled from the civilized nations he strode into the wastes and was never heard of again.

This tower of obsidian has been constructed at odd angles that tend to give a sense of foreboding and cause any to get near it to become ill at-ease. The few brave people that venture this far out into the Land of Perpetual Stone and Mire have largely avoided the tower. The few that have been foolish to venture in through its wrought-iron doors have never been seen again.

Rumors/Adventure Hooks

1. In the academy library in the Ruins of Mallanthory a book whispers a character's name. The dusty book contains many stories about Mad Plorvin's atrocities and mentions rumors of a horrible tower that Plorvin constructed for himself at the edge of the Land of Perpetual Stone and Mire.
2. Objects of various sizes and weights have been flying through the air from various towns and cities of Hubris and heading towards Plorvin's Tower. The collected objects are swirling around the tower, growing ever more quickly. These objects coalesce to create a rubbish golem.

Scydar

The Klind outpost of Scydar is their only fortified territory outside of the Blighted Sands (pg 60). The small port serves as a staging point for Klind incursions into the Land of Perpetual Stone and Mire and for marches into the civilized regions of Hubris.

This town sits right on top of a focal point of magic which makes the Klind sorcerers and the flesh weavers even more terrible. Any cleric of Set or Klind here receives +5 to their magical rolls.

Rumors/Adventure Hooks

1. The Klind shapers have created a giant serpent monstrosity that was crafted from the flesh of slaves. The beast is over 40' long and able to carry troops on its muscular back. The Klind seem to be arming for an invasion into the civilized territories.
2. Drums, horns, and screams are heard from miles around Scydar. All creatures are giving the outpost a wide berth. After several days earthquakes rock the area as a giant emerald green crystalline

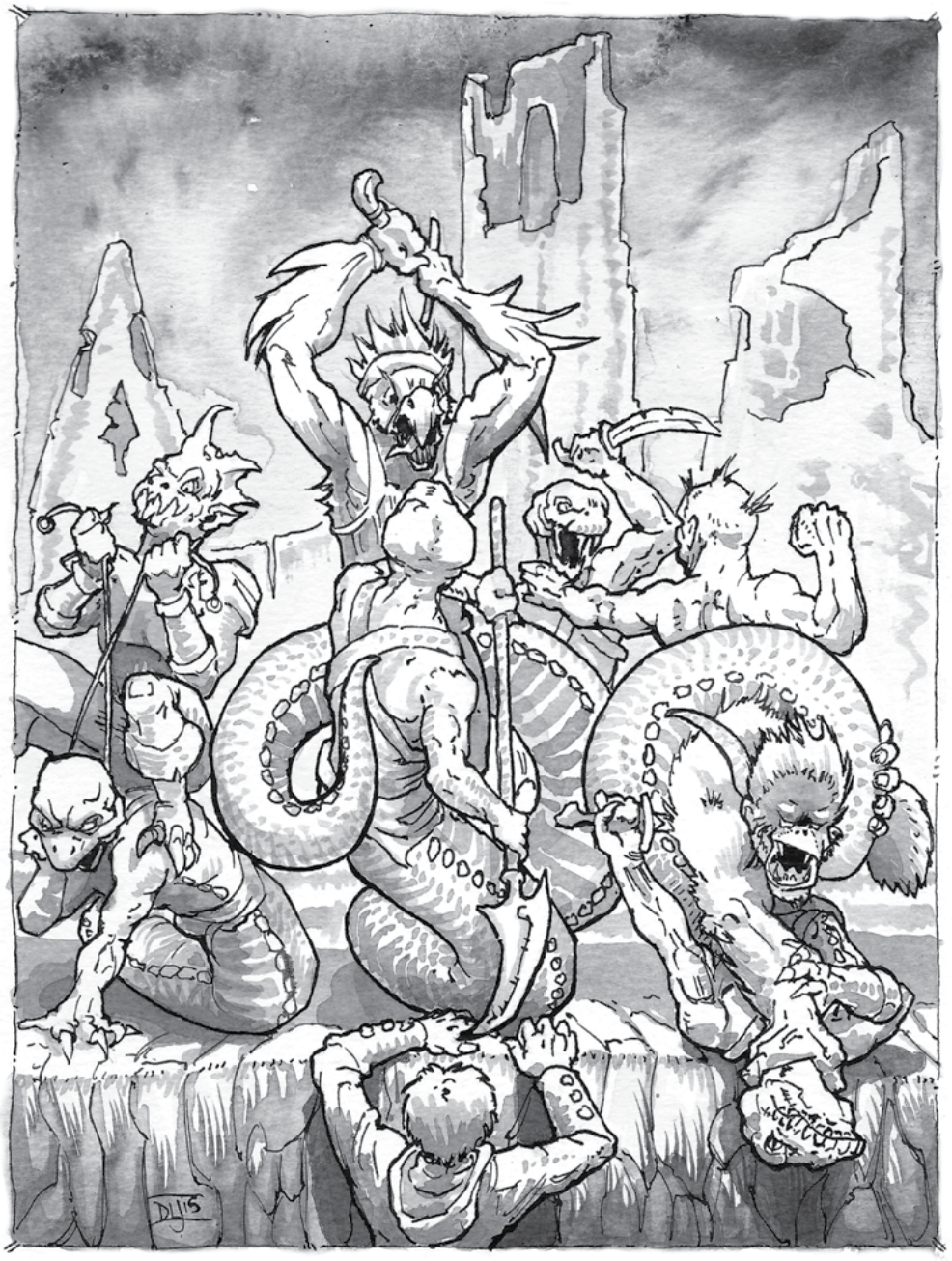
structure emerges from the ground.

Slathering Maw of the Heathen Below

Many scholars believe that this wound in the earth is a direct link to the realm of the Heathen Below. The area around the slathering maw is twisted, corrupted, and full of insidious demons. The air shimmers with a green miasma, while trees wail and moan. Magic does not function correctly here and the clerics of Hubris (save for those who follow the way of the Heathen Below) have stated they feel cut off from the divine while in the area.

Rumors/Adventure Hooks

1. The Slathering Maw is growing longer, stretching towards the Strange Portal of Inconceivable Probability. As it edges ever closer to the portal, sparks, magical explosions, and holes in reality begin to form in random areas all around Hubris.
2. The Dread Demon Lord, Eater of Pain, emerges from the Slathering Maw after having been trapped in the pits of hell for millennia.



Strange Portal of Inconceivable Probability

The air shimmers between the two immense stone and metal columns that create the arch of the portal. Bizarre things have occurred to those who have gotten to close to the portal, or remained in its proximity for too long. Mirror images of a person have come out, like a dark shadow of their deepest depraved desires. Long dead friends and family have greeted those who are near it, just on the other side of the portal, beseeching them to come over and stay with them. Altered versions of the person have emerged out of the portal claming to be from the future, here to stop a terrible calamity. Even bizarre creatures or technology never before encountered have been discovered near the portal.

No one knows who built the portal or how long ago.

Rumors/Adventure Hooks

1. The shimmering air in the portal clears and becomes still, showing gorgeous vistas and lush fields. A beautiful singing can be heard echoing in the hills. The pull to cross through the portal grows.
2. Emerging out of the portal is a beaten and badly injured version of a character. They see another of the party, scream in horror at them, "No! It can't be! We killed you! How?!" They clutch their chest and die.

Whispering Mountains

Monstrous wyverns, mad ogres, and savage cannibals call this large expanse of black mountains home. The mountains were given its name because of the constant wind that whips through the crags, causing a faint and eerie whispering sound.

Recently the Black Queen has established a mining boomtown at the base. The people live life on the fringe here, expected to meet a quota of mined materials each day. Those that are unable to satisfy the quota suffer the displeasure of the Black Overseer.

Those who listen to the wind that whispers through the cracks of the mountain after a loved one has died will gain insight into one of the secrets of the Void.

Rumors/Adventure Hooks

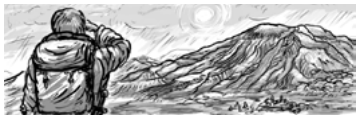
1. A great wyvern has descended from the mountain peak and has begun hunting and attacking the boomtown. Several people and livestock have been taken and consumed by the creature.
2. The miners have unearthed a large door that was buried within the mountain. Foolishly the miners attempted to open it and something best left forgotten has emerged.

Ziggurat of the Shrieking Princess

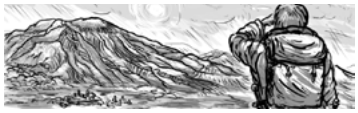
Long ago the princess Iszabell fell in love with the spirit of the demon Gharl, and became obsessed with bringing him back into the world. She began sacrificing young virgin girls to her dark lover. As the princess became more powerful and deranged, the death toll mounted. Eventually Eisenbar Paladins stopped the princess and locked her away in a giant ziggurat with all her followers. The most powerful Paladin of the empire beseeched Drallic the Flayer (pg 203) to punish her eternally. For over 300 years she has been locked in a room, suspended by jagged rusty hooks that slowly tear her flesh part. On the moment of death she is fully healed, to relive it all over again, in an existence of constant agony.

Rumors/Adventure Hooks

1) The massive ziggurat is believed to house treasures and relics that Eisenbar declared blasphemous or evil. Surly this is an exaggeration and they will be worth a bit of coin to collectors and historians.
2) Princess Izabell has been reaching out through the Void and is begging for help. If only some brave souls would rescue her from her torment and captivity, the rewards would be beyond imagination.



Mountains That Crawl



These craggy and pitted mountains twist, spiral, and interweave to dizzying heights, separating the Great Plains of Unbidden Sorrow and the Bogwood Swamp. Long ago savage stone giants ruled the mountains from their capital Glarprar. The magic around Glarprar made it nearly impossible to find unless invited. The stone giant empire allowed Fairweather to establish mines and small outposts if they paid appropriate tributes of blood, slaves, and gold. Many scholars are eager, but not daring enough to explore the ruins that have been discovered by braver souls in the crags and gullies of the mountains. Ten years ago in the Year of the Fetid Child, the mountains shook, peaks crumbled, and fissures opened. From these openings surged thousands of aggressive anthropomorphic beetle-creatures, who proclaimed themselves the Children of Hubris. This seemingly unstoppable army surged through the mountains, capturing, torturing, and killing anything they came across. The Children of Hubris are rumored to be led by a gorgeous insect queen. The nations of Hubris call these creatures the Malfactorum.

Years have passed since the original mountain territory fell and this land became known as the Mountains That Crawl. The stone giant tribes engage in guerilla warfare against these invaders, attempting to reclaim their fallen kingdom. The last remaining stronghold of their once great empire, Glarprar, is where King Dollrum of the stone giants still rules.

Recently the nobility and merchants of Fairweather have been attempting to organize a war effort against the Malfactorum in an attempt to clear out the Howling Scream Pass, which bridges the Great Plains of Unbidden Sorrow and the Bogwood Swamp, and establish fortifications to ensure safe travels for traders and supplies.



Lay of the Land
Mountains That Crawl

1–15	Twisted craggy fissures, canyons, and pitted rock face.
16–17	The rock face changes from red to sky blue, which glows and hums softly at night.
18–20	Ancient carvings on the rock face. If blood is thrown on the carvings, they will speak of the ancient traditions of the stone giants.
21–25	Fissure leading down into the depths of Hubris.
26–27	The ground and walls are covered in a purple flesh-like substance that is extremely sticky. Watching it reveals movement underneath. Cutting it open causes 3d100 large maggots to burst out.
28–29	Small craggy pass filled with floating pink bubbles that are highly acidic.
30	Gargantuan stone beetle that has been petrified and is now being delved out by stone giants for use as a fort.
31–32	4d10 fleshy pulsating sacks clinging to rock face. Cutting them open causes a deluge of honey and a shriveled Malfactorum infant in larval state to spill out.
33–34	Abandoned stone giant camp, signs of battle, death and horror mar the landscape.
35	Pile of bloated stone giant corpses, now Malfactorum nursery. Always 2d24 Malfactorum present.
36	A twisted peak that has craggy holes. Wind blows through the holes, creating a high-pitched whistling sound, making hearing anything nearly impossible.
37–40	Malfactorum camp, several captured miners and 2 stone giants held here.
41	Large temple cut into the rock face. Several dead Malfactorum and stone giants.
42–45	Active mine that is now used as stone giant base. 2d7+1 stone giants present at all times.
46–50	Area of rock face that has recently been painted showing the history and victory of the Malfactorum over the lesser beings of Hubris.
51–55	Heavily defended Fairweather outpost resisting Malfactorum siege.
56–57	Remains of Fairweather outpost. There is 50% chance of mundane supplies being left behind, and 15% chance of the discovery of exceptional items (non-magical).
58–60	Small lake that glows red at night; infested with radioactive amoebas.
61–62	Group of traders that became lost in the mountains between the plains and the Bogwood Swamp. They have been partially absorbed into the rock face. Their faces still twitch and show the horror of their last moments.
63	Long-forgotten altar to the Great Slumbering Monolith (pg 207).
64–65	Small lake with stone ruins can be seen at the bottom.
66–67	Mossy outcropping with wind-warped tree serving as the hidden base of Fairweather miners. Always 3d8 miners here.
68	Broken chunk of mountain peak that is floating in midair, revolving slowly.
69–71	Malfactorum slave camp. There are 3d30+10 slaves and 2d30+10 Malfactorum present.
72–74	Nest of gigantic hornets, stone giants walking around the nest in apathetic trance with large larva eating the flesh off their backs.
75–77	Small grassy plateau with 2d5 shrubs that colorful berries grow from. The berries of each shrub have various magical properties: Red- blow pink bubbles when breathing for 1d4 hours; Blue- Breath is cold, can freeze a glass of water if you blow on it. Effect lasts 1 hour; Orange- An alchemist adds +1d3 to their Make Potion check when they add this to their ingredients (berry must be fresh and only picked within the last 24 hours); Brown- You smell like fecal matter (suffering -4 to Personality rolls), but you aren't hungry for 24 hours; Plaid- You gain the ability to cast Magic Shield (DCC, pg 146) as if you rolled a 24-27 once within the next 1d6 hours. If you do not cast this spell, you lose the effect. Each bush has 2d3 berries on it at any given time.
78	You stumble across Glarprar- the stone giant capital, home of the king of the stone giants, Dollrum.
79	Hut of an exiled monk of Lucid Dreamers (pg 94). The hut is strangely shaped and morphed from the rock face.

80	Cave that issues gouts of fire and black smoke. The stone giants fear this cave and believe it to be the home to one of the Five Dragons of Hubris.
81	Malfactorum stronghold. There are always 2d100+100 troops present. 25% chance this fort has a gargantuan stone beetle wandering around.
82–83	Remnants of mining camp. There is a 35% chance of useful gear being found. 50% chance of finding raw ore worth 4d100 gp being found (the weight of the ore is ¼ the worth).
84	Portal of white marble, shimmering with energy in between the arch.
85	Gigantic fissure, chunks of buildings scattered about, thick spider webs all over.
86–88	Cave littered with various bones and shells of large insects.
89	Gigantic wooden house perched precariously on mountain peak. Inside is an elderly anthropomorphic peacock witch who speaks of everything in past tense. She will speak of the character's deaths as if they have already happened.
90	The rock face in this canyon is the color of the rainbow… Licking it does nothing, except make you look stupid and it tastes like crap.
91	The rock face is covered in varicose veins, slicing one open and drinking the yellow sap replenishes 4d8 HP, but makes you jaundiced for one month.
92	Pile of human skulls. Eye sockets glow green and they will talk to whoever gets close. They speak of treasures and give dire warnings of the Rotating Tower of the Opalescent Eye.
93	A swirling, massive tornado that hides a pristine mountain lake.
94–96	Large castle (occupied by: Roll 1d6- 1) Fairweather troops; 2) gnoll slavers; 3) Malfactorum; 4) bandits; 5) Vile Gut Clan goblins; 6) a wyvern.
97	Ancient cave art that actually is a magical trap that turns victim into a(n): Roll 1d8- 1) donkey; 2) turtle; 3) gnoll; 4) Mutant; 5) Ekrask; 6) giant spider; 7) talking cat; 8) old woman.
98	Fissure that crumbles when walked on. The exposed area shows a huge underground city.
99	Large glade with lush plants, few trees, and the wrathful spirits of nature.
00	Palace on the back of a gargantuan stone beetle. Home to the Queen of the Children of Hubris.

1–10	3d6+4 Malfactorum soldiers.
11–12	Stone giant raiding party.
13	4d4 Malfactorum troops carried on the back of gargantuan stone beetle.
14–15	3d3 Malfactorum Fire Beetle Guards riding giant ants.
16–21	Traders making their way to: Roll 1d4- Odd) Great Plains of Unbidden Sorrow; Even) The Bogwood Swamp
22–24	2d8+4 Bandits led by crazed and mutated wizard.
25	1d4 Malfactorum infected by Metalphage (pg 308).
26–27	3 Malfactorum scouts flying on bloated bumblebees
28	1d4 murdered miners turned into undead (roll for appearance and powers- DCC, pg 381).
29–32	2d8 Malfactorum building a nursery from a secreted mucous substance and captured miners.
33–34	1d6 stone giants controlled by brain grubs.
35–36	1d3 giant spiders
37	Enclave of fire giants.
38–40	2d10 miners fighting Malfactorum (Malfactorum numbers are double that rolled for miners).
41–45	2d2 Malfactorum stone shapers.
46–47	Rock golem carved to resemble a minotaur.
48	Wyvern feasting on a pile of various dead things.
49–52	Gnoll slavers traveling between the Great Plains of Unbidden Sorrow and the Bogwood Swamp.
53–54	Jellyfish-like creatures that float in air and eat brains.
55–57	Harpies in abandoned Malfactorum caves.
58	Skeletal Gun Runners of the Floating Island of Terror moving between Fairweather and the Bogwood Swamp.
59	A roc resting on a mountain peak.
60–62	Enraged earth elemental that is causing a massive sinkhole to form.
63	Gargantuan stone beetle. There is a 30% chance there are 2d8 Malfactorum riding on the beetle's back.
64–66	2d4 acid slugs.
67–70	3d4+3 troops from Fairweather attemping to fight the Malfactorum.
71	Roving living nightmare of terrified dying child.
72–73	Several humans and stone giants glued to rock face. Malfactorum are shoving larva down their throats to allow their young to gestate.
74–76	Half-eaten stone giant corpse with gigantic maggots inside it. The maggots control the corpse and use it to attack.
77–80	Bizarre creatures that look like sticks and hunger for magic. Each attack by these creatures causes any caster (even divine) to be unable to cast 1 spell (starting with highest level) for 24 hours.
81–82	Extremely obese stone giant whose belly button has become a swirling vortex; to get sucked in is to simply cease to exist.
83	A large face etched in the mountain that begins singing when anyone gets near it. After the large face answers a question, the person can only converse in song for 2d4 hours.
84	Creature with overlarge head and bulging eyes. The creature's touch melts metal.
85–86	Thousands of tiny insects that form a hive-mind and can join together into any shape, granting them telepathic communication with other beings.

87	Thick purple miasma of utterly-crushing despair and agony.
88–91	Bandits fleeing from gargantuan stone beetle.
92–93	Animated skeletons trapped in rusted spiked cages.
94	Guardian Naga desires to discuss mysteries of the world.
95	A xorn balancing on a small pyramid, reciting past events of characters in bored sing-song voice.
96	A dismantled murder machine. Inside its chest is a locked and trapped tube with a message inside.
97	2d3 miners fighting four comrades that have brain grubs burrowed into their foreheads.
98	Overturned wagon, goods spilled everywhere, 3d6 travelers in circle around it, facing away from the mess, completely unmoving.
99	An old hag wearing a dress made of the faces of many beautiful women that have been stitched together. She offers a map to vast riches for another beautiful woman's face.
00	Queen of the Malfactorum and 4d4 elite Malfactorum Fire Beetle guards and 2d8+10 Malfactorum warriors.



LOCATIONS

Altar of the Ravaged Cyclopean Cult

Long before the Malfactorum erupted from the bowels of Hubris, the stone giants would come to this altar to pray to their long-exiled god, the great Cyclops, the Blinded Fiend. The lesser races were beaten, sacrificed, and eaten before the altar in a throng of blood, violence, and sex. As time went on the king of the stone giants, Dollrum, forbade his subjects to worship the dark god, instead attempting to forge their own destinies.

Since the Malfactorum conquered the mountains, the altar has been silent, lost, and forgotten. Recently remnants of the stone giant empire have found themselves inexplicably drawn to this altar, a cruel gravely laugh playing in their minds.

Rumors/Adventure Hooks

1. Stone giants have begun surging into the Bogwood Swamp and the Great Plains of Unbidden Sorrow, capturing as many of the lesser races as possible. All are being carted off to the altar where they are beaten and slaughtered en masse. Each day that goes by the altar's newly formed greenish miasma grows thicker and glows brighter.
2. The altar is hungry for blood, and the Great Cyclops is ripping it from any creature that passes by. An orb of blood 25' in diameter hovers just above the altar, slowly dripping onto the cyclopean eye.
3. Dollrum, the king of the stone giants, is desperately seeking help in his battle against the Malfactorum and to free his people from the control of the ancient altar. His advisor, a cleric of The God of the Terrible Whisper, has had a vision of an item of immense power in the Rotating Tower of the Opalescent Eye, which is located in a crag of the mountains.

Glarprar

The capital of the stone giants was built upon a flat disk of rock that rests precariously on a 100' grouping of boulders that have been stacked vertically; constantly teetering back and forth as a ship on the sea, but never falling. The magic that keeps this city stable also makes it nearly impossible to find Glarprar unless you have been invited.

The magic of Glarprar has allowed structures of stone to be constructed on both sides of the disk, and people can walk upside down with no adverse effects.

The king of the stone giants, Dollrum, meets with his war council in the Chamber of Screams constantly strategizing and scheming for a way to overthrow the Malfactorum and reclaim their once great mountain range.

Rumors/Adventure Hooks

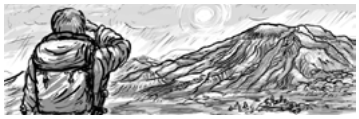
1. Malfactorum scouts have stumbled across Glarprar and are now hurrying back to report to their queen. Dollrum is seeking aid to catch the scouts before they can reveal the secret location of the capital.
2. The Festival of the Longest Moon is nearly upon the stone giants and they are eager to celebrate their most sacred holiday with food, dance, sacrifice, and blood. During the festivities Glarprar stopped teetering back and forth and has begun to shake and tremble violently.
3. Several stone giants gouged out one of their eyes in the night and have begun speaking an ancient language in a hoarse voice. The soothsayers of the stone giants are worried that their brethren have fallen under the control of the Altar of Ravaged Cyclopean Cult and are looking for a way to save their kin.

Rotating Tower of the Opalescent Eye

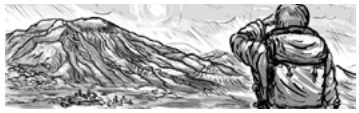
This translucent tower was crafted by the primordial titans, a race now long extinct, and constructed of glass and opal, yet is stronger than any metal on Hubris. While from the outside, the tower may seem small, standing only 70' high, the inside actually goes on for hundreds of stories, in a labyrinthine pattern. At the crest of the tower is a massive opal eye with a piercing blue iris. This eye slowly rotates 360° making a low, constant grinding noise. Those that reach the top of the tower can use the controls to cause the eye to focus somewhere on Hubris and be instantly transported to that location, cause the area to be blessed with good crops and weather, or even cause hardship with drought and famine.

Rumors/Adventure Hooks

1. The tower has stopped rotating and the opalescent eye's, its gaze has settled on Fairweather, causing the fields to become brittle and shatter like fragile glass. A cleric of the Mewling Babe (pg 213) has been told by her god that the tower is at fault and desires to lead an expedition to resolve this horrible tragedy.
2. The characters stumble across an ancient book in a dungeon that mentions the primordial titans and their achievements across Hubris. It speaks of the powers of the Rotating Tower of the Opalescent Eye and its supposed location in the Mountains that Crawl.



Sea that Runs Red



This vast crimson ocean surrounds all of Hubris; its waves either gently lapping against the shores or constantly bashing against them. All the creatures of Hubris have learned to treat the sea with a respect that borderlines on reverence. The Sea That Runs Red is filled with innumerable horrors that pose just as great a threat to those on land as those who sail the waters. Those that sail these waters offer prayers and sacrifice to the Great Behemoth, Zxyldon, the god and protector of the Sea That Runs Red. Sailors believe that to incur His wrath is to set the whole sea against you.

Pirates and scholars both speak greedily about the myths of lost empires, ancient ruins, and unimaginable treasures that lie beneath the waves, one day hoping to claim these riches and wonders for themselves. However few have been brave enough to explore and pit themselves against the armies of deep ones, tussle with gigantic man-o-wars, or fight against the fiendish aboleth and their minions.

Several years ago, in the Year of the Grotesque King, the sea churned and the Swirling Vortex manifested, swallowing the small island of No Hope and all its peoples. A few years had passed when a grotesque landmass rose from the depths of the Swirling Vortex. Sailors call this horrible island Zxyldon's Ire. Ships keep their distance from the island, for those that set off to explore never return.



Lay of the Land
Sea that Runs Red

1–15	Expanse of red ocean stretching out for miles.
16–17	Small island of volcanic rock with no vegetation growing.
18–20	Small island of volcanic rock with small amounts of vegetation growing. 25% chance of interesting feature: Roll 1d4- 1) ruin; 2) altar; 3) cemetery; 4) monastery.
21–25	Patch of shallows with reefs of vibrant purple and blue.
26–27	Area of crosscurrent, bits of wood and other chunks of dead ships, and garbage float in this eddy. There is treasure to plunder for the daring…
28–29	Thick orange mist that obscures vision and makes those who breathe it in sleepy.
30	Large 70' high spire thrusting up from the ocean. At the top is an intricately carved statue of Zxyldon.
31–32	Island with an ancient and dilapidated lighthouse. The lighthouse is ran by the Heath family, nobles exiled from Fairweather for birthing an heir through the Ways of the Flesh.
33–34	Patch of ocean that is black and thick as tar; it smells like crude. Bits of bone float just above and below the surface.
35	A large island covered in lush green plants, trees, and vibrant flowers. Living on the island is a dryad and her druid lover. The island is actually Grylath, the offspring of the great Slathereth (pg 75).
36	Large white rock with stripes of black winding throughout the stone. In the center of the rock is a carving of a screaming man, in his mouth is a keyhole.
37–40	The water is super-heated and boiling. Steam and the smell of cooking fish fills the air.
41	Small grouping of whirlpools. If a character looks into the eye of the whirlpool, they will see another plane of existence (use Planes of Hubris table, pg 239).
42–45	The sea bubbles and churns. Every few minutes a large jet of water shoots 50' high into the air.
46–50	A small island of pure white sand. 2d4 marooned sailors are on the island after their merchant vessel was lost to the sea.
51–55	The sky turns pitch black as a violent storm rages through the area. Thunder, lightning, hailstones, and rain. 25% chance for weird storm (i.e.- frogs, fire rain, locusts, marbles, etc.).
56–57	Remains of an island that is now bits of jagged rocks and craggy fissures.
58–60	Small island that has 2d6 statues that resemble deep ones.
61–62	30% chance there is no wind in this area for 2d4 days. At the end of the duration there is 1 day of wind, then roll again.
63	A metallic sphere built on jagged black girders rests just above the ocean.
64–65	Fort made of wood and mud on a small island. 3d8 Blood Bay Pirates on island at any given time.
66–67	There is a 20% chance that sound is silenced for 1d4 days when travelling through this area.
68	Storm clouds with faces of the angry old gods of forgotten times. If given sufficient cause or offerings they will communicate with characters and offer aid or advice. To insult them is to bring forth their fury and wrath.
69–71	An island of wood planks stitched together that floats upon the water. It is: Roll 1d4- 1) a small outpost for pirates; 2) an altar to Zxyldon; 3) a supply fort for merchants and the ships of the nations; 4) an abandoned outpost now occupied by deep ones.
72–74	Underwater cove of flesh eating merpeople
75–77	Underwater city of deep ones.
78	Expansive cave underwater which holds the shrine to Zxyldon. Sufficient offering will allow the character(s) to speak to and be blessed by the sea god. However offense will cause the shrine to fill with acidic briny water.
79	A collection of 3d100 dead and bloated bodies that have been lost to the sea. They are held together by seaweed, intestines, and crude rope. Home to Kallup, an obese water demon.
80	Huge rock that eerily resembles a human skull. Cruel-looking featherless birds fly in and out of the eye sockets.

Sea that Runs Red

81	A ship graveyard rests just below the water. The skeletons of the lost sailors grin up at those that are foolish enough to investigate.
82–83	The waves are particularly violent in this area, making navigating the ship hard. The turbulent waves also slow down travel speed by 50%.
84	A large idol of Zxyldon that juts out of the ocean. At any point there are 1d3 merpeople here and 2d3 deep ones; 60% chance that they are fighting.
85	A massive glacier drifts lazily through the water. It is the prison for the old god of plague, who has been imprisoned for 20,000 years.
86–88	Coral reef of sickly green hue. When a living creature gets to close the reef, it releases a toxic paralytic gas.
89	The remains of the great kingdom of Hysteria. The island sank to the bottom of the sea over three millennia ago.
90	A rainbow that leads to the east. If a ship follows it for 3 days it will lead to a small island with a house made of ivory and gold. Inside there are 3d100+1000 gp, one silver ring (magic) and one gold ring (cursed) in a cauldron.
91	An underwater luminescent cave that leads to the kingdom of the merpeople.
92	A volcanic fissure has superheated the water. There is a 20% chance that a demon from the Void will emerge from the fissure.
93	The sky becomes reflective like a mirror. If a target attempts to touch the reflection it shatters, showing that they were all upside down and now come crashing down to the sea.
94–96	Area of ocean of the deepest blue. The water is calm, the air fresh, and the animals healthy. Characters that sleep in this area must make a Will save or suffer effects of lunacy and paranoia for 1d6 days.
97	An area with 2d4 cyclones of water moving around in destructive fury.
98	The Dead Sea- all life that touches these waters dies. The veil between the spirit world and this one is thin, and ghosts and spirits walk freely, terrifying or helping those they come across.
99	The observatory of Higel- A floating observatory that watches the heavens trying to determine the portents of the stars. Higel is an ancient, eccentric wizard that will only talk to those who bring him a bag of carrots and a lemon.
00	The lost and terrible city of R'lyeh, where the great Cthulhu slumbers.

Encounters
Sea That Runs Red

1–10	Merchant ship sailing the seas. Roll for ship: Roll 1d5- 1) pirate; 2) Ekrask; 3) Klind; 4) Fairweather; 5) Undra
11–12	2d3 man-o-Wars drifting in the ocean.
13	Three sirens sitting on a rock of pure white, singing a bewitching song of unbearable beauty and lament.
14–15	A small ship full of pirates from Blood Pirate Bay.
16–21	A Klind Warship sailing towards the Bogwood Swamp to land an incursion force.
22–24	A gigantic water elemental attacking a merchant ship.
25	The horrific Ness! A 150' long sea serpent with jagged teeth hard as diamonds and eyes that blaze with the fires of Hell.
26–27	2d3 bizarre creatures from beyond the Unknown Void are moving through the air/water.
28	The ghost ship of Jack the Rotter has begun following the characters' ship. The black flag raised high on its mast.
29–32	A merchant ship accompanied by 2 Fairweather military vessels.
33–34	A gorgeous muscular man is riding on a giant man-o-war and waves at the characters as he passes by.
35–36	2d8 deep ones riding on the backs of large piranhas, all carry bows and have a single bottle of Alchemist's Fire.
37	Dire great white shark charging the character's ship.
38–40	3d6 electric eels swimming around a lone man adrift on a small raft.
41–45	A ship is being attacked by 3d8 Deep Ones. Roll for ship: Roll 1d5- 1) pirate; 2) Ekrask; 3) Klind; 4) Fairweather; 5) Undra
46–47	3d3 mermaids sitting on a rock. They beg, writhe, moan, and flaunt to ensnare a sailor's senses and encourage them to jump into the waters and swim to their doom.
48	3d10 large bloodshot eyeballs with meaty tendrils fly through the sky.
49–52	A mutated orca bursts from the water and begins flying through the air.
53–54	A wrecked ship is sinking into the depths of the ocean. Bodies float on top of the waves while birds and fish feed on their corpses.
55–57	Orc raiders have built a mobile ocean fort on back of a giant sea turtle which has been corrupted by their alchemical concoctions.
58	A lone woman sits upon a rock in the middle of the sea. Her hair changes color every few seconds. She is crying and screaming, "I'm sorry! I'm sorry for what I've done!" and is clawing out her eyes.
59	A red water elemental from the Sea That Runs Red pummels into the characters' ship.
60–62	2d6 Ekrask hunters looking for a worthy hunt in the dangerous ocean.
63	A single metallic vessel of foreign design appears on the horizon. Smoke is billowing from its smokestack and it is making good pace in catching up with the character's ship.
64–66	A small ship of pirates that have been stuck in a dead zone for 15 days. They are desperate for food and water. There is a 15% chance that the characters' vessel will become stuck in the same dead zone.
67–70	A storm rips through the area: Roll 1d6- 1) hurricane; 2) thunder and lightning; 3) thunder and lightning, wind, and heavy wind/rain; 4) heavy rain; 5) gale winds; 6) freezing winds and snow (regardless of season).
71	A swirling dark black cloud forms overhead, like the eye of a hurricane. Wind, lightning and thunder begin. After a moment a gigantic grey arm reaches down from the eye and attempts to snatch up the ship.
72–73	A storm drake attacks the ship, looking for an easy meal or two.
74–76	Wood-corroding jelly fish begin latching onto the hull of the ship!
77–80	Savage lobstermen climb over the side of the ship and attack.
81–82	A sky whale and its baby float by the ship for a few minutes before heading off into the distance.

83	An Aoki apeman from the Unsettled Expanse (pg 139) is riding on the back of pterodactyl. Clutched in the Aoki apeman's arms is a small baby with soft golden skin.
84	A ship containing firearms from the Floating Island of Terror is headed to Undra for trade.
85–86	A school of rainbow-colored fish begin swimming in strange patterns and formations. They are actually shaping out words. After the message is spelled out they die, float to the surface, and rot instantly.
87	1' long icicles start raining down on the ship. Each receives +1 to hit and does 2d3 damage.
88–91	Deep ones have booby-trapped the remains of a ship using Alchemist's Fire. The poor sailors who were captured by the deep ones were forced to each eat a man-o-war and are now suffering in agony. They are alive but can feel the creatures eating their insides. They writhe and beg for help. When a living target gets too close, the man-o-war's tendrils will burst from the host's stomach in an attempt to ensnare another victim.
92–93	Lobstermen wielding sea-snails that ooze a potent acid are attempting to board the ship.
94	An extremely well-designed ship is sailing towards Undra. This ship belongs to Jalynia, a princess from the Great Spire (pg 84).
95	1d4 pirate ships attempt to attack the characters' ship.
96	The waters part beneath the ship and it descends/falls to the ocean floor.
97	A thick fog manifests around the ship taking visibility to zero. When the fog parts the ship is on a blue ocean and all landmarks and stars do not align with known charts
98	A cold snap flash freezes all the water around the ship, slowing movement by 90%.
99	Tidus, the patron god of the merpeople, has decided that the pitiful creatures before him should stand trial for all the crimes against the sea.
00	Zxyldon has been angered and rises up from the depths of the ocean to wreak havoc on the sea and land.

LOCATIONS

Fetid Corpse Island

For millennia the Fetid Corpse Island was the only major island that dotted the expansive sea of Hubris until the horrifying Zxyldon's Ire rose from the depths. The island is home to the powerful Lich King, Facious the Cruel, who resides in the Crumbling Black Keep, watching over his subjects and thugs in Blood Pirate Bay. The island's rolling hills are thick with brambles, patches of swamp, and the graves of the Lich King's sleeping army. Gigantic bats flit through the evening sky, their eerie cacophony filling the ears of the slaves and pirates of the island. Lost souls and the spirits of the forgotten wander the hills of Fetid Corpse Island desperately seeking reprieve from their torment, but only bring more rage, madness, and death to those they come across.

While on the island anyone who casts a necromancy type spell must make a DC 20 Will save, or become immediately known to Facious the Cruel, who will then seek out the caster (and their companions) to either be recruited for his army or to be utterly destroyed. Necromancy spells cast on the island are stronger, granting a +5 bonus to the spellcheck and the undead created on the island are bolstered by the power of the Lich King, upping their HD and saves by one step on the die ladder.

Rumors/Adventure Hooks

1. Slaves have been disappearing from the fields of the island. All that was found during the search was their tattered bloody clothes and tufts of brown fur.
2. The spirits have become more restless, attacking even during the day. No one has been brave enough to venture into the old cemetery to see what is rousing the ire of these spirts.
3. An old man that lives at the edge of the island has released a force of 3d30+10 automatons of varying sizes that resemble scarecrows. These monstrosities are wandering through the fields attacking the slaves, workers, and livestock.

Blood Pirate Bay

The reprehensible and vile Blood Pirates are brigands that live in this small village sail under the red banner of Iron Jaw, an Ingvarian who took up allegiance with Facioius, the Lich King. These pirates plunder any ships sailing the Sea That Runs Red for whatever goods or slaves they can get. Occasionally the pirates brave land and attempt to take slaves from Shadowfall, Erkza, or Stilt-town.

Iron Jaw is a ruthless leader that only provides quarter to those he prizes as potential slaves. His sick appetites for torture, rape, and murder are known throughout Hubris and often told as horror stories around campfires to frighten little children and the meek.

Rumors/Adventure Hooks

1. The slaves have been growing restless at their constant torment and abuse. There are whispers of an uprising against the Blood Pirates. With the right help this movement could either topple, or be crushed by, their oppressors.
2. Iron Jaw has grown tired of only ruling the sea. He has begun attempting to tame sky whales in order to create a fleet of pirates that rule the air as well as the sea.
3. A pirate merchant is looking for a group of adventurers to take control of a ship in Blood Pirate Bay. He believes he can claim the cargo and sell it for a more lucrative sum.

Crushing Reef

This treacherous reef and jagged rocks burst from the sea like demonic clawed hands, as if it truly desires to drag ships to the depths to a watery grave. The Crushing Reef protects Fetid Corpse Island and Blood Pirate Bay from invading forces as very few people are skilled enough to navigate through without catastrophically damaging their ship and marooning their crew on the island. The sea around the island and reef are littered with bloated, waterlogged bodies and crushed and destroyed ships from countless attempts to take the island.

Rumors/Adventure Hooks

1. Five ships from Fairweather have begun sailing through the reef. The lead ships skirts through the dangers with expert precision. Cries of excitement for the upcoming battle can be heard ringing through the air.
2. Ten years ago the Hellion, captained by the dreaded pirate Barbed Skin Bill, was lost on the reef. Many pirates believe that Iron Jaw himself sabotaged his rival's ship in order to finally take complete control of Blood Pirate Bay. On the eve of the anniversary of the Hellion's destruction, the ghostly visage of the ship rises from the water, and begins sailing towards Blood Pirate Bay.

The Crumbling Black Keep

The Crumbling Black Keep sits atop the crater of an active volcano where the self-proclaimed Lich King, the Cruel, wanders its foreboding halls. Facious created the keep from the volcano's molten hot magma, and it is his power alone that keeps the magnificent volcanic forces from erupting and destroying all on the island.

Facious has watched Hubris for over a thousand years, and yet hungrily seeks knowledge from ages past. He takes great delight in smoking vile cigars, drinking rum, and engaging in savage acts of debauchery. He rules the slaves and brigands of Blood Pirate Bay, encouraging murder, drug use, and excess.

While on the island there is an urge to act on the wants and desires Facious commands, and people begin to lose themselves, becoming addicted to the atmosphere until all that is left is a subservient husk, completely loyal to the Lich King.

People that are captured by the Lich King's pirates are presented to Facious, where he forces them to breathe in a vile concoction of his own creation, Zombie Powder, causing the victim to become a living zombie, which serves him without question. Eventually the victim will succumb to the toxic effects of the powder and rise as an undead zombie, forever under control of the necromancer.

Zombie Powder

Facious creates this powder from the minced liver of the black-nosed fox, the eyes of a bloated toad, flesh of the rainbow puffer fish, various unsavory plants, and the brains of a recently buried child. The powder must be inhaled by the victim in order to corrupt their mind and rob them of their sense of self. When inhaled the victim must make a Fortitude save: 1 or less HD = no save allowed; 2-4 HD = DC 16; 5+ HD = DC 12. A successful save means the target takes 1d6 damage and suffers from a fit of violent coughs for 2d3 rounds (they cannot take any other action those rounds). Failure means that the victim falls unconscious and is in the grips of a terrible fever. The next day the target loses 1d3 points of Intelligence and will obediently serve the person who used the powder on them. The living zombie can only understand explicit and simple instructions however, such as "guard this door", "dig a ditch", "kill your family", etc. When not ordered to do an activity they stare blankly, drooling slightly. Each day the target must make a successful Willpower save (DC determined by HD as listed above), failure means that the target loses an additional 1d3 points of Intelligence and comes closer to true undeath. If the target reaches zero Intelligence they fall dead from the fever and rise in 1d4 days as a zombie, utterly faithful to the person who poisoned him. If the target makes a successful save they shake off the effects and return to normal and will regain lost Intelligence at a rate of 1 point per full day of bed rest. However they are more susceptible to the powers of Zombie Powder and roll all further saves against it one step lower on the die ladder.

Brew Potion (DCC, pg 223) DC 27 to create this potion.

Rumors/Adventure Hooks

1. Facious has begun trading his Zombie Powder to the Klind, the Black Queen, and Fairweather who believe it will provide them better quality slaves and lessen the chance of uprisings and rebellions. The nations are unaware that though the zombie slaves will follow their oppressor's commands, they will always heed the call of the Lich King, no matter the distance.
2. The Midnight Room lies deep within Facious's keep and holds many ancient tomes of knowledge and forgotten power. Some believe that the Lich King has access to other realms through a portal he found in this room.
3. A red star has appeared over the Crumbling Black Keep. Prophets whisper that this is the time when Facious the Lich King will be at his most vulnerable and can be overthrown, while others believe that the Lich King's might will instead be magnified by the crimson light of the star.



Zxyldon's Ire and the Swirling Vortex

The island once known as No Hope served as a Fairweather outpost for several decades to aid their ships against attacks from pirates and the Klind. The island held several ruins that were never explored, holding little interest for the military of Fairweather. In the Year of the Grotesque King the sea churned and the Swirling Vortex, a massive whirlpool, appeared around the small island and pulled it and all its peoples to the depths. After a few years passed a grotesque landmass made of the faces of all sailors who died at sea, as well as tentacles, giant eyeballs, batwings, gnashing mouths, and clawing hands, rose from the vortex and drifted into the sky, where it now rests. Sailors believe that this island is a manifestation of the anger of god of the sea and now call it Zxyldon's Ire.

A few expeditions have been sent by the various nations of Hubris. Most were attacked by terrifying creatures with thousands of eyes, gigantic slathering maws, and tentacles before they even reached the island. Those that reached the island never returned to their ship.



Rumors/Adventure Hooks

1. Several bizarre and horrific creatures, each with a singular giant eye and wide mouths full of yellowed, gnashing teeth have drifted across the sky and laid the East End Outpost (pg 74) to waste with ease. As few survived this attack, Fairweather wishes to send an expedition to the island to finally unravel the mystery of this phenomenon.
2. When the characters enter through an inn with a rickety door that has been fitted in backwards, they will find themselves on Zxyldon's Ire in a strange keep made of slimy tentacles and black ichor. How will they survive?
3. Sailors whisper that Zxyldon's Ire shines pale white in the moonlight, and that singing can be heard from the island.

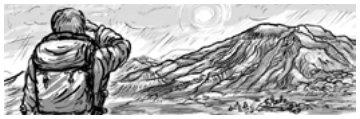
The Unknown Void

The crimson hued water of the Sea That Runs Red gives way to the turbulent grey and fetid smelling waters of the Unknown Void. A thick fog blankets the grey waters, obscuring the vision of sailors. Strange and horrific screeches echo through the fog as bizarre and frightening shapes have been glimpsed moving through it.

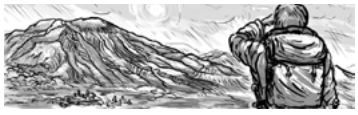
While many expeditions have been launched to explore the Unknown Void and discover what lay beyond, no ship that has sailed into the mists has returned.

Rumors/Adventure Hooks

1. Large metallic ships of strange design, with black smoke billowing out from large stacks on their bow, burst from the fog and are heading towards the main land. Who are these foreigners from beyond the Unknown Void? Are they friendly or are they invaders?
2. Horrific creatures like those seen from Zxyldon's Ire have been spewing forth from the Unknown Void in droves. Hundreds of them are flying through the air towards the different territories of Hubris.



The Unsettled Expanse



The Unsettled Expanse is a rain forest so savage and dangerous, that it has never been fully explored or settled in modern Hubris. The only bit of civilization in this area is the frontier town of Razar, where those that seek the riches, lost relics, and forgotten knowledge that lies deep within the forest live in this rough and tumble boomtown. Settlers disappear constantly only to be found by explorers months later, covered in moss and apparently dead by their own hands.

The dangers of this forest are great; ferocious dinosaurs rumble through the trees as the savage Aoki apemen hunt down any person they come across, giving them to the witch-doctors, who practice vile blood magics and worship their horrific god, The Eye of the Eclipse. Giant apes swing from the trees and viciously attack those that stray into their territory. Explorers and adventurers tell tales of giant white apes that are insidious, highly intelligent, and have caught glimpses of them gathering around the Metallic Fortress of End Times.

Strange mechanical ruins that stagger the imagination, gigantic reptiles and insects, altars of blood, druidic cults, moss-covered zombies, ancient stone temples of complex design, and plants that feed off living creatures' life-force await all who are brave or foolish enough to enter the Unsettled Expanse.



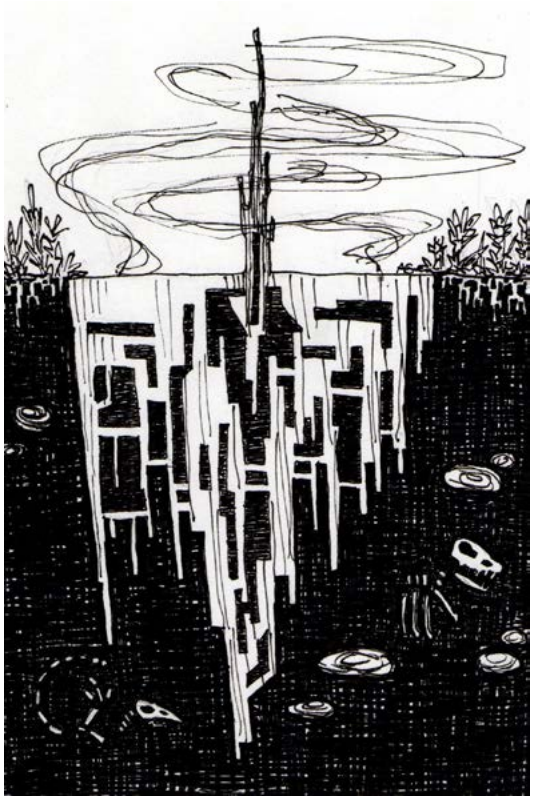
Lay of the Land
The Unsettled Expanse

1–15	Humid rain forest with thick foliage and lush green trees.
16–17	Area of the forest that has been burned and a strange glowing rock sits in the center of the devastation.
18–20	Village of Aoki apemen that are chanting and dancing around a large bonfire. In the center of the fire are four explorers being burned at the stake; a witch doctor chants to the sky.
21–25	A babbling stream trickling through the forest. Around the stream is: Roll 1d6- 1) large beetles; 2) tufts of soft fur that glows in the dark; 3) a sleeping dinosaur; 4) 2d10 gems scattered around a ripped and bloody bag; 5) piles of humanoid bones; 6) humming mushrooms.
26–27	A grouping of small trees that encircle a giant tree. The giant tree is an old treant that watches over his little ones.
28–29	Village of Aoki exiles that are friendly to outsiders and have shirked the teachings of the Eye of the Eclipse.
30	An ancient village that has been abandoned for 1d100+100 years. In the village center a rickety well leads down to the Bleached Catacombs of the Wretched Dreamer.
31–32	The area of the forest is suffering from intense rains. The ground is soggy and smells sweet from decay. Large mushrooms grow off of rotted trees and drowned carcasses. Movement is reduced by 75%.
33–34	Large patch of quicksand that extends down for 2d10 feet.
35	An altar that has been created from the heads of exiled Aoki apemen. Each head has had its left eye gouged out and stuffed into its mouth, which has a constant trickle of blood oozing from the pupil.
36	Eight 15' high boulders have been carved with the faces of the characters. All seem ancient and weathered. If each character touches their own sculpture, the sun is eclipsed for 1d4 years and the Eye of the Eclipse can be seen in its place.
37–40	A glade and hilly area that is home to a tribe of giant blueback apes.
41	A marble staircase that zigzags up 7 flights to a metal door that is suspended in air. The door leads to the ruins of the Monkey God of Obliteration.
42–45	25' high trees with large brown pods that rattle and shake. When characters get near there is a 30% chance they will split open and release a powerful sleeping agent in a 15' radius.
46–50	Bubbling pit of thick tar. There are several bodies of animals stuck in the pit.
51–55	Thin spindly trees upon which an intricately built treehouse rests. This is home to an exiled Aoki witchdoctor.
56–57	Four boulders are stacked one on top of the other. Each boulder has a face of an angry ape carved into it, and they each face a random direction. What happens if the boulders are rotated?
58–60	A deep ravine with plants that change color depending on the time of the day. All have unique alchemical properties.
61–62	Cave with aqua blue walls and frigid air. The walls are covered in vibrant neon-colored cave art.
63	Lake of turquoise-colored water. In the lake and around its edges are 3d100 animals that have been turned to brittle stone.
64–65	A raging river cuts through the forest. There is: Roll 1d4- 1) a village of Aoki apemen; 2) a crumbling ruin of red stone; 3) a small camp of explorers; 4) an unblemished book that is warm to the touch.
66–67	Seven massive trees that have had a tunnel carved out of the bases of their trunks. Going through the tunnel in a specific order will cause a vortex to open and bring forth visitors from another world.
68	Rolling hills where Aoki apemen bury their dead. Idols and wooden masks can be found throughout the area.
69–71	Waterfall that leads to a deep and lush ravine.
72–74	Natural recess in ground that forms an inverted dome. The outside of the recess is lined with slabs of rock jutting up from the ground, almost as if they were teeth…
75–77	A massive temple that resembles a double helix (like DNA) and has been constructed out of a gold metal that vibrates when touched, rises high into the sky. Adventurers whisper tales of the ancient riches and magical items housed inside.
78	A 55' tower with gears, pistons, and cogs. The structure is covered with dirt, moss, and vines

79	A large field of round smooth boulders. If the characters explore further they realize the boulders are dinosaur eggs. The ground suddenly begins to tremble from gigantic footfalls that are coming hurriedly towards the characters.
80	A step pyramid built in honor of the Eye of the Eclipse. At the top a witch doctor cuts the heart from a captured explorer, as Aoki apemen chant and scream. The stairs run red with blood and dark clouds form overhead.
81	Area of bluffs that has been shaped by flooding, high rains, and vicious winds. If one sleeps in the bluffs at night and survives they will wake up refreshed and completely healed when the dawn light touches their face.
82–83	Area of the forest covered in large mushrooms in assorted colors of gold, black, green, and blue. All the mushrooms emit a flatulent noise when touched and are toxic to those who breathe in the released gas.
84	Area of forest that has been devastated by some disaster. If able to get an aerial view one can glimpse a gargantuan reptilian foot print in the mud.
85	Cave behind a waterfall that leads to old storage house for explorers that died a horrible death 1d20 years ago. Item of interest: Roll 1d5- 1) Witch Doctor's Mask- the wearer of the mask may attempt to Lay on Hands of those of the same alignment of the mask (chaotic) 3/xday, cast Paralysis (DCC, pg 264) 1x/day, and Snake Charm (DCC, pg 280) 1x/day. Roll 1d20+Personality mod+level (nix level bonus if any alignment other than chaotic); 2) treasure map to an ancient pirate stash in the Bogwood Swamp; 3) Scroll case with 2d3 spells (either cleric or wizard); 4) Chest of 2d100+100 gold; 5) Flute that puts all listeners to sleep for 1d4 days if they fail a DC 14 Will save. Flute can be used 1x/day.
86–88	The canopy is so thick it blocks out the sun, but at night the trees all close up, as if they were flowers. All the stars seem magnified in the night sky.
89	Clearing of grass and shrubs, in the center of the clearing is a 7' tall full-length mirror made of silver and gold.
90	Thick white mist permeates the area. Walking through it causes the mist to be disturbed and swirl around; characters will see the shapes of dead loved ones, enemies, and victims.
91	An alabaster altar that emanates a sense of well-being and peace. When touched the altar becomes red hot, burning the victim for 1d6 damage. The target must succeed a DC 18 Fort save or have blood well up from their eyes, mouth, nose, and ears and begin flowing to the altar for 1d4 rounds. Each round the victim loses 1 physical ability point (temporary).
92	A putrid-smelling bog of vile and fetid greenish water. If you fall in the smell will never leave you, no matter how much you wash.
93	An alabaster altar that emanates a sense of well-being and peace. When touched by a lawful character it heals them for 2d6+6 HP and grants a +2 AC bonus for 24 hours. When touched by a neutral character it heals them for 1d6+3 HP and grants a +1 AC bonus for 24 hours. When touched by a chaotic character it deals 1d6+3 damage and invokes a -2 AC penalty for 24 hours.
94–96	Hills that have been delved out to create a large labyrinth beneath the soil. Home to a tribe of vicious serpent men.
97	A long-forgotten city from an ancient empire that stretches on for several miles. The now-dry canals and structures are overgrown with vegetation, but are well designed and show superior craftsmanship.
98	A grouping of trees that emit a sweet cocoa fragrance. The trees are covered in thousands of biting flies that are digesting the tasty nectar. If the characters can get their hands on the nectar and drink it, it makes them super hyper, increasing their pace by 10' and giving +2 to Reflex saves for 2 hours. After that the consumer crashes for a 1d4 hour nap.
99	What starts as rain quickly becomes a monsoon. Characters must find shelter or be swept away in high winds and torrential downpour.
00	The Ancient Temple of the Sleeping Serpent, which is now home to one of the Five Dragons of Hubris.

1–10	Aoki Apemen are stalking the characters. There is a 25% chance that a witchdoctor (level 1d3 cleric or wizard) is with them.
11–12	A small gathering of trees, all are lifeless and bare. Wrapped around the tree trunks are vibrantly green vines that pulsating with flashes of light. Skeletons of humanoids and animals are entwined in the vines.
13	A toucan with emerald gems for eyes sits in a tree. It loves talking to strangers and will give the location to an old ruin if treated well.
14–15	Swarm of extremely carnivorous ants blankets the ground in a 25' radius.
16–21	A herd of 5d5 herbivore dinosaurs wanders through the foliage of the forest: Roll 1d4- 1) Triceratops; 2) Ankylosaurus; 3) Stegosaurus; 4) Hadrosaurid.
22–24	2d4 giant apes are attacking: Roll 1d5- 1) the characters; 2) Aoki apemen; 3) fighting off a Tyrannosaurus Rex; 4) another tribe of giant apes; 5) group of adventurers.
25	An altar of coagulated blood rests on the backs of two living giant apes. Both look as though they are in extreme discomfort.
26–27	A Tyrannosaurus Rex burst through the trees and attacks the characters.
28	Aoki witch doctor that is casting a ritual that will bring fire and death from the sky onto the frontier town of Razar.
29–32	A blood slime waits under a rock or recess to strike its next victim.
33–34	A 15' long slug with acidic slime that it uses to digest trees and other organic matter. The touch of the slime also has a 30% chance of causing a Minor Corruption (DCC, pg 116) on a failed DC 16 Fort save.
35–36	3d10 moss-covered zombies wander slowly through the trees.
37	A Tripod from the Metallic Fortress of End Times is rumbling through the forest
38–40	1d3 white tigers with colorful stripes are resting on a tree while another silently stalks the characters.
41–45	A group of explorers that have: Roll 1d5- 1) set up camp; 2) been slaughtered by serpent men; 3) cursed by a witch doctor; 4) eaten by Deinonychus; 5) are slowly sinking in quicksand.
46–47	1d4 Brachiosaurus lumber through the trees, shaking the ground with each step.
48	A flesh golem sewn together from pieces of apemen, giant apes, and other humanoids bursts from the ground and throttles the characters.
49–52	The animated heads of humanoid victims hover through the air and gleefully look for a victim to torture to death slowly.
53–54	2d8 serpent men slither through the underbrush, hoping to ambush adventurers that get too close.
55–57	Brightly-colored florescent snakes light up the forest after nightfall, seeking and chasing down their prey, which are giant fireflies. Torchlight enrages the snakes.
58	A Tyrannosaurus Rex with a head-mounted laser cannon rumbles through the forest.
59	A group of 3d6 Valkyrie huntresses are purging their territory of vile Aoki apemen and serpent men.
60–62	Pit trap filled with spears, 2d8 damage. In the pit are several severed heads of explorers on pikes. They will talk to those who fall in the pit and survive. If offered something as a present they will reveal locations of ruins and treasures within. Once their secret has been given they turn to ash and disappear.
63	A pack of 3d3 undead Deinonychus reanimated by an Aoki witch doctor.
64–66	3d5 lizardfolk hunting serpent men. They will be peaceful to characters if left alone. 20% chance one can speak Common and will offer trade/advice.
67–70	Fire monkeys swing from trees, howling at the characters to distract them from their colony nest.
71	A leopard made of clear crystal stalks prey in the jungle. If killed it will shatter and cause bad luck to the killer (-2d4 Luck permanently).
72–73	2d2 Aoki apemen are riding on the backs of: Roll 1d4- Odd) Velociraptors; Even) Predodactyls. They carry bows and arrows and have spiked clubs and rocks that they drop on their enemies.

74–76	A sentient Tyrannosaurus Rex is having tea with a Triceratops, politely discussing carnivorism vs. vegetarianism.
77–80	Hunting party of peaceful apemen that are tracking a Hadrosaurid.
81–82	A group of adventurers that are slowly being corrupted and mutated into giant slugs by some horrible spell.
83	Bird of Paradise with overlarge eyes runs across the jungle floor. If the bird is followed it will lead characters to the Waterfall on the Verge, a place occupied by two separate realities.
84	The spirit of a spoiled little girl who was taken into the forest and murdered by her father.
85–86	Stampede of 3d10 Triceratops.
87	A demon of Realm of Nightmares seeks to awaken its master who has been locked away somewhere in the forest for millennia.
88–91	A gorgeous mossy glade that is actually 2d100 moss zombies that are lying on the ground.
92–93	3d4 large blood beetles which are dragging a mangled corpse back to their mound.
94	A rock golem sits on the bloody remains of adventurers who attempted to get into the dungeon it guards.
95	The queen of the Valkyrie rides on the back of an armored Triceratops. She is accompanied by 3d6 huntresses.
96	A human male frozen in a solid block of ice; a look of shock and horror on his face.
97	An enraged treant that seeks to purge the forest of all non-animal life.
98	Large nesting ground for: Roll 1d7- 1) Triceratops; 2) Ankylosaurus; 3) Stegosaurus; 4) Hadrosaurid; 5) serpent men; 6) lizardfolk; 7) Tyrannosaurus Rex.
99	A tar pit which is the prison for a hideous intelligence. The being seeks to escape and will stop at nothing to break free.
00	Large flower with buds that grow 10' tall in seconds, then open to reveal one of the faces of characters. The plant will then explode and a plant-based copy character will be left in its place, which will attempt to kill the original.



LOCATIONS

Metallic Fortress of End Times

Even from a distance one can view the ominous dark spire of the Metallic Fortress of End Times, with its jagged metal offshoots reaching high into the sky. A flat metallic disc-shaped base extends several thousand feet in diameter on the ground around the spire. The air is choked with swirling clouds of sulfuric steam which spouts from small open portals on the metallic base.

The various tribes of giant white apes revere the Metallic Fortress of End Times and often gather here. Some of the apes have managed to cross the disk at its base and get inside the fortress door located on the spire. Those that reemerged came out cunning and vicious, with an intelligence to match their great strength.

Very few adventurers have managed to make it to the entrance at the base of the spire, and fewer have returned. Those that do have described the eerie black hallways of sleek metal, the strange humming that permeates everywhere you go, the strange red lights that can slice through a person like a knife through butter, or that the ruins extend miles underground like some perverse root-system. The riches that have been recovered are exotic, strange, and horrifying.

The ruins are roughly two days travel from Razar and the edge of the Unsettled Expanse.

Rumors/Adventure Hooks

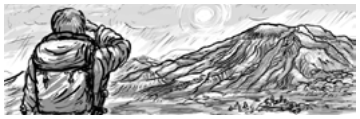
1. Explorers have described a large gathering of giant apes at the base of the spire. The air was filled with their roaring and fighting. All the apes seemed to be following a crimson-furred ape wearing a bizarre dome-shaped metal helmet with nodes and wires sticking out. The explorers swear they heard the fearsome ape shouting, "Burn Razar! Bring me their skulls!"
2. Large bolts of electricity have been arcing off the metallic offshoots of the fortress and then lancing out into the jungle causing massive devastation to everything in their path.
3. Aoki apemen riding on the backs of Pterodactyls have been circling the top of the spire, some dive bombing or dropping bags of flaming oil on the large apes gathered below. The Aoki apemen seem desperate to gain entry into the Metallic Fortress of End Times.
4. The spire of the fortress opens up and launches out 3 Tripods that begin to fire lasers from a central crimson eye, burning all in their path.

Razar (The Frontier Town)

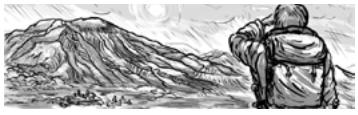
Razar sits at the edge of the civilized world, the small bridge between the Canyons of Howling Red Rock and savage Unsettled Expanse. This boomtown was founded 3 years ago when brave and foolish adventurers that were delving into the savage jungle needed a home base to return to and resupply. The town consists mostly of tents erected on flimsy planks of wood to keep them out of the dirt and mud. While several buildings are currently being constructed, only three are made of wood: the chapel of Bailey, God of Trickery, Deceit, and Profit, the House of the One-Eyed Bastard, an adventuring guild specializing in procuring dangerous objects, and the Night Cap, a brothel, bar, inn, and general store.

Rumors/Adventure Hooks

1. The real authority in Razar is the House of the One-Eyed Bastard, and they have started demanding a tax on all profits and items discovered in the forest. Those that have refused to pay the fee have "mysteriously" disappeared in the night.
2. Adventurers have claimed to see a woman of extraordinary beauty and frightening power leading the Aoki apemen tribes. The apemen seem cowed by her power.
3. Tylphur the Stinking Mage has discovered evidence that Razar is built on the remains of an ancient site that is holy to the Aoki apemen, and he fears that they will be coming to reclaim their heritage soon.
4. A Tyrannosaurus Rex with a head-mounted laser cannon bursts through the rickety outer walls of Razar and beings feasting on those it comes across.



Weeping Forest of Forgotten Memories



This vast mist-shrouded forest lies to the east of Eisenbar. During the day the green pine boughs are so thick that they blot out the sky. When the night comes the leaves wither and fall to the ground, and the branches look like terrible gnashing teeth and clawed skeletal hands. Stories have circulated for hundreds of years that the Well of Unfathomable Knowledge lies at the center of the forest and is guarded by a terrible monstrosity; all attempts to find this legendary wonder have failed, and none have returned.

When mortals spend too long in the forest, they begin to have visions of memories and feelings that are not their own. Most eventually succumb to these visions and their minds break, and they become the Lost; pitiable creatures that plague the forest and the Great Plains of Unbidden Sorrow.

The fae of the Court of Delirium, led by their king, He Who Wears the Yowling Crown, make their home when existing on this plane in the forest. These enigmatic beings guard their secrets jealously and ask a high price for help. The court is in a state of perpetual war with the Wretched; a group of fae that have become corrupted by Hubris and were exiled from the court. The Wretched are led by Krampus, a vile and terrible fae that takes repugnant pleasure in torture and death (especially that of naughty and whiny children). Baba Yaga, the mother of all witches, who is both more deadly and enticing than the monsters or fae that lurk here, also makes her home within the boundaries of the forest. She has been seen flying on her mortar and pestle through the trees, snatching and grabbing people who wander too close. A few even claim that rather than mash their bones into meal, she has offered them help. Even fewer claim to have seen the bizarre home of Baba Yaga, a rickety hut atop giant chicken legs.

Rumors/Adventure Hooks

1. A beautiful woman wearing tattered rags has been glimpsed flitting in and out of a miasma that has been wafting through the edge of the forest. Locals are saying it is the ghost of Weeping Mona, a young woman who killed her whole family before gouging her eyes out and hanging herself.
2. Several wagons, completely unmanned, have been discovered near the forest; there is no evidence of a struggle or violence. Trade caravans are now avoiding the forest and supplies are now taking longer to get to their destination.
3. A satyr approaches the characters holding a ragged piece of parchment. He reads that the group has been invited to a banquet with the King of the Fae, He Who Wears the Yowling Crown, but they must make it to the court in one piece.
4. Angered by Eisenbar encroaching on their territory and cutting down the forest the Court of Delirium has begun weaving bizarre enchantments that ensnare the simple farmers and peasants of the countryside. Many have been transformed into animals, while others have been bewitched into a permanent sleep, or worse.
5. Baba Yaga has been confined to the forest for centuries, escaping only on the full moon to steal the dreams of children, the breath of virgins, and the laughs of the dead. She longs to be free and will reward those who can unbind her chains.
6. The sun has been blotted out over the forest and the Great Plains of Unbidden Sorrow. The nations are blaming the Court of Delirium, and many are of mind to invade the forest. The Court however, is claiming that the Wretched are behind the event.



THE MEMORIES OF THE WEEPING FOREST

Each day a mortal remains in the Weeping Forest of Forgotten Memories, they risk being bombarded with memories of others, some even manifesting in a physical manner. Each day, characters must make a Will save (starting DC 10, each day in the forest increases the DC by 1). If the target succeeds their mind has avoided the effects of the forest for 24 hours. If the target fails they must roll on the chart below to determine the effects the forest has had on their psyche. Some of the effects listed below have a secondary effect. Failure also results in a temporary loss of 1d3 Personality points. The target will start regaining lost Personality points after being out of the forest for as many days as Personality loss. If a target reaches 0 Personality, their mind is fractured and they must make another DC 20 Will save. Failure means they have become a Lost and are now under control of the Judge. Success means they permanently lose 1 Personality and go back to a score of 3 in Personality.

MEMORIES OF WEEPING FOREST

Roll	Result	Effect	Secondary Effect
1	Woman who lost her husband to violent crime	Overcome with weeping and hysteria, the target suffers -2 to all rolls for 2d4 hours.	Make a second Will save, failure means that the target is so stricken with grief they must make a DC 12 Will save to complete any task. Failing this save means the affected person drops to the ground sobbing. The duration is doubled from the initial roll.
2	Meek man being mugged	The affected target begs, pleads, and whimpers in a pathetic manner. All are repulsed by this display and must make a DC 12 Will save to help him. This lasts for 1d4 hours.	Make a second Will save, if the affected target fails bruises, gashes, and cuts appear on their face, hands, and body. The target takes 2d3 damage.
3	Child locked in a cellar	The affected target becomes afraid of enclosed spaces and cries and begs. Must make a DC 12 Will save, or unable to act when in enclosed spaces. This lasts for 2d3 hours.	Make a Fortitude save, DC same as the previous save. If the target fails they become emaciated looking, immediately losing 2d12 pounds. Their complexion becomes wan and waxy. If they fail their Will save in an enclosed space they lash out violently and claw at anything/one in the area.
4	Greedy man hoarding a large sum of gold	The affected target laughs greedily and eyes any and all gold seen on others. Boasts about their affluence. This lasts for 2d4 hours.	Make a second Will save, failure means that the affected target will attempt to steal any gold held by another.
5	Whore having sex with an unattractive man	The affected target becomes queasy and disgusted with themselves. They suffer -2 to all Personality and Will tests for the next 2d5 hours.	Make a second Will save, if the affected target fails they begin to cry and clutch themselves. The must make all Personality and Will tests one step lower on the die ladder. The duration is doubled from the initial roll.
6	Soldier being tortured	The affected target rocks and moves as if being punched and harmed. Their eyes swell and a small amount of blood dribbles from their mouth and nose. They take 1d4 damage. The horrors of torture race through their mind. This is an instantaneous affect.	Make a Fortitude save, DC same as the previous save. If the target fails they begin screaming until their throat tears and becomes a gurgling noise. Their face becomes beaten and bruised. They take 2d6 damage. Their fingernails are ripped out one by one by an invisible force.
7	Small child playing with a friend	The person giggles and prances around, becoming playful and extremely talkative (annoyingly so) to others. The affected target suffers -2 to stealth or hide rolls. This lasts for 1d2 hours.	Make a second Will save. If the affected target fails, they are possessed with a manic energy. They are unable to remain silent. There is no chance of a successful hide or stealth check. They run and prance screaming gleefully through the forest. The duration is doubled from the initial roll.
8	Man on first date with woman of his dreams	The affected target is elated and nervous, but charming and gracious. All Personality tests gain +2 for the next 1d2 hours.	NA

MEMORIES OF WEEPING FOREST

Roll	Result	Effect	Secondary Effect
9	Mutant being burned at the stake by Eisenbar paladins	The affected target screams and begs. The smell of burnt flesh lingers around them. Their clothing and hair becomes singed. The target takes 1d3 damage per round for three rounds. This is an instantaneous affect.	Make a second Will save. If the affected target fails, their shrieks reach a high and horrific pitch. Their flesh blisters and bubbles. The smell of burning flesh makes others in the area nauseated. The target takes 1d6 damage each round for 4 rounds. If the target dies from this effect, they burst into flames until nothing but a charred skeleton is left.
10	Youth's first kiss	Their lips wet and skin flushes. They become giddy and content. They receive +2 to all Will saves for the next 1d2 hours.	NA
11	Ekrask successful on first hunt, honored among clansmen	Pride and victory fills the affected target's heart. They receive +2 to attack rolls. This lasts for 1d4 hours.	NA
12	Being ordained as a cleric of the Stillborn Unwanted Child	The memory is so strong that the Stillborn Unwanted Child is moved. If the target is injured in the next 24 hours they are healed for 2d4 HP.	NA
13	A lowlife being made to eat his own fingers by a crime boss	The affected target's hands curl and become stiff and painful. They cry and shriek as if in terrible pain. They drop whatever they are holding and fall to the ground. They are unable to act for 1d10 minutes.	Make a second Will save, if the affected target fails they slowly move their Roll 1d4- Odd) right hand; Even) left hand to their mouth and begin to bite off their fingers and eat them. They can be restrained and stopped. The target attempts this for 1d5 minutes. If unrestrained they will eat one finger per minute. Each finger eaten results in 1 point damage.
14	A woman looking on her newborn babe for the first time	The target begins sobbing with joy. The feeling of elation and happiness grants a +2 to bonus to all rolls for 1d3 hours.	Make a second Will save, if the affected target fails they believe that one of the other characters is their newborn babe and will do anything to protect them from harm. This lasts the initial duration.
15	The smell of a delicious meal after a long journey	The smell of hot food makes the target extremely ravenous and craving food. If they have rations or food they begin eating it in earnest.	Make a second Will save, if the affected target fails they not only eat the food in their pack but also twigs, grass, bark, etc. of the forest floor. The target must make a DC 12 Fort save to digest this roughage. There is a 20% chance that something they ate will be toxic. Use the Strange and Interesting Herbs of Hubris table (pg, 243), or for a quick option consult below: 1- Sickened (DC 10 Fort)- failure means target is queasy and has bad indigestion, suffering -1 to all rolls for 8 hours. 2- Extreme (DC 12 Fort)- failure means the target is sick and vomiting constantly, suffering -2 to all rolls for 24 hours. 3- Dangerous (DC 14 Fort)- failure means that the target is suffering from fever, nausea, and hallucinations. The target rolls all checks one step lower on the die ladder and has a hard time distinguishing reality from fantasy. Each hour for 24 hours they must make a Fort save or suffer 1 point of temporary Stamina drain. A Stamina of 0 results in death. 4- Deadly (DC 18 Fort)- failure means the target has eaten something so poisonous that they die in a completely undignified manner. They vomit, scream, lose bladder and bowel control, and then slump to the floor and twitch until the light fades from their eyes. If anyone has a remove poison spell or antidote, it must be used within 1 hour of eating the deadly substance.

Lay of the Land
Weeping Forest of Forgotten Memories

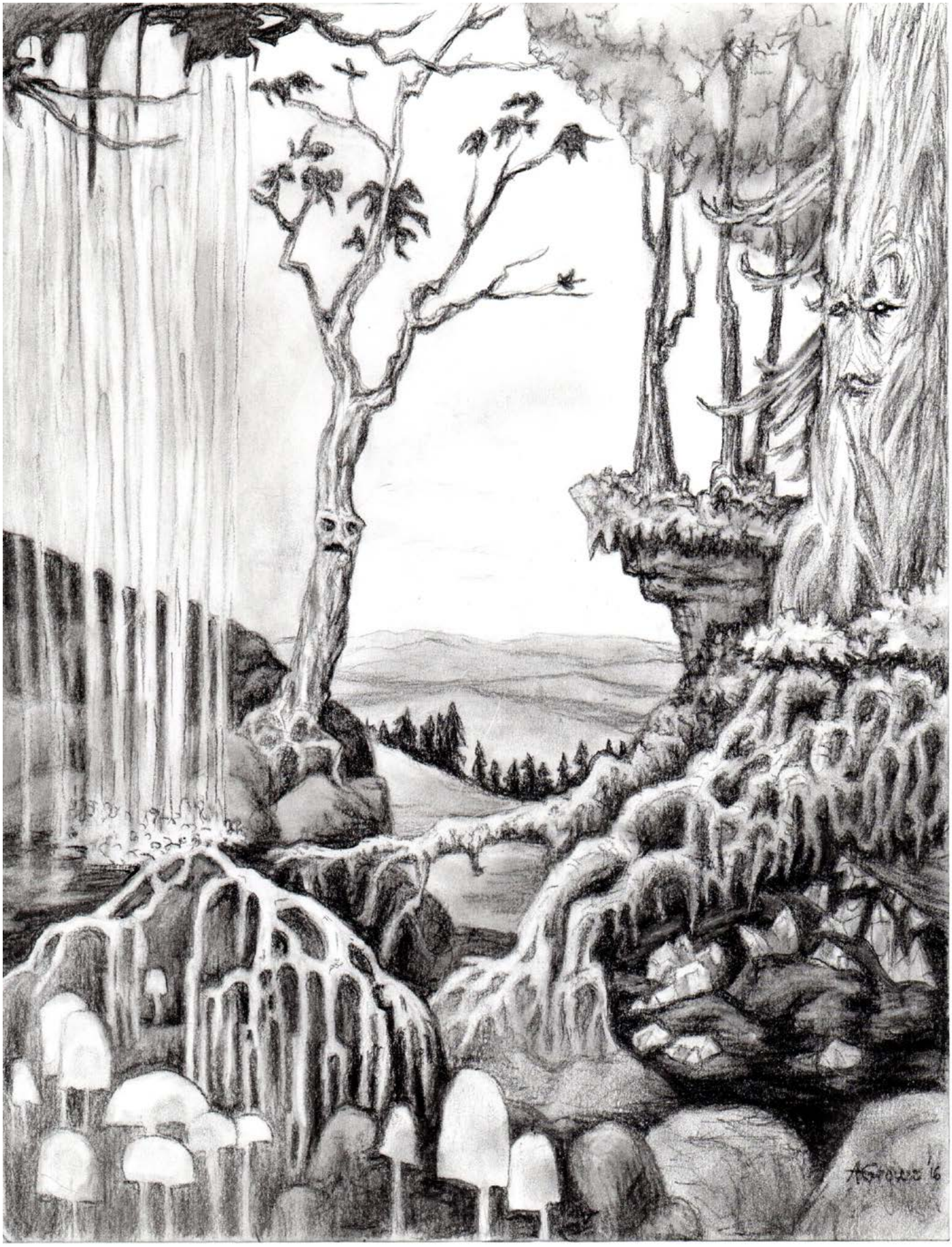
1–15	Dense foliage and lush greenery. Visibility reduced by 75%.
16–17	120' waterfall leads into an immense gully. Targets that view this waterfall must succeed a DC 10 Fort save or will instantly have to pee. For those who fail the roll, make a second save, if the target fails a massive wet stain appears on their pant leg and they will suffer bashfulness, and incur a -2 to all Personality rolls for 1d3 hours.
18–20	Field of large golden mushrooms of varying heights, from 1"- 5' high. 20% these mushrooms form a Fairy Ring. Fairy Rings always have 1d4 fae and 2d6 sprites lurking about to commit mischief.
21–25	A field has been turned into a graveyard for all the downed trees of the forest. The trees are stacked 50' high. A naked dryad stands on one, 20' up the stack
26–27	A rusted gate bars entry to an ancient and weathered crypt.
28–29	All the trees in this area are gnarled and twisted with black bark. The ground is soft and the sweet scent of decay permeates the air.
30	An intricately crafted stone monument rests in an eerily silent field. Even birds will not come near this area.
31–32	A crag leads down to a huge expanse of caves filled with mineral deposits and large chiming crystals. There is a 50% chance that seven creepy little men will be down there mining the deposits.
33–34	Village of people that the Court of Delirium have been allowed to make their home here, most are outlaws or exiles from the various nations. All are immune to the forest's effects while under the protection of the Court.
35	Glade of soft moss and flowers. In the center of the glade is a marble altar; the altar is held up by four exquisitely carved statues. The left corners are held up by two satyrs and the right by two beautiful women. All have looks of great sadness on their face. The horn of a unicorn floats 4" above the altar.
36	A 25' L, 7' H, 7' W block of living flesh of those captured by the fae who have wronged or mistreated the forest and its creatures.
37–40	Stone pillars form a perfect circle around a hot spring. Those that are welcomed by the fae may bathe in these water and are healed of any aliment. Those that are hostile to the fae will be cursed and gain 2 Greater Corruptions (no save).
41	An area of trees with humanoid faces. They are willing to talk to any who have not brought harm to the forest. Their roots lash out at those who mean them harm.
42–45	2d4 houses that have been built in the trunks of large trees, home to a small village of a group of anthropomorphized animals.
46–50	A stream that flows gently through the woods; small amounts of gold are deposited in the waterbed. Successful Int checks will yield 2d14 GP worth of gold per hour.
51–55	A small lake filled with massive lily pads. Frog-man village built around the lake's edge.
56–57	Two small ponds separated by a wooden bridge, the water flows over the bridge from one pond to the other in a swirling arc.
58–60	A small grove of trees that are sentient. All ooze a strange green mist that causes all who breathe it to become calm and relaxed (no save). They move around when bored.
61–62	Massive waterfall and turbulent stream. Water Weird lurking in the rapids.
63	10' ivory tower. Inside the tower is 10x larger that what it appears on the outside.
64–65	Cave that is home to a massive angry nature spirit. The spirit has thorny vines for feet/paws, body of a mountain lion, the head of a bear, and antlers of a moose.
66–67	Ruins of a Fairweather fort that was retaken by the forest after the army disrespected their agreement with the Court of Delirium.
68	The ground is covered in bulbous knotted plant growths. Slicing these open reveals a sweet-smelling and invigorating sap (those who drink the sap are healed for 2d8 HP, loses healing properties after 1 min of being exposed to the air).
69–71	Area of trees with large burls on their bark. The burls are covered in orange succulent fruit.

Weeping Forest of Forgotten Memories

72–74	Massive tree fort built over 200 years ago. This fort is home to a group of rambunctious children that never seem to age.
75–77	Ferns growing in large concentration. Close inspection reveals these plants are made of glass.
78	Altar constructed out of the bones of fallen nature spirits. A sect of radical druid use it as a holy site.
79	Area of the forest has become dank, rotten, and fetid. The Wretched have built a monument to the decay of Hubris.
80	Area that has been undisturbed by sentient life for 1d1000 years. The area is thick with massive spider webs.
81	A massive 340' black-barked tree. Its sap is a thick sulfuric-smelling tar that the Wretched harvest and consume to grant them visions to talk to the corrupted gods of Hubris.
82–83	Wide glade of beautiful wild flowers. 2d6 grazing animals are in the field at any time. The flowers, when dried, have alchemical properties. These plants grant +2 to Make Potion (DCC, pg 223).
84	Deep crag with waterfall leading into a gully. The water smells like rotten flesh, algae clings to most surfaces. Lizards and snakes hiss and croak. A Wretched village rests atop the crag, while something worse lurks below.
85	Dilapidated remains of the Skytower, an observatory used by the Court of Delirium to understand the passing of the cosmos. The Skytower was desecrated hundreds of years ago by Krampus when the Wretched emerged. The stone displays intricately carved faces of various fae creatures. The forest has reclaimed most of the building, as trees and vines are growing around or through the ruins. A large bronze door, gleaming in the sun beckons the curious.
86–88	Small stagnant pond that is home to a gigantic turtle. There are 3d100 frogs and toads croaking and moving around the pond.
89	A small grove of trees covered in thick vines. Skeletons of various creatures are wrapped up in the vines. When any creature nears, the vines twitch.
90	The characters stumble across the Court of Delirium.
91	Large hill that has been made into a winding labyrinth by the Twin Sisters of the Waning Moon, two vicious and sadistic night hags.
92	Small village of lesser fae; may be hostile towards characters depending on their actions while in the forest.
93	The Precious Tree of Life, standing at 400' tall it can be seen even outside of the forest. The Court of Delirium have an outpost of protectors here at all times.
94–96	A battlefield of a long-forgotten conflict between the Court of Delirium and the Wretched. The bodies of the fallen are perfectly preserved and seem fresh. The wounds on their bodies still ooze blood.
97	A small glade. In the center of the glade is a marble pedestal with a single red apple resting atop it.
98	Grove of trees with purple flowers growing thickly on the trunks. The flowers exude an intoxicating smell that is different to each creature (or character).
99	Remains of an Eisenbar Paladin warband. The forest has torn apart most of the bodies and belongings, however there is a 20% change of finding 2d3 useful items and a 5% chance that there is one lesser magical item.
00	The chicken-legged hut of Baba Yaga can be seen in the distance; the characters feel as though they are being watched.

Weeping Forest of Forgotten Memories

1–10	Group of 1d4 sprites approach the characters: Roll 1d4- 1) seeking aid; 2) wanting to trick the characters and bewitch them; 3) having mistaken them for doing wrong against the forest; 4) are curious about their intent.
11–12	A forest spirit sits near a lake. The creature resembles a 20' moose. It is willing to show the way to the lost temple of the Sun God to those who are worthy.
13	10' x 10' moving wall of ants that are more intelligent when bound together. The wall can separate to form 2 humanoid shapes.
14–15	A large hill covered in beautiful wild flowers. It is actually a massive shambling mound.
16–21	A lamentable unicorn of Hubris is sitting on a small island in the middle of a pond, weeping.
22–24	A group of fae loyal to the Court of Delirium. The fae may be hostile towards the characters depending on their actions in the forest.
25	2d10 Wretched walking along side a tainted Shambling Mound. Krampus is riding on the back of this pitiful creature eating the remains of a small child.
26–27	A forest spirit that is 20' tall. It resembles a: Roll 1d4- 1) bear; 2) moose; 3) mountain lion; 4) raven; 5) snake; 6) badger; 7) eagle; 8) a mix of all 7.
28	A group of 2d6 Eisenbar Paladins fighting against creatures of the forest as they attempt to seek the Well of Unfathomable Knowledge.
29–32	2d3 giant and 3d3 medium sized spiders.
33–34	A herd of 2d6 deer. There is a 30% chance they are being stalked by a predator: Roll 1d5- 1) wolves; 2) demon; 3) druid; 4) mountain lion; 5) bear.
35–36	A group of 2d3 adventures who have all become Lost.
37	A group of 2d4+1 Wretched that are sitting on a slowly revolving gigantic wooden top, giggling maniacally.
38–40	The mummified remains of a lost caravan. Mummies can only be spotted in the thick foliage on a successful DC 14 Intelligence roll. The mummies remain perfectly still until victims come within 5'.
41–45	3d3 stirges flying through the trees seeking a fresh meal.
46–47	4d4 man-sized slugs with 2d8 barbed tentacles with small suckers at the ends moving through the forest, their acidic secretions melting everything they touch so the suckers can digest it.
48	A vampire and 3 thralls from Shadowfall seeking the Well of Unfathomable Knoweldge for Depraved Genieva.
49–52	Small Wretched fairies cruelly pulling the wings of giant moths, giggling gleefully as they do it.
53–54	3d5 beastmen wandering through the forest wearing the flesh of various sentient creatures as clothing.
55–57	A grizzly bear corrupted by the Metalphage.
58	A soaked and water-logged bugbear, with distended stomach that sloshes when the creature moves. Inside its belly is a parasitic water weird that will burst out after the bugbear is reduced to ½ HP and will attempt to shove its way down the throat of another creature.
59	Treant corrupted by the Wretched attempts to stalk and throttle the characters when they make camp.
60–62	Skeletal hands burst from the ground and attempt to tear apart the characters (movement reduced by half). After 1d3 rounds 3d10 skeletons rise from the earth.
63	Pine treant sitting atop a large bronze colored mushroom. The treant has burls all over its body that resemble creepily smiling faces.
64–66	Large area of the forest is on fire. There is a 1-in-6 chance that a character will notice a malevolent face in the flames.
67–70	A nervous-looking merchant is being guided to the Court of Delirium by a group of particularly wild-looking fae.
71	A ragged and fierce-looking druid ambushes the characters, accusing them of harming the forest.
72–73	A cluster of 3d100 (butterflies during the day, moths at night) float gracefully in the air. After a few seconds all fall down dead and shatter as if made of glass.



74–76	1d4 large moths flutter at characters from trees, attempt to eat characters' hair, but will go for strong-smelling fruit if a character has that.
77–80	A wizard has released an enraged fire elemental in the forest.
81–82	Fae of the Court of Delirium are fighting a group of Wretched (both groups are equal in number and strength).
83	A red stone colossus from the Canyons of the Howling Red Rock that appears to have been dead for several centuries. Forest growth obscures it from view.
84	A meteorite crashes to the ground within 100' of the characters. The meteorite is made of a durable, yet strong metal. Enough ore can be harvested to make 2d2 suits of armor and 3d3 weapons. If armor is not created, then increase the amount of weapons crafted to 4d4. Increase AC of armor crafted by the meteorite by 1 from the standard equipment lists and decrease Fumble die by one level. Weapons crafted by the meteorite increase damage die one step on the die ladder. There is a 10% chance that a malevolent space entity is on the meteorite that will jump on the back of a target and eat their brain. The target must succeed a DC 20 Fort save to survive. Failure means the target is now under control of the parasite.
85–86	Group of 2d6 Lost that are severely emaciated and barely alive. There is a 20% chance that these poor souls have items worth value.
87	A satyr with auburn-colored hair wishes to make a trade for the Key of the Lucky Thief (pg 264) in exchange for the characters traveling into the ruins of the Skytower (#85 in Lay of the Land- Weeping Forest of Forgotten Memories) and recover the Saturated Sun Stone.
88–91	A predator is stalking the party: Roll 1d6- 1) bear; 2) wolverine; 3) mountain lion; 4) 1d3 wolves; 5) a troll; 6) giant spider.
92–93	The ground in a 5' x 5' area is covered by vicious and highly territorial fire ants that are 6" long.
94	A red-haired fae's head rests on a tree-stump while its body balances atop it. It grins needle-sharp teeth at the characters if they approach.
95	Gigantic spider demon acolyte of the Spider Goddess. The demon will be friendly to any servant of the Spider Goddess or those who exhibit interest in serving its dark master.
96	A forest spirit is being attacked by a band of 2d3 Klind.
97	A giant fae that is made of boulders and dirt sits in the mud, talking to several small blue birds resting in a nest up in a tree.
98	A group of 3d6 fae of the Court of Delirium and He Who Wears the Yowling Crown appear before the characters.
99	A vile naga has taken up home in the forest. The area around her lair is littered with the bones of her victims. The soil and surrounding area is slowly turning into a dank swamp.
00	A gigantic green, yellow, and blue caterpillar rests atop a red and white polka-dotted mushroom, smoking a vibrant purple hookah. Any target that partakes of the hookah must make a DC 14 Fort save. Failure means they become sickened and pass out for 2d4 hours. Success- Roll 1d6: 1) transformed into a giant butterfly (but still with the head of the character) for 2d4 hours; 2) 3d8 edible berries begin growing out of the character's armpits and nose. Each berry restores 1 HP; 3) Hair turns a color of the rainbow (permanently); 4) Personality increased by 1 (permanently); 5) Intelligence increased by 1 (permanently); 6) vomit a thick silk substance that you can use to coat your body. It will harden in 10 minutes and reduce damage taken by 2 for 2d4 hours before it becomes brittle and flakes off.

LOCATIONS

The Well of Unfathomable Knowledge

The well lies in the center of the Weeping Forest of Forgotten Memories. The fae of the Court of Delirium guard this wonder of Hubris from the meddling and aggressive races. Creatures, spells, and traps all protect the well.

Only He Who Wears the Yowling Crown is permitted to bathe in the waters upon his ascension, gaining knowledge and powers suitable to the king of the fae. Any who attempt to bath in waters are subject to many tortures and punishments of the court.

Bathe in the Waters of the Well

1. You gain knowledge long forgotten to the realms of man. The Judge is encouraged to create a hook or secret for the player.
2. You glimpse the cosmos and become aware of 1d4 planes of existence.
3. Your mind is expanded. Increase your Intelligence by 2 (max 18, if already 18 roll all Int checks at one step higher on the die ladder).
4. You become more skilled. Roll 1d6, add that many new skills to your repertoire and treat as occupation skill.
5. You gain a level 1 wizard spell (roll randomly to determine). If not Wizard class roll d20+Int mod (but no class level added). You can spellburn the spell, suffer from failure, misfire, and corruption as per normal rules.
6. You gain the ability to speak telepathically if you succeed on a DC 16 Int check with anyone in a 10 mile radius, so long as you know them.
7. Your knowledge of past and future events makes you extremely aware of the circles of fate. Increase your Luck by 1d4+1 permanently (can go above 18. These points can be burned as normal).
8. Your mind is able to distinguish reality from illusion. You are immune to all illusionary and charm effects.
9. You gain 1 level 2 wizard spell (roll randomly to determine). If not Wizard class roll d20+Int mod (but no class level added). You can spellburn the spell, suffer from failure, misfire, and corruption as per normal rules.
10. You become aware of the location of a grand ruin filled with knowledge and treasure.
11. You know the location of one of the Five Dragons of Hubris.
12. You know the true intentions of the Twisted One.
13. An acolyte of the God of the Terrible Whisper manifests and states that the character has gained an audience with the deity.
14. Make a DC 20 Will save. Failure- Reroll once and learn a secret of 1-13. Success- Reroll twice and gain two secrets of 1-13, but permanently lose 1 Personality point.

Rumors/Adventure Hooks

1. Paladins of Eisenbar are tenaciously pursuing the well. Altor Von Krall, the Anointer of Pain, has ordained that the well is a relic of Drallic the Flayer (pg 203). The Paladins are burning the forest and killing any who get in their way.
2. The well has become contaminated by agents of the Wretched. Any fae who nears the water risks losing themselves and becoming a fiend like their twisted and corrupted brethren. He Who Wears the Yowling Crown is in desperate need of those who may be able to reverse the effects.

The Court of Delirium

The grand high court of the fae constantly flits in and out of reality. When night falls and the forest changes, the court crumbles and fades, turning into a dilapidated and forgotten ruin of crumbling pillars, chipped and weathered stone, fallen statues, and overgrown ivy. When the sun rises the ruins disappear and the court reappears whole, new, and glorious at another location in the forest.

He Who Wears the Yowling Crown presides over the kingdom from his throne of brambles and thorns. The fae are untrusting of the lesser races, knowing them to be foolish, greedy, and violent. While secluded and protected in the forest, they will use the faults of the lesser races to their advantage, often starting conflicts and wars in far away nations, just for the simple pleasure of it.

Those that are in the good graces of the Court are granted immunity to the forest's adverse effects and no longer suffer the assault of another person's memories. This benefit can be taken away in an instant should the characters insult the Court.

Rumors/Adventure Hooks

1. He Who Wears the Yowling Crown did not manifest when the sun rose. There are magical traces of his disappearance, but the fae are in disarray and are willing to strike a deal with outsiders should they help return their king.
2. Krampus, leader of the Wretched has killed the king of the Fae and now wears the Yowling Crown. The forest is darkening, and the animals and Fae are being driven mad and corrupted.
3. The Festival of the Swirling Sun is an important tradition of the Court of Delirium. It celebrates time, life and death, and the natural order. It is customary for a few select participants of the lesser races to be present. That's why the characters find themselves waking up naked, painted gold, and glowing in the middle of a gorgeous green field.



Chapter 4: The Wizard's Spellbook, New Spells, and Patrons of Hubris

The Wizard's Spellbook

A spellbook isn't just a dusty old tome with a bunch of squiggly lines and jibberish that a caster reads and mumbles to be able to summon massive fireballs, bring forth demons, or move mountains. No… these books are filled with weird runes, riddles, bizarre and horrible phrases that lesser minds were not meant to see or know. If a mere mortal without any magical talent or training were to attempt to read these passages they would be driven mad from the images and horrors that assault their mind. Or worse, their eyes catch fire and melt out of their sockets.

It should come as no surprise that a wizard's spellbook is anything but mundane. The wizard casts a ritual when they obtain their spellbook, imbuing it with a sliver of their essence. The book becomes a living thing with a personality and features.

Go to the table that fits the wizard's alignment and roll 1d5 once to figure out the book's cover, appearance, personality, and quirks.

Special Ability

The wizard must succeed on a Luck roll. Success means the caster rolls 1d3 and gains that special ability while the book is in their possession.

The Wizard's Spellbook and Other Spellbooks

If a wizard finds another spellbook, roll on the table below to figure out its personality. The two spellbooks will interact with one another, often striking up conversations, getting in fights, and becoming increasingly jealous of one another.

LAWFUL ALIGNMENT

Roll	Book Cover	Appearance	Personality	Quirks	Special
1	Reflective mirror type material.	Angelic looking female, hair moving gently in a breeze.	Extremely vain. Craves and needs compliments about her beauty.	Needs to see reflection in mirror once per day or gets grumpy.	1) conjure a handheld mirror 1x/day for 1 turn; 2) +1 to persuasion rolls; 3) +1 spell damage against demons
2	Yellowish leather, slightly warm to touch.	Golden sun, flares arc off of the orb.	Proud. Believes in truth and hates lies.	Gives off a slight glow in complete darkness. Boasts about it.	1) lights up like torch when held in hand; 2) Gives +2 to Fort saves resisting cold (environment); 3) +1d3 damage to fire spells
3	Grey binding, rough and pitted.	An old and stern-looking version of the wizard's mother.	Cranky and always frowns and complains.	Constantly corrects the wizard and chastises for wrongdoings.	1) +1 Spellcasting rolls; 2) +1 Will saves; 3) +1 to intimidation on children
4	Book is covered in feathers.	Regal eagle head. Proud and piercing gaze.	Judgmental and stern. Mistrusts people and never forgives liars.	Screeches when fish or small wildlife are near.	1) Can summon 1 fish for food per day; 2) 1x/day- gain +30' range to vision for 1 turn; 3) +1d3 spellcheck against liars
5	Bound in necrotic flesh	The horrific visage of a severed zombie head fills the pages.	Warns of the horrors of undeath and wants the wizard to kill any undead they come across.	Hates undead and moans and wails when they are near.	1) +1 to saves against undead enemies; 2) +1d3 to spellchecks against undead targets; 3) +1d3 to spell damage against undead targets.

NEUTRAL ALIGNMENT

Roll	Book Cover	Appearance	Personality	Quirks	Special
1	Dull grey	A bored, chubby man with lanky greasy hair.	Apathetic, woeful, and doubts the wizard will ever really succeed at anything.	Giggles when the wizard fails at a task. Sighs deeply when they succeed.	1) +2 to saves against spells that change emotions; 2) 1x/day- gain +1 temporary Luck point; 3) 1x/day- ignore 1d4 damage (as reaction).
2	Vibrant red felt	Young girl in a country dress.	Peppy and attempt to shake you out of your neutrality.	Constantly asks questions, and wants to be held up so she can see.	1) 1x/day- increase Personality by +1d3; 2) 1x/day reroll one failed skill or attack roll; 3) +1 to saves against sleep or charm spells
3	Sickly green leather	An ooze undulates across the pages.	Believes that it can tell the future and has experienced all known realities. Is almost never right about outcome.	When the wizard is injured the book oozes with slime.	1) Ignore 2 points of damage against oozes; 2) +1d3 to spell damage against oozes; 3) 1x/day- Allow wizard to reroll failed knowledge check
4	Dull brown fur w/ tails sticking out of the pages	An anthropomorphic ratman sits on the pages, twitching his nose, looking shifty.	Always wants to cut a deal to get out of trouble.	Reluctant to help the wizard for fear of getting caught and tortured. Also afraid of other rats.	1) 1x/day- +1d2 Luck for 1 turn; 2) +1 melee damage to rodents; 3) +1 to spellcasting against rodents
5	The cover is made of rope	A man hanging from a tree, gently swinging back and forth.	The man's voice is hoarse and he makes gargling noises when he talks. He feels he is a coward and constantly fears death.	The book fears that should the wizard be killed, it will experience final death, and pleads with the wizard to hide when there is danger.	1) 1x/day- if the wizard is dropped to 0 HP, they are instantly healed for 2d4 HP ; 2) +2 to saves against suffocation; 3) The wizard talks in a hoarse whisper but those the wizard chooses can hear them clearly.

CHAOTIC ALIGNMENT

Roll	Book Cover	Appearance	Personality	Quirks	Special
1	Blood red leather	Giant, aggressive looking bloodshot eye.	Aggressive and demands satisfaction for wrong-doings against the wizard.	Constantly calls the wizard weak and flawed. Stroking the binding calms it down.	1) 1x/day- +1d3 to melee attack roll; 2) 1x/day- gain +1d3 to all spell damage for 1 turn; 3) +1 to Will saves against spells that calm emotions
2	Bound in human flesh, stitched together	Man being flayed alive by hooks and needles.	In constant pain, laments his existence.	Screams in agony when the wizard is injured. Weeps quietly when the wizard tries to sleep.	1) 1x/day- ignore 1d3 damage per attack for 2d4 rounds; 2) 1x/day- cause target to suffer -1d3 to Will save for 1 round; 3) +1d3 to spell casting against followers of Drallic the Flayer
3	Covered in white fur with black spots	A gnoll's face covers the pages.	Aggressive and desires the wizard to venture out and cause havoc. Whispers about rewards should this be accomplished.	The gnoll takes delight in the suffering of others and lets out a hideous cackling laugh when others are injured.	1) 1x/day- gain ability to track by scent for 1 turn; 2) 2x/day- +1d3 to spell damage; 3) 1x/day- make Luck roll- success, Gnoll leads you to a place and you find a small valuable trinket (worth up to 50 gp).
4	Brown leather with two demonic eyes	A woman giving birth to a demon, sits on the pages and screams as it emerges. As the day progresses she can be seen cuddling the baby, feeding it, or it crawling around the book. This repeats every day.	The woman nurtures the wizard, as only a mother could. Consoling when injured or failure occurs, and celebrating victories.	She becomes enraged and screams at those who injure the wizard, promising diabolical retribution.	1) 1x/day- reroll one failed roll; 2) 1x/day- when a critical is scored, gain +4 on the next roll (not damage); 3) +1d3 to spell casting against angelic targets
5	Black leather with claw marks	A severed, mummified hand with jagged, broken nails and an eye in the palm.	The eye is vindictive and hungers for knowledge above all else. It desires to read books and constantly asks the wizard to read to it or to prop it open in front of a book and turn the pages.	The eye believes it can see the truths in a person's soul.	1) The eye can see into a person's soul. There is a 50% chance it is right about a person; 2) +1 to Intelligence rolls; 3) 1x/day- ability to cast a level 1 spell that the caster doesn't know (including cleric spells). Determine randomly.

Patron Characteristics

When a wizard bonds to a patron (DCC, pg 148) their spellbook becomes contaminated with small traits that match the patron. Consult the list below for patrons and the effect.

Hubris Patrons

- **Charred Maiden** (pg 167)-The book is hot to the touch and smoke wafts out of its pages.
- **Floating Island of Terror** (pg 176)- Small metal tubes burst from the book and connect to the binding. Small amounts of oil drip from the pages.
- **Spider Goddess** (pg 182)- Spiders crawl all over the book and the pages are stuck together with thick spider webs.
- **Twisted One** (pg 189)- Small bumps and growths appear on the book cover, the book's pages gain a fleshy texture.

DCC Patrons

- **Bobugbubilz** (DCC, pg 322)- The book cover becomes bumpy like a toad's flesh. The pages are damp and slimy to the touch.
- **Azi Dahaka** (DCC, pg 330)-The book becomes pitted and aged looking. Dust and sand fall from the book when opened.
- **Sezrekan** (DCC, pg 336)- The cover takes on a semi-ethereal feel, and the book releases a maniacal laugh when opened.
- **The King of Elfland** (DCC, pg 342)- The cover becomes covered in clumps of moss. When the book is opened small ethereal fairies flutter out and then disappear.
- **The Three Fates** (DCC, pg 348)- Three glowing runes appear on the front cover of the book. When it is opened the book floats 2" above the casters hand and splits into three versions.
- **Yddgrrl, the World Tree** (DCC, pg 354)- The cover takes on a bark-like texture. The pages become a patchwork of leaves stitched together.
- **Obitu-Que** (DCC, pg 355)- Five ruby eyes appear on the book cover. The book is wreathed in spectral red fire.
- **Ithha, Prince of Elemental Wind** (DCC, pg 356)- The book hums with power in the hand of the caster. The pages flitter, as if by a gentle wind, and opens to the page the caster was concentrating on.

The spells and patrons of Hubris use the same magic rules as described in the DCC core rule book. A Judge should feel free to include any patron from any other DCC (or 3rd party) product that they so desire.

The new spells in this chapter are: **Furnishings of the Mad Wizard's** (pg 160), **Necrotic Mass** (pg 162), , and **Summon From the Void** (pg 164).

The Patrons of Hubris are conniving, corrupting, and just downright not pleasant. Those who align themselves with such entities are sure to eventually reap their just rewards…

The Patrons of Hubris are: **The Charred Maiden** (pg 167), **Floating Island of Terror** (pg 176), T**he Spider Goddess** (pg 182), and **The Twisted One** (pg 189). Each patron of Hubris has Invoke Patron options, three spells (levels 1-3), patron taint, and spellburn.

FURNISHINGS of the MAD WIZARD

Level 4 (Wizard) **Range:** Varies **Duration:** Varies **Casting Time:** 1 turn **Save:** Will save vs. Spell DC

General Wizard towers are filled with terrible and powerful items from their wizard's studies in the dark arts and their adventures into ruins, dungeons, and other places best left forgotten with time. Of all these items, the most horrific are the pieces of furniture that were once living people; their features still oddly similar to their original countenance and some glimmer of their personality shines through.

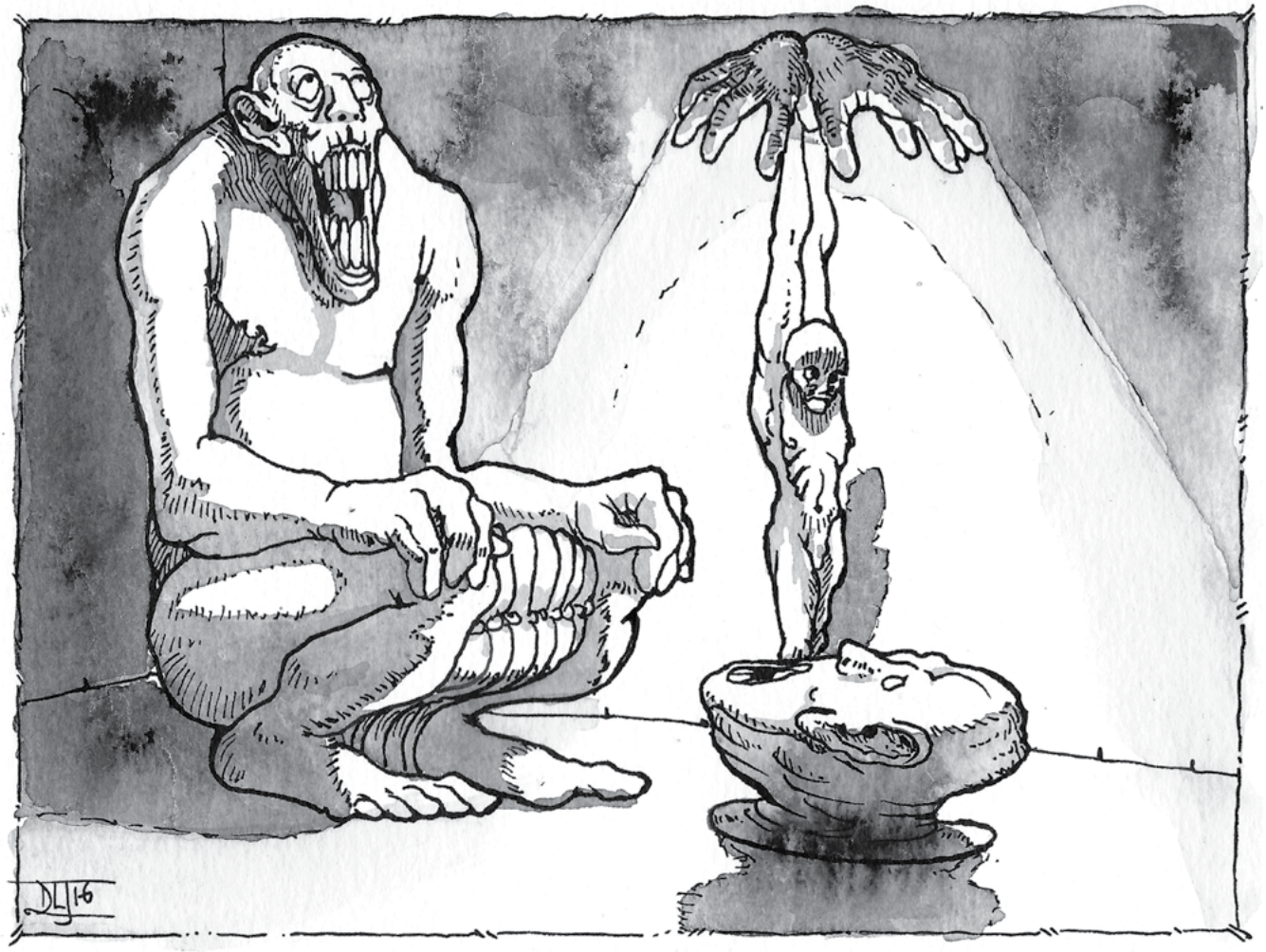
Manifestation Roll 1d4: (1) the target's body cracks and peels away to reveal the new form; (2) the target utters a horrifying scream as their mouth opens and elongates, eventually their body falls limp like discarded clothing, revealing the new form in the center of the heap; (3) the caster blows a fine powder from their hand that transforms the target to glass. The target shatters, revealing their new form; (4) blood wells up from the target's mouth, eyes, ears, and nose as they begin to melt, being reduced to goo on the floor, stirring from the mess is the target's new form.

Corruption Roll 1d5: (1) the caster's legs are transformed into chair legs; (2) the caster's fingers become sharp knives (d4 damage, but can't hold any delicate objects); (3) the caster weighs 300 lbs (but not obese). The same weight as a full wardrobe; (4) smoke and the smell of meat cooking issues from the caster's mouth, nose, and ears; (5) the caster's innards are replaced with clockwork gear and spring.

Misfire Roll 1d4: (1) one of the target's arms is transformed into a meat cleaver (d6 damage); (2) target's head turns into a wood burning stove smokestack; (3) target's teeth turn into fine china and their hands turn into fancy silver dinner cutlery; (4) any object within a 50' radius becomes animated and immediately attempts to attack the caster. Magical items are immune to this spell. Weapons roll allocated damage, while normal objects do 1d2 damage unless the Judge decides otherwise.

1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption+patron taint+misfire; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.
2–11	Lost. Failure
12–17	Failure, but spell is not lost.
18–19	The caster is able to transform one target that is within 30' into a household item of their choice. This effect lasts for 1d3 turns. The target obeys the caster for the duration, but gets a second Will save against any activity that would be too far outside their normal personality.
20–23	As 18-19, but the caster can transform 2-3 targets within a 30' radius into household items. This effect lasts for 2d3 turns. The target(s) obeys the caster for the duration, but get a second Will save against any activity that would be too far outside their normal personality.
24–25	The caster is able to transform up to 10 targets within a 60' radius into household items for 1d4 hours. The target(s) obeys the caster for the duration, but get a second Will save against any activity that would be too far outside their normal personality.
26–28	The caster is able to transform up to one target within 30' line of sight into a household item permanently, or 10 targets within a 60' radius into household items for 2d3 hours. Whichever choice is made, the target(s) obeys the caster for the duration, but get a second Will save against any activity that would be too far outside their normal personality.
29–.33	The caster is able to transform up to three targets within 30' radius into a household items permanently, or 20 targets within a 60' radius into household items for 2d3 days. Whichever choice is made, the target(s) obeys the caster for the duration, but get a second Will save against any activity that would be too far outside their normal personality.
34–35	The caster is able to transform up to 100 targets within 100' radius into household items for 3d10 days. All the targets obey the caster for the duration, but get a second Will save against any activity that would be too far outside their normal personality.
36–37	The caster is able to transform up to 200 targets within 200' radius into household items for 3d10 months, or up to 100 in 100' radius permanently. All the targets obey the caster for the duration, even sacrificing themselves in ways they normally would not.
38+	The caster is able to reach into the deepest realms of perversion and transform all within a 500' radius into household objects permanently. All the targets are completely loyal to the caster, obeying all commands, even sacrificing themselves in ways they normally would not.

Example Household Items	
1	Dresser
2	Cabinet
3	Butcher knife
4	Fork
5	Spoon
6	Desk clock
7	Grandfather clock
8	Wardrobe
9	Chair
10	Stove
11	Teapot
12	Teacup
13	Plate
14	Punch bowl
15	Candlestick
16	Feather duster
17	Pillow
18	Couch
19	Ottoman
20	Table
21	Meat cleaver
22	Butter knife
23	Vase
24	Torch bracket
25	China cabinet
26	Hope chest
27	Rug
28	Bust statue
29	Fine painting
30	Lantern



NECROTIC MASS

Level 3 (Wizard) **Range:** 30' (varies) **Duration:** Varies **Casting Time:** 1 round **Save:** Fort save vs. Spell DC

General The wizard channels the energies of death and alters the cells of the victim within 30' causing a large necrotic mass to grow. The mass is black, painful to the touch, and smells rotten. The mass takes one round to grow and fully form. On the next round the wizard can make the effect that they rolled on the spellcheck occur. A wizard can choose to hold off on the effect as long as they want with the necrotic mass, instead keeping the person alive and using them as a useful tool (see description). Once the mass has grown on the target the wizard can cause the effect to happen at any distance, so long as they are both located on the same plane of existence. The caster must spellburn at least 3 points to cast this spell.

The wizard gains the ability to see and hear through the victim any time they desire. After one month the wizard can make another spell attempt against the target (for a higher result) should they desire. If the wizard rolls a 1 on this spell check, aside from suffering other nasty things listed below, the victim's immune system beats the necrotic mass and it disappears within 1d4 months.

Manifestation Roll 1d4: (1) the wizard vomits a fleshly lump with hundreds of legs. It skitters at the target, climbs up their leg and attaches to their body; (2) the wizard exhales a malignant plume of black smoke that forces its way down the victim's throat and into their lungs; (3) the wizard does a bizarre dance and verbally coaxes the mass, almost lovingly, to grow on the victim; (4) the wizard creates a small doll out of thin air that resembles the intended target. They then touch the area they want the necrotic mass to grow.

Corruption Roll 1d5: (1) the wizard's fingers become fat tumors, making it difficult to use their hands or do fine motor manipulation. They suffer –2 to any roll that fits that description; (2) a massive black tumor grows on the wizard's back, causing them to stoop. It smells like garbage; (3) the wizard's ears become necrotic, melt, and then fall off; (4) the wizard's entire body becomes covered in small protuberant masses; (5) the wizard's tongue swells and becomes covered in boils, making it difficult to talk.

Misfire Roll 1d4: (1) the wizard accidentally casts the spell on an ally; (2) the wizard's hands become large tumors, making it impossible for them to hold anything for 1d4 days; (3) the wizard's eyes become bloated and covered in crust and pus for 1 week, rendering them near blind; (4) a mass grows inside the wizard (as if a 16-17) were rolled on the spell check– this lasts for 1d4 months

1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption+patron taint+misfire; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.
2–11	Lost. Failure
12–15	Failure, but spell is not lost.
16–17	The wizard successfully causes the necrotic mass to grow in a target, dealing 1d6 points of damage. The mass is painful and extremely uncomfortable and causes the target to suffer –2 to all rolls permanently.
18–21	The wizard causes the necrotic mass to bloat, causing it to swell and tear the afflicted victim's tissue and muscle, resulting in 3d6 damage. The mass is extremely uncomfortable and causes targets to make all rolls one step lower on the die ladder permanently.
22–23	As 18-21, but increase the damage to 5d6.
24–26	The wizard is able to link with the necrotic mass and syphon off the life force of the victim. The wizard is healed for 2d4 HP (half of which is drained from the target) per round and gains +4 AC and +4 to Fort save. Once the afflicted target is killed this effect ends after CL rounds have passed.
27–31	The wizard causes the necrotic mass to burst, resulting in 5d10 damage to the victim. If caster is 5HD or higher than the victim, the infected must make a Fort save (DC same as spell result) or die from the damage.
32–33	The wizard uses the necrotic mass to seize control of the victim's motor functions and use them like some perverse marionette puppet. The wizard cannot act during this time, but instead must concentrate on controlling the victim. If the wizard attempts to have the victim harm themselves, they are allowed a Will save vs. the spell result to cancel the effect. The wizard can cancel and use this effect as often as they like, each time allowing the victim a new Will save.

34–35	The wizard causes the necrotic mass to grow to an alarming size and erupt, rupturing the victim's tissue and internal organs, doing 8d10 damage. Blood and pus shoot out of the victim's torn flesh and spray any in a 15' radius. Those targets must make a DC 20 Fort save or also become infected with a necrotic mass that the wizard can now manipulate.
36+	The wizard has gained full control of the necrotic mass and can use it to instantly kill a creature. The afflicted must succeed a Fort save (DC same as the spell check) or die. If the creature succeeds, the wizard cannot attempt to kill them again for 24 hours. Alternatively, the caster can release the ability to control the mass. It then instantly forms into a well-developed tumor and instead allows it to ravage the victim, growing at an alarming rate over the next 2d5 years. During this time the affected makes all rolls two steps lower on the die ladder and cannot do any physical exertion without suffering adverse effects. Should the infected person have any children during this time, they are born with a necrotic mass that the caster can control. At the end of 2d5 years the victim will be completely swallowed by the mass; all that remains is a horrific meaty lump of flesh.

SUMMON FROM the VOID

Level 1 (Wizard) **Range:** 15 **Duration:** Varies **Casting Time:** 1 turn **Save:** See Description

General

You tear open the fabric of reality and summon a horrifying creature from beyond the void. These monstrosities are best left in the dark pits of the Void, undisturbed and undiscovered. Summoning such a beast is foolish and arrogant, but you've got the power and you're going to use it! This dark spell requires a thaumatergic circle that is created during the casting. The circle is a concoction of fine silver fleck (equaling 500 silver pieces), mystic salts, the caster's own blood, and rare and mystic herbs. Once the circle is complete the caster must spellburn at least one point to activate it.

The creature will spawn 15' from the caster at the beginning of the next round after the ritual is complete. The summoned creature is not necessarily under the caster's control. The creature always receives a Will save vs. the spell check result to resist control. If the creature succeeds in its save, it lashes out when summoned. There is a 50% chance it will target the caster before anyone else.

Manifestation

Roll 1d4: (1) a large pulsating sphincter appears from a swirling black cloud in the sky and belches out a slimy creature; (2) a swirling electrical storm manifests as the Void is torn open, and the creature emerges; (3) geysers of blood and bone blast from the ground toward the sky. The creature emerges from the hole; (4) Caster belches a vile cloud of black smoke with droplets of oil falling from it. The creature lumbers out of the cloud.

Corruption

Roll 1d8: (1) caster's head turns into a large spider; (2) caster's flesh erupts in horrible stinking sores that cause pain (-1 to all rolls); (3) large tentacle grows out of the caster's mouth after casting a spell. The caster cannot talk during this time. The tentacle remains for 1d4 turns before becoming necrotic and sloughing off; (4-5) minor corruption; (6-7) major corruption; (8) greater corruption.

Misfire

Roll 1d8: (1) the creature has stirred but goes back to sleep. A second failure at a Summoning Spell (even just a regular failure) and the creature will immediately reawaken and manifest at the caster's location and destroy all within in its grasp; (2) the creature stirs and moves in its sleep causing the caster to catch a glimpse of its realm. The caster must make a DC 16 Will save or become hysteric (temporarily losing 1d6 personality. A roll of a 1 means 1 Personality is lost permanently); (3) the being is not interested in the movement of ants and goes back to sleep; (4) the creature is angered and 2d6 of it appear to rend and tear and feast and kill and bring all sorts of horror to reality; (5) the creature briefly touches our reality and perverts it at the caster's location: Food rots, water turns to dust, and all targets in a 15' radius must make a DC 14 will save or switch bodies permanently; (6) the creature's brief moment of consciousness causes the weather to be completely opposite for the season; (7) the being takes over the caster (unbeknownst to the rest of the party) and seeks to pervert the world. It will do all in its power to form a cult and gain power and open the rift further bring out even more terrible and hideous beings into existence; (8) like swatting a gnat on the wall the creature simply wills the caster out of existence.

1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + much worse + patron taint, (1-2) much worse, (3) corruption, (+4) patron taint (or corruption if no patron).
2–11	Lost. Failure.
12–13	**Base Creature**: One attack (1d3 claws, 1d2 bite). AC 10; Base Attack Bonus and Save Bonus– roll 1d2, these can change based on what is rolled. Creature lasts 1d4+1 rounds. Roll 1d2 for HP (not d4); d3 (not d6) for Form 1; d4 (not d8) for Powers 1; d5 (not d10) for Appendages; d6 (not d12) for Form 2; no d20 roll.
14–17	As 12-13, but creature remains for 2d6 rounds.
18–19	**Base Creature**: Two attacks (1d4 claws, 1d3 bite). AC 10; Base Attack Bonus and Save Bonus– roll 1d4, these can change based on what is rolled. Creature lasts 1d3+1 turns. Roll 1d3 for HP (not d4); d4 (not d6) for Form 1; d6 (not d8) for Powers 1; d8 (not d10) for Appendages; d10 (not d12) for Form 2; roll d8 (not d20) for Powers 2.
20–23	As 18-19 but creature remains for 2d3 turns.
24–27	**Base Creature**: Two Attacks (1d6 claws, 1d4 bite). AC 12; Base Attack Bonus and Save Bonus roll 1d6, these can change based on what is rolled. Creature remains for 2d10 rounds. Roll all dice at appropriate levels.
28–29	As 24-27, but creature remains for 2d3 turns.

30-31	**Base Creature**: Two Attacks (1d8 claws, 1d6 bite). AC 14; Base Attack Bonus and Save Bonus roll 1d8, these can change based on what is rolled. Creature remains for 1 hour. Roll all dice at appropriate levels.
32+	As 30-31, but the creature remains for 2d4 hours.

What the Hell Did I Just Summon?!

Roll one of each the following polyhedral dice as directed by your spell check result: d4, d6, d8, d10, d12, d20

D4 - Hit Points

Roll 1d20 and a d4– add the number on the d20 and the amount determined by the d4 for full HP

1. +15
2. +20
3. +25
4. +30

D6 - Form 1

Consult number on die and choose one of two

1. Glowing/Dark and Shadowy
2. Freezing/Flaming
3. Slimy/Dry and Cracking
4. Necrotic/Pus Leaking
5. Furry/Skin of Maggots
6. Flayed and bleeding/Hard rock-like Skin

D8 - Powers 1

1. Three Attacks (d20/d16/d14)
2. Four Attacks (d20/d20/d16/d14)
3. AC 15 + d8
4. AC 15 + d10
5. Venomous bite (DC 16 Fort save or paralyzed for 2d6 rounds)
6. Half damage from normal weapons
7. Immune to normal weapons
8. Long reach (up to 25 ft) with claws

D10 - Appendages

1. Tentacles
2. Barbed
3. Stinking
4. Infected
5. Snakes
6. Baby Heads
7. Intestines
8. Overlarge
9. Underdeveloped
10. Negative Energy or Smoke

D12 - Form 2

1. Half Goat Man
2. Swirling Wisp of Strange Energy
3. Bulbous Frog With Maggot Eye Stalks
4. Giant Eyeball Dripping Blood
5. Horse Turned Inside Out
6. Giant Stomach With Gnashing Teeth and Black Orb Eyes
7. Your Character's Mother, Beaten, Battered, Dead, and Bloated
8. A Child's Head on a Slimy Spider's Body
9. Strange Pulsating Tumor With a Hundred Legs and Four Hundred Eyes
10. A Hanged Man With No Face, Moaning, His Intestines Trailing on the Ground
11. A Small Body of Writhing and Crawling Insects With the Laugh of a Little Girl
12. Body of a Lion, Centipede Neck, Face of Magic User, Mandibles of Beetle

D20 – Powers 2

1. **Miasmic Cloud (**Choking Cloud– DCC, pg 134)- spellcheck roll 1d20+1d10+1d6
2. **Fire Breath** (3d6)
3. **Spits Acid** (2d8– Armor is permanently reduced by 1/2 damage)
4. **Gaseous Form** (at will)
5. **Invisibility** (at will) (DCC, pg 172)- spellcheck roll 1d20+1d10+1d6
6. **Swallow Creature Whole** (on natural 20 or if attack is successful by 10 or more)
7. **Immunity to Magic**
8. **Charm Person** (DCC, pg 131)- spellcheck roll 1d20+1d10+1d6
9. **Lightning Bolt** (DCC, pg 222)- spellcheck roll 1d20+1d10+1d6
10. **Horrific Visage** (Scare (DCC, pg 191)- spellcheck roll 1d20+1d10+1d6
11. **Monster Summoning** (DCC, pg 184)- spellcheck roll 1d20+1d10+1d6– always summons a form of undead
12. **Make Like Thyself**- Attacks start transforming target into summoned being (under its control)- each attack target must succeed a DC 18 Will save or lose 1d3 Personality, when at zero, becomes creature.
13. **Control Fire** (DCC, pg 238)- spellcheck roll 1d20+1d10+1d6
14. **Aging**- Attacks cause target to age 1d10 years. DC 20 Fort save to resist.
15. **Transmute Earth** (DCC, pg 244)- spellcheck roll 1d20+1d10+1d6
16. **Fireball** (DCC, pg 216)- spellcheck roll 1d20+1d10+1d6
17. **Summoning** (as this spell, but under control of the beast and not the caster)
18. **Impregnates** (DC 20 Fort save or now carrying a creepy hellish offspring in your belly, man or woman. Bursts forth in 2d5 days fully formed, carrier takes 10d10 damage)
19. **Planar Step** (DCC, pg 225)- spellcheck roll 1d20+1d10+1d6
20. **Death Touch** (one time- no save- Summoned Creature immediately returns to the Void)



The CHARRED MAIDEN

The tale of Baroness Helena the Fierce speaks of her depravity for consuming the souls of innocent children. Terrified villagers still recall their grandparents' stories of the haunting lullabies the baroness would sing as she devoured the souls of the local children. In desperation the villagers turned to the aid of Eisenbar Paladins, who sealed the baroness, her servants, and the imprisoned children in her keep and set it ablaze. The tales speak of a fire that raged for 3 days and of Helena's screams filling the ears of onlookers as the keep crumbled to ash and ruin.

The Charred Maiden is the vengeful spirit of the baroness; full of hatred and wrath. It is said that the burnt visage of the Baroness still lingers, beckoning hapless children to the ruins of her keep, which still smokes and smolders over one hundred years later.

To bond with the Charred Maiden, the caster must travel to the ruins of her smoldering keep, grasp red hot clumps of rock, and cast the ritual when the full moon has reaches its zenith.



INVOKE PATRON CHECK RESULTS

12–13	The Charred Maiden channels the energies of consumed souls into the caster. The caster's flesh grows red and hot as small bits of ash, wisps of smoke, and floating embers drift in the wind. The caster is invigorated with +1d6 Stamina for the next hour. This may be spellburned normally.
14–17	Choking smoke billows from behind the caster. All targets in a 30' radius around the caster begin choking and must make a DC 14 Fort save each round or suffer –1d3 Stamina damage, targets that are reduced to zero Stamina fall unconscious for 1d6 hours. While in the smoky area all targets are blinded and roll all attacks one step lower on the die ladder. The caster is immune to these effects.
18–19	The caster channels the ire of the Charred Maiden at an intended target. The target must succeed at a DC 14 Fort save or be burnt from inside out, taking 2d10 fire damage.
20–23	The caster's flesh becomes burnt, hardened, and charred. The caster takes no damage from the next three successful attacks. This effect lasts 24 hours. After the attacks are successfully absorbed the caster's flesh returns to normal.
24–27	The caster becomes wreathed in flames, causing anything within in 5' to take 1d6 fire damage per round. These flames will ignite any flammable substance. Any items on the caster's person are immune to this effect. This lasts for CL rounds or until the caster cancels the effect.
28–29	The melee weapons of the caster and all allies within 30' radius are wreathed in blue flames for 2d5 rounds. Targets hit by the blue flame must make a DC 16 Fort save, failure results in an additional 2d5 damage that heals the attacker.
30–31	The Charred Maiden grants the caster the ability to cast Fireball (DCC, pg 216) as a spell for the next 24 hours. If the wizard already knows this spell, they receive a +5 to their spell check roll. They still suffer all effects of misfire and corruption associated with the spell.
32+	The Charred Maiden sends a faithful servant from the depths of fiery abyss, a fire salamander, a vicious creature with the head, arms and torso of a man connected to the body of a giant salamander lizard. Its flesh is burned and covered in patches of molten rock and fire. While in the presence of the salamander, the caster is granted an additional 2d10 HP. The salamander remains for 2d6 rounds and fights alongside the caster with depraved savagery. **Salamander: Init** +3; **Atk** spear +8 (1d8+2 plus fire dmg), tail +6 (2d6+2 plus fire); **AC** 18; **HD** 6d10; **MV** 30'; **Act** 2d20; **SP** Fire- salamander generates so much heat that its touch causes 1d6 additional points of damage. The creature's metallic weapons conduct heat, it is immune to fire damage, and only half damage from normal weapons; **SV** Fort +8, Ref +7, Will +5; AL C.

PATRON TAINT

When patron taint is indicated for the Charred Maiden, roll 1d6 on the table below. When a caster has acquired all six taints at all levels of effect, there is no need to continue rolling any more.

Roll	Result
1	After casting a spell, the caster's breath becomes raspy and ragged as though their lungs have been charred. This lasts 1d6 rounds. If this is rolled a second time the caster's breathing becomes even more raspy and labored. They suffer –2 to all hiding checks. The effect is now permanent. If this is rolled a third time, black smoke wafts from the caster's mouth and nostrils as they breathe. Stamina checks and Fort saves are rolled one step lower on the die ladder.
2	The caster's skin becomes red, blistered and uncomfortably warm to the touch (as from second degree burns). The caster suffers –1 to all rolls due to pain. If this is rolled a second time the caster's flesh blisters, stretches, and develops large blanching patches (as from third degree burns). The caster now suffers –2 to all rolls due to pain. If this is rolled a third time the caster's body is consumed by flames and they emerge charred, with bits of bone and melted fat exposed (as from fourth degree burns). The caster loses all feeling in their body. The judge now tracks the wizard's HP as they are no longer able to tell how injured they have become.
3	The Charred Maiden hungers for the souls of children. Each day the caster can consume the soul of a child. The touch of the caster ages a child 1d6 years should they fail a DC 10 Will save. The caster is granted half of that as temporary HP for 24 hours. If this is rolled a second time, the DC that the child must succeed is increased to 12 and the child ages 2d12 years. If this is rolled a third time the DC is increased to 14 and the child ages 2d20 years.

4	The caster's spell brings forth the suffering of the Charred Maiden. After casting any spell there is a 10% chance that the Charred Maiden's shrieks of agony fill the area. All targets in 120' radius must make a DC 14 Will save or become shaken for 1 round. If this is rolled a second time, there is a 35% chance the shrieks of the Charred Maiden are heard. After her shrieks fill the air, smoke begins to rise from the ground, reducing visibility by 50%. If this is rolled a third time, there is a 50% chance that the area will burst into flames as the Charred Maiden shrieks in agony. While in the flame, targets take 1d6 damage per round. The flame and smoke causes visibility to be reduced by 75%.
5	After casting any spell, the temperature in an area equal to CL x 20' rises by 30 degrees. If this is rolled a second time the temperature is increased by 50 degrees. If this is rolled a third time the temperature is increased 80 degrees. The Judge can ask for DC 14 Fortitude saves while in this area. Failure results in 1d4 temporary Stamina damage. Once out of the area, characters regain Stamina after 1 hour of rest.
6	The caster's flesh smells like burned flesh. While unpleasant, it is not horrible enough to shy people away. If this is rolled a second time the smell becomes terrible and choking. The caster suffers –2 to all Personality checks and people attempt to keep their distance from the caster. If this is rolled a third time, people gag and cover their face when they walk by. The caster makes all Personality checks at one step lower on the die ladder.

Patron Spells: Charred Maiden

Charred Maiden grants three unique spells, as follows:

- **Level 1** – Lullaby
- **Level 2** – Souls of the Consumed
- **Level 3** – Demonic Embrace

SPELLBURN: THE CHARRED MAIDEN

Roll	Results
1	The caster spontaneously combusts and is wrapped in flame. Their flesh sizzles, pops, and melts (expressed as Strength, Stamina, and Agility loss). Their visage returns to normal on the next round.
2	The caster is levitated into the air and their soul is drawn out of their body as balls of wispy light (expressed as Strength, Stamina, and Agility loss).
3	The caster must consume souls to in order to regain their spent attribute points. While the Charred Maiden prefers the souls of innocent children, she will allow the caster to feast on the souls of any innocent humanoid. Adult targets are allowed a DC 12 Will save, failure means they age 1d3 years. Children targets are allowed a DC 14 Will save, failure means they age 1d6 years. The drained years replenishes that amount of spent ability\ points. Spent ability points cannot be regained any other way until replenished through this manner.
4	The Charred Maiden desires vengeance against those who thwarted her machinations. To achieve this the caster must kill an Eisenbar Paladin. This must be accomplished in 3d4 days or all physical attributes are reduced to 3, as if spellburned, and are regained at their normal rate.

LULLABY

Level 1 (The Charred Maiden) **Range:** 60' Radius **Duration:** Varies **Casting Time:** Sustained **Save:** WIL vs. Spell Result

General

The caster begins to sing the lullabies that Baroness Helena the Fierce used to calm children and coax them into her midst. This spell varies in effect and grows more powerful each round. The caster must maintain concentration and sing continuously. If the caster is attacked they must make a Will save (DC damage taken) to maintain the spell's effects.

Targets are allowed a new Will save each round a new effect takes place. A success only grants them immunity to the current effect. If they failed any saves in the previous round(s), they still suffer those adverse effects.

Manifestation

Roll 1d5: (1) the caster's voice is hauntingly beautiful and seemingly ethereal; (2) the caster's voice is raspy and haggard, like their voice box has been burnt to a crisp; (3) the ground behind the caster turns red hot and the physical manifestation of the Charred Maiden rises from the bowels of Void and begins singing; (4) the children that perished in the fire with the baroness appear out of the shadows behind the caster and begin singing; (5) all the caster's allies begin singing. In order to talk they must make a Will save (DC Spell check result) to break the effect. So long as one ally keeps singing for the duration, the spell works. The caster still must make the Will save if the ally is struck by an attack to avoid interruption.

1	Lost, failure, and patron taint.
2–11	Lost. Failure
12–13	Failure, but spell is not lost.
14–17	First round: The singing causes the targets to lose the will to fight, suffering –2 to their attack rolls. This continues as long as the caster sings. Second round: The targets begin to trust the caster, suffering –2 to all further Will saves for 1d4 rounds.
18–19	First round: The singing causes the targets to lose the will to fight, suffering –4 to their attack rolls. This continues as long as the caster sings. Second round: The targets begin to trust the caster, suffering –2 to all further Will saves for 2d3 rounds. Third round: Smoke begins to drift up from the floor, reducing targets' vision by 25%.
20–23	First round: The singing causes the targets to lose the will to fight, suffering –4 to their attack rolls. This continues as long as the caster sings. The targets begin to trust the caster, suffering –4 to all further Will saves for 2d5 rounds. Second round: Smoke begins to drift up from the floor, reducing targets vision by 50%. Third Round: The targets become disoriented, not recognizing friend or foe; there is a 25% chance they'll attack one of their own.
24–27	First round: The singing causes the targets to lose the will to fight, suffering –4 to their attack rolls. This continues as long as the caster sings. The targets begin to trust the caster, suffering –4 to all further Will saves for 2d5 rounds. Second round: Smoke begins to drift up from the floor, reducing targets vision by 50%. Third Round: The targets become disorientated, not recognizing friend or foe, there is a 25% chance they'll attack one of their own. Fourth Round: The targets are stunned and unable to act for 1d4 rounds.
28–29	First round: The singing causes the targets to lose the will to fight, suffering –4 to their attack rolls. This continues as long as the caster sings. The targets begin to trust the caster, suffering –4 to all further Will saves for 2d5 rounds. Second round: Smoke begins to drift up from the floor, reducing targets' vision by 50%. Third Round: The targets become disorientated, not recognizing friend or foe; there is a 50% chance they'll attack one of their own. Fourth Round: The targets are stunned and unable to act for 1d6 rounds. Fifth Round: Wisps of bluish light begin flying out of the targets' mouth and heading towards the caster, injuring each target for 1d3 damage. Each orb heals the caster for 1 HP.
30–31	First round: The singing causes the targets to lose the will to fight, suffering –4 to their attack rolls. This continues as long as the caster sings. The targets begin to trust the caster, suffering –4 to all further Will saves. This effect lasts as long as the caster sings. Second round: Smoke begins to drift up from the floor, reducing targets' vision by 50%. Third Round: The targets become disoriented, not recognizing friend or foe; there is a 75% chance they'll attack one of their own. Fourth Round: The targets are stunned and unable to act for 2d5 rounds. Fifth Round: Wisps of bluish light begin flying out of the target's mouth and heading towards the caster, injuring each target for 1d6 damage. Each orb heals the caster for half that amount in HP (min 1 HP). Once at full HP, each orb grants a +1 bonus on the next spell they cast within 24 hours as if spellburned.

32+	First round: The singing causes the targets to lose the will to fight, suffering –4 to their attack rolls. This lasts as long as the caster sings. The targets begin to trust the caster, suffering –4 to all further Will saves. This effect lasts as long as the caster sings. Second round: Smoke begins to drift up from the floor, reducing targets' vision by 75%. Third Round: The targets become disoriented, not recognizing friend or foe; there is a 75% chance they'll attack one of their own. Fourth Round: The targets are stunned and unable to act for 2d5 rounds. Fifth Round: Wisps of bluish light begin flying out of the targets' mouth and heading towards the caster, injuring each target for 2d5 damage. Each orb heals the caster for half that amount in HP (min 1 HP). Once at full HP, each orb grants a +1 bonus on the next spell they cast within 24 hours as if spellburned. Sixth Round: The ground underneath the targets bursts into flame, causing 2d10 damage (Ref save DC Spell check result for half damage– this is instead of the normal Will save). Targets 1 HD and below are not allowed a save; they are consumed in the wild fire and die.

SOULS of the CONSUMED

Level 2 (The Charred Maiden) **Range:** 30' or more **Duration:** Varies **Casting Time:** 1 rounds **Save:** See Description

General The malignant spirits of the children the Charred Maiden consumed come to the aid of the caster. Each child that appears is ghostly, bloodied, consumed by pure evil, and is wielding a jagged, blood-splattered dagger.

Manifestation Roll a d4: (1) like the scurrying of rats, the children are heard coming from the shadows, scuttling towards their target(s); (2) the caster vomits a number of maggots that quickly grow in size then burst, revealing the horrid child inside; (3) the children manifest out of thin air right above their target(s), giggling; (4) a piece of the ruined keep burst from the ground, flames licking hungrily for more flesh, as the rage-filled children run from the flames towards their target.

1	Lost, failure, and patron taint.
2–11	Lost. Failure.
12–13	Failure, but the spell is not lost.
14–15	A single child appears and makes one attack at a +1, doing 1d4 damage and then vanishes back to the pits of Void. If the attack is successful, the target takes 1d4+1 additional damage next round then must succeed at a Fort Save vs. the spell result each round or continue to suffer the additional damage. This lasts for 1d4 rounds.
16–19	Two children appear and make one attack each round at a +2, doing 2d4 damage each round for 2 rounds and then vanish back to the pits of Void. This is resolved as one attack in total, rather than each child making a separate attack. If the attack is successful, the target takes 1d4+2 additional damage next round then must succeed at a Fort Save vs. spell result each round or continue to suffer the additional damage. This does not stack if several attacks land. This lasts for CL rounds.
20–21	Three children appear and make one attack each round at a +3, doing 3d4 damage each round for 3 rounds and then vanish back to the pits of Void. This is resolved as one attack in total, rather than each child making a separate attack. If the attack is successful, the target takes 1d4+3 additional damage next round then must succeed at a Fort Save vs. spell result each round or continue to suffer the additional damage. This does not stack if several attacks land. This lasts for CL rounds. The caster can indicate a different target each round as long as the targets are no more than 30' from the caster.
22–25	Four children appear and make one attack each round at a +4, doing 3d6 damage each round for 3 rounds and then vanish back to the pits of Void. This is resolved as one attack in total, rather than each child making a separate attack. If the attack is successful, the target takes 1d6+4 additional damage next round then must succeed at a Fort Save vs. spell result each round or continue to suffer the additional damage. This does not stack if several attacks land. This lasts for CL rounds. The caster can indicate a different target each round as long as the targets are no more than 30' from the caster. When the children appear all within 30' must make a Will save vs. the spell result or become horrified, suffering –2 to all attack rolls and future Will saves for 1d4 rounds.
26–29	Five children appear and make one attack each round at a +5, doing 4d6 damage each round for 3 rounds and then vanish back to the pits of Void. This is resolved as one attack in total, rather than each child making a separate attack. If the attack is successful, the target takes 1d6+5 additional damage next round then must succeed at a Fort Save vs. spell result each round or continue to suffer the additional damage. This does not stack if several attacks land. This lasts for CL rounds. The caster can indicate a different target each round as long as the targets are no more than 30' from the caster. When the children appear all within 60' must make a Will save vs. the spell result or become horrified, and roll all attacks and Will saves one step lower on the die ladder for 1d4 rounds.
30–31	Five children appear and make one attack each round at a +5, doing 4d6 damage each round for 4 rounds and then vanish back to the pits of Void. This is resolved as one attack in total, rather than each child making a separate attack. If the attack is successful, the target takes 1d6+5 additional damage next round then must succeed at a Fort Save vs. spell result each round or continue to suffer the additional damage. This does not stack if several attacks land. This lasts for CL rounds. The caster can indicate a different target each round as long as the targets are no more than 60' from the caster. When the children appear all within 60' must make a Will save vs. the spell result or become horrified, and roll all attacks and Will saves one step lower on the die ladder for 1d4 rounds.

32–33	Six children appear and make one attack each round at a +6, doing 4d8 damage each round for 4 rounds and then vanish back to the pits of Void. This is resolved as one attack in total, rather than each child making a separate attack. If the attack is successful, the target takes 1d6+6 additional damage next round then must succeed at a Fort Save vs. spell result each round or continue to suffer the additional damage. This does not stack if several attacks land. This lasts for CL rounds. The caster can indicate a different target each round as long as the targets are no more than 60' from the caster. When the children appear all within 90' must make a Will save vs. the spell result or become horrified, and roll all attacks and Will saves one step lower on the die ladder for CL rounds.
34+	One hundred children appear and attempt to drag any enemy of the caster within a 30' radius back into the depths of the Void with them. Targets with 3 HD or less are automatically dragged beneath the ground, or into the shadows, their screams echoing throughout the area. Creatures of 4 HD or higher receive a DC 20 Reflex save to avoid being pulled down. If the save is successful, the target(s) take 5d8 damage. If the damage is sufficient to kill them, they are pulled down to the depths of the Void.

DEMONIC EMBRACE

Level 3 (The Charred Maiden) **Range:** See Text **Duration:** Varies **Casting Time:** 3 rounds **Save:** See Text

General	The caster calls forth the power of the Charred Maiden and allows a demonic presence to enter their body, giving them strength and abilities beyond their dreams, but sometimes at a terrible price.
Manifestation	Roll a d4: (1) red flaming hands burst from the caster's abdomen and claw their way out, revealing the demon underneath; (2) the caster's flesh bubbles and blisters, eventually melting off in a thick stinking goo; (3) A large spout of fire erupts underneath the caster's feet, when the smoke dissipates, the demon stands before all to see; (4) a portal of fire appears beneath the caster and a large flaming hand grabs their ankle and pulls them, screaming and flailing, into the Void. Rising up in the caster's place is a horrific demon.

1	Lost, failure, and patron taint.
2–11	Lost. Failure.
12–15	Failure, but spell is not lost.
16–17	A blast of steam hits all targets within 15' centered around the caster for 2d6 damage. Targets in this area take 1d4 damage per round for 1d4 rounds. All metallic equipment (weapons and armor) become warm and uncomfortable, but no other effects. The caster's form remains the same, but gains traits of a Type I demon (DCC, pg 401) and claws (d6 damage), but no other traits (DCC, pg 404). Increase attack modifier (if lower than demon's) to what is displayed on Demon Statistics (DCC, pg 404). While in demonic form the caster loses the ability to cast any of their spells. The caster remains in demonic form for 2d2 rounds. Once the possession has ended the caster must make a Fort Save vs. spell check or suffer a demonic contamination (pg 274).
18–21	A blast of steam hits all targets within 30' centered around the caster for 3d6 damage. Targets in this area take 1d6 damage per round for CL rounds. All metallic equipment (weapons and armor) become warm and uncomfortable, but no other effects. The caster's form remains the same, but gains traits of a Type I demon (DCC, pg 401) and rolls on Tables 9-13 Basic Attack and 9-14 Special Attacks (DCC, pg 404). Increase attack modifier (if lower than demon's) to what is displayed on Demon Statistics (DCC, pg 404). While in demonic form the caster loses the ability to cast any of their spells. The caster remains in demonic form for 2d3 rounds. Once the possession has ended the caster must make a Fort Save vs. spell check or suffer a demonic contamination (pg 274).
22–23	A blast of fire hits all targets within 15' centered around the caster for 3d8 damage. There is a 30% chance targets in the area catch fire. Targets in this area take 1d8 damage per round for CL rounds. All metallic equipment (weapons and armor) become warm and uncomfortable initially. If still in the area after three rounds the metal becomes superheated and the targets are unable to hold onto it. If they attempt to hold onto the metallic object(s) they take a further 1d6 damage each round until they release the object. The caster fully transforms into a Type II demon (DCC, pg 401) and rolls on Tables 9-11 through 9-14 (DCC pg 404). Once the possession has ended the caster must make a Fort Save vs. spell check or suffer a demonic contamination (pg 274).
24–26	A blast of fire hits all targets within 30' centered around the caster for 3d8 damage. There is a 30% chance that targets in the area catch fire. Targets in this area take 1d8 damage per round for CL rounds. All metallic equipment (weapons and armor) become warm and uncomfortable initially. If in the area on the second round, the metal becomes superheated and the targets are unable to hold onto it. If they attempt to hold onto the metallic object(s) they take a further 1d6 damage each round until they release the object. The caster fully transforms into a Type II demon (DCC, pg 401) and rolls on Tables 9-11 through 9-14 (DCC, pg 404). Once the possession has ended the caster must make a Fort Save vs. spell check or suffer a demonic contamination (pg 274).
27–31	A blast of fire hits all targets within 30' centered around the caster for 3d10 damage. There is a 30% chance that targets in the area catch fire. Targets in this area take 1d10 damage per round for CL rounds. All metallic equipment (weapons and armor) is instantly superheated and the targets are unable to hold onto it. If they attempt to hold onto the metallic object(s) they take a further 1d8 damage each round until they release the object. The caster fully transforms into a Type III demon (DCC, pg 401) and rolls on Tables 9-11 through 9-14 (DCC, pg 404). Increase attack modifier and AC (if lower than demon's) to what is displayed on Demon Statistics (DCC, pg 404). While in demonic form the caster is able to cast spells normally. The caster remains in demonic form for CL rounds. Once the possession has ended the caster must make a Fort Save vs. spell check or suffer a demonic contamination (pg 274).

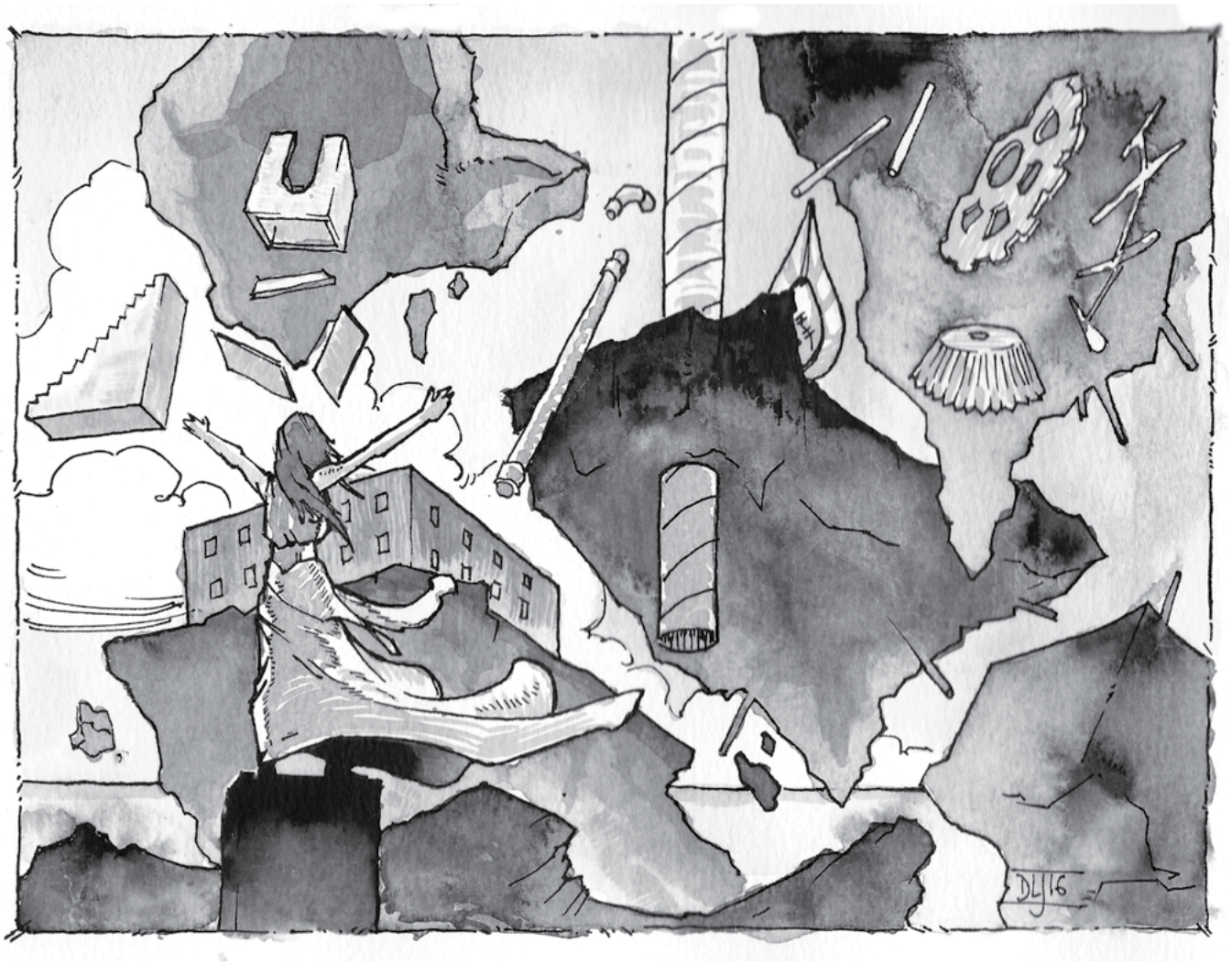
32–33	A blast of fire hits all targets within 60' centered around the caster for 3d10 damage. There is a 30% chance that targets in the area catch fire. Targets in this area take 1d10 damage per round for CL rounds. All metallic equipment (weapons and armor) is instantly superheated and the targets are unable to hold onto it. If they attempt to hold onto the metallic object(s) they take a further 1d8 damage each round until they release the object. The caster fully transforms into a Type III demon (DCC, pg 401) and rolls on Tables 9-11-9-14 (DCC, pg 404). Increase attack modifier and AC (if lower than demon's) to what is displayed on Demon Statistics (DCC, pg 404). While in demonic form the caster is able to cast spells normally. The caster remains in demonic form for 2d2 turns. Once the possession has ended the caster must make a Fort Save vs. spell check or suffer a demonic contamination (pg 274).
34–35	A blast of fire hits all targets within 60' centered around the caster for 3d10 damage. Targets in this area take 1d10 damage per round for CL rounds. All metallic equipment (weapons and armor) is instantly superheated and the targets are unable to hold onto it. If they attempt to hold onto the metallic object(s) they take a further 1d8 damage each round until they release the object. The caster fully transforms into a Type IV demon (DCC, pg 401) and rolls on Tables 9-11 through 9-14 (DCC pg 404). Increase attack modifier and AC (if lower than demon's) to what is displayed on Demon Statistics (DCC, pg 404). While in demonic form the caster is able to cast spells normally. The caster remains in demonic form for 2d3 turns. Once the possession has ended the caster suffers a demonic contamination (pg 274), no save allowed.
36+	A blast of fire hits all targets within 60' centered around the caster for 3d12 damage. There is a 30% chance that targets in the area catch fire. Targets in this area take 1d12 damage per round for CL rounds. All metallic equipment (weapons and armor) is instantly superheated and is granted a DC 20 save or melts into molten metal causing the target to take a further 2d8 damage. Magical items are immune to melting. However, the wielder still suffers the damage due to heat. The caster fully transforms into a Type V demon (DCC, pg 401) and rolls on Tables 9-11 through 9-14 (DCC, pg 404). Increase attack modifier and AC (if lower than demon's) to what is displayed on Demon Statistics (DCC, pg 404). While in demonic form the caster is able to cast spells with a +5. The caster remains in demonic form for 2d5 rounds. Once thepossession has ended the caster suffers two demonic contaminations (pg 274), no save allowed.

FLOATING ISLAND of TERROR

For millennia the creature slept in the bowels of the earth, forgotten and imprisoned until a hunger so fierce awoke the beast from its slumber and made it reach out to the individual who craved power. A covenant was struck and a powerful ritual was cast. Through sacrifice, blood, and fear the Black Queen ripped the creature and its prison free of the land. Thus the Floating Island of Terror was born.

Hovering high above Hubris, It belches out soot and pollution as It and the Black Queen feed on the fear of her subjects. Large smoke stacks, pipes, and gears all hum, clang, and clatter as this immense landmass drifts across the skies producing wheellock weaponry, armor, and the dreaded Murder Machines for the cunning queen.

The Floating Island of Terror hungers for more sources of food, to spread Its corruptive technology throughout the land, and to leave Its blighted mark on Hubris forever.



INVOKE PATRON CHECK RESULTS

12–13	The caster's face burns and melts away to reveal a metallic mask. Steam and soot gently waft from the mouth piece. The caster no longer requires oxygen to breath and gains low-light and infravision. This lasts for 24 hours.
14–17	The caster's entire body burns, bubbles, and melts away to reveal a full metallic body underneath. The caster gains the benefits of 12-13 above and increases his armor class by 4. This does not impede with spell casting rolls. This lasts for 24 hours.
18–19	Metal sprockets, piping, and gears protrude and lance out of the caster's arms, constantly removing large chunks of flesh and muscle. After 1 round the caster's arms are transformed into wheellock rifles. The caster can make an attack with each gun and is treated as if they have a 16 in Agility for the use of two-weapon fighting. The guns automatically reload themselves in 1 round through a series of complex gears and mechanisms after the shot is fired. Damage is 2d10, take higher of the two as damage. This lasts for 1d3+1 rounds.
20–23	Slimy oil-slicked tubes shoot out of the caster's hands. On a successful attack (+2) the tubes force their way down the target's mouth. The target takes 2d6 damage, while the caster is healed for that much. The target makes a DC 16 Fort save. If successful, the target only takes half damage. This lasts 1d3 rounds.
24–27	The caster is able to belch out a thick rolling cloud of soot and smog in a 15' cone. Anybody caught in this thick plume of pollution must make a DC 16 Fort Save or become sickened and blinded, suffering –3 to all rolls. This lasts for 1d3 rounds.
28–29	The caster is able to belch out a thick rolling cloud of soot and smog in a 15' cone. Anybody caught in this thick plume of pollution must make a DC 16 Fort save or become sickened and blinded, suffering –3 to all rolls. The ground in a 20' radius becomes coated in a thin film of slick oil as the pollution settles. Targets in the area must make a DC 16 Ref save or fall prone. Movement is reduced to 1/2 in the area. This lasts for a number of rounds equal to the CL.
30–31	Large churning gears burst from the ground in a 10' radius. All in that area must make a DC 14 Ref save to avoid falling in and taking 2d6 damage. Each subsequent round the target(s) must make a DC 16 Ref save to climb out. If they do not, they suffer an additional 1d6 damage. This effect lasts for 1 turn. The caster is immune to this.
32+	As 30-31, but the radius on the ground is increased to 30'

PATRON TAINT

When patron taint is indicated for the Floating Island of Terror, roll 1d6 on the table below. When a caster has acquired all six taints at all levels of effect, there is no need to continue making additional rolls.

Roll	Result
1	The caster begins to feel flushed and warm and always covered in a sheen of sweat. Any target that gets near the caster feels the heat radiating off them. If this is rolled a second time the caster's flesh becomes extremely hot to the touch and can cause a person's flesh to blister with prolonged exposure. If this is rolled a third time the caster's flesh is the temperature of a furnace. Steam gently wafts from the caster's mouth and nose. Any target that touches the caster takes 1d3 points of damage per round. Clothing chars, smolders and burns after touching the caster for 8 hours. After 24 hours it is reduced to ash.
2	The caster's flesh takes on a metallic sheen and becomes hard, granting a +1 to AC. If this is rolled a second time the caster's flesh becomes coated in a thin metallic layer, granting +2 to AC, but incurring a –1 check penalty. If this is rolled a third time the caster's skin has become thick metal plating, granting +4 to AC, but incurring a -4 check penalty. The caster also doubles their original weight.
3	All the caster's bodily fluids become black and slick like oil. The caster's flesh becomes slick and hard to grasp, causing those who attempt to grasp the caster to suffer –2 to their checks. If this is rolled a second time the caster's eyes are replaced with cogs like that of a pocket watch. The caster cannot be blinded and gains dark vision. If this is rolled a third time the caster's internal organs are all replaced with mechanical counterparts and gears. The caster can no longer become fatigued or exhausted. However normal magical means of healing are not as effective, only giving half the amount (minimum of 1HP) back.
4	The caster is wracked with nightmares, upon which the Floating Island of Terror feasts. While not debilitating, the caster's screams tend to give away their position and keep others awake. If the caster succeeds a DC 10 Will save they are able to have a peaceful night's sleep. If this is rolled again the DC is increased to 12 and the caster thrashes around screaming in horror. They do not regain any lost attribute points if they fail the save. If this is rolled a third time the DC is increased to 14. The nightmares that bombard the caster's dreams are horrendous. No one can sleep while the caster has these night terrors. They thrash, flail, scream, and claw at their own flesh (doing 1d6 damage). The caster does not regain any lost attribute points if they fail their save.

5	Casting any spell causes smog and soot to fall from the sky in a 30' radius. The air smells acidic and causes others' lungs and eyes to burn. If this is rolled a second time the area is increased to 60' and all targets in the area must make a DC 12 Fort save or suffer –2 to rolls from the thick pollution. If this is rolled for a third time an aura of smog and soot always follows the caster. Anything in a 15' radius around the caster is covered in a layer of soot, ruining clothes, paintings, or contaminating food and water.
6	The caster's presence causes animals in a 30' radius to become agitated and frightened. If the caster approaches they will either flee from or attack the caster. If this is rolled a second time when casting a spell, the ground becomes oily and polluted. This lasts 1d3 days after the spell ends. All plant life and animal life in a 50' radius around the caster will either flee and not return or die in 1d6 days. It will take 1d20 years for the ecosystem to recover. If this is rolled a third time, the land in a 120' radius around the caster is torn up as giant sprockets and gears burst from the ground. Oil bubbles up under the caster's feet and smoke billows into the sky. All plant life and animal life in the radius around the caster will flee immediately, if possible. If unable to flee, they will die in 1 day. It will take 2d20 years for ecosystem to recover from the effects of the spell.

Patron Spells: The Island of Floating Terror

The Island of Floating Terror grants three unique spells, as follows:

- **Level 1** – Consume Nightmare
- **Level 2** – The Terrible Sanctuary
- **Level 3** – Corruption

SPELLBURN: THE ISLAND of FLOATING TERROR

Roll	Results
1	After casting the spell, the caster doubles over and begins vomiting gallons and gallons of crude oil and chips of metal (expressed as Strength, Stamina, and Agility loss). He vomits for 1d4 rounds.
2	Tubes of various sizes burst from the ground and force their way into the caster's mouth, eyes, nose, ears, and even under his fingernails. He is raised up off the ground and his bodily fluids are sucked out of his body (expressed as Strength, Stamina, and Agility loss).
3	A worm with a drill head burrows out of the ground. The caster must put this in his mouth and allow it to burrow through his guts. He takes 1d4+1 damage and is left thrashing on the ground in agony (expressed as Strength, Stamina, and Agility loss) for 1d3 rounds.
4	A worm with a drill head burrows out of the ground. The caster may attempt to convince another to eat the worm and suffer unendurable pain. If they do so, they suffer the spellburn damage of the wizard and take 1d4 damage. If the caster cannot convince anyone to do so the worm forcibly borrows through his guts, doing 2d4 damage and he suffers the spellburn drain.

CONSUME NIGHTMARE

Level 1 (The Floating Island of Terror) **Range:** Varies **Duration:** Varies **Casting Time:** 1 round **Save:** Will vs. spell result

General The wizard is able to reach into the subconscious of a being and draw strength from their innermost fears and nightmares. The wizard is able to draw strength and nourishment from these horrible visions.

Manifestation Roll 1d4: (1) black vapor oozes out of the caster's eyes and mouth into that of the affected; (2) a spectral bluish black flame appears over the target's head, their eyes become pitch black orbs; (3) the caster's fingernails peel back revealing tiny mouths with jagged teeth. The caster's fingers elongate and burrow into the affected target's brains.

1	Lost, failure, and patron taint.
2–11	Lost. Failure
12–13	The caster is able to scoop a terrible memory out of an intelligent target and consume the gelatinous glob as sustenance. The target receives a Will save. Failure means that they are unable to act for 1 round and are shaken afterwards, suffering –1 to all rolls for 1d3 rounds. The caster must eat the memory in 2 rounds or it will dissipate. Eating the memory restores 1d3 HP back to the caster. The caster is treated as though he ate one meal. Only the caster is able to consume these memories.
14–17	As 12-13 except the target is unable to act for 1d3 rounds and suffers –2 to all rolls for 2d2 rounds. The caster can bottle the memory and eat it at their leisure, within CL days. It heals 2d3 HP back. The caster can have no more than 1/2 CL (minimum 1) memories bottled at a time. The caster is treated as though he ate one meal. Only the caster is able to consume these memories.
18–19	As 14-17, except the target can be in line of sight.
20–23	The caster is able to reach into the mind of a target within 15' and cause them to relive their worst nightmares. The target must make a Will save or suffer terrible memories. The target suffers –1d3 to all rolls for 2d3 rounds.
24–27	The caster is able to reach deep into the mind of a target within 15' and cause them to relive their worst nightmares. The target must make a Will save or suffer terrible memories. The target rolls all checks one step lower on the die ladder. This lasts for CL rounds.
28–29	The caster is able to reach deep into the mind of a target within 30' and cause them to relive their worst nightmares. The target must make a Will save or suffer terrible memories. The target rolls all checks one step lower on the die ladder for 1 turn. The caster is able to draw strength from this and all rolls are made one step higher on the die ladder for CL rounds.
30–31	The caster is able to reach deep into the minds of all enemy targets within a 30' radius and cause them to relive their worst nightmares. The targets must make a Will save or suffer terrible memories. The targets roll all checks one step lower on the die ladder for 2d4 rounds. The caster is able to draw strength from this and all spell casting rolls are one step higher on the die ladder in the next round. The chaos and terror also satiate the caster, healing him for 2d3 HP.
32+	The caster is able to delve into the deepest reaches of the mind of all enemy targets within a 30' radius and cause them to relive their worst nightmares. The targets must make a Will save or suffer terrible memories. The targets roll all checks one step lower on the die ladder for CL rounds and take 3d5 damage. The caster is able to draw strength from this and all rolls are one step higher on the die ladder for CL rounds. The chaos and terror also satiate the caster, healing him for 2d6+CL HP. Also all of the caster's allies of the same or adjacent alignment are granted a +2 bonus on Will saves for the duration.

The TERRIBLE SANCTUARY

Level 2 (The Floating Island of Terror) **Range:** Varies **Duration:** Varies **Casting Time:** 1 round **Save:** Will vs. spell result

General The caster is able to summon a sanctuary of the Floating Island of Terror that offers shelter, protection, food, and other possible essentials.

Manifestation Smoke billows from the ground as oil bubbles and gears, cogs, and flames burst from the ground. Gigantic tubes and smokestacks reach towards the sky. The ground and area are polluted and destroyed long after the effects of this spell have ended. The local ecosystem in a five acre radius will require 2d20 years to recover.

1	Lost, failure, and patron taint.
2–11	Lost. Failure.
12–13	Failure, but the spell is not lost.
14–15	A small ramshackle dwelling of rusted and gutted metal bursts from the ground. The door is waterlogged wood (no lock). A small fire is in the center of the structure. There are no windows. The structure is large enough to hold 1 person.
16–19	A small dwelling of rusted and gutted metal bursts from the ground. The door is a slab of rusted metal (no lock). A small fire is in the center of the structure. There are no windows. The structure is large enough to hold 4 people.
20–21	A dwelling of aged metal bursts from the ground. The door is a giant rusted cog that opens squeakily (DC 10 Pick Lock). There is a small furnace at the back of the structure that provides heat and can be used for alchemical purposes. There is one small arrow-slit window. The structure is large enough to hold 4 people.
22–25	A dwelling of shiny metal bursts from the ground. The door is a cog that opens smoothly (DC 15 Pick Lock). There is a small furnace at the back of the structure that provides heat and can be used for alchemical purposes. Against the wall is a small table with 2 wheellock pistols, each with one shot. There are two small arrow-slit windows. The structure is large enough to hold 4 people.
26–29	A large two-story dwelling of black metal bursts from the ground. The door is a cog that opens smoothly (DC 15 Pick Lock). There is a medium-sized furnace blazing at the back of the structure that provides heat and can be used for alchemical and blacksmithing purposes. Against the wall is a small gun rack with 2 wheellock rifles, each with 1d4 shots. There are two arrow-slit windows on each floor. On the second floor there are bunks for 8 people.
30–31	A large two-story dwelling of spiked black metal bursts from the ground. The door is a shiny black cog that opens at the caster's command (DC 20 Pick Lock). There is a medium-sized furnace blazing at the back of the structure that provides heat and can be used for alchemical and blacksmithing purposes. Lying on a small table is 1 black powder bomb and 1 day's rations for each person. Against the wall is a small gun rack with 2 wheellock rifles, each with 2d3 shots. There are three arrow-slit windows on each floor. On the second floor there are bunks for 8 people.
32–33	A large two-story dwelling of spiked black metal bursts from the ground. The door is a black cog that opens at the caster's command (DC 20 Pick Lock). There is a large-sized furnace blazing at the back of the structure that provides heat and can be used for alchemical and blacksmithing purposes. Lying on a small table are 2 black powder bombs and 1 day's rations for each person in the structure. There is a working well in the corner and against the wall is a small gun rack with 2 wheellock rifles, each with 2d3 shots. Next to the gun rack is an iron maiden and a rack torture device. There are three arrow-slit windows on each floor. On the second floor there are bunks for 8 people.
34+	As 32-33, except for the following: 3 black powder bombs, each wheellock weapon has 2d5 shots, and the structure will hold 10 people.

The CORRUPTION

Level 3 (The Floating Island of Terror) **Range:** 10' **Duration:** Varies **Casting Time:** 1 round **Save:** Varies

General	The caster is able to bring forth the corrupting effect of the Floating Island of Terror and lay waste to their enemies and their territory.
Manifestation	See below.

1	Lost, failure, and patron taint.
2–11	Lost. Failure.
12–15	Failure, but the spell is not lost.
16–17	The wizard gains the ability to cast the Darkness spell (DCC, pg 258) at normal spell check (no penalty) for 24 hours. On roll of a one there is 50% chance of Major Corruption. The spell is lost if the wizard rolls a 2-11 on their spell check.
18–21	Oily rain falls in a 150' radius. All targets must make a DC 14 Ref save or fall prone. The fumble chance for weapons is increased to 1-2. The rain lasts for 1 hour and the oily effect lasts for 1d3 days after the rain ceases.
22–23	Oily rain falls in a 150' radius. All targets must make a DC 16 Ref save or fall prone. The fumble chance for weapons is increased to 1-3. All enemies of the wizard in the affected area must make a Fort save (DC same as spell check) or become sickened, suffering –2 to all rolls for as long as it is raining. The rain lasts for 1 hour and the oily effect lasts for 1d3 days after the rain ceases.
24–26	A torrential downpour of oily acid rain falls from the heavens in a 300' radius. All targets must make a DC 16 Ref save or fall prone and take 1 point of damage per round while in the area. The fumble chance for weapons is increased to 1-4. All enemies of the wizard in the affected area must make a Fort save (DC same as spell check) or become sickened, suffering –2 to all rolls for as long as it is raining. The rain lasts for 1 hour and the oily effect lasts for 1d3 days after the rain ceases.
27–31	The caster can focus on an area in line of sight and cause tubes and piping to burst from the ground and begin dumping gallons of hot crude oil in a 60' radius. All targets in the area must make a Reflex save (DC same as spell check) or immediately be knocked prone. While in the area movement is reduced to 1/4 and targets take 1d4 damage per round. The oil can be ignited by a torch or magical spell. Targets in the flame take 1d6 damage per round. The fire burns for 2d6 hours and cannot be put out by any means. Large amounts of water or rain will spread the effect to 120'.
32–33	The caster can focus on an area in line of sight and cause tubes and piping to burst from the ground and begin dumping gallons of hot crude oil in a 120' radius. All targets in the area must make a Reflex save (DC same as spell check) or immediately be knocked prone. While in the area movement is reduced to 1/4 and targets take 2d6 damage per round. The oil can be ignited by a torch or magical spell. Targets in the flame take 3d5 damage per round. The fire burns for 2d6 hours and cannot be put out by any means. Large amounts of water or rain will spread the effect to 240'.
34–35	The caster causes utter devastation and corruption to an area. Huge pipes burst from the ground in a 150' area and begin spewing forth a stinking acidic sludge. Targets of 1 HD or less are immediately killed from the toxic effect while 2 HD targets must make a DC 16 Fort save or die. 3 HD or higher take 3d8 damage. A torrential downpour of oily rain begins to fall in the area at the start of the next round causing all wooden and paper objects to crumble and decay to ash within a week. All cloth and leather objects rot and decay and glass will crack and shatter within ten days of the storm. All metal that that the water touches rusts and crumbles within a month's time. Magic items are immune to the total effects of ruin, however they will show signs of age and decay. Swords will rust, chip, and pit. Armor will creak and rust, etc. The rain lasts for 1 hour and the sludge dries up in 3d3 hours. All damage to items is permanent. Using this spell result causes the caster to suffer patron taint.
36+	The caster causes utter devastation and corruption to an area. Huge pipes burst from the ground in a 300' area and begin spewing forth a stinking acidic sludge. Targets of 2 HD or less are immediately killed from the toxic effect while 3 HD targets must make a DC16 Fort save or die. 4 HD or higher take 3d8 damage. A torrential downpour of oily rain begins to fall in the area at the start of the next round causing all wooden and paper objects to crumble and decay to ash within 3 hours. All cloth and leather objects rot and decay and glass will crack and shatter within 3 days. All metal rusts and crumbles within a week's time. Magic items are immune to the total effects of ruin, however they will show signs of age, and decay. Swords will rust, chip, and pit. Armor will creak and rust, etc. The rain lasts for 1 hour and the sludge dries up in 3d3 hours. All damage to items is permanent. Using this spell result causes the caster to suffer patron taint.

The SPIDER GODDESS

The Spider Goddess is not spoken of in loud carrying voices, but in hushed tones for fear of incurring her wrath. Others whisper to hide her from the many religions and organizations that seek to blot out her beautiful presence. The Spider Goddess favors those who are cunning, conniving, and strike from the shadows.

It is said that her beauty is exquisite, and to look upon her creates a desperate sense of yearning and desire. Many men and women have willingly bedded the Spider Goddess knowing full well they go to their deaths.

The Spider Goddess revels in corrupting others into her fold, or at least getting other patrons and deities to abandon their followers. She loves darkness, blood, terror, and excess. Those that attempt to thwart her do so at their own peril, for her vengeance is swift, brutal, and often everlasting.



INVOKE PATRON CHECK RESULTS

12–13	Any creature that touches the caster in the next CL rounds (whether by hand or with a weapon) is instantly covered in tiny biting spiders. While not deadly or dangerous enough to cause damage, their presence is sufficiently creepy and painful to cause the attacker to suffer –2 to all further actions for 1d4 hours.
14–17	The Spider Goddess blesses the caster with immunity to all poisons, whatever their source, for 24 hours.
18–19	The Spider Goddess grants the wizard the ability to cast Spider Climb (DCC pg 156) as a spell for the next 24 hours. If the wizard already knows this spell, they receive a +5 to their spell check roll. They still suffer all effects of misfire and corruption associated with the spell.
20–23	The Spider Goddess covers the caster in a thick carapace that protects them from damage. All physical damage is reduced by 4 points for the next hour. The wizard also gains infravision for a number of hours equal to their caster level.
24–27	The Spider Goddess grants the caster the ability to cast Spider Web (DCC, pg 196) as a spell for the next 24 hours. If the wizard already knows this spell, they receive a +5 to their spell check roll. They still suffer all effects of misfire and corruption associated with the spell.
28–29	When the caster is injured, over a hundred spiders clamber out of his mouth on thick webs and attack the wound(s), knitting it back together with ichor and webbing. Every wound is healed for 2d3 damage. This lasts for 2d8 turns.
30–31	Eight gigantic spider legs burst up from the ground and attack the target(s) the wizard designates. Each spider leg gets +5 to attack and deals 2d6 damage. This lasts 1d5+1 rounds.
32+	The caster grows fangs and is able to suck blood out of a target after a successful Strength check (no roll if the target is helpless). After spending 10 minutes sucking out the target's blood the caster rolls 1d4 and adds that to amount to Strength, Agility, and Stamina. These can be spellburned as normal. This lasts for 24 hours. The target takes 3d8 damage and the caster is healed for 1/2 that amount.

PATRON TAINT

When patron taint is indicated for the Spider Goddess, roll 1d6 on the table below. When a caster has acquired all six taints at all levels of effect, there is no need to continue making additional rolls.

Roll	Result
1	The caster becomes covered in thick brown and black hair. If this is rolled a second time, the caster develops 4 additional eyes on their forehead and one on each temple. They have a 1-3 chance to not be surprised. All Personality tests suffer –2. If this is rolled a third time the caster develops fangs (1d4 damage) that drip thick gobs of saliva causing all Personality tests made by the caster to be rolled one step lower on the die ladder
2	The caster begins to develop a craving for insects. He must make a DC 8 Will save to resist eating bugs. If this is rolled a second time the desire to eat bugs becomes stronger, increasing the DC to 12. Also there is a 25% chance that consuming normal food and water will make the caster ill. If this is rolled a third time the caster can no longer consume regular food or water and must now hunt and capture large amounts of insects.
3	The caster becomes twitchy and easily aggravated. He receives +1 to Reflex rolls, but –1 to Will saves. If this is rolled a second time increase to +2 Reflex rolls bonus and –2 to Will saves. If this is rolled a third time increase Reflex rolls one step on the die ladder while reducing Will saves one step on the die ladder.
4	The caster begins to secrete a strange oily substance from their body. Any person who touches this must make a DC 8 Fort save or develop an irritating rash (-1 to all rolls) for 24 hours. If this is rolled a second time the oily substance allows the caster +2 to Agility rolls to get out of grappling, manacles, etc. Anyone who touches the caster must make a DC 12 Fort save or develop a blistering rash for 1d5+1 days. If this is rolled a third time the oily secretion develops a strange odor. Anyone who touches the caster must make a DC 14 Fort save or develop open sores on their flesh for 1d20 days. Each day they take 1d4 damage.
5	The caster has angered the Spider Goddess with their impudence. The caster must sacrifice half of his maximum hit points into a silver pool for Her consumption (these regenerate naturally or through magical healing). If this is rolled a second time the caster must sacrifice half of their maximum hit points (these regenerate naturally or through magical healing) and permanently reduce their Stamina by 1. If this is rolled a third time the caster must sacrifice half of their maximum hit points (these regenerate naturally or through magical healing) and permanently reduce their Stamina by 3.

6	When the wizard casts a spell small spiders scurry out of the caster's cuffs and pant legs. They will scurry to the nearest crack in the wall and disappear. If this is rolled a second time anything the caster touches with his bare skin will mysteriously be covered in spider webs in 1d6 minutes. A DC 12 Strength check must be made to pick up the object. If this is rolled a third time the spiders scurrying from the caster's cuffs and pant legs will bite him as they flee. He suffers –2 to all further rolls for 1d4 rounds after he finishes casting his spell.

Patron Spells: The Spider Goddess

The Spider Goddess grants three unique spells, as follows:

- **Level 1** – Summon Spider
- **Level 2** – Warrior of the Goddess
- **Level 3** – Idol of the Goddess

SPELLBURN: The SPIDER GODDESS

Roll	Results
1	Spiders begin pouring out of the caster's mouth, ears, and eyes. His screams are gurgled with pain and agony as he dehydrates in front of others' eyes (expressed as Strength, Stamina, and Agility loss).
2	After the spell is cast a gigantic spectral spider appears and begins wrapping the caster up in an ethereal web and feeding off of him (expressed as Strength, Stamina, and Agility loss). The caster can take no action for 2d8 rounds until this is completed.
3	The Spider Goddess enjoys watching others beg and mewl. She allows the wizard to plea with an ally to take the spellburn damage (as #2). If no ally agrees the caster suffers twice the spellburn drain.
4	The caster must consume the blood of another creature after being allowed to spellburn. The HD of the target(s) must equal the level of the spell cast. The caster has 1 turn to complete this. If the caster does not perform this sacrifice for the Spider Queen one physical attribute is reduced by 1 permanently.

SUMMON SPIDER

Level 1 (The Spider Goddess) **Range:** 30' Radius **Duration:** Varies **Casting Time:** 1 round **Save:** Varies

General The caster is able to call upon the aid of some of the Spider Goddess's loyal minions. Through the force of will the caster is able to bring forth a swarm of spiders, giant spiders, or even the dreaded leper spider demon.

Manifestation Roll 1d4: (1) thick webs spray from the caster's hands into a large ball, out of which crawls the spider(s); (2) a giant phantasmal spider appears above everyone; crawling off its back are the spider(s); (3) an unworthy believer of the Spider Queen appears in front of the caster and begins screaming as the spider(s) starts bursting from their flesh; (4) the caster's eyes become portals to the realm of the Spider Queen. The spider(s) crawl out of his eyes and grow to their original size.

1	Lost, failure, and patron taint.
2–11	Lost. Failure.
12–13	The caster is able to summon a spider swarm that will immediately attack the indicated target. The target must make a Fort save (DC same as spell roll) or suffer –2 to all rolls as a piercing poison begins to course through their veins lasting for 2 rounds. The spiders disappear after biting the target.
14–17	The caster is able to summon a spider swarm that can be directed to attack an indicated target. The target must make a Fort save (DC same as spell roll) or suffer –2 to all rolls as a piercing poison begins to course through their veins, lasting for CL rounds. The target also can only move at half speed while being swarmed. The spider swarm remains for 1d3 rounds.
18–19	The caster is able to summon a spider swarm that affects any target in a 30' radius. The swarm can be directed by the caster to attack any target in the area. While in the area of the swarm movement is reduced by half. The targets must make a Fort save (DC same as spell roll) or suffer –2d2 to all rolls as a piercing poison begins to course through their veins, lasting CL rounds. The spiders remain for 1 hour.
20–23	The caster is able to summon a giant spider to his aid. The spider will follow any directions that the caster gives. The spider remains for 1 hour. *See stats for the giant spider on pg 318. The judge will roll 1d4 to determine the venom of the spider.*
24–27	The caster is able to summon a giant spider to his aid. The spider will follow any directions that the caster gives. The spider remains for 2 hours. *See stats for the giant spider on pg 318. The judge will roll 1d4 to determine the venom of the spider.*
28–29	The caster is able to summon either two giant spiders for 3 turns or one giant spider for 24 hours to his aid. The spider(s) will follow any directions that the caster gives. *See stats for the giant spider on pg 318. The judge will roll 1d4 to determine the venom of the spider.*
30–31	The caster is blessed by the Spider Goddess and is granted the use of one of her most trusted minions, the leper spider demon. These creatures are terrible to look upon. Where there should be the eight eyes of the spider are the heads of babies suffering from leprosy, their eyes black gems, as a spider's. Jagged fangs drip ooze and ichor that smokes as it hits the ground. See stats for leper spider demon below. The leper spider demon will follow most commands of the wizard. The wizard can only ever summon a total of 50 of these in an entire campaign. If the wizard ever treats a leper spider demon recklessly or with abandon, one appears and immediately throttles the wizard. The leper spider demon remains for a number of rounds equal to the caster level. If a leper spider demon is killed the wizard cannot summon one again for one month as he has earned the disapproval of the Spider Queen. Treat all rolls of 30-32+ as 28-29.
32+	As #30-31, but the leper spider demon remains for the entire life of the caster (or until killed).

Monsters

Spider, giant: Init always first; **Atk** bite +3 melee (1d6 plus poison); **AC** 15; **HD** 2d6; **MV** 40'; **Act** 1d20; **SP** poison, wall climb, webs, spider eyes; **SV** Fort +4, Ref +6, Will +0; AL N.

Spiders are the ultimate hunters of the insect world, and that holds true to their bigger kin that hunt bigger prey. Giant spiders can be found anywhere: in forests, caves, ruins, even in abandoned dwellings and sewers of the cities of Hubris.

Giant spiders are extremely agile and always go first in initiative unless a PC rolls a natural 20. They are able to climb any wall that isn't slick and/or sheer at a rate of 20'/rnd. Their keen eyes allow them to see 120' in low light, but are extremely sensitive to the sun, suffering -1 to attacks in bright light. Spiders rely on their stealth and ability to remain motionless to ensnare prey; giant spiders gain +5 to sneak silently and hide in shadows. A target must make a DC 15 Reflex save to avoid becoming ensnared in a spider web. Once ensnared a DC 18 Strength check must be made to break free.

Spider Venom: There is a plethora of giant spider species in the lands of Hubris, each with their own deadly venom which they use to incapacitate prey. A few examples have been provided below.

Spider	Fort Save	Damage on Successful Save	Damage on Failed Save	Recovery
Brown Recluse	DC 16	1d4 Stamina damage (permanent)	Necrotic rot of infected area that must be cut out and -2d5 Stamina (permanent)	Normal healing
Gladiator Spider	DC 14	1d4 HP	Paralysis for 1 hour	Normal healing
Jumping Spider	DC 12	1d3 Stamina (temporary)	Muscle spasms (one step lower on die ladder for all physical rolls) for one hour.	Normal healing
Wandering Spider	DC 18	1d4 HP + 3 strength (temporary)	1d4 Strength (permanent), and muscle spasms (-2 to all physical rolls)	Normal healing

Spider Venoms mentioned in DCC:

- Black Widow: DCC, pg 446
- Tarantula: DCC, pg 446

Leper Spider Demon (type II demon, Spider Queen): **Init** Always first; **Atk** bite +8 (3d6+4) + poison; **AC** 18; **HD** 6d8; **MV** 60' or Climb 60'; **Act** 2d20; **SP** demon traits, poison (DC 18 Fort Save or 2d10 Stamina), spells (+5 spell check) darkness, detect good, spider climb, spider web, roll for demonic traits (DCC, pg 401); **SV** Fort +6, Ref +10, Will +5; AL C.

WARRIOR of the GODDESS

Level 2 (The Spider Goddess) **Range:** Self **Duration:** Varies **Casting Time:** 1 round **Save:** See description

General The wizard is blessed to become a physical manifestation of the might of the Spider Goddess. As the caster is able to channel more power into this spell he is granted more powerful aspects of his dark goddess.

Manifestation See below.

1	Lost, failure, and patron taint.
2–11	Lost. Failure.
12–13	Failure, but the spell is not lost.
14–15	The caster's arms swell and explode in a shower of ichor and flesh to be replaced by large razor sharp spider legs. The caster can attack with both of these legs for 2d6 damage. This lasts for 1 round.
16–19	The caster's arms swell and explode in a shower of ichor and flesh to be replaced by large razor sharp spider legs. The caster can attack with both of these legs for 2d8 damage. The caster's eyes swell and become black shiny orbs. The caster gains +2 to all notice checks and can see in the dark. This lasts for 1d3+1 rounds.
20–21	The caster's arms swell and explode in a shower of ichor and flesh to be replaced by large razor sharp spider legs. The caster can attack with both of these legs for 2d8+2 damage. The caster's eyes swell and become black shiny orbs. The caster gains +3 to all notice checks and can see in the dark. The caster grows fangs that secrete a painful poison. The caster receives +2 to a bite attack (1d4 damage) and the victim must make a DC 14 Fort save or suffer painful paralysis for 1d4 rounds. This lasts for 1d5+1 rounds.
22–25	The caster's arms swell and explode in a shower of ichor and flesh to be replaced by large razor sharp spider legs. The caster can attack with both of these legs for 2d8+2 damage. The caster's eyes swell and become black shiny orbs. The caster gains +4 to all notice checks and can see in the dark. The caster grows fangs that secrete a painful poison. The caster receives +2 to a bite attack (1d4 damage) and the victim must make a DC 15 Fort save or suffer painful paralysis for 1d4 rounds. The caster is covered in a shiny black carapace that absorbs 2 points of damage. This lasts for 1d6+1 rounds.
26–29	The caster's whole body explodes in a spray of ichor and flesh, transformed into a giant black spider. All of the caster's belongings are absorbed into the body. They cannot communicate with anyone save through a form of telepathy. The caster is unable to cast any spells. They have the following stats: Init Always first; Atk bite +4 (2d6+3) + poison; AC 16; MV 40' or Climb 40'; SP poison (DC 16 Fort save or paralysis for 2d4 rounds), carapace absorbs 4 points of damage, and +4 to all notice checks. The caster can create a thick web from which they can rappel down, or bind targets (DC 12 Strength check to break free). This lasts a number of rounds equal to caster level.
30–31	The caster's whole body explodes in a spray of ichor and flesh, transformed into a giant black spider. All of the caster's belongings are absorbed into the body. They cannot communicate with anyone save through a form of telepathy. The caster is unable to cast any spells. They have the following stats: Init Always first; Atk bite +6 (3d6+3) + poison; AC 18; MV 60' or Climb 60'; SP poison (DC 16 Fort save or paralysis for 2d4 rounds), carapace absorbs 4 points of damage, and +4 to all notice checks. The caster can create a thick web from which they can rappel down, or bind targets (DC 14 Strength check to break free). This lasts a number of rounds equal to caster level.
32–33	The caster's whole body explodes in a spray of ichor and flesh, transformed into a giant black spider. All of the caster's belongings are absorbed into the body. They cannot communicate with anyone save through a form of telepathy. The caster is unable to cast any spells. They have the following stats: Init Always first; Atk bite +6 (3d6+4) + poison; AC 18; MV 60' or Climb 60'; SP poison (DC 18 Fort save or paralysis for 3d4 rounds), carapace absorbs 6 points of damage, and +4 to all notice checks. The caster can create a thick web from which they can rappel down, or bind targets (DC 16 Strength check to break free). This lasts a number of turns equal to caster level.
34+	The caster has now become the full avatar of the Spider Goddess. His whole body explodes in a spray of ichor and flesh, transformed into a giant black spider, but the caster's torso and upper body rests where the spider's head should be. The caster is now able to use his hands to attack or cast spells. The caster has the following stats: Init Always first; Atk bite +6 (3d6+4) + poison; AC 18; MV 60' or Climb 60'; SP poison (DC 18 Fort save or paralysis for 3d4 rounds), carapace absorbs 6 points of damage, +4 to all notice checks, and all spell checks +5. The caster can create a thick web from which they can rappel down, or bind targets (DC 18 Strength check to break free). This lasts for 1d3 turns.

IDOL of the SPIDER GODDESS

Level 3 (The Spider Goddess) **Range:** 10' **Duration:** Varies **Casting Time:** 1 hour **Save:** None

General Through prayer and begging the caster brings forth a blessed idol depicting the Spider Goddess. To drink her blood is to be blessed with her presence. While the Spider Goddess is more than willing for non-believers to be blessed by her, she smiles at the reaction of other patrons and deities whose believers partake of her blood.

Manifestation Roll 1d3: (1) The idol arrives carried on the back of a giant spider; (2) The idol bursts through the ground, covering the area with ichor, spider webs, and blood; (3) The wizard begins vomiting ichor violently. After a few moments the pooling vomit reforms into the idol.

1	Lost, failure, and patron taint.
2–11	Lost. Failure.
12–15	Failure, but the spell is not lost.
16–17	A bowl full of steaming blood rests at the base of the idol. Any who drink from it are healed for 1d8 damage. This also quenches any thirst or need for food for 24 hours.
18–21	A bowl full of steaming blood rests at the base of the idol. Any who drink from it are healed for 1d10 damage. This can cause the target to go over their maximum Hit Points. Once these extra hit points are lost they cannot be healed. This also quenches any thirst or need for food for 24 hours.
22–23	A bowl full of steaming blood rests at the base of the idol. Any who drink from it are healed for 2d6 damage. This can cause the target to go over their maximum Hit Points. Once these extra hit points are lost they cannot be healed. This also quenches any thirst or need for food for 24 hours. The wizard that casts this spell also receives +2 points that they can use to Spellburn within 24 hours.
24–26	A bowl full of steaming blood rests at the base of the idol. Any who drink from it are healed for 2d8 damage. This can cause the target to go over their maximum Hit Points. Once these extra hit points are lost they cannot be healed. This also quenches any thirst or need for food for 24 hours. The wizard that casts this spell also receives +4 points that they can use to Spellburn within 24 hours.
27–31	A bowl full of steaming blood rests at the base of the idol. Any who drink from it are healed for 2d8+CL damage. This can cause the target to go over their maximum Hit Points. Once these extra hit points are lost they cannot be healed. This also quenches any thirst or need for food for 24 hours. The wizard that casts this spell also receives +6 points that they can use to Spellburn within 24 hours. At the base of the altar is also a cloak made of thick webbing. While worn it increases a person's AC by +2. This cloak remains in existence for 24 hours.
32–33	A bowl full of steaming blood rests at the base of the idol. Any who drink from it are healed for 2d8+CL damage. This can cause the target to go over their maximum Hit Points. Once these extra hit points are lost they cannot be healed. This also quenches any thirst or need for food for 24 hours. The wizard that casts this spell also receives +6 points that they can use to Spellburn within 24 hours. At the base of the altar is also a cloak made of thick webbing. While worn it increases a person's AC by +4. This cloak remains in existence for 24 hours. Finally, the potion also grants +2 to all climb and jump checks for 24 hours.
34–35	A bowl full of steaming blood rests at the base of the idol. Any who drink from it are healed for 3d6+CL damage. This can cause the target to go over their maximum Hit Points. Once these extra hit points are lost they cannot be healed. This also quenches any thirst or need for food for 24 hours. The wizard that casts this spell also receives +6 points that they can use to Spellburn within 24 hours. At the base of the altar is also a cloak made of thick webbing. While worn it increases a person's AC by +4. There is also a dagger covered in a slimy green substance. This dagger grants +2 to attack and does 2d4 damage. Any target struck by this must make a DC 14 Fort save or die. The cloak remains for 24 hours and the dagger for CL hours. Finally, the potion grants all climb and jump checks to be rolled one step higher on the ladder for 24 hours.
36+	A bowl full of steaming blood rests at the base of the idol. Any who drink from it are healed for 3d6 + CL damage. This can cause the target to go over their maximum Hit Points. Once these extra hit points are lost they cannot be healed. The blood removes any poisons from the body of the target and also quenches any thirst or need for food for 24 hours. The wizard that casts this spell also receives +6 points that they can use to Spellburn within 24 hours. At the base of the altar is also a cloak made of thick webbing. While worn it increases a person's AC by +4. There is also a dagger covered in a slimy green substance. This dagger grants +2 to attack and does 2d4 damage. Any target struck by this must make a DC 20 Fort save or die. The cloak and dagger remain for 24 hours. Finally, the potion causes all climb and jump checks to be rolled two steps higher on the ladder for 24 hours.

The TWISTED ONE

Three hundred years ago the Twisted One rose out of Twisted Angel Lake and offered the secrets of the Ways of the Flesh to King Maldran of Fairweather (pg 102). With the promise of power, and through debauchery, decadence, and incest the Twisted One has corrupted the royal bloodline of Fairweather and tainted the nobility.

The Twisted One demands tribute from his followers and that they practice the Ways of the Flesh, sleeping with kin, engaging in other ludicrous acts of sexual depravity, and leading a completely hedonistic lifestyle.



INVOKE PATRON CHECK RESULTS

12–13	The Twisted One cannot be bothered with your hideous impurity; gain +1d6 Personality for the next hour.
14–17	The Twisted One knows that flesh must be healed. He grants the caster the ability to use Lay on Hands as per cleric rules (DCC, pg 30-31). Those that are healed in this manner develop lumps of twisted flesh where they were touched. The caster can use this ability for one hour.
18–19	The Twisted One blesses the caster with thick callous skin that is swollen and blistered. This gives +4 to his AC and allows the caster to ignore 2 points of damage. This lasts for 2d6 rounds.
20–23	The caster's hands grow into large pulsating fleshy mounds covered in mouths with gnashing teeth. He gains +10 to attacks and does 1d8 damage. This lasts for 2d4 rounds.
24–27	The ground in a 30' radius of the caster's choosing becomes soft and fleshy, covered in small biting mouths. All targets within the area must make a DC 15 Ref save or fall prone and be bitten by the mouths for 1d4 damage per round. Those that make the save move at half speed. This check must be made every round. Effect lasts for 1d4 turns.
28–29	The caster is able to react and cause a cocoon of flesh to form around him, absorbing the damage of two attacks. This is a free action and can be used whenever the caster chooses. However, they cannot cast Invoke Patron again until they use this ability.
30–31	The Twisted One grants the caster the aid of one of his Flesh Behemoth. The Flesh Behemoth remains until killed, but cannot be healed by any means. Only one Flesh Behemoth can be summoned at a time, if this is rolled again while a behemoth is summoned, treat the roll as #28-29.
32+	The Twisted One blesses you with the Ways of the Flesh. Roll 2d4 and add that amount to Strength, Agility, and Stamina. These can be spellburned as normal. The Ways of the Flesh also cause you to exude pheromones that make you irresistible to others. You roll all Personality rolls two steps higher on the die ladder. Both these effects last for 24 hours.

Flesh Behemoth: Init +2; **Atk** fist +2 (dmg 2d6); **AC** 16; **HD** 5d10; **HP** 50; **MV** 40'; **Act** 1d20+2; **SV** Fort +4, Ref +2, Will +0; **AL** C.

The flesh behemoth is a large monstrosity of vaguely humanoid shape with large masses and twisted lumps all over its body. Its mouth is a large, leering maw of jagged teeth, and its eyes are overlarge and bloodshot. It attacks with two massive fists that are covered in tiny biting mouths. It prefers to charge its enemy, receiving +2 to attacks when it is able to do so. Targets hit by the charge attack must succeed at a DC 18 Ref save or be knocked prone.

PATRON TAINT

When patron taint is indicated for the Twisted One, roll 1d6 on the table below. When a caster has acquired all six taints at all levels of effect, there is no need to continue making additional rolls.

Roll	Result
1	When the caster casts a spell his flesh becomes covered in boils and pustules. There is no discomfort to the caster, but it causes others to shy away. If this is rolled a second time, the pustules and boils pop, spraying pus and blood in a 5' radius. All within the area must make a DC 8 Fort save or become sickened (-1 to all actions) for one round. If this is rolled a third time the boils and pustules are permanent, causing all Personality tests to be made by the caster to be rolled one level lower on the die ladder. They still explode when casting spells and the Fort save DC is increased to 12.
2	The caster develops a small hump on his back. This isn't enough to cause any hardship, but it's just unsettling. If this is rolled a second time the hump becomes large, causing the caster to stoop slightly. Wearing armor is now impossible, unless specially made (costing 50% more). If this is rolled a third time the hump is so large that the caster stoops as if bent over. Their movement is reduced by 10' and they suffer –2 to Agility permanently. The hump makes sloshing noises when caster moves.
3	The caster is blessed by the Twisted One and any time damage is taken, it automatically heals 1 point. The flesh is smooth, raw, and twisted where there was injury. If this is rolled a second time 2 points are healed automatically. The area is now lumpy and the flesh is large and pulsating, causing the caster to suffer –1 to his Personality score permanently. If this is rolled a third time 2d2 points of damage are healed automatically. The caster's whole body has become a grotesque mess of pulsating flesh, causing Personality to be reduced by an additional 1d3 points permanently.
4	The caster must spread the word of the Ways of the Flesh. When this is rolled the first time the caster must preach the word of the Twisted One once per month in a town square, showing exactly what it means to be blessed by the patron. If this is rolled twice the caster must profess the Ways of the Flesh once per week. If rolled a third time, once per day. Failure to do so angers the Twisted One and he will ignore the caster until he does his bidding. The caster loses the ability to cast any Patron Spells and Invoke Patron until they perform this task.

5	The caster exudes pheromones that are pleasing to all simple folk. Targets in a 30' radius must make a DC 8 Will save or become entranced by the caster. They desire nothing more than to simply touch caster's gorgeous skin, to kiss his hand, or lie with them. If this is rolled a second time the Will DC is increased to 12. A third time increases the DC to 15. This makes it difficult for the caster to move anywhere in town or remain inconspicuous.
6	When the caster casts a spell it causes those around him to be pushed to the limits of ecstasy. Any intelligent humanoid in a 10' radius must make a DC 8 Will save or be overcome with pleasure, suffering –1 to all actions for the round. If this is rolled a second time any intelligent humanoid in a 20' radius must make a DC 12 Will save or be driven past the point of endurance of pleasure, suffering –3 to all actions for the round. If this is rolled a third time any intelligent humanoid in a 30' radius must make a DC 16 Will save or be driven to the brink of madness from physical pleasure, completely collapsing on the ground and enthralled in a fit of passion for 2d3 rounds, losing all actions. The caster is not immune to this effect.

Patron Spells: The Twisted One

The Twisted One grants three unique spells, as follows

- **Level 1** – Warts
- **Level 2** – Madness
- **Level 3** – Shape Flesh

SPELLBURN: The TWISTED ONE

Roll	Results
1	Areas of the caster's flesh swell into large lumps and then suddenly explode in a spray of blood and pus (expressed as Strength, Stamina, and Agility loss).
2	A mound of flesh appears on the ground beneath the caster and fleshy tentacles shoot up and puncture the caster in the stomach, legs, arms, and face. They seem to be siphoning life out of the caster (expressed as Strength, Stamina, and Agility loss).
3	The Twisted One targets one of the caster's allies as a suitable sacrifice. The ally must make a DC 12 Fortitude Save or take the spellburn damage. If the ally succeeds, the Twisted One's wrath is flung upon the caster and they suffer twice the spellburn drain.
4	The caster may take up to 10 points of spellburn and suffer no damage for the effect. However, within the next 24 hours the caster must follow the will of the Twisted One and release his power into a room of at least 4d10 people. Those in the room are immediately thrown into the throngs of passion and begin engaging in strenuous acts of depravity and carnal pleasure. If the caster is unable to complete this task, he suffers double the spellburn drain.

WARTS

Level 1 (The Twisted One) **Range:** 30' Radius **Duration:** Varies **Casting Time:** 1 round **Save:** Fort vs. Spell result

General	Through manipulation of the flesh, a follower of the Twisted One is able to cause a target's body to erupt in painful warts that hinder and disfigure them.
Manifestation	Roll 1d4: (1) the caster's face becomes blackened, cracked, and bleeds; (2) the caster's hands erupt in gigantic painful 4" warts; (3) small chunks of the caster's skin begin to crack and fall off; (4) the caster's entire body becomes covered in blackened warts that ooze pus.

1	Lost, failure, and patron taint.
2–11	Lost. Failure.
12–13	The caster gazes upon a target and their flesh instantly becomes covered in painful, oozing warts. The target suffers –2 to all actions. This lasts for 1 round.
14–17	Same as 12-13, but two targets within radius and lasts for 1d3 rounds.
18–19	The caster is able to gaze upon 4 targets in a 5' radius, causing gigantic warts to erupt on their flesh. They suffer –4 to all actions. This lasts 6 rounds.
20–23	The caster gazes upon 4 targets in a 15' radius causing them to erupt in terrible warts and rendering them immobile due to the pain. This lasts 6 rounds.
24–27	Same as 18-19, but for 1 turn. The caster can also choose to have these warts explode dealing 1d8 damage to the target.
28–29	Same as 20-23, but for 1 turn. The target also takes 1d4 damage per round from blood and ooze seeping through the cracks of these angry warts.
30–31	Two targets are covered from head to foot in angry giant warts. They suffer –4 to all actions. If the caster takes no action for one round both targets can be controlled as puppets. This lasts for CL rounds. The wizard can take no other actions while commanding the infected. The targets will do anything that the wizard commands.
32+	Up to 4 targets of the casters choosing must succeed at a Fort save (DC same as the spell result) or become gigantic warts that can infect others that wander upon them. This transformation takes 1d6 turns and is permanent.

MADNESS

Level 2 (The Twisted One) **Range:** 30' or more **Duration:** Varies **Casting Time:** 2 rounds **Save:** Will vs. Spell result

General	Through the manipulation of magic and the blessing of the Twisted One, a wizard is able to cause madness and hysteria in a target, causing them to do harm to themselves and others.
Manifestation	Roll a d4: (1) tendrils of wispy black smoke seep from the caster's eyes, ears, and mouth and waft to the target(s), wrapping around their head; (2) the caster's hands swell into large pulsating mounds of flesh making it impossible to hold anything. This lasts for 1d4 rounds; (3) the caster gibbers and babbles incoherently, starting slow and increasing in speed and volume; (4) the caster falls to their knees and begins vomiting. To the affected the puddles of vomit look like the hidden memories of their life.

1	Lost, failure, and patron taint.
2–11	Lost. Failure.
12–13	Failure, but the spell is not lost.
14–15	The caster can target a creature within 30' in line of sight. The target must succeed at a Will save or be bombarded with flashes of terrible images and scenes. They will be unable to distinguish friend from foe and attack at random: 1) Self; 2) Friend; 3) Foe. This lasts for 1 round.
16–19	The caster can target a creature within 30' in line of sight. The target must succeed at a Will save or be bombarded with flashes of terrible images and scenes. They will be unable to distinguish friend from foe and attack at random: 1) Self; 2) Friend; 3) Foe. This lasts for 1d4+1 rounds.
20–21	The caster can target two creatures within 60' in line of sight. The targets must succeed at a Will save or be bombarded with flashes of terrible images and scenes. They will be unable to distinguish friend from foe and attack at random: 1) Self; 2) Friend; 3) Foe. This lasts for 1d6+1 rounds.
22–25	The caster can target three creatures within 60'. The targets must succeed at a Will save or be bombarded with flashes of terrible images and scenes. They will be unable to distinguish friend from foe and attack at random: 1) Self; 2) Friend; 3) Foe. This lasts for 1d6+1 rounds.
26–29	The caster can target all enemies within 30'. Creatures with 1 HD or less are automatically driven mad, being reduced to mindless jabbering idiots; all other targets must succeed at a Will save (DC same as spell result) or be bombarded with flashes of terrible images and scenes. They will be unable to distinguish friend from foe and attack at random: 1) Self; 2) Friend; 3) Foe. This lasts for CL rounds.
30–31	The caster can target all enemies within 60'. Creatures with 1 HD or less must make a Fort save or be driven over the brink and die and are automatically driven mad should they succeed, being reduced to mindless jabbering idiots; creatures with 2 HD are automatically driven mad, and are reduced to a mindless state; all other targets must succeed at a Will save (DC same as spell result) or be bombarded with flashes of terrible images and scenes. The madness is so severe that all targets suffer a permanent 1 Personality drain. They will be unable to distinguish friend from foe and attack at random: 1) Self; 2) Friend; 3) Foe. This lasts for 2d6+1 rounds.
32–33	The caster can target all enemies within 60'. Creatures with 1 HD or less are automatically driven over the brink and die; creatures with 2 HD are automatically driven over the brink and must make at a Fort save or die and are automatically driven mad should they succeed, being reduced to mindless jabbering idiots; all other targets must succeed at a Will save or be bombarded with flashes of terrible images and scenes. The madness is so severe that all targets suffer a permanent 2 Personality drain. They will be unable to distinguish friend from foe and attack at random: 1) Self; 2) Friend; 3) Foe. This lasts for 3d6+1 rounds.
34+	The caster can target all enemies within 90'. Creatures with 2 HD or less are automatically driven over the brink and die; creatures with 3 HD are automatically driven mad, making all rolls two steps lower on the die ladder for the duration; all other targets must succeed at a Will save (DC same as spell result) or be bombarded with flashes of terrible images and scenes. The madness is so severe that all targets suffer a permanent 1d4 Personality drain. They will be unable to distinguish friend from foe and attack at random: 1) Self; 2) Friend; 3) Foe. This lasts for 3d6+1 rounds.

SHAPE FLESH

Level 3 (The Twisted One) **Range:** Varies **Duration:** Varies **Casting Time:** 2 rounds **Save:** Will vs. Spell result

General The caster is able to fully tap into the might and wisdom of the Twisted One. Flesh is nothing more than a tool to be shaped, warped, and bent to the will of the caster. They are able to use flesh for either their benefit or to another's detriment.

Manifestation See below.

	Cast on Self	Cast on Enemy
1	Lost, falure, and patron taint.	
2–11	Lost. Failure.	
12–15	Failure, but the spell is not lost.	
16–17	The caster is able to enhance their flesh, perfecting the physical. They receive +3 to all physical attribute rolls. This lasts for 1d4 rounds.	The caster causes the flesh of one touched target to become rubbery and painful, often forming bubbling boils, and hanging off the body. On a failed save the target suffers –3 to all rolls. This effect lasts for 1d4 rounds.
18–21	The caster is able to enhance their flesh, perfecting the physical. They roll one step higher on the die ladder for all physical attribute rolls. This lasts for CL rounds.	The caster causes the flesh of up to two targets in a 10' radius to become rubbery and painful, often forming bubbling boils, and hanging off the body. On a failed save the target rolls all physical rolls one step lower on the die ladder. This lasts for CL rounds.
22–23	You are able to elongate your arms and legs by up to 15'. This allows you extra reach for attacks or the ability to get to hard-to-reach places. This lasts for CL rounds.	You are able to cause the flesh of one target within 15' to meld together. Their legs fuse together and their hands become large balls of blistered flesh. They must make an a DC 12 Agility test or fall prone. Their movement is reduced to 10'. They drop whatever items they are holding and are unable to use their hands. This lasts for CL hours.
24–26	You are able to elongate your arms and legs by up to 15'. This allows you extra reach for attacks or the ability to get to hard-to-reach places. You are also able to shape your hands into hardened scythe-like blades (1d6 damage). This lasts for CL rounds.	You are able to cause the flesh of two targets to meld together. The targets can be no further than 20' away from the caster. Their legs fuse together and their hands become large balls of blistered flesh. They must make a DC 14 Agility test or fall prone. Their movement is reduced to 10'. They drop whatever items they are holding and are unable to use their hands. This lasts for CL hours.
27–31	You are able to elongate your and one other target's arms and legs by up to 25'. This allows you extra reach for attacks or the ability to get-to-hard to reach places. You are also able to shape yours or an ally's hands into hardened scythe-like blades (1d8 damage). This lasts for CL rounds.	You are able to cause the flesh of all targets within a 30' radius to meld together. Their legs fuse together and their hands become large balls of blistered flesh. They must make a DC 16 Agility test or fall prone. Their movement is reduced to 10'. They drop whatever items they are holding and are unable to use their hands. This lasts for CL hours.
32–33	You are able to shape your flesh in strange and bizarre ways. This could be giving yourself wings to fly (move 30'), gills to breathe underwater, legs and arms to be a quadruped (move 40'), feet as fins (swim 30'), etc. You also increase one of your physical attributes by 1d3 (including your Reflex and Fort saves, if affected) for the duration of this spell. This lasts for CL x2 rounds.	The caster is able to touch the target and shape the flesh of the target in minute detail. The caster can cause the target's eyeballs to seal, nose and mouth to become covered with skin growth, etc. A target can last a number of rounds equal to their Stamina score before needing to make a DC 16 Fort save. A failed save means the target has died from suffocation. This lasts for CL rounds.

34-35	You are able to shape your flesh and another target's in strange and bizarre ways. This could be giving yourself wings to fly (move 30'), gills to breathe underwater, legs and arms to be a quadruped (move 40'), feet as fins (swim 30') etc. You also increase one of your physical attributes by 1d4 (including your Reflex and Fort saves, if affected) for the duration of this spell. This lasts for CL hours.	The caster is able to shape the flesh of any target in a 30' radius in minute detail. The caster can cause the targets eyeballs to seal, nose and mouth to become covered with skin growth, etc. A target can last a number of rounds equal to their Stamina score before needing to make a DC 16 Fort save. A failed save means the target has died from suffocation. This lasts for CL rounds.
36+	You are able to shape your flesh and two other targets' in strange and bizarre ways. This could be giving yourself wings to fly (move 60'), gills to breathe underwater, legs and arms to be a quadruped (move 60'), feet as fins (swim 60'), etc. You also increase one of your physical attributes by 2d3 (including your Reflex and Fort saves, if affected) for the duration of this spell. This lasts until the wizard cancels the effect or 24 hours have passed.	The caster is able to attempt to animate the flesh of a target with HD equaling their own in line of sight. If the target is alive (no save required if already dead), they must make a DC 18 Fort save (they receive +2 to their roll). Failure means that the target dies instantly. In 1d4 rounds the flesh of the corpse rips off of the body and is now an ally under the control of the wizard. This skin monstrosity remains animated for a number of hours equal to the caster level. **Skin Monstrosity: Init** +0; **Atk** choke +5 melee (2d4) or slam +3 melee (1d6+2); **AC** 12; **HD** 4d8; **MV** 20'; **Act** 1d20; **SP** damage reduction 5, immune to critical hits; **SV** Fort +4, Ref +2, Will +2; **AL** Same as caster. This large flap of skin undulates and flutters through the air towards its target. It can envelope a target up to large size and smother them. The target can survive for a number of rounds equal to their Stamina score. After that duration they begin to suffocate. A target must succeed at a DC 14 Reflex save to avoid becoming ensnared. *The Judge has full right to state that a target is immune to this effect. A dragon, demon, devil, or other powerful being will most likely be immune to this effect. Judge makes final call.*



Chapter 5: The Strange and Terrible Gods of Hubris

The gods of Hubris are not the benevolent beings that are told of in the many stories around campfires. They are fickle, spiteful, and full of wrath. Their displeasure leads to drought, plague, war, and death. Clerics of these gods know they must tread carefully, for to incur their god's displeasure it to risk death (or worse). For providing services, bringing in worshipers, and following the doctrine of their god, clerics are granted the standard abilities of the Cleric class (DCC, pg 26-31). In Hubris clerics also gain the ability to speak the name of their god and bring forth their deity's awesome power. A cleric can do this once per day and should not do so lightly, for failure can bring forth misery and hardship to them and their team. Should a cleric succeed in invoking the name of their deity, they truly wield the might of the gods. Each time a cleric uses this ability they are indebted to their god and will be required to take on dangerous tasks and missions all in the name of their deity.

Using Invoke the Name

Once per day a cleric can shout the name of their god and attempt to summon forth amazing powers. A cleric rolls 1d20+cleric level+Personality modifier and consults the Invoke the Name results of their god. Normally a cleric is unable to spellburn (except with Judge approval), but a cleric can spellburn when casting Invoke the Name. Each deity has their own spellburn table.

BAILEY

Stories of Bailey's tricks against the other deities of Hubris are favorites told around the campfire and in taverns across Hubris. The followers of Bailey, also known as the Grinning God, tend to be a motley lot: vagabonds, rapscallions, brigands, and thieves. Many are plucky, opportunistic, and have a love of danger and adventure. Clerics of Bailey are not bound to a particular fashion, but must always have the holy symbol of Bailey somewhere on their personage, even if it is well hidden.

People are often wary of a cleric of Bailey for there is often a lie, trick, or theft just right around the corner. And usually none of this is to their benefit.

Realm God of Trickery, Deceit, and Profit

Holy Symbol Iron Skull with two gold coins for eyes

Weapons: Blowgun, bolas**, dagger, darts, handaxe, hand crossbow**, mace, polearm, short sword, and wheellock weapons**

Alignment Chaotic

Unholy Creatures* People in love and those who tell the truth

*= These creatures are in addition to what is considered unholy by alignment in the Dungeon Crawl Classics Core book (pg 32).

**= New weapons found in Hubris setting (pg 54).

INVOKE THE NAME CHECK RESULTS

1	Disapproval. Cannot use Invoke the Name for 1d10 days.
2–11	Failure. Bailey takes away the cleric's luck. The cleric suffers –1d4 to their Luck score and bad things happen to them for the next 24 hours. The cleric's Luck score returns to normal the next day.
12–13	Bailey bestows on the cleric with the ability to cast the wizard spells Cantrip (DCC, pg 130) and Ventriloquism (DCC, pg 158) for 24 hours. The cleric must roll per the standard wizard rules and can suffer corruption and misfire from failure.
14–17	The cleric hears the whispering of Bailey, giving directions to somewhere nearby. When the cleric arrives, there is a small bag full of gems and coins equaling 1d10x50 gp. This sack of treasure will disappear after 24 hours. Time to bilk that old woman shopkeeper for all she's worth!
18–19	If the cleric is using the weapon of their deity, they gain +20 on their next attack roll.
20–23	The cleric designates a target and bestows the curse of Bailey upon them. They must succeed at a Will Save (DC same as Invoke the Name roll) or risk failing at everything they do for the next 24 hours. When the target makes any roll, they roll twice and keep the lower of the two.
24–27	Bailey smiles delightfully. 1d4+1 nearby targets fall hopelessly in love with the cleric if they fail a Will Save (DC same as Invoke the Name roll). This obsession lasts for 24 hours. These targets will do whatever the cleric asks within reason. They will not harm themselves, or act completely out of character. The cleric must be careful though... spurned psychotically obsessed lovers are even more dangerous than normal psychotically obsessed lovers.
28–29	In a puff of acidic smoke, the cleric emerges donning the formal attire representing a cleric of one of the other deities of Hubris. The cleric's Invoke the Name ability now matches that deity. Now go have fun and cause chaos! Just remember that the other gods MIGHT not look so kindly on this! This lasts for 1d3 days.
30–31	Bailey bestows upon the cleric bountiful luck… from someone else. Roll randomly to determine the victim, who must be within 30' of the cleric. The cleric gains 2d2 Luck from the target for 24 hours, after which point the victim's Luck replenishes. No save allowed. The cleric is able to burn these Luck points as a per the thief ability (DCC, pg 36-37).
32+	Bailey wants the cleric to live another day to cause havoc. The next time the cleric falls to zero HP they are immediately healed for 3d3 HP. This effect remains until used and does not stack.

INVOKE THE NAME SPELLBURN: BAILEY

Roll	Result
1	The cleric must make a Luck roll. If successful, the cleric immediately regains 1/2 of the spent ability points. If not, nothing is regained and the cleric's Luck is reduced to the same score as the lowest ability score that was spellburned! This regains as per the normal Spellburn rules.
2	The cleric must make a Luck roll. If successful, the cleric avoids calamity. Failure means that the cleric has been bestowed with bad luck, increasing the fumble range to 1-4 and causing other sorts of ill-fated accidents. Once all ability points are recovered this adverse effect vanishes.
3	The cleric is able to burn up to 10 points of ability score loss and not suffer adverse effects. To appease Bailey, the cleric must cause an uproar in another god's local congregation. This must be accomplished before the sun rises on the second day after the spellburn. Failure to accomplish this results in the loss of the full 10 ability points and a loss of 1 Luck permanently.
4	The symbol of Bailey appears as tattoos on the cleric's flesh. The tattoos cause the cleric to feel exhausted, sickened, and weak (expressed as Strength, Stamina, and Agility loss). Once all ability points have been regained the tattoos vanish.

THE CORPULENT ONE

Often depicted as the upper body of extremely fat man joined to the lower half of a giant maggot; the Corpulent One is the god of excess, want, and obsession. Stories of the Corpulent One describe him as selfish, hedonistic, and ruthless and his clerics eagerly follow his creed. Followers of the Corpulent One tend to dress in lavishly gaudy clothing and love to lord their superior station over others.

Temples to the Corpulent One are often found in restaurants, pubs, and the homes of nobility. Most of the poor population of Hubris tend to not be very fond of the followers of the Corpulent One, and many of these clerics have been lynched and made into a meal by the starving masses.

Realm God of Excess, Want, and Obsession

Holy Symbol Necklace of upper half of a fat man on a giant maggot

Weapons: Battleaxe, club, crossbow, longbow, longsword, man catcher**, net**, polearm, sickle**, spear, and staff

Alignment Chaotic

Unholy Creatures* Peasants, animals, those who practice abstinence

*= These creatures are in addition to what is considered unholy by alignment in the Dungeon Crawl Classics Core book (pg 32).

**= New weapons found in Hubris setting (pg 54).

INVOKE THE NAME CHECK RESULTS

1	Disapproval. Cannot use Invoke the Name for 1d10 days.
2-11	Failure. The Corpulent One takes away the joy of indulgence from the caster. Food rots at his touch, water becomes sand, etc. for 1d3 days.
12-13	The Corpulent One fills everyone within a 60' radius with an overwhelming need to obtain something that someone else around them has. Targets must make a Will save (DC same as Invoke the Name result) to resist. If this happens during combat the current motivation for conflict ceases and a new one for the item(s) begins. The cleric is immune to this effect. This lasts for 1d6 rounds.
14-17	The cleric is able to summon a sumptuous banquet that will feed 6 people. If any more people attempt to eat at the table, the food instantly vanishes and the invaders are struck with an insatiable hunger for 1d4 days. The 6 people eating must gorge themselves for over an hour. At the end they must make a DC 14 Fort save or become ill. If the target(s) succeed they are healed for 1d6+1 HP and gain a temporary 2d6+CL HP. This lasts for CL hours.
18-19	If the cleric is using the weapon of their deity, they gain +20 on their next attack roll.
20-23	The cleric's flesh becomes bloated and white, resembling a humanoid maggot. The cleric is able to eat rotten flesh and regain 1d4 HP back per pound consumed. They also ignore 2 points of damage. This lasts CL x2 rounds.
24-27	The cleric vomits the food eaten by the Corpulent One in a 30ft radius. The area is treated as being extremely slick and smells putrid. Targets must make a Ref save (DC same as Invoke the Name roll) or fall prone. Those that succeed move at ¼ normal rate. Targets must also make a Fort save (DC same as Invoke the Name roll) or become ill, suffering -2 to all rolls. The vomit dissipates in CL rounds.
28-29	With a simple touch, the cleric can cause a target to have such an insatiable want it drives them mad. The target must succeed on a Will save (DC same as Invoke the Name roll) or permanently lose 1 Personality point and become obsessed with obtaining the object until they acquire it.

30–31	The cleric is so extremely hungry that their jaw unhinges in a horrific, obscene manner and enables the cleric to eat a creature of Small to Medium size if they fail a Reflex Save (DC same as Invoke the Name roll). The cleric's stomach bulges horribly and the target suffocates in Stamina score rounds unless they cut their way out. After the target dies their body vanishes and the cleric doesn't need to eat for a number of days equal to the target's HD.
32+	As 30-31, but the cleric can also attempt to swallow Large creatures, but the target gets +4 to their save.

INVOKE THE NAME SPELLBURN: THE CORPULENT ONE

Roll	Result
1	After the cleric has used Invoke the Name, they fall to all fours and begin continuously vomiting slugs and maggots for 1d4 rounds. The force of the vomit greatly weakens the cleric (expressed as Strength, Stamina, and Agility loss).
2	The cleric is able to burn up to 10 points of ability score loss and not suffer adverse effects if they are able to host a grand feast in a nearby city or town by next evening. The feast must cost at least 100 gold and be in full display of the poor people, who are not allowed to partake of this banquet. If the cleric fails to host the feast, or the poor touch the food, they take double the amount spent in the spellburn in ability loss.
3	A fat, squirming maggot appears before the cleric, who must feast upon it to appease the Corpulent One. Eating the maggot takes 1 turn. The cleric must succeed at a DC 14 Will save to force the maggot down. Failure to do so means that the spellburn fails. Success means they are able to proceed with the spellburn as normal.
4	Hundreds of maggots begin bubbling out of the ground and attach themselves to the cleric, sucking the life force out of him (expressed as Strength, Stamina, and Agility loss).



DIGRADIA

Digradia is the Goddess of assassins, cutthroats, vagabonds, and some sorcerers. She demands blood tribute from her followers and from those they slay. Followers of Digradia wear jewelry or keepsakes that once belonged to their victims. Some clerics go so far as to actually make such talismans and jewelry from the victim's body.

Digradia's followers do not have overt grand shrines, preferring instead subtle effigies placed in the darkness of basements, seedy dens, and even in the strange litter-strewn back alleys of Hubris's cities.

Crossing a follower of Digradia is an unwise move and usually results in an end full of regret, pain, and finally a lingering death.

Realm Goddess of Sacrifice, Shadow, and the Poor

Holy Symbol Vial of cleric's own blood

Weapons: Blackjack, blowgun, dart, dagger, garrote, handaxe, hand crossbow**, short sword, sling, and spiked gauntlet**

Alignment Chaotic

Unholy Creatures* Creatures of light, hedonists, the selfish, nobility

*= These creatures are in addition to what is considered unholy by alignment in the Dungeon Crawl Classics Core book (pg 32).

**= New weapons found in Hubris setting (pg 54).

INVOKE THE NAME CHECK RESULTS

1	Disapproval. Cannot use Invoke the Name for 1d10 days.
2–11	Failure. Digradia casts an angry eye at the cleric, taking away the blessing of the shadow. The cleric is surrounded by a glowing luminescent light for 24 hours.
12–13	The cleric gains the ability to sneak silently and hide in shadows as a thief (DCC, pg 38) equal to their CL and alignment for 24 hours.
14–17	Digradia wraps the cleric in shadows, making her devoted follower harder to hit. The cleric gains +2 to AC for 1d6 turns.
18–19	If the cleric is using the weapon of their deity, they gain +20 on their next attack roll.
20–23	Digradia's name is whispered with fear, for she is the bringer of death. All targets must make a Will save (DC same as Invoke the Name roll) or become rattled and suffer -2 to all rolls. The cleric is immune to this.
24–27	The cleric gains the ability to use Shadow Jump as a Shadowdancer (pg 25) for 24 hours. The cleric rolls this ability as the Shadowdancer class and is subject to all the calamity that may occur from using it.
28–29	Digradia summons a Shadow (DCC, pg 425) to aid you in battle for CL rounds. This is a great boon from your mistress! Tomorrow you must offer her an ample sacrifice of 2HD. If you don't her wrath will be… terrible.
30–31	Same as 28-29 but lasts for CL turns and the sacrifice(s) must equal 5HD.
32+	Digradia reaches into the mind of the cleric's designated target and pummels it with horrible visions of the Void, shadow and death. 1 HD: no save, die instantly of fright; 2 HD: target must succeed at a Will save (DC same as Invoke the Name roll) or they die of fright; 3 HD or more: targets must make a Will save (DC same as Invoke the Name roll) or suffer temporary loss of 2d6 Personality, and all rolls are made two steps lower on the die ladder for 2d3 turns.

INVOKE THE NAME SPELLBURN: DIGRADIA

Roll	Result
1	Shadows appear and begin to pull an ethereal substance from the cleric's body (expressed as Strength, Stamina, and Agility loss) while they scream and cry.
2	The cleric must sacrifice an amount of blood (HD) equal to one half the amount of Ability points used to Invoke the Name (minimum of 1).
3	The dark goddess desires a shrine built in her honor in the sewers of the local city. The shrine should be littered with the bodies of the filthy vermin that live down there. The cleric is able to burn up to 10 points of ability score loss and if they succeed in building a shrine to Digradia within 2d3 days they take no damage from spellburn. If the cleric fails in this task they take the full 10 points and are unable to use clerical abilities for 2d3 days.
4	A burst of sunlight blasts the cleric; dark clouds of smoke waft off their body as it becomes a dry and dehydrated husk (expressed as Strength, Stamina, and Agility loss).

DRALLIC THE FLAYER OF FLESH

Drallic the Flayer of Flesh is the patron deity of Eisenbar. Over a thousand years ago he offered salvation to the heathen tribes of Eisenbar and passed down the Sacraments of Pain, Torment, and Intolerance on which the kingdom is now founded. Drallic demands that his followers take action and bring the battle to the enemy to protect His realm. Drallic hates mutants, corrupted wizards, and the weak.

Clerics of Drallic test themselves through acts of flaying and scarring their own flesh. Clerics also must have undergone the deadly Trial of Pain as a child to prove their worth to their intolerant and fickle god.

Realm God of Pain, Intolerance, Strength, and Righteousness

Holy Symbol Armband made of the tanned skin of an impure human (or mutant) with an obsidian gem.

Weapons: Battleaxe, barbed cat o' nine-tails**, flail, longbow, longsword, maul**, polearm, spiked chain**, two-handed sword, warhammer

Alignment Lawful

Unholy Creatures* Corrupted wizards, mutants, the elderly, and the weak

*= These creatures are in addition to what is considered unholy by alignment in the Dungeon Crawl Classics Core book (pg 32).

**= New weapons found in Hubris setting (pg 54).

INVOKE THE NAME CHECK RESULTS

1	Disapproval. Cannot use Invoke the Name for 1d10 days.
2–11	Failure. Drallic is unforgiving of the weak. Lose all cleric abilities for 24 hours.
12–13	Chains burst from the ground and attempt to entangle enemies in a 30' radius. Targets must make a DC 13 Ref save or become entangled, suffering –2 to all rolls. Movement is halved while in area. The cleric is immune to this effect. Chains remain for 1d4 rounds.
14–17	Barbed chains burst from the ground and attempt to entangle enemies in a 60' radius. Targets must make a DC 16 Ref save or become entangled, suffering –4 to all rolls. All affected targets suffer 1d3 damage for each round they spend in the affected area. Movement is halved while in area. The cleric is immune to this effect. Chains remain for CL rounds.
18–19	If the cleric is using the weapon of their deity, they gain +20 on their next attack roll.
20–23	The cleric gains an additional +1d4 to attack and damage against unholy creatures. This lasts for CL turns.
24–27	The Barbed Flail of Drallic appears before the cleric. This flail does 1d6+1 damage and the cleric rolls attacks one step higher on the die ladder. Wounds from the flail cannot be healed by magical means and leave hideous scars. The flail remains for 1d4+1 rounds.
28–29	As 24-27 but the flail now does 2d4 damage and heals the cleric for half damage amount. Remains for CL rounds.
30–31	The cleric brings forth the Torrent of Pain. Wave after wave of pain radiates from the cleric in a 30' radius. All targets must make a successful Fort save (DC same as Invoke the Name roll) or watch in horror as their flesh burns, blackens and is cut by invisible flames and blades. Each round the target can only move 1/4 their speed and suffers 2d3 points of damage. This lasts CL rounds or until the cleric cancels the effect. The cleric must concentrate each round for this to continue.
32+	The Pyre of Drallic– large wooden stakes burst from the ground, their chains clanging hungrily to latch around the weak and unworthy. The cleric can designate a number of HD victims equal to his CL (i.e. a 3rd level cleric can capture a 2 HD creature and a 1 HD creature, etc.). Each target must make a Ref save (DC same as Invoke the Name roll). Failure means the target(s) are tied to the stake and a fire erupts under their feet. Initial damage is 2d6 and 1d6 each round until freed (DC 20 Str check) or dead. This lasts until all targets are dead or freed.

INVOKE THE NAME SPELLBURN: DRALLIC THE FLAYER

Roll	Result
1	The cleric must flog and flay their own flesh to appease Drallic for begging for His aid (expressed as Strength, Stamina, and Agility loss).
2	The cleric must carve their face with a silver ritualistic knife as soon as they are able (after combat, danger has passed, etc.). This ritual takes 2d2 hours and deals 1d2 damage per hour. With each hour of cutting the cleric loses 1 Personality point (temporary) due to their new and horrible visage. These lost Personality points regain at a rate of 1 per week. The scars will forever mar their face.
3	Drallic the Flayer finds the cry for help from the cleric to be a sign of weakness. He grants the spellburn, but at no cost to the cleric, however the next time the cleric spellburns they must survive the cleansing pyre. The cleric is trapped to a stake that bursts from the ground as hellfire ignites underfoot. The cleric takes 2d3 initial damage and then 1d6 damage per round for 1d3+1 rounds. As is the way of Drallic, if you do not survive, then you were weak and needed to be culled.
4	The cleric designates one target that must make a DC 16 Reflex save or be ensnared and torn apart by chains that burst from the ground, taking 4d6 damage. The blood that flows upon the ground fuels the cleric's Invoke the Name at the beginning of the next round. Should the target succeed their save, the spellburn fails.

GOD OF THE TERRIBLE WHISPER

The God of the Terrible Whisper lurks where the mists of knowledge seep through the cracks of the universe. His clerics tend to be enigmatic to the point of madness, and collect and guard tomes of knowledge zealously. Most of His clerics dress in thick woolen robes of brown or black, prowling around libraries, halls of records, or anywhere there may be knowledge to gain. Other followers wear strange and colorful lavish outfits and prowl the halls of noble villas, attending extravagant parties, and the like. Some followers take the activity of dealing in secrets to the next level and engage in bizarre cult rituals, cloak and dagger conspiracies, and other clandestine behaviors.

Much like the mists shroud the passage of history, so do they blanket the God of the Terrible Whisper's true intentions.

Realm God of Knowledge, Secrets, and Madness

Holy Symbol Book of ancient lore

Weapons: Bolas**, Club, dagger, handaxe, javelin, mace, staff, and sickle**

Alignment Neutral

Unholy Creatures* The illiterate, fire elementals, and creatures that drain intelligence

*= These creatures are in addition to what is considered unholy by alignment in the Dungeon Crawl Classics Core book (pg 32).

**= New weapons found in Hubris setting (pg 54).

INVOKE THE NAME CHECK RESULTS

1	Disapproval. Cannot use Invoke the Name for 1d10 days.
2–11	Failure. The cleric feels lightheaded as their Intelligence is lanced away. The cleric rolls all Int checks one step lower on the die ladder. This lasts for 24 hours.
12–13	All targets within 30' must make a DC 13 Will save or become confused and wander around for 1d4 rounds. The cleric is immune to this effect. Doing damage to a target breaks this enchantment.
14–17	The cleric gains a fleeting glimpse of some secrets of the universe. The cleric rolls all intelligence-based checks at one step higher on the die ladder for 24 hours.
18–19	If the cleric is using the weapon of their deity, they gain +20 on their next attack roll.
20–23	The cleric and all allies are granted a vision of the future and are able to reroll one failed roll during the session. They must succeed on a DC 14 Will save or become dazed by the images for 1d4 rounds.
24–27	Shouting the name of the God of the Terrible Whisper causes chaos and panic. The cleric is immediately able to cast Scare (DCC, pg 191) with a +5 to their roll. The cleric can suffer all adverse effects for failing the spell check.
28–29	As 24-27, but can cast the spell for 24 hours with a +5 to their casting roll.
30–31	The God of the Terrible Whisper channels his wrath through the cleric. On a successful touch attack the target is in the grips of madness. They receive a Will save (DC same as Invoke the Name roll). Success means they make all rolls one step lower on the die ladder for 1d6 turns. Failure means they roll all tests at two steps lower on the die ladder for 24 hours and permanently lose 1 Personality point. Targets that critically fail on the save permanently lose 1d3 Personality points and roll two steps lower on the die ladder for 24 hours. The cleric gains the knowledge of the target and is able to roll one of their skills as though it was a trained ability for 24 hours.
32+	The cleric is able to touch one person and completely erase their memory if the target fails a Will save (DC same as Invoke the Name roll). If the target fails all individuals within sight of this must make a DC 16 Will save or become rattled and suffer as they watch the target scream, writhe, and thrash as their memories are made physical and are pulled through their pores, eyes, mouth, and ears. Failure means that they roll all tests one step lower on the die ladder for 24 hours. If the target succeeds on their save the Cleric temporarily loses 2d3 Personality that return at a rate of 1 per day with rest.

INVOKE THE NAME SPELLBURN: GOD OF THE TERRIBLE WHISPER

Roll	Result
1	After casting Invoke the Name the cleric's ears begin to fill with thousands of voices all whispering at once. This causes the cleric to begin to thrash on the ground, beating their head and fists against the floor as their mind is assaulted (expressed as Strength, Stamina, and Agility loss).
2	After the cleric casts Invoke the Name copious amounts of an ethereal liquefied brain matter begins to flow from their mouth, eyes, and ears (expressed as Strength, Stamina, and Agility loss). The cleric's body ages as their hair whitens and they wither and become frail. They will remain in this state until all ability points have been regained.
3	The God of the Terrible Whisper desires a tome of knowledge that has been lost for centuries. The cleric gains flashes of where the tome is located and must retrieve it with all due haste. If not retrieved in 1d3 months and delivered to a library loyal to the God of the Terrible Whisper, the cleric suffers a permanent –1 to Strength, Agility, and Stamina.
4	The cleric falls upon the ground and begins jabbering and babbling in an incomprehensible and terrifying voice. All creatures within a 40' radius must make a DC 10+Cleric Will save or be drained of 1d3 points from: Roll 1d3: 1) Stamina; 2) Intelligence; 3) Personality (these replenish at a rate of 1 per day). The lost points represent the Strength, Stamina, and Agility loss of the cleric for using Invoke the Name. If the cleric doesn't gain the amount of ability points they spent, they now lose double the amount remaining.

GREAT SLUMBERING MONOLITH

The Great Slumbering Monolith sleeps, dreams, and stirs. Its movements cause Hubris to quake and nightmares to manifest on the physical plane. The Great Slumbering Monolith is often depicted as a mountain, obelisk, or black shapeless form. Most people in Hubris give thanks for the Great Slumbering Monolith's blessing of time and dreams, even if they do not follow Its path. It is believed that the Great Slumbering Monolith created the Rabid Ravens (pg 116) to serve Him and deliver prophecy to Hubris.

Clerics of the Great Slumbering Monolith are of varied temperaments, some focus on combating unholy creatures, while others seek to understand time, or unravel prophecy. Its clerics state that their god has the kindest temperament of all the deities of Hubris, but shy away from providing an explanation when their brethren go mad or age rapidly from incurring Its ire.

Realm God of Dreams, Prophecy, and Time

Holy Symbol An hourglass

Weapons: Crossbow, hand crossbow**, longsword, net**, polearm, shortsword, two-handed sword, and wheellock weapons**

Alignment Neutral

Unholy Creatures* Sleepless and/or sightless creatures, and undead

*= These creatures are in addition to what is considered unholy by alignment in the Dungeon Crawl Classics Core book (pg 32).

**= New weapons found in Hubris setting (pg 54).

INVOKE THE NAME CHECK RESULTS

1	Disapproval. Cannot use Invoke the Name for 1d10 days.
2–11	Failure. The cleric is unable to sleep for 1d3 days and suffers appropriate modifiers for sleep deprivation.
12–13	The Great Slumbering Monolith bestows on the cleric with the ability to cast the wizard spell Sleep (DCC, pg 155) for 24 hours. He must roll per the standard wizard rules and can suffer corruption and misfire from failure.
14–17	The cleric is blessed with the gift of invigorating sleep. With a full 8 hours of sleep the cleric gains back an additional 2d4 hp per night in addition to any natural healing. This lasts CL days.
18–19	If the cleric is using the weapon of their deity, they gain +20 on their next attack roll.
20–23	The cleric gains immunity to all sources of exhaustion and sleep effects for 24 hours.
24–27	As 20-23 but this affects all allies of the cleric within 30' radius.
28–29	The cleric is able to feed on the dreams of others. While others sleep and have fanciful dreams dancing around in their heads, the cleric is able to scoop them up and eat them. A cleric that consumes dreams in this manner is considered well-rested and does not need to eat or drink for 24 hours. This transference of thought also allows a cleric to choose one target and then gain the use of skills from that target's occupation or class and roll it as if they are trained in it (including thief skills- this will always be treated as one level lower than the thief however- minimum of 1). This lasts for 24 hours.
30–31	The Great Slumbering Monolith bestows on the cleric with the ability to cast the wizard spells Haste (DCC pg 221) and Slow (DCC pg 228) for 24 hours. The cleric must roll per the standard wizard rules and can suffer corruption and misfire from failure.
32+	The Slumbering Monolith speaks through the cleric, spewing forth a prophecy that will come true. The player must keep the prophecy to a realistic expectation and the Judge gets final say on the outcome. The cleric is also granted the boon of foresight and gains a temporary 1d4 Luck that lasts for 24 hours.

INVOKE THE NAME SPELLBURN: GREAT SLUMBERING MONOLITH

Roll	Result
1	The cleric is crushed under the weight of the sleepless and exhausted masses (expressed as Strength, Stamina, and Agility loss).
2	After the cleric casts Invoke the Name they begin to sputter, cough, and gag for 1d4+1 rounds, unable to do anything else. After this duration the cleric's jaw stretches and a large Rabid Raven flies out of their mouth and lands on the shoulder of the cleric. The cleric must listen to the prophecy of the Rabid Raven (pg 116).
3	The cleric takes no ability damage from spellburning, but instead must make a DC 18 Fort save or age 3d12 years. Success results in 1/2 that amount aged. Characters can die of old age as a result of this.
4	A tear in the sky appears above the cleric spewing forth a Dream Devourer (see stats below) from the Void. The cleric (and allies) must defeat this unholy abomination for the Great Slumbering Monolith within 3d3+1 rounds before it disperses back to the Void. If the cleric is successful they suffer no ability damage from spellburning. Should the cleric fail in this task, they suffer the full drain from the spellburn, permanently lose 1 Personality point, and are unable to use clerical abilities for 24 hours. **Dream Devourer: Init** +6; **Atk** barbed tongue +6 melee/range 25' (3d3+ Ensnare), Bite +6 melee (1d8), **AC** 18; **HD** 4d8; **MV** 30' fly; **Act** 2d20 ; **SP** Ensnare, Stun Gaze; **SV** Fort +4, Ref +5, Will +8; AL C. Dream Devourers reside in the Void, satiating their terrible hunger on the dreams and intellect of mortals. Dream Devourers are prismatic spheres, ranging from 5'-25' in diameter with large eyes with swirling pupils. In combat a Dream Devourer will begin attacking with Stun Gaze, an attack delivered from their eyes. If caught in the Dream Devourer's gaze, you must make a DC 14 Will save or be stunned for 1d3 rounds, unable to act. A Dream Devourer can only have one target affected by this at a time. The Dream Devourer has sharp needle teeth that ooze a yellowish sticky substance. Their tongue is barbed and can reach targets up to 25' away. A target successfully struck with the Dream Devourer's tongue must make a DC 16 Reflex save or become ensnared by it. Ensnared targets take 1d3 temporary Intelligence damage per round ensnared. Those that reach zero Intelligence die instantly and will morph into a Dream Devourer in 2d5 rounds. Ensnared targets can attempt to break free by making a DC 20 Strength check.

THE HEATHEN BELOW

The Heathen Below is the terrible god of death, decay, and betrayal. Those that worship the Heathen Below do not do so openly; His temples are usually in caverns, basements, cellars, or ruins and are hidden behind illusions, traps, and other insidious protections. Those that worship him seek to spread death, plague, and dissent throughout the realms. The Heathen Below is considered the ultimate offender in Hubris.

Those who worship the Heathen Below openly often find their heads ripped from their necks and their bodies thrown on a cleansing pyre.

Realm God of Death, Decay, and Betrayal

Holy Symbol Vial of corrupted blood from a murdered victim

Weapons: Crossbow, dagger, garrote, bow (any), longsword, maul**, polearm, sickle**, scythe**, spear, two-bladed sword**, and warhammer

Alignment Chaotic

Unholy Creatures* The pure, children, followers of the Stillborn Unwanted Child, and scholars

*= These creatures are in addition to what is considered unholy by alignment in the Dungeon Crawl Classics Core book (pg 32).

**= New weapons found in Hubris setting (pg 54).

INVOKE THE NAME CHECK RESULTS

1	Disapproval. Cannot use Invoke the Name for 1d10 days.
2–11	Failure. The Heathen Below infuses you with corruption; Gain: Roll 1d8: 1-4) Minor wizard corruption; 5-7) Cosmetic Mutation; 8) Greater Corruption.
12–13	The ground is blighted in a 30' radius around the cleric. All small plants and flowers die. Anyone in the area must make a DC 13 Fort save or become ill and begin vomiting for 1d4 rounds. All rolls are one step lower on the die ladder for the duration. The cleric is immune to this.
14–17	The cleric rolls one step higher on the die ladder for Turn Unholy tests for CL rounds.
18–19	If the cleric is using the weapon of their deity, they gain +20 on their next attack roll.
20–23	The cleric gains the ability to cast either Charm Person (DCC, pg 131) or Choking Cloud (DCC, pg 134) for 24 hours. The choice is made when this is rolled. The cleric makes their roll per standard wizard rules and can suffer corruption and misfire from failure.
24–27	The cleric is infused with decay. The next person they touch in 1 minute must make a Fort save (DC same as Invoke the Name roll) or age 2d7 years. The cleric is instantly healed an amount of HP equal to the amount of years drained from the target. If the target successfully saves the cleric must make the same save or age 1d6 years.
28–29	Roll 2d4- That amount of life force (HP) is violently leached out of the cleric (the cleric better hope he survives, because the Heathen Below doesn't care) and flows into the ground. At the start of the next round a number of zombies (DCC, pg 431) equal to the lost HP will burst from the ground to aid the cleric in combat. Once all targets are dead the zombies will wander off to feast on others, even the cleric's companions. The cleric is immune to attack unless he provokes the zombies.
30–31	Same as 28-29 only roll 2d8.
32+	The cleric blights the ground in a 120' radius centered on the caster. All food and water immediately spoils. Small plants and animals in the area die, maggots and flies burst from their bloated flesh in 1d3 rounds. Living targets of 1 HD or less immediately die; 2 HD targets are immediately sickened and suffer all rolls one step lower on the die ladder while in the affected area and for a number of rounds equal to the cleric's CL after leaving it (no save). 3 HD and above targets must make a Fort save (DC same as Invoke the Name roll) or become sickened as above. The blight remains for a number of turns equal to the cleric's CL. The cleric and the cleric's items are immune to this.

INVOKE THE NAME SPELLBURN: THE HEATHEN BELOW

Roll	Result
1	After the spellburn the cleric becomes a carrier of one random disease (pg 231). By the end of the combat the cleric must successful transfer the disease to another target by touching them. The target receives a Fort save (DC same as the disease, pg 231). Failure means that the target suffers from the effects of the disease as described. If the cleric fails to transfer the disease, they must make the same Fort save or become infected with it. Success means the cleric is not infected with the disease but permanently loses 1 Stamina due to the strain on their body.
2	The Heathen Below hungers for the cleric's life force. The cleric must make a Fort save (DC equal to 10+ablity points burned). Failure– the cleric permanently loses 1d4 Stamina and becomes even more devoted to the Heathen Below. When the cleric is reduced to 0 Stamina they become an un-dead servant, utterly devoted to the Heathen Below and His clerics.
3	The cleric is wracked with pain as pus, flies, and beetles ooze from their pores (expressed as Strength, Stamina, and Agility loss).
4	The Heathen Below demands a price for the cleric's impertinence of daring to ask for aid. The cleric can choose to be aged 3d10 years and gain the full benefit of the amount of Spellburn they asked for, or suffer from weakness and only gain 1 point for every 2 points of ability burned.

SET

The serpentine god of the Klind is often depicted as a gigantic cobra with large jagged fangs. He is as patient as time, more conniving than the meanest mage, and more deadly than the most virulent plague. Long ago Set was banished to the Void by the other deities of Hubris. Set revels in depravity, degradation, and sexual deviance. The Klind sex prophets, alchemists, wizards, and clerics all work tirelessly to bring their banished god back to the physical plane. Over the millennia others have opened their hearts and minds to the presence of Set.

Non-Klind clerics of Set tend to wear flowing light fabrics of white, black, and green. Like the followers of Yelsa (pg 217), clerics of Set enjoy using sexuality as a weapon

Realm Serpentine God of the Klind- God of Poison, Schemes, Forbidden Knowledge, and Deviance

Holy Symbol Necklace or bracelet of snake made of jade and silver.

Weapons: Battleaxe, blowgun, crossbow, flail, longsword, man catcher**, polearm, scythe**, short-sword, and wheellock weapons**

Alignment Lawful

Unholy Creatures* Warm-blooded nonbelievers, slaves, and natural predators of snakes

*= These creatures are in addition to what is considered unholy by alignment in the Dungeon Crawl Classics Core book (pg 32).

**= New weapons found in Hubris setting (pg 54).

INVOKE THE NAME CHECK RESULTS

1	Disapproval. Cannot use Invoke the Name for 1d10 days.
2–11	Failure. Set is disgusted with the cleric. The cleric's flesh becomes soft and squishy. Movement reduced by 1/4 and the cleric suffers –2 to AC for 24 hours.
12–13	The cleric is blessed by Set and gains infravision 30'. This lasts 1d4 rounds.
14–17	The cleric is blessed by Set and gains infravision 60'. The cleric's flesh hardens and becomes scale-like, granting +2 to AC. This lasts 1d6 rounds.
18–19	If the cleric is using the weapon of their deity, they gain +20 on their next attack roll.
20–23	The cleric is blessed by Set and gains infravision 90'. Hard reptilian scales grow out of the cleric's skin to replace flesh, granting +4 to AC. The cleric grows sharp fangs (1d4 damage). This lasts 2d4 rounds.
24–27	The cleric is blessed by Set and gains infravision 120'. Hard reptilian scales grow out of the cleric's skin to replace flesh, granting +4 to AC. The cleric grows sharp fangs (1d4 damage). The cleric becomes increasingly lithe and agile, gaining +2 to Reflex saves. This lasts 2d6 rounds.
28–29	The cleric is blessed by Set and gains infravision 120'. Hard reptilian scales grow out of the cleric's skin to replace flesh, granting +4 to AC. The cleric grows sharp, deadly fangs (1d4 damage), which are full of venom (DC 14 Fort save or additional 1d6 damage). The cleric becomes increasingly lithe and agile, gaining +2 to Reflex saves. This lasts CL+1d6 rounds.
30–31	The cleric gains the full blessing of Set and is transformed into a giant cobra. See stats below. This lasts 2d2 rounds.
32+	Same as 30-31, but lasts for CL rounds. **Cobra, giant: Init** +8; **Atk** bite same as cleric (2d4 + poison DC 18 Fort or death); **AC** 16; **HD** same as cleric; **MV** 40'; **SP** 25% spitting; **Act** 1d20; **SV** Fort same as cleric, Ref same as cleric, but +2, Will same as cleric; **AL** same as cleric.

INVOKE THE NAME SPELLBURN: SET

Roll	Result
1	Snakes slither out of holes that appear in the ground and begin biting at the cleric's feet and ankles with their venomous fangs, causing the cleric to writhe in agony (expressed as Strength, Stamina, and Agility loss).
2	After the cleric uses Invoke the Name a highly venomous snake appears floating in mid-air (DCC, pg 446): Roll 1d3: 1) adder; 2) asp; 3 cobra). The cleric must grab it and allow it to bite their chest. The cleric gains +2 to their Fort save against the snake's deadly poison.
3	A swirling storm whips from the ground around the cleric. Its powerful force scratches the face and eyes of the cleric, disorienting them. The cleric gains the spellburn amount, but must make a successful DC 15 Will save or become confused as to who is friend and foe. Failure means all are enemies in the eyes of Set (unless they themselves are followers of the serpentine god).
4	Set encases the Cleric in a large serpent egg. The cleric must make a successful DC 14 Strength check to break free of the shell. As the cleric breaks free, yolk and blood stream from their eyes, mouth, and nose (expressed as Strength, Stamina, and Agility loss).



THE STILLBORN UNWANTED CHILD

Whether referred to as the Stillborn Unwanted Child, the Pathetic One, or the Mewling Babe, it is usually spoken with a contemptuous sneer. The Stillborn Unwanted Child has the smallest following in all of Hubris as miracles of kindness and help are in short order in a world full of violence, death, and plague. Most people have a hard time believing in charity without a catch.

Clerics of the Stillborn Unwanted Child tend to be gentle, charitable, forgiving, and understanding. They lend a hand where needed, even to those who reject, persecute, and abuse them. Oftentimes those devoted followers find themselves at the wrong end of the flail, especially when they encounter clerics of Drallic or the Heathen Below.

Realm God of Healing, Life, and Love

Holy Symbol Necklace of open hands.

Weapons: Club, crossbow, dagger, dart, man catcher**, net**, short bow, short sword, sling, and staff

Alignment Lawful

Unholy Creatures* Abusers, those who commit adultery, the infected, and corrupted wizards

*= These creatures are in addition to what is considered unholy by alignment in the Dungeon Crawl Classics Core book (pg 32).

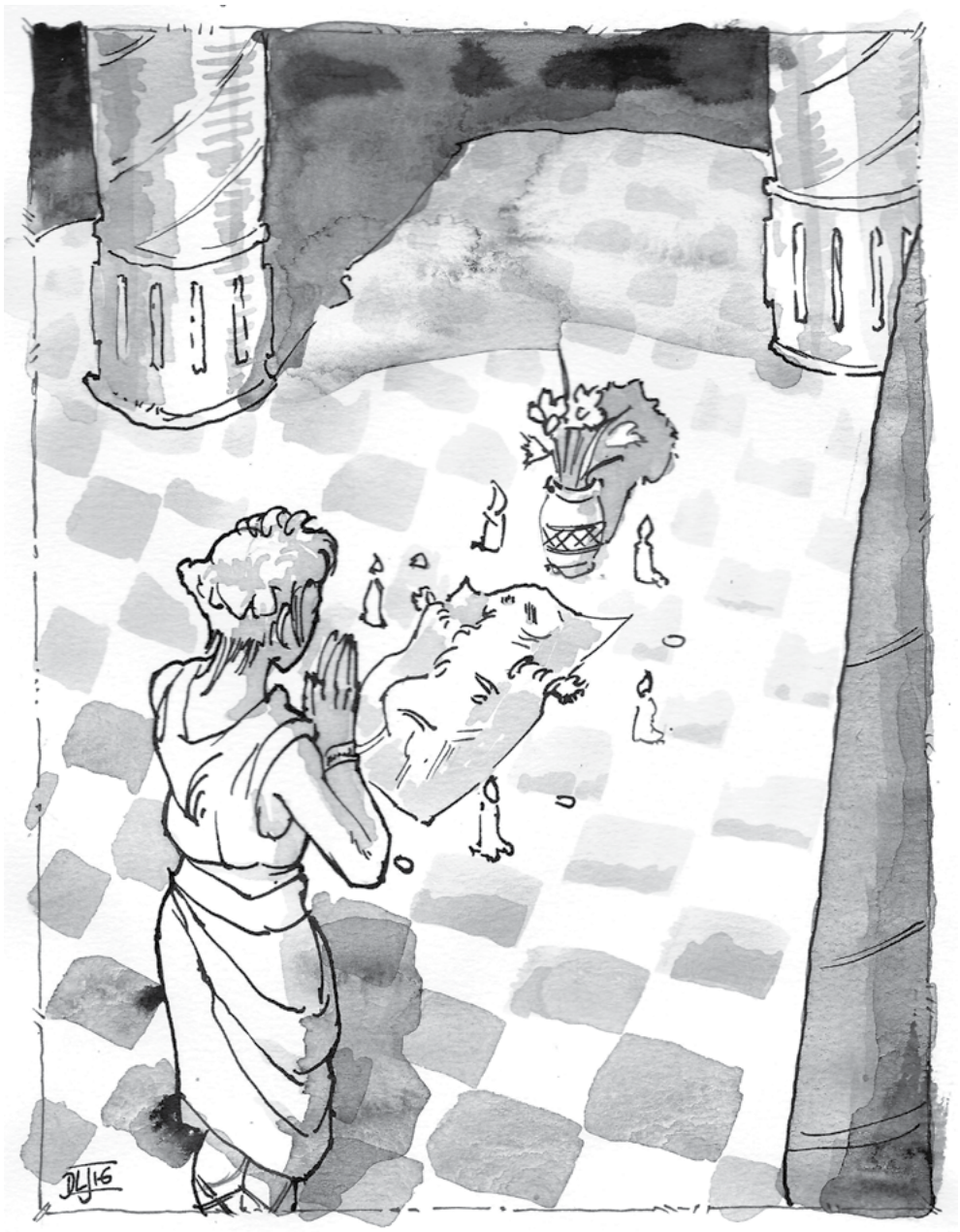
**= New weapons found in Hubris setting (pg 54).

INVOKE THE NAME CHECK RESULTS

1	Disapproval. Cannot use Invoke the Name for 1d10 days.
2–11	Failure. For disappointing the Mewling Babe, the cleric rolls all Lay on Hands tests one step lower on the die ladder for 24 hours.
12–13	The cleric is infused with a calming presence. When making Personality tests the cleric rolls one step higher on the die ladder. This lasts for 24 hours.
14–17	The Stillborn Unwanted Child blesses the cleric to cast Protection from Evil (DCC, pg 265- even if they do not know this spell) as a free action, although they still must roll a spell check to determine how successful they are. The cleric can still suffer failure and disapproval.
18–19	If the cleric is using the weapon of their deity, they gain +20 on their next attack roll.
20–23	The cleric can attempt to heal one curse through the Lay on Hands ability for 4 dice (DCC, pg 30) in a 24-hour period.
24–27	The cleric can attempt to heal one point of permanent ability loss (except for Luck) through the Lay on Hands ability for 5 dice (DCC, pg 30) in a 24-hour period.
28–29	The cleric is infused with the gift of life. Once the sun sets the cleric is transformed into a mewling, thrashing, helpless infant. Those that are able to sleep around this hideous and pitiful sight (Judge can call for a DC 10 Fort or Will save if they desire) regain 2d3 HP per night of rest rather than 1 HP. The cleric transforms back into their normal form when the sun rises.
30–31	The cleric is able to touch one target (this result also affects the cleric) and infuse them with an extreme will to live. If they fall in battle they receive +2 to their Luck roll for recovering the body. This effect is consumed once the target falls in combat. Those that fall repeatedly should probably hang up their adventuring gear.
32+	As 30-31, but 1/2 CL targets can be touched (this result also affects the cleric). Alternatively, the cleric can touch one target (including self) who is instantly healed for 3d4+3 HP when they are reduced to zero HP.

INVOKE THE NAME SPELLBURN: THE STILLBORN UNWANTED CHILD

Roll	Result
1	A radiant burst of the cleric's life energy envelops all allies within a 60' radius, healing them for 1d4 + cleric's CL (expressed as Strength, Stamina, and Agility loss).
2	The cleric does not suffer ability damage from the spellburn, but is instead transformed into a baby for a number of hours equal to spellburn points spent. The cleric can still cast spells and use cleric abilities as is the miracle of the Stillborn Unwanted Child. Let's just hope someone in the group brought a papoose bag.
3	The cleric must help to establish a new mission or orphanage dedicated to the Stillborn Unwanted Child within the next 1d4 months. Failure to do so will result in losing all cleric abilities for 2d10+10 days.
4	The cleric is able to regain all ability points lost from the spellburn if they are willing to sacrifice a permanent 1 point loss to: Roll 1d3-1:) Strength; 2) Stamina; 3) Agility, which is given freely to their loving god's lifeless form. If the cleric refuses, the tantrum of the Stillborn Unwanted Child is felt and it takes twice as long to regain lost ability points.



VRALKAR

Vralkar is the savage god of battle, strength, pride, and survival. He revels in the throngs of battle, death, blood, and pain. Negotiation, talk, and hesitance are for the weak. Followers that attempt to parlay or beg for mercy shall receive a disgraced death. Vralkar is almost universally revered by the Ingvar of the Frozen Wastes.

Many warriors offer prayers to Vralkar before battle in the hope that He will grant them strength and success, but His clerics know that this is foolish. Vralkar only cares for the strongest; those that survive. The only blessing Vralkar has for the weak is a boot heel to the throat or an axe to the skull.

Realm God of Battle, Strength, Pride, and Survival

Holy Symbol The cleric's own weapon

Weapons: Any melee weapon with a metal head or edge

Alignment Lawful

Unholy Creatures* The weak, pacifists, and peace-mongers

*= These creatures are in addition to what is considered unholy by alignment in the Dungeon Crawl Classics Core book (pg 32).

**= New weapons found in Hubris setting (pg 54).

INVOKE THE NAME CHECK RESULTS

1	Disapproval. Cannot use Invoke the Name for 1d10 days.
2–11	Failure. Vralkar is disgusted by the cleric's weakness. The cleric suffers –CL to all attack rolls for 24 hours.
12–13	A target touched by the cleric must make a DC 13 Fort save or roll all their attack rolls 1 step lower on the die ladder for a number of rounds equal to the cleric's CL.
14–17	During combat the cleric is fueled with the fervor of battle. This adds 1d6+1 to the cleric's attacks, but subtracts the same amount from armor class. This lasts a number of rounds equal to the cleric's CL.
18–19	If the cleric is using the weapon of their deity, they gain +20 on their next attack roll.
20–23	Vralkar's gift of Blood Rage takes over and the cleric is lost to the pitch of battle. Use the rage rules of the Ekrask (pg 32).
24–27	The battle cry of Vralkar issues from the throat of the cleric. All enemies in a CLx10' radius must make a Will save (DC same as Invoke the Name roll) or drop what they are holding and flee in terror for CL rounds.
28–29	A battle horn of Vralkar appears. When the cleric blows on it the ground trembles and a spectral warrior appears to fight alongside the cleric for CL/2 rounds (minimum of 1). Treat the spectral warrior as a level 1 warrior.
30–31	As 28-29, but treat the spectral warrior as a level 3 warrior and it remains for CL rounds.
32+	A Battle Axe of Vralkar appears in the cleric's hands (see info below). This magical battle axe remains for CL turns. **The Battle Axe of Vralkar** Two-handed; **Align:** Lawful; **Communication:** Empathy; **Int:** 7 **Bane:** Add +1d4 to attack and damage to all unholy creatures of Vralkar; **Spotter:** The axe marks all bane targets so that they are more easily attacked. Allies can fire into melee between the wielder and banes at no penalty and no chance of hitting the wielder. Allies attacking banes with missile fire from within 100' of the axe receive +1 to attack rolls. **Special Purpose:** To slay all that are unworthy of life. **Special Purpose:** The cleric must prove worth. Falling unconscious with Battle Axe in hand is death. **Powers:** Detect Magic 1x/day; Infravision 120'; **Armor Breaker**– on a critical hit destroys opponent's armor as well as other effects.

INVOKE THE NAME SPELLBURN: VRALKAR

Roll	Result
1	Angry and tortured spirits of the unworthy well up from the ground and pass through the cleric, siphoning away life (expressed as Strength, Stamina, and Agility loss).
2	The cleric can burn up to 10 points of ability score loss and not suffer adverse effects. However, by the end of combat the cleric must slay one unworthy subject or suffer the wrath of Vralkar; this results in the loss of the full 10 ability points and a permanent loss of 1 to either Strength, Stamina, or Agility (randomly chosen).
3	The cleric chooses an unworthy target and must make a successful touch attack against them. The target receives a Fort save (DC 10+Cleric CL). Failure: the cleric gains 3d5 spellburn points siphoned from the touched target to use on Invoke the Name. Success: the cleric suffers the full loss of the 3d5 spellburn, but does not gain the benefit of using the ability points for Invoke the Name.
4	After the spellburn, flashes appear in the cleric's mind of a stronghold of vile, unworthy creatures. The cleric must seek out and destroy these heathens in the name of Vralkar. Success means that the cleric will be granted a boon from Vralkar, should He desire to bestow one.

YELSA, THE GODDESS OF SEX AND VIOLENCE

Yelsa's temples are often found in brothels where the Matron Whore preaches and practices the trades offered by her goddess. Yelsa's love rests precariously on the precipice where pleasure and pain are one and the same, although oftentimes it completely falls into the darkness and gives way to violence, torture, and mutilation. Most of her clerics dress in whatever fashion they desire, but always with an aspect of flesh and sexuality in mind. Many have pins, hooks, and barbs sewn into their garments. While not deadly, they can cause enough pain to be exhilarating. Others followers surgically insert metal, spikes and other fetishes into their flesh.

Yelsa's followers are quite devoted to her. It is believed that she keeps the men and women who ply their trade safe from harm. This belief is further propagated by the fact that the clerics of Yelsa are always quick to mete out justice against offenders of the faith.

Realm Goddess of Sex and Violence

Holy Symbol Metal Headdress that pierces the skin

Weapons: Barbed cat-o-nine tails**, crossbow, dagger, flail, garrote, bow (any), longsword, short sword, spear, spiked chain**, and spiked net**

Alignment Chaotic

Unholy Creatures* The celibate, the androgynous, and pacifists

*= These creatures are in addition to what is considered unholy by alignment in the Dungeon Crawl Classics Core book (pg 32).

**= New weapons found in Hubris setting (pg 54).

INVOKE THE NAME CHECK RESULTS

1	Disapproval. Cannot use Invoke the Name for 1d10 days.
2–11	Failure. Yelsa is angry at you and turns you into an emotionless eunuch and you lose the ability to turn unholy for 1d3 days.
12–13	Yelsa blesses you with supernatural beauty. You receive +2 to Personality rolls for 24 hours.
14–17	One target of the cleric's choosing must make a DC 16 Fort save or be wracked with pain, suffering –2 to all rolls for 1d4 rounds.
18–19	If the cleric is using the weapon of their deity, they gain +20 on their next attack roll.
20–23	Yelsa gives the power of transference. The cleric may hurt themselves for 2d6 damage and all enemies in a 60' radius must make a Fort save (DC same as Invoke the Name roll) or take the same amount of damage.
24–27	Two targets of the cleric's choosing must make a Fort save (DC same as Invoke the Name roll) or be wracked with pain and suffering. They make all rolls one step lower on the die ladder for CL rounds. If the target(s) roll a 1 on their save they are unable to act or move and are considered helpless. The targets must be within 15' of each other.
28–29	The cleric becomes a conduit for Yelsa's anger. All must make a Fort save (DC same as Invoke the Name roll) in a 120' radius or be wracked with pain and unable to act or move and are considered helpless for CL rounds. The cleric is immune to this effect.
30–31	A throne of chains manifests before the cleric. When the cleric sits upon the throne, barbs and hooks dig into their flesh, tugging and tearing at it. Each round the cleric stays seated in the throne they take 1d3 points of damage. While in the throne they are able to control 2d4 barbed and hooked chains that have a reach of 25'. Each chain gets a +5 to attack and does 2d3 damage. The throne remains CL rounds.
32+	The cleric brings forth a minion of Yelsa: the Chained Devil, which remains for CL rounds. The chained devil remains for CL rounds or until slain. *See creature stats on following page.*

Chained Devil: Init +5; **Atk** Chains (15' long) x6 +5 melee/ranged (3d3), **AC** 18; **HD** 5d8; **HP** 22; **MV** 30'; **Act** 1d20 +6 each chain; **SP** Chain armor, Dance of Chains, Infernal Traits; **SV** Fort +6, Ref +6, Will +6; **AL** C.

Chain Armor: Once per round the chains will block an attack against the chained devil. The attack has a 50% chance of being blocked.

Dance of Chains: Rather than making each individual attack with her chains, the Chained Devil can cause all her chains to extend to 30' long and make one attack to against all targets in the radius, doing 5d3 damage. No attack roll is necessary, but each target receives a DC 16 Reflex save. Success means half damage.

Infernal Traits: Immune to non-magical weapons or natural attacks from creatures of 3 HD or less; half damage from fire, acid, cold, electricity, and gas.



INVOKE THE NAME SPELLBURN: YELSA

Roll	Result
1	The cleric receives a vision of those who ply their trade in the name of Yelsa and are in trouble and in need of aid. The cleric must seek them out and offer them protection for a number of days equal to double the amount of Ability points spent on the spellburn. The cleric regains the standard ability points per day, per the DCC spellburn rules (DCC, pg 107). Should the cleric fail in this task they instantly lose all gained points and are unable to use any cleric abilities for 3d10 days.
2	Needles, hooks and barbs burst from the cleric's skin, causing profuse bleeding (expressed as Strength, Stamina, and Agility loss).
3	The cleric must ply the trade of Yelsa on the streets of the nearest town for a number of days equal to the amount of Ability points spent on Invoke the Name. All gold earned must be given to the nearest temple of Yelsa. Each day this is accomplished an Ability point is regained. Failure to do so results in the loss of two Ability points.
4	Immediately after combat a cage filled with hooks attached to chains bursts from the ground, surrounding the cleric. The hooks lash out and pierce the cleric's flesh, suspending them for a number of minutes equal to Ability points spent (expressed as Strength, Stamina, and Agility loss).

THE GREAT BEHEMOTH, ZXYLDON

The Great Behemoth, Zxyldon is the god of the Sea That Runs Red. Zxyldon is a gargantuan monster who resides in the depths of the ocean. Many believe that Zxyldon's power extends past the Sea that Runs Red to all the lakes, rivers, and streams of Hubris. The Great Behemoth is a god that is calm and tranquil one moment and violent and destructive the next.

Those that sail these waters offer prayers and sacrifice to Zxyldon, believing that to incur His wrath is to set the whole sea against them.

Realm God of the Sea, Water, and Destruction

Holy Symbol Mummified claw of a Deep One or wial of water from Sea That Runs Red

Weapons: Club, crossbow, dagger, hand crossbow**, net**, polearm, shortsword, sickle**, spear, and spiked net**

Alignment Neutral

Unholy Creatures* Creatures that don't need or fear water, fire elementals, those that corrupt the sea

*= These creatures are in addition to what is considered unholy by alignment in the Dungeon Crawl Classics Core book (pg 32).

**= New weapons found in Hubris setting (pg 54).

INVOKE THE NAME CHECK RESULTS

1	Disapproval. Cannot use Invoke the Name for 1d10 days.
2–11	Failure. Zxyldon is angry with the cleric's weakness. The cleric becomes dehydrated and emaciated for 1d3 days, suffering –2 to all rolls. All water (up to 2 gallons) instantly turns to dust at their touch.
12–13	The cleric is able to breathe underwater for a number of turns equal to CL.
14–17	The cleric is able to breathe underwater and their hands and feet become webbed, increasing swim speed to 60' for a number of turns equal to CL.
18–19	If the cleric is using the weapon of their deity, they gain +20 on their next attack roll.
20–23	The cleric is infused by the life of the sea and does not need to drink water or eat for 3d3 days.
24–27	The cleric is able to summon forth a strong gust of wind. All in a CL x 20' radius must make a Reflex save (DC same as Invoke the Name roll) or be knocked prone and blown 30' + CL' away. Striking a hard object (i.e. a wall) results in 2d6 points of damage.
28–29	The cleric is able to cast the wizard spell Water Breathing (DCC, pg 235) with +10 to their spellcheck. Rolls must be made per the standard wizard rules and the cleric can suffer corruption and misfire from failure.
30–31	If near an ocean, Zxyldon grants the cleric a boon and brings forth a small ship that was lost at sea. It is in good condition and ready to sail. The crew consists of anthropomorphic sea creatures. The cleric must state where they are traveling and the ship will remain for the journey. If not in need of a ship or not near water large enough for a ship, the caster summons 2d3 giant spouts of red water that pummels enemy targets within 25'. The affected targets must make a Reflex save (DC same as Invoke the Name roll) or be knocked prone and stunned for CL rounds. The targets take 2d4 damage regardless of save.

32+	If near an ocean, Zxyldon grants the cleric a boon and brings forth a large ship that was lost at sea. It is in good condition and ready to sail. The crew consists of anthropomorphic sea creatures. The cleric must state where they are traveling and the ship will remain for the journey. If not in need of a ship or not near water large enough for a ship, the cleric can cast Control Weather (DCC, pg 302) with a +10 to their spellcheck, although a spell check must still be rolled to determine the level of success. The cleric can still suffer failure and disapproval.

INVOKE THE NAME SPELLBURN: THE GREAT BEHEMOTH, ZXYLDON

Roll	Result
1	The cleric is immediately enveloped in a bubble of water for 4d5 rounds after casting Invoke the Name. If the amount of time is less than the cleric's Stamina, no ability drain for the spellburn is suffered. If it is greater, the cleric suffers 2d4 HP damage from suffocating and suffers the full effect of ability loss.
2	Giant salt crystals form on the cleric's skin as they are instantly dehydrated (expressed as Strength, Stamina, and Agility loss).
3	The cleric must submerge themselves in water from the Sea That Runs Red for a number of hours equal to amount of Ability points burned within a month. Failure to do so results in a permanent loss of 1 from one of the spellburned stats.
4	Land dwellers need to be reminded to fear the sea! The cleric must travel to the Sea That Runs Red within a month and complete a complex ritual costing 100gp in exotic ingredients and taking 3d10 hours. At the end of the ritual, the Great Behemoth emerges from the sea. Zxyldon will instantly appear from the ocean and wander to the shore, bringing implacable devastation to everything in His path. His reign of destruction lasts for 2d4 days before he returns to the sea. If the cleric fails to initiate this ritual, the clawed hand of Zxyldon reaches from the ocean and crushes the pathetic body of his unworthy follower before dragging the corpse back to the ocean… You have been warned.



Chapter 6: GM Tools and Tables

This chapter contains a large collection of tables and charts that can be used prior to or during the game to generate many things, like: creepy ruins, ancient and forgotten demigods, taverns and inns, villages, NPCs, city districts, and much more.

As results are rolled on these tables, simply make a note (or cross them out) and create new ones.

Table Explanations

Ancient and Forgotten Demigods (pg 224)
First decide how many times you want to roll for the form of the ancient and forgotten demigod and roll a d100 that many times, making note of the results (during playtesting, three to five times seems to be a good sweet spot). After you have made note of the various pieces of the demigod, roll on the die drop chart. Roll a d4, d6, d8, d10, d10 (%), d12, and d20 and consult the various results and make note. After everything has been determined, simply piece it together. An example has been provided on page 225.

Bandits, Brigands and Rapscallions (pg 228)
This table is used to generate bandits that serve as adversaries, encounters, or even organizations that the characters can join, fight against, etc. Simply roll a d20 per column to generate the name of the organization (including number of members), the leader of the organization and their motivations, and a possible encounter to use to introduce these nefarious bandits.

City District Generator (pg 230)
To quickly generate an interesting and unique city district roll a d20 once per column and make note of each result. Once all rolls are made, combine them into a full city district.

Diseases of Hubris (pg 232)
This is a list of many of the terrible and horrible diseases of Hubris. Each disease has a delivery, required DC for save, the onset of the disease, effects on both a successful and failed save, and recovery (if any). This list is not extensive and welcomes more entries by the Judge.

Grave Digging Table (pg 236)
Sometimes adventuring is ghoulish work… and sometimes it's just the characters that are ghoulish. If the characters decide to dig up a grave, roll 1d20 and consult the chart for an interesting encounter or situation when the group opens the coffin.

NPC Generator (pg 237)
When a judge needs a NPC, simply roll 2d30 for each column to quickly generate an interesting person with some fun quirks and personality. The first two columns will give you a first and last name, the third will give you an occupation or race (if the NPC is other than human, which if rolled- simply roll again to get the race and occupation), and the fourth column is a description with possible motivations or quirks.

The Planes of Hubris (pg 239)
It is inevitable that the group will cross the boundaries of reality and land themselves in a new plane of existence. This generator allows for quick creation of such a plane. Roll a d3, d4, d5, d6, d7, d8, d10, d12, d14, d16, d20, d24, and a d30 and consult the various results and make note. After everything has been determined, simply piece it together.

So You Decided to Make Camp? (pg 242)
This table is designed to create interesting (or horrific) situations that can occur due to sleeping outside in the dangerous and wild outdoors of Hubris. The Judge can call for a Luck roll from one of the party members, simply roll a d20 1-9) something happens to the party; 10-20) the night passes without incident (aside from normal random encounters), or simply just roll on this chart because the group decided to make camp.

Strange and Interesting Herbs (pg 243)

To create some unique and bizarre herbs in Hubris roll a d20 five times and consult each of the columns. This will give two names, a description, what the herb tastes like, and the effect of using/eating the herb.

Tavern and Inn Generator (pg 244)

This is a generator that will help you create a tavern/inn on the fly. First roll a d24 twice on table 6-8 to generate the name of the establishment. Then roll a d3, d4, d5, d6, d7, d8, d10, d10 (%), d12, d14, d16, d20, d24, and a d30 and consult the various results and make note. After everything has been determined, simply piece it together. An example has been provided on page 246.

A Vial of...? (pg 248)

This is a small list to quickly generate the contents of a vial that may be found on a dead body, in someone's house, etc.

Istatown Generator (pg 249)

This is a generator will help you create the backbone of an interesting village on the fly. First roll a d20 once on table 6-10 to generate the name of the town/village. Then roll a d4, d6, d8, d10, d10 (%), d12, and d20, and consult the various results and make note. After everything has been determined, simply piece it together. An example has been provided on page 250.

What are These Strange and Ominous Ruins? (pg 252)

This is a set of tables will help you create creepy and interesting ruins on the fly. Roll a d3, d4, d5, d6, d7, d8, d10, d10 (%), d12, d14, d16, d20, d24, and a d30 and consult the various results and make note. After everything has been determined, simply piece it together. An example has been provided on page 255. The results here may seem fractured, but remember that nothing is in cement here- don't like something generated, change it to fit your vision. The things in Hubris don't NEED to make sense or be cohesive, and that is part of the fun. Take from that what you will.

The Years of Hubris (pg 257)

Throughout the book there are mentions of years as events. "In the Year of the Fetid Child the mountains shook, peaks crumbled and fissures opened (pg 123-Mountains That Crawl description)." There is no timeline in the Hubris campaign setting. Largely timelines are superfluous information that doesn't affect the players and they tend to forget about them. However, having a thin layer of years and time adds realism. Don't worry about tracking them (unless you want to and it's something your campaign group is in to). This chart is to help generate fun names that the Keeper of Transcended Time will declare as part of the order of the Temple of the Lucid Dreamers. Roll a d20 twice. As you generate years, feel free to cross out what you've rolled and write up new ones. The Judge decides whether the new time period is a year, decade, century, eon, etc.

"The Keeper of Transcended Time sits high on a peak and communes with his shadow for 96 straight hours. If successful the keeper is able to peer through the veil of the dream, into the Void and receives visions of what events will come. He then declares the name of the new year to be recorded for all of Hubris (pg 94)."





Table 6-1: Ancient and Forgotten Demigod Forms



Roll	Descriptor	Roll	Descriptor
1	Head of Dog	51	Gnashing Mouths on Body
2	Sun Around Body	52	Contorted
3	Snake-like Arms Ending in Human Heads	53	One Thousand Heads
4	Head on Each Shoulder	54	Fish Head
5	One Thousand Eyes	55	Spinal Cord Sword
6	Face on Stomach	56	Emaciated Body
7	Halo of Fire	57	Quadruped
8	Five-headed Hydra	58	Angel Wings
9	Hunchback	59	Scepter of Impaled People
10	Wings with Eyes	60	Melting Features
11	Gorilla Body	61	Goat Legs
12	Elk Antlers	62	Covered in Insects
13	Moon Around Body	63	Skeletal
14	Elemental Body	64	Halo of Limbs
15	Body Covered in Eyes	65	Minute Stature
16	Eyes of Fire	66	Snakes for Hair
17	Necklace of Hands	67	Dress of Flesh
18	Face of Beautiful Woman	68	Insect Carapace
19	Legs of Lion	69	Trail of Fire
20	Head of Diseased Jackal	70	Head of a wailing, screaming baby
21	Bird Head	71	Fingers made of brain grubs
22	Rotting Flesh	72	One Thousand Breasts
23	Tentacle Teeth	73	Mandibles
24	Anthropomorphic Elephant	74	One Thousand Arms
25	Well Endowed	75	Gong Earrings
26	Beard of Snakes	76	Throne of Bodies/Skulls
27	Whirlwind for Lower Body	77	Elongated Neck
28	Necklace of Eels	78	Halo of Lightning
29	Lower Body of tentacles	79	Head Inside of Second Head
30	Robe of Teeth	80	Veiled
31	Mane of Lion	81	Compound Eyes
32	Body of Crystal	82	Thick Bristly Hairs Covering Body

Roll	Descriptor	Roll	Descriptor
33	Pot Belly	83	Covered in Sores
34	Screaming Faces Covering Body	84	Twitching Fingers for Nipples
35	Elongated Hands	85	Eyes are Mouths and Mouth is an Eye
36	Batwings	86	Extremely Old
37	Crown of Bones	87	Conjoined Twins
38	Giant Beard	88	Skin Color- roll 1d8: 1) blue; 2) red; 3) black; 4) white; 5) gold; 6) green; 7) orange; 8) yellow
39	Green Mists	89	Skin hangs loosely and seems to move as if in a gentle wind
40	Legs of Bird	90	Has seven mouths, one inside the other
41	Claws and Tusks	91	Distended belly, belly button full of wriggling worms
42	Ethereal	92	Pitch Black Eyes
43	No Arms	93	No Pupils
44	Covered in Thorns	94	Spider Legs Coming Out of Mouth
45	No Lower Jaw	95	Serpent for Tongue
46	Tree Trunks for Legs	96	Demonic Arms and Legs
47	Gouged Out Eyes	97	Spiked Tail
48	Serpentine Body	98	Tiny Baby Arms Coming Out of Stomach
49	Elongated Thin Legs	99	Worms Traveling Through Veins
50	Giant Fanged Worm	100	Body is covered in hundreds of emaciated baby arms

Ancient and Forgotten Demigod Die Drop Chart

D4: Holiday

1. On the night of the blood moon pigs are slaughtered and their intestines are worn as necklaces. Their eyes are gouged out and used as party favors. Gallons of blood are consumed and fortunes are read in the vomit that flows afterwards.
2. Poisonous snakes are swallowed. Those who survive the night are truly blessed and the fortunes of the dead are divided up.
3. People pour multicolored powder on themselves, while inhaling copious amounts of a psychotropic drug. A man with no arms beats drums, while participants dance vigorously and chant strange haunting melodies.
4. Swarms of insects are let out in the countryside, hopefully causing pestilence and famine for the local communities.

D6: Altar

1. Intricately carved statue of woman lying on her back, head twisted and arched, looking towards ground. Liquid pours out of her silently screaming mouth.
2. Table made of a slab of obsidian. The table legs are petrified humans on all fours.
3. Giant brain-like thing with a mass of writhing tentacles.
4. Made of live puppies that are stitched together, which yip and yowl.
5. Intricately carved snakes of marble which seem to move and slither as though alive.
6. Made of pulsating mounds of flesh with oozing pustules and maggots.

D8: Blessing/Curse

1. Blessing- Believers are granted immunity to physical damage from unholy creatures for 24 hours.
2. Curse- Non-believer! Make a DC 16 Fort save or watch your muscles atrophy and shrivel. Lose 1d8 Strength permanently.
3. Blessing- Vistas on Intelligence! Gain 2d4 Intelligence points, but lose 1d8 Personality due to the dark whisperings of this deity.
4. Curse- Death! The next time you roll a 1 on a Luck roll a void opens up and a giant clawed hand squashes and disembowels you.
5. Blessing- Grants one wish of limited scope.
6. Curse- Grants one wish of limited scope, then the opposite happens.
7. Blessing- Gain a demon imp familiar (even if not a Wizard) and all benefits therein (DCC, pg 316).
8. Curse- Malignant growth- Leg or arm swells or hunchback. Reduce Agility by 1d4 permanently.

D10: Followers

1. All are naked during worship, showing brands of their god in their armpits.
2. All followers wear black cloaks with hoods that have eye slits. A red sash is tied around their waist.
3. Worshipers wear porcelain masks that display expressions of agony or pleasure.
4. Members engage in an orgy while small minor demons chant, increasing the emotional turmoil.
5. All followers must drink the curdled breast milk of the ancient den mother who resides in the temple.
6. All followers allow a black maggot to crawl into their pupil. This allows them all to communicate telepathically.
7. All followers become linked with a minor imp that they are able to summon when in trouble. Both become stronger due to the symbiosis, but should either be killed, the other dies.
8. All followers drink the "blood" of their god and gain one of its rare characteristics (from Table 6-1: Ancient and Forgotten Demigod Forms, pg 224).
9. All followers wear extravagantly crafted gowns of rare feathers. Inside the gown's lining the sharp feather shafts poke the skin of the wearer just enough to draw blood and hurt.
10. All followers are able to talk to frogs, lizards, and snakes and get them to do their bidding.

D10 (%): Temple

1. White drapes soaked in blood and yak milk line the mosaic tiled walls.
2. Stuffed birds that have been beaten with sticks must be kissed when entering the temple.
3. The temple is constructed of skeletons of the sacrificed; their tanned flesh has been used as tapestries or grand rugs.
4. The temple is constructed on a thousand reanimated legs that are able to move the building where the High Priest desires.
5. The ripped-off faces of the dead line the walls, stretched by chains. Moaning, gibbering, and begging echoes from their unmoving mouths.
6. White marble, pristine on the outside. Inside everything is rotten, molded, and upside down.
7. The temple is located in the fetid corpse of a massive drake. Those that are eaten by the giant mire maggots found throughout the corpse are considered weak and deserved to be culled.
8. The temple is built in a bog, made of boards, planks, and sticks. The whole temple floats on top of drowned and bloated bodies.
9. Temple is in an upside-down pyramid, made of jade, opal, and obsidian.
10. Located inside a broom closet that is actually a door to a pocket dimension.

D12: Cult Leader

1. High Priest Byron the Deformed (Cleric lvl 1d6)
2. Dahlia the Wretched (Fighter lvl 2d4)
3. Quintas La'Herp (Thief lvl 1d4)
4. Cremble the Vile (Wizard lvl 2d4)
5. Mal Versabon (Cleric lvl 2d4)
6. Vengeful Valentina (Wizard lvl 1d6)
7. Mad Nostros (Mutant lvl 2d3)
8. Grumph the Pauper (Fighter lvl 1d4)
9. Yammin the Braggard (Half Demon lvl 2d4)
10. Thomas Montaran (Shadowdancer lvl 1d6)
11. Russka the Terrible (Alchemist lvl 1d6)
12. Wendel the Black (Cleric lvl 2d4)

D20: God Of...

1. God of Deformity, Pestilence, and Fear
2. God of Sorrow, Decay, and Destruction
3. Goddess of Horror, Malignancy, and Impotence
4. God of the Never-Ending Kaleidoscope Nightmare
5. God of the Consumed Souls of End Times
6. God of Left-handed Compliments, Anger, and Betrayal
7. Goddess of Purpose, Drive, and Ambition
8. The Mal-aligned Visitor of Perpetual Madness
9. Overseer of the Gates of Wrath and Joy
10. The God of the Terrible Truth and Corruption
11. The Interchangeable God of Inevitability and Patience
12. Frugal Giver of Peace; Taker of All
13. Goddess of Crushing Woe, Elated Happiness, and Jagged Despair
14. The Host of the Vision of the Future
15. Captivator of Precious Minds and Consumer of Consciousness
16. Placated God of the Obliterated Void
17. Goddess of the Crumbling Throne of Disease
18. The Bringer of Night, Eclipse, and Sleep
19. Goddess of Blighted Dreams and Regret
20. The Deserter of Inner Dimensions

Example: *Agapaz, the God of Left-handed Compliments, Anger, and Betrayal is depicted as an extremely old man with the body of a powerful gorilla and arms and legs made up of several hundred child-like arms that are holding hands to be conjoined together. His massive beard is tangled with the spider legs that come out of his mouth. His stern gaze is marred by his eyes being gouged out, some say as a result of a battle he lost years ago- leading to his banishment from Hubris.*

His altar is constructed from large pulsating mounds of flesh with oozing pustules and maggots. Non-believers that touch the altar are cursed with the Lying Wish. They are seemingly granted one wish of limited scope, however the exact opposite happens. On the night of the blood moon Agapaz's followers celebrate his terribleness by slaughtering pigs, wearing their intestines as necklaces and then gouging out their eyes to be used as party favors. During the celebration gallons of pig blood are consumed and unholy priests read fortunes in the vomit that flows afterwards.

Agapaz's temple is constructed of skeletons of the sacrificed; their tanned flesh has been used as tapestries or grand rugs. All followers of Agapaz must drink the curdled breast milk of the ancient den mother who resides in the temple. The cult leader of Agapaz is Mad Nostros a level 4 Mutant, whose vile temperament and depravity have made him feared.



Table 6-2: Bandits, Brigands and Rapscallions



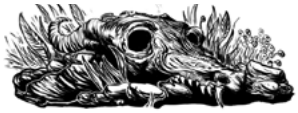
d20	Gang	Encounters & Plot Hooks	Bandit Leaders
1	**Bloody Claws** *10 members:* *6 Bandits (DCC 432)* *4 Beserkers (DCC 433)*	Raiders are attacking the village and setting it ablaze.	Old Barty Quints- Looking for any treasure that could help extend his already unnaturally long life.
2	**The Nefarious Seven** *7 members:* *Assassins (DCC 432)*	A group of grave robbers attack the characters hoping for more profitable loot and fresher parts to harvest.	Mad Sylvia- A truly ugly woman who went mad after the man she loved for years rejected her and ran away after a one-night affair. She smashes any mirror she comes across.
3	**Reckless Bunch** *6 members:* *Bandits (DCC 432)*	Bandits emerge from a cave screaming and running; some are bloody and frightened. A roar is heard from inside the cave- something terrible has woken up.	Mercer Baltus- Cocky and quick witted, Mercer loves to gain the upper hand against his opponents. Mercer loves information and uses it to blackmail those he can.
4	**Anointed Ones** *8 members:* *7 Acolytes (DCC 432)* *1 Cleric lvl 1*	A group of rival adventurers begin to hound the characters to beat them to treasure, jobs, etc.	Kain and Tory- These twin siblings are known for their maliciousness and fiery tempers. Kain and Tory are seeking to resurrect their dead sorceress mother.
5	**The Crows** *9 members:* *Bandits (DCC 432)*	A ragtag group of rogues are being attacked by a troll just off the road.	Fire Gut Martin- A drunkard and ruffian, Fire Gut Martin bullies those in the lower districts.
6	**The Bloody Eyes** *8 members:* *1 Acolyte (DCC 432)* *6 Berserkers (DCC 433)* *1 Witch (DCC 434)*	A cocky band of brigands try to extort money from the characters for their protection in town.	Stumpy- Stumpy had his arms and legs cut off as a punishment for his crimes in the past. He rides on the back of his brother planning his attacks. He enjoys inflicting pain and misery on his victims.
7	**Feasters of the Flesh** *15 members:* *Acolyte (DCC 432)*	Slavers wearing all natural armor and weapons attack the characters by setting metal-eating creatures at them.	Vynar the Deathbringer- This necromancer rules his group through fear and intimidation. He seeks any knowledge on the forbidden arts. He saves the bodies of the fallen.
8	**Mountain Men** *20 members:* *Bandits (DCC 432)*	The leader of a rogue group approaches the characters and asks to help free his compatriots from prison.	Bardek "The Sneer"- Bardek took a knife to the face which has scarred him with a permanent sneer. Despite his visage, Bardek tends to be a reasonable rogue who lives by a loose code of honor. Bardek steals and plunders to get by.
9	**Servitors of Death** *5 members:* *Acolytes (DCC 432)*	A group of sorcerers are attacking the trade routes and capturing people to use in dangerous and evil rituals.	Lil Bonnie Babbton- Lil Bonnie is a cunning and brutal pit fighter. She leads her group of thugs in the outlying areas and defends those who can't defend themselves at a very low price.
10	**The Rabid Dogs** *6 members:* *Beserkers (DCC 433)*	A prophet warns a character about gold that glitters in the sun. Later that session the group is attacked by a band of bandits whose leader has a mouthful of shiny gold teeth.	Derek Von Michaels- Derek fancies himself dashing, but is really a brute and fiend. Derek enjoys danger and seeks out conflict to prove he's the better man.
11	**The Wasteland Scavengers** *6 members:* *Bandits (DCC 432)*	A group of raiders come charging recklessly at the characters while they are traveling.	Samuel Gains- Samuel has been plundering for years and hopes to do one or two more jobs and get enough to retire.

12	**Deadly Sins** *7 members:* *3 Acolytes (DCC 432),* *3 Bandits (DCC 432),* *1 Witch (DCC 434)*	A group of mutilated bodies are found along the road. In the pocket of one of the victims is a note describing what one/all of the characters look like and then simply states, "Stop them from reaching X location at all costs."	Alice Harding- Alice is a young and brash woman who took to crime so she could bring down the government… after she was hanged for stealing bread for her family. Thought to be dead she was taken to the cemetery where she woke up screaming. The caretaker let her go. Since she was pronounced dead she cannot be tried again in court for any crime.
13	**Diseased Mongrels** *10 members:* *3 Bandits (DCC 432)* *6 Beserkers (DCC 433)* *1 Warrior lvl 3*	Bandits are engaged in fighting another group: Roll 1d4: Even) Bandits are winning; Odd) Defenders are winning.	Percus Debbins- Percus fancies himself a gentlemen's rogue. He dresses well and practices fine etiquette. Percus steals simply for the thrill of it.
14	**The Brigands of the Wild** *25 members:* *24 Bandits (DCC 432)* *1 Druid lvl 2*	A group of bandits approach the characters and tell them that they have been hired to attack/halt/kill them, but for double the price they will leave them alone and give up the name of the employer.	Wonton McReady- Wonton is more of an adventurer looking to find the new and undiscovered, however he knows it takes money and supplies to do this. He attacks the trade lanes and takes from those who can afford it.
15	**Broken Blades** *4 members:* *Bandits (DCC 432)*	Completely deranged bandits ambush the characters, screaming about taking back what is theirs.	Nicholas "Beady-eyed" Withers- One of Nicholas's eyes was shriveled by a necrotic spell in his early years. He says it lets him see his prey better. Nicholas has been a slaver for 15 years and makes a pretty good profit.
16	**The Putrid Damsels** *5 members:* *Witches (DCC 434)*	Fighting spills out onto the streets as tensions between two rival bandit groups turns to all-out war.	Corbin the Vile- Corbin's bad disposition started long before he contracted leprosy. Much of his face is disfigured and rotting thanks to the disease. Corbin's favorite hobby is to disfigure those he robs in an attempt to make them as ugly as him.
17	**The Silent Five of Death** *5 members:* *Assassins (DCC 432)*	Bandits have set traps all along the path to attack the characters when they are most vulnerable.	Neet the Battle Wench- The myth of Neet's birth is that she was created in the explosion of a volcano. She is fiery and revels in combat. When a fight breaks out she doesn't stop until all enemies are dead.
18	**Shadow Clan** *6 members:* *4 Assassins (DCC 432)* *2 Beserkers (DCC 433)*	The leader of the local town/area/nation has hired several groups of bandits to terrorize the countryside so he can thwart them to look like a hero.	Dirty Puck- Dirty Puck frequents pubs and taverns and looks for easy marks. If he can con them out of a few coin he will. If not, his boys are waiting in the alley to make things extremely unpleasant.
19	**Gnarled Fangs** *14 members:* *Brigands (DCC 432)*	A famous raiding guild is advertising that it is looking for new recruits.	Mike the Fumbly- Though once graceful, Mike now suffers from a curse that gave him perpetual butterfingers, two left feet, and no spatial awareness. If you see him coming, look out! Just be aware that many valuable possessions have disappeared in the ensuing chaos.
20	**The Trail Blazers** *18 members:* *17 Bandits (DCC 432)* *1 Alchemist*	The characters emerge from a cave/dungeon to find their horses and supplies gone. A note is nailed to a tree, "Fools leave things unguarded. Thanks for the stuff!" - The Reckless Bunch.	Billy the Lech- Billy loves women and it's gotten him into a fair amount of debt and trouble. Billy eventually crossed the wrong man when he slept with his wife and got her pregnant. Now Billy runs a group of brigands out of the forest and preys on those who happen across his path. He will not attack women under any circumstance. He will however try to woo them over.

Each group has 2d5 commoners that travel with, fight for, or can be called upon by the organization.



Table 6-3: City District Generator



Roll	District Name	Rumor/hook	Event	Distinctive Characteristic
1	***The Scabs***	The body of a young woman was found two days ago. This morning another girl has disappeared.	Several people begin to get sick. The government is caught off guard and unable to deal with this possible outbreak quickly.	The nobility wear extremely extravagant and cumbersome hats.
2	***Angels***	The councilor for the district has been filching from the coffers for years.	A vagrant kills a constable and grabs a young child as hostage and begins to back away towards an alley.	All the buildings have linens hanging from windows that are soaked in the blood of a goat sacrifice.
3	***The Graves***	It is believed that the oldest building in the district has access to forgotten ruins and treasure.	A runaway cart hits a group of people killing and injuring several of them.	All the windows are stained glass, depicting various religious ceremonies.
4	***Cathedral***	The spirit of a man who was hanged for a crime he didn't commit returns every full moon to consume the life energy of those he comes across.	A festival celebrating life and happiness is currently underway! Food, drink, and other carnal pleasures are all at the ready!	All the lanterns, candles, and torches burn a strange eerie green flame.
5	***Crystal***	It is said that the museum houses an artifact that holds the bones of a long-dead demigod.	A festival celebrating life and happiness is currently underway! The Cleric in charge of the sermon misreads the wrong passage and causes 2d20 people to drop dead and rise as zombies and ghouls!	All the doors in the district are upside down. It is believed to ward off evil spirits, as it confuses them.
6	***Craftsmen***	The magistrate is looking for a few brave souls to venture into the sewers and track a strange monster that has been attacking and eating people.	The sewers begin to flood, sending filth, disease, and excrement into the streets.	All the buildings are done in mosaic fashion.
7	***Bazaar***	It is said that a renowned prophet is in the district and in hiding after foretelling the death of a king.	An important member of the government or royalty is walking through the district. They take notice of one of the characters.	The heads of goblins or other troublesome pests rest on pikes outside houses as a deterrent and protective ward.
8	***Textile***	A strange smell is coming from the mansion on the hill, but everyone, even the City Watch is afraid to investigate.	A local eatery is having a gorging competition: The last one standing wins 1d100x2 gold, and a strange plate that can create food 1x/day.	All the buildings are made of a strange black metal that vibrates slightly when touched.
9	***Raving***	It is believed that if you stand beneath the Statue of the Weeping Woman on a certain night at a certain time, you can catch her tears, which are said to heal all your ailments.	A body falls from the highest tower in the district and liquefies upon impact, except for the head, which is in perfect condition, and whispers the name of a prominent city figure, then speaks no more.	All the buildings lean against their partners creating an "A" like appearance.
10	***Fire***	It is rumored that old Batty Ann was actually a princess who was exiled from her realm by her father.	A small child points at a character, and speaking in an impossibly deep voice, makes a strange and disturbing prediction about the character.	All the poor people in the district are required to wear grey. It is illegal for them to wear any color whatsoever.
11	***Crowns***	A fiend simply known as the "Flesher" has been prowling the streets at night and attacks people, harvesting their organs for some diabolical purpose.	A robbery is occurring at a general story (or bank) as the characters enter the district.	The bodies of the dead are displayed in the district center for 3 days before being beaten with a stick to get out any evil contaminats, then burned.

12	***The Planks***	It is said that the temple of a forbidden and dark god resides in the cellar of one of the more prominent and respected chapels of the district.	A wedding is underway and the characters are invited to join the festivities!	The eerie and oppressive asylum towers over all other buildings. The screams of the demented echo through the streets.
13	***Hall of Kings***	It is said that everyone in the district who is asleep at 2:30 in the morning suddenly wakes and begins screaming for one minute and then falls back asleep.	A circus is in the district! Come see the Freaks! Games! And exotic animals!	The houses of the wealthy are all painted in vibrant pastel colors. All other houses are white, brown, or grey.
14	***Mystic***	Molly, who owns the Hangman's pub just outside the gallows, is believed to be the brutal executioner of the district.	An execution of a band of brigands is occurring when the characters wander into the district. Blood is splattered on the ground. Cries of sorrow, the clamor of excitement, and the smell of ale, rotten food, and worse fill the air.	Strange statues with ruby eyes are spread throughout the district. The statues always seem to be facing you, even though they never move.
15	***Vagabond***	A strange new religious sect has moved into the district. They all wear black niqabs from head to foot. The priests wear blood red niqabs. No one has ever seen their faces. However faint hissing noises can be heard when they are near.	A gang war has torn this district apart. People die and disappear daily. The City Watch is powerless to do anything about it.	Many people have their children wearing collars and put them on leashes. When questioned they state that obedience and discipline are the most important lessons in life.
16	***The Outskirts***	Whispers of plans to assassinate the despot king linger in the street. The level of tension is palpable.	A bride sits at the altar waiting for her groom, who has mysteriously disappeared. Upon investigating, only a small pool of blood is found in his tent.	A large pit in the middle of the district is used to dispose of waste and unwanted items. Many believe that it houses treasures unimagined.
17	***Skye***	A strange mist appears every night. People have heard an unearthly music and tinkling laughter in it.	The tower of the crazy old wizard explodes, sending fiery debris through the district. Screams and roars can be heard coming from the tower remains.	To be a citizen of the district you must visit the master blacksmith to be deemed worthy. The blacksmith will put the prospective citizen through some sort of "secret" test. After passing, a special rapier worth 200gp is crafted by the blacksmith for the new citizen and must be worn at all times in the district.
18	***Shallow Stars***	The magistrate is going to hold a tournament to find a new Knight Commander after the murder of the previous one. Tests will include feats of bravery, command, and martial prowess.	A textile factory that houses many child workers is on fire!	A giant statue of a god is in the district square. If a sufficient offering is made the statue will bless you with luck (reroll one failed roll).
19	***Pleasure***	A powerful Madame is looking to hire people to find out who has been beating up and extorting her girls and clients.	Goblins riding crocodiles and giant spiders come up through the sewers and begin attacking citizens!	It is forbidden to own any type of bird in this district, they are considered to be omens of ill-fate. Avarians that enter the district are treated with utter disdain.
20	***Prison***	The Thieves Guild is believed to be actively recruiting after losing many of its novice members in an unsuccessful venture.	A bard begins singing in the streets in a terrible warble but then breaks the string on his lute! Oh the humanity!	All the houses are made of stone and carved in the shape of a head and face, with the door being the mouth.

Diseases of Hubris

Contracted at Specific Location

Disease Name: Burning Plague
Delivery: From prolonged exposure to the Burning Borealis (Frozen Wastes)
Fortitude Save: DC 14
Onset: Immediate
Effect on Successful Save: NA
Effect on Failed Save: The infected creature becomes extremely pale and warm to the touch on the first day. The second day the target must make a Fort save or begin to radiate heat and is uncomfortable to touch. The third day the target must make a Fort save or start to blister, smell of cooking meat, and have steam issuing from their flesh. Anyone that touches the target is burned, taking 1 point of damage. The fourth day the target must make a Fort save each hour or take 1d6 permanent Stamina damage each hour. Their flesh blackens and the fat of their body starts to liquefy. Once their Stamina reaches zero the target bursts into an inferno. Anything flammable in a 10' radius immediately catches fire. Living targets take 1d6 damage from the blaze and catch on fire, taking 1d6 damage each round until extinguished. If any saves are successful it just holds off the plague for another day.
Recovery: None. It can only be held at bay.

Disease Name: Crimson Lung
Delivery: Inhalation of Red Dust (Canyons of the Howling Red Rock)
Fortitude Save: DC 20
Onset: Immediate
Effect on Successful Save: Can't breathe for 1d4 rounds (unable to act) and suffer 1d3 temporary Stamina damage. Now immune to Crimson Lung.
Effect on Failed Save: Can't breathe for 2d5 rounds (suffocation possible) and suffer 1d4 permanent Stamina damage. Each day the target must make a Fort save or permanently lose a point of Stamina. Once the target reaches 0 Stamina they die.

Every time the afflicted attempts strenuous physical activity they must make a Fort save (same DC). Failure means they begin painfully coughing up rust-colored dust from their lungs for 2d3 rounds and are unable to act for the duration. When coughing in this manner there is a 25% chance of infecting other targets within a 5' radius.
Recovery: 4 consecutive Fortitude saves.

Contracted Anywhere

Disease Name: Blighted Eyes
Delivery: Inhalation
Fortitude Save: DC 14
Onset: 1 day
Effect on Successful Save: Blinded for 2d2 days
Effect on Failed Save: Your eyes swell and become covered in a fuzzy mold. After 2d4 days your eyes burst and spores are spread in the air. Anyone in the immediate area must make a save or become infected.
Recovery: NA

Disease Name: Brain Fire
Delivery: Inhaled
Fortitude Save: DC 16
Onset: 2 weeks
Effect on Successful Save: Your face will develop a fevered complexion for 2d6 days.
Effect on Failed Save: Your brain hurts and you scream and claw and scratch at your scalp and face (you suffer -4 to all actions). After 4+1d3 days a second Fort save must be made. Failure means that your brain explodes and sends fiery fragments everywhere in a 5' radius, doing 1d6 damage to all in the area. If you succeed the second Fort save the process starts all over until you beat the disease or die a horrible death.
Recovery: 4 consecutive Fort saves.

Disease Name: Brittle Bones
Delivery: Injury
Fortitude Save: DC 14
Onset: 6 days
Effect on Successful Save: You take an additional 1d3 damage from all physical attacks for 24 hours.
Effect on Failed Save: Your bones become brittle and break easily. You take an additional 2d3 damage from all physical attacks. Any critical success also has a 3 in 6 chance of breaking bones.
Recovery: 3 consecutive Fortitude saves.

Disease Name: Devil's Fever
Delivery: Touch
Fortitude Save: DC 18
Onset: 3 weeks.
Effect on Successful Save: You sneeze whenever you enter a holy place for 1d3 weeks.
Effect on Failed Save: You sweat unholy water, are considered as evil in all cases where it's a bad thing, and are ritually impure to most religions. Your sweat makes people itch and can spread the contagion.
Recovery: Survive a ritual cleansing of soaking in a bath of holy water (take 1d8 damage per hour) for 3 hours.

Disease Name: Ghost Pox
Delivery: Touch
Fortitude Save: DC 12
Onset: 1 hour
Effect on Successful Save: NA
Effect on Failed Save: There is nothing there, but your skin itches like hell. You scratch until you bleed, but you still can't find anything wrong. When you scratch, a faint moaning can be heard issuing from your skin. You suffer -4 to all actions.
Recovery: Soak in an ointment made of aloe and lemongrass for 2 days straight.

Disease Name: Hangman's Curse
Delivery: Injury
Fortitude Save: DC 16
Onset: Immediate
Effect on Successful Save: NA
Effect on Failed Save: You develop a strange bruised ring around your neck, your eyes bulge, and have a difficult time breathing. -4 to all physical actions. You cough up blood when you push yourself too hard.
Recovery: 2 consecutive Fortitude saves.

Disease Name: Hive Mind
Delivery: Injury
Fortitude Save: DC 18
Onset: 1 week
Effect on Successful Save: You sneeze honey for one week… but you can enjoy the sweet post-nasal drip.
Effect on Failed Save: You develop small holes in your head. In roughly 2 days, bees arrive and make their nest in your cranium. The buzzing is distracting (-2 to all perception/concentration checks) and honey drips out of your nose constantly. Sticky tissues are unimaginably annoying.
Recovery: NA

Disease Name: Lunar Burning
Delivery: Touch
Fortitude Save: DC 12
Onset: 3 days
Effect on Successful Save: NA
Effect on Failed Save: You've become sensitive to the moonlight. You burn horribly as if you were out in high sun for days. All rolls one step lower on the die ladder if you suffer a moon burn.
Recovery: 2 consecutive Fortitude saves.

Disease Name: Madness of the Witch
Delivery: Injury
Fortitude Save: DC 14
Onset: One month at the witching hour
Effect on Successful Save: You grow a wart on your nose.
Effect on Failed Save: Your hair goes lanky, skin pallid, warts on your nose. When you laugh, it's a cackle. Bats, rats, black cats, toads, and ravens show up at odd times and draw attention to you. People want to burn you at the stake.
Recovery: Bathe in the blood of fish while drinking fermented berries under the full moon.

Disease Name: Necrotic Frenzy
Delivery: Injury
Fortitude Save: DC 14
Onset: 2 hours
Effect on Successful Save: NA
Effect on Failed Save: You think dead people are out to get you. At the sight of a corpse, any corpse, you fly into a blind rage and hack and slash and mutilate the body. You are not popular at funerals and you disturb people after combat.
Recovery: Drinking 1 gallon of holy water and 2 consecutive Fortitude Saves.

Disease Name: Necrotic Rot
Delivery: Injury from a ghoul (or other horrible unspeakable nasty)
Fortitude Save: DC 13
Onset: 5 hours

Effect on Successful Save: Skin becomes blackened and dead where the injury occurred.
Effect on Failed Save: You skin turns necrotic and rots off. It's disgusting and smells bad and is highly contagious. You take 2d4 Con damage per day until zero- then you die and rise up as a ghoul. Nasty.
Recovery: Within three days, the afflicted must kill a ghoul with a silver knife, cleanse its blood in holy water, and then drink it.

Disease Name: Red Plague
Delivery: Touch
Fortitude Save: DC 16
Onset: 1 week
Effect on Successful Save: You turn devil red for one day.
Effect on Failed Save: You turn devil red and are nearly blind beyond 1', but gain 30' infravision. You can only move half speed due to pain. If immersed in water, you turn it blood red. Touched targets must save or become infected as well.
Recovery: 5 consecutive Fortitude saves.

Disease Name: Retching Laughter
Delivery: Inhalation
Fortitude Save: 12
Onset: Immediate
Effect on Successful Save: NA
Effect on Failed Save: When not distracted you must succeed at a DC 12 Will save, or start to laugh and laugh and laugh, suffering -2 to all rolls. After 3 rounds you begin to throw up until there is nothing but bile and dry heaving. You can't act when this happens. You throw up for 2d4 rounds.
Recovery: 4 consecutive Fortitude saves

Disease Name: Rock Hunger
Delivery: Injury
Fortitude Save: DC 12
Onset: 1 week
Effect on Successful Save: NA
Effect on Failed Save: You develop an insatiable hunger for rocks. All other food seems disgusting, and you must make a DC 12 Will save to force yourself to eat. After a few days all your teeth are busted and gone and your gums are bloody and bruised.
Recovery: 2 consecutive Fortitude saves.

Disease Name: The Sludges
Delivery: Touch
Fortitude Save: DC 12
Onset: Immediate
Effect on Successful Save: NA
Effect on Failed Save: You're melting into a puddle of goo. Eventually you will join the ranks of the mindless oozes. Anyone who touches you takes 1d4 acid damage and must make a save or become infected with the disease as well.
Recovery: Boil the remains of the ooze that injured you in herbs and urine and drink it, then pass 2 consecutive Fortitude saves.

Disease Name: The Swelling
Delivery: Ingestion
Fortitude Save: DC 14
Onset: 2 days
Effect on Successful Save: NA
Effect on Failed Save: You retain water and swell to epic proportions. When you walk, sloshing is heard. You lose 2d6 Dex, but are able to ignore 1d4 points of physical damage. You cannot fit into tight spaces and if you fall, you cannot get up without help.
Recovery: Must be punctured several times to drain the fluid over a two-week period.

Disease Name: The Twitches
Delivery: Contact
Fortitude Save: DC 10
Onset: 1 day
Effect on Successful Save: NA
Effect on Failed Save: You twitch and shake and tremble. You cannot perform delicate tasks and suffer -4 to all actions, including bladder control, for 2d10 days.
Recovery: Must run its course.

Disease Name: Weeping Pustules
Delivery: Contact
Fortitude Save: DC 14
Onset: Immediate
Effect on Successful Save: You feel weakened and feverish for a day.
Effect on Failed Save: Twenty + 2d10 small pustules develop on your body that look like little mouths. They ooze, bleed, and weep. The pus is acidic and will destroy most mundane materials if is in contact with it long enough. You take 1d3 damage each day from the acid.
Recovery: Each pustule must be drained using a silver scalpel.

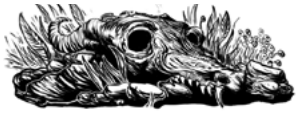
Disease Name: Withering
Delivery: Inhalation
Fortitude Save: DC 18
Onset: 3 days
Effect on Successful Save: You become extremely dehydrated and have cotton mouth for 2d3 days.
Effect on Failed Save: You wither and closely resemble something that has been mummified. You suffer -2d6 to all physical stats, however your cough is toxic and does 2d6 damage (1 time per day) to any who inhale it. They also must roll to avoid getting this disease.
Recovery: 3 consecutive Fortitude saves while being submerged in clean water for three hours each day (face can be left above water).



Disease Name: Whistler's Lament
Delivery: Touch
Fortitude Save: DC 14
Onset: 1 day
Effect on Successful Save: NA
Effect on Failed Save: You can't stop whistling. Ever. You whistle while you talk. Even in your sleep. It's annoying and people hate you. They want to beat you and break your face. You can't hide or stealth.
Recovery: 5 consecutive Fortitude Saves.



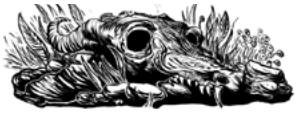
Table 6-4: Grave Diggin'



Roll	Result
1	Bloated rotten Corpse. Squishy. Has golden ring (100gp) and a fine belt (50gp)
2	Only dust left in coffin. Explodes out when open. Character must make Fort save or develop Necrotic Frenzy (see page 232)
3	A young woman is still alive in coffin. Starts thrashing and crying. Bound and gagged.
4	Freak of nature skeleton/body: Roll 1d6: 1) Giant; 2) Conjoined twins; 3) Oddly-shaped body parts; 4) Bone spurs; 5) Frail looking; 6) Organs on the outside.
5	Undead creature launches out and attacks. Type of undead Roll 1d4: 1) Zombie; 2) Ghoul; 3) Wight; 4) Skeleton.
6	Coffin is filled with riches and gold equaling 500gp. One necklace is cursed with insatiable greed. The wearer must make a DC 14 Will save or begin jealously hoarding gold and shiny objects.
7	Coffin is chained up with silver chains and religious symbols. Vampire inside.
8	Corpse of beautiful woman. To one person her eyes open and she whispers a fortune to the player and go silent. All other players she remains still and quiet.
9	Dead body clutching tome of forbidden and forgotten knowledge of Demonology. Contains the Summon Demon spell (DCC, 206).
10	Body of famous hero. Wearing expertly made chain armor (+5 AC -3 to ability checks) and a silver long sword (1d8+1 damage, increase to 2d5 damage against undead). The coffin is ornate and tells tale of deeds of the hero.
11	Coffin is filled with blood and pus. Spills out onto players and starts to burn, causing 1d3 damage for 1d4 rounds. Then the blood dries, flakes off, and disappears.
12	Corpse is covered in large fat maggots that start crawling towards players and try to burrow into them.
13	The body of someone important to one of the characters is in here, obviously the victim of a violent death.
14	Double coffin. Husband and wife. Finery on both equaling 150gp.
15	Coffin of a prized arena fighter - has a master crafted battle axe clutched in hands: 1d10+1 damage.
16	Small box instead of coffin. There is a still-beating heart. If someone eats the heart, they must succeed at a DC 12 Fort save. Success means they get another chance at life should they die (failing the retrieve the body roll). Failure means they suffer a heart attack and die instantly.
17	In the coffin is an ornate vase with a stopper. When opened a ghost of a philosopher comes out. He is grateful for his freedom and begins following group around and won't shut up.
18	Child's grave. Buried with a teddy bear and a music box (25gp).
19	When players open the coffin one of the PCs that was helping dig is suddenly in there shaking and starved as if they had been in there for 3d4 days. This happens instantaneously.
20	Nothing in coffin. Further examination reveals a secret door that leads down to a necropolis full of knowledge, danger, and riches. All coveted by a demented, paranoid, and multiple personality Lich.



Table 6-5: NPC Generator



Roll 2d30	Name 1	Name 2	Occupation	Description
2	Augusta	Timmons	Undertaker	Is a blossoming philosopher of empirical study.
3	Zoey	The Shifty	Dancer/prostitute	Is actually the host for a hyper-intelligent brain grub.
4	Plank	Jacobs	Entrail reader	Extremely nervous. Rubs palms on pants constantly.
5	Briggs	Grendle	Pus diviner	Believes that he/she is a wolf. Barks at the moon.
6	Sammy	Hossfoss	Avarian (roll again)	Has an extensive collection of glass dolls.
7	Hendrick	Pitts	Ex-slaver	Is secretly in love with (roll NPC) and will jealously fight anyone who shows interest in them.
8	Dobbs	The Vile	Executioner	Conniving curmudgeon. Secretly a level 1 wizard.
9	Marcus	Clapper	Hunter	Has been corrupted after fighting a rogue mutant. Has tentacles growing out of eye-sockets.
10	Llydon	Spitter	Slaver	Was once a judge, but was excommunicated after blatant acts of corruption.
11	Jacob	Harolds	Farmer	Devout follower of Hubris deity. Tries to equate everything in life to this god's testament.
12	Handar	Hathral	Vicar of deity	Loves licorice. Always has a few handfuls of it.
13	Helga	Lyonds	Gem cutter	Secretly plotting to overthrow some branch of the government.
14	Micomp	No last name	Scat scooper	Is in love with one of the characters. Will leave presents for them often.
15	Timothy	Tryth	Corpse gatherer	Sneezes constantly- never covers mouth.
16	Belgra	The Noose	Herald	Likes to juggle. Has never dropped a single ball.
17	Reg	Yarinth	Bottler	Used weapon salesmen- believes bloodstains and dings on weapons show "character."
18	Krink	Bungler	Magistrate	Serial killer. Only kills at night during the winter months so they can see the soul escaping from the wound.
19	Sallva	Ricks	Butler	Has extremely bushy eyebrows that cover their forehead.
20	Prud	Freshner	Chimney Sweep Child	Crafts the most detailed and amazing sculptures.
21	Queen	Jaggles	Cartographer	Is extremely good with numbers.
22	Burgson	Brabrank	Messenger	Anarchist. Has plots to destroy a large important building in a capital city.
23	Shayla	Uthran	Mutant (roll again)	Extremely beautiful and charismatic. Has an 18 Personality.
24	Maestro	Zypher	Plague doctor	Loves the color blue. Literally everything they own is blue.
25	Ursula	Quinn	Carpenter	Gets really drunk on street corners and makes kissing noises at all who wander by.
26	Samson	Myers	Clockmaker	Attempting to bring forth an angel of healing. They have been mislead; actually summoning a demon of plague.
27	Garrith	Purgle	Bailiff	Has dreams of a green and fertile land.
28	Edith	Mymoth	Cultist	Desires to open a bake shop and sell sticky buns.
29	Brick	Rinkle	Food taster	Amateur detective.
30	Cavryth	Vasta	Flimflam	Has amazing singing voice.
31	Nison	Plorith	Anarchist	Has a large collection of snakes.

32	Morris	Aulga	Brain worm breeder/trainer	Has organized a small militia to help defend the settlement. Believes the regular military is incompetent.
33	Vickie	Rickers	Insect breeder	Secretly an assassin. Has no morals and kills any target they are hired to.
34	Waldorf	Of the Yellow	Cook	Nasty twitch in face. Swears constantly.
35	Bibbins	Portend	Asylum guard	Not a person of faith, but somehow able to heal the wounds of those they touch.
36	Krynn	The Insane	Bowyer	Botanist. Has amazing understanding of all plants of Hubris.
37	Hudson	Mybold	Lamplighter	Enjoys hunting. Constantly looking for next big game. Level 1 warrior.
38	Quaslm	The Rotund	Spy	Super meek. Will cry if pushed too hard.
39	Ashen	Clynith	Constable	Was a miner in the Land of Perpetual Stone and Mire. Ran across the Cult of the Molted Raven. Now has a Rabid Raven living in his head.
40	Pigfiend	Jinks	Murder Machine (roll again)	Whole body is covered in strange glowing tattoos.
41	Nicks	???	Guard	Performs as a mime on the weekends.
42	Illith	Olva	Alien abductee	Has peg leg. Lost leg after failing to pay off a debt.
43	Sven	Welvur	Herder	Has two pet birds. One can answer yes and no questions and the other can tell the time.
44	Gregor	Creendle	Eunuch servant	Believes they are a prophet and have an important message… However they really don't.
45	Sabastian	Welt	Brewer	Constantly angry. Feels they have been cheated in life.
46	Coffin	Bloodyfingers	Gladiator	Has violent night terrors. Shouts out a location of a different hidden treasure every night.
47	Emerald	Hopkins	Informant	Openly boasts about having fathered at least 99 children and not helping to raise one of them. Booming laugh.
48	Pyrnn	Flienzar	Ekrask (roll again)	Believes that they are in communication with a dead god of long ago.
49	Cybrus	Vivolandar	Bartender	Extremely honorable. Never breaks their word and will come to the aid of those who need it.
50	Tickers	Jacobson	Atilliator	Has a knack for learning languages; after one week of study can speak the language fluently.
51	Yaffenfurr	The Suicidal	Muckracker	Was once a guard. Has many enemies of those who have been caught.
52	Mickers	Utatlath	Fisherman	Dashing and charming. However will sell out friends to make a quick coin.
53	Syphilis	Xavier	Half Demon (roll again)	Kleptomaniac. Steals anything that isn't glued down.
54	Napple	Bibble	Apothecary test subject	Extreme womanizer. Can be charming when wants to, but often is not.
55	Hivis	Ghast	Miner	Always morose and depressed. Tells stories of how life has gone wrong.
56	Friend of Birds	Vrakar	Boatman	Total diva. Has to have their way or throws tantrums.
57	Wendell	Balinx	Caravan driver	Extremely bad body odor. Smells like rotten cheese.
58	Illiana	Klandder	Heathen	Is incapable of telling the truth.
59	Zeppie	Crusterson	Academic	Always makes a "Whoo" sound at the end of every sentence.
60	The Cyst Eater	Appers	Racketeer	An albino. Very nice and considerate.

Planes of Hubris Generator

d3: You Emerge From the Portal

1. Sopping wet, covered in ectoplasm
2. Completely normal, but all your clothes and possessions are at your feet
3. Dry, sunburned, dehydrated, and exhausted

d4: Seasons (or equivalent)- Upon Arrival

1. Summer
2. Winter
3. Fall
4. Spring

d5: The Local Denizens are... (does not encompass whole realm)

1. Giant humanoids
2. Sentient oozes
3. Reptilian in nature
4. Have demonic heritage
5. Creepy living dolls

d6: Time Functions

1. Slower- one minute there is an hour on home plane
2. Faster- one hour there is one minute on home plane
3. Normal as on home plane
4. Does not function in a perceivable manner to outsiders
5. Slower- one day there is one month on the home plane
6. Faster- one month there is one day on the home plane

d7: Interesting Thing

1. People use humanoid skulls with gems in eye sockets to talk across great distances
2. Sentient airships are used for travel
3. Anthropomorphic cat-people are used as slaves
4. Food never rots
5. Certain people are able to utilize strange powers with their mind
6. Creatures tan in the moon, not the sun
7. The younger are revered and the elders become servants and slaves

d8: Problems...

1. A cylindrical planetoid is being drawn nearer and nearer
2. The entire planet is in a permanent solar eclipse-like state. Creatures that fear and hate the sun now move unimpeded.
3. Insects have become infused with magic and have become super intelligent and are ravenously hungry
4. Sky pirates have begun laying siege to important ports of the realm
5. Extreme cold is causing whole areas/villages to freeze
6. Vengeful spirits of a long-forgotten battle have risen and believe that the war still continues
7. An enraged living spell stalks easy targets
8. Two opposing factions are on the brink of full war

d10: Religion is...

1. A thing of the past…
2. Rigidly controlled and monitored
3. Free thinking, openly discussed and welcomed
4. Does not exist (clerics cannot cast spells while here)
5. Not tolerated. Those that practice are jailed or executed
6. The cause of current open civil war between three prominent religions
7. Practiced privately in own home, not something to share
8. The theocratic god-king allows worship of himself only
9. A twisted mirrored image of the home plane
10. What saved the plane from the last cataclysm

d12: More Problems...

1. Violent storms rage across the landscape
2. The memories of the people are being consumed by a dark phantasm.
3. The enemy of the current leader of the plane (roll d14 again) is declaring war
4. Magic does not function as should, causing chaos
5. A strange cult is vying for power against established religion(s) or government
6. All the elementals of the plane have turned to stone
7. A giant vortex is gobbling up everything in its path and slowly expanding
8. All humanoid children in the plane suddenly grow old and die
9. An ancient evil awakens
10. Two planes collide and merge
11. Strange and horrible creatures invade from another plane
12. Drought, famine, plague, chaos, death, riots, you name it…

d14: Leader of the Plane (or just local area)

1. An old war hero
2. A prophet that heralds a grim future
3. A boy-king attempting to live up to parent's legacy
4. An outsider to the realm that conquered the plane (or local area)
5. The ghost of a murdered demi-god
6. An extremely intelligent talking idol
7. Religious leader of prominent religion
8. The Council of Six Nightmares
9. Conglomerate of prominent/powerful citizens
10. Reanimated corpse of a hardened criminal
11. A sorcerer claiming to be from another world
12. A gigantic dragon
13. A glowing 20ft orb
14. An old man with too many stories

d16: You Appear in the Plane Here...

1. Cramped in a broom closet
2. In a placid lake full of carnivorous fish
3. Burst up from a grave
4. Crawl out under the bed of a child
5. In the cave of a hungry humanoid
6. In the hut of a witch
7. Explode out of the back of a giant
8. In the depths of an outhouse
9. In a locked room in a dungeon
10. In a violent whirlwind
11. Spit out of a whirlpool spinning counterclockwise
12. Dribble out the nose of a creature with a cold, then reform to normal state
13. As a faded memory of someone then made real
14. On the back of a giant flying bird
15. On the edge of a volcano
16. An electrical storm that ravages a small town

d20: How to Travel to Plane

1. Through the mouth of a gigantic fish
2. On the breath of a dying man
3. Drinking the tears of a weeping heartbroken princess
4. Through the closet in a child's bedroom
5. Walking backwards through a maze
6. Having sex in a cemetery
7. Dancing too fast to a slow song
8. Climbing to the peak of a frost-capped mountain
9. Singing a song long forgotten to man
10. In a locked room in a dungeon
11. By seeking forgiveness from someone you've wronged
12. By breathing in the first laugh of a newborn baby
13. By potting a plant in the desert
14. Sailing on a still sea with no wind
15. Swimming in a pool filled with alchemical substances
16. Staring into the sun for 1d3 days straight
17. Taking a door off hinges and rotating it to open the other way
18. Being shrunk and going into a teapot
19. By striking a deal with an extra-dimensional being
20. By breaking a promise to a king

d24: Random Strange Effect on You When Entering the Plane

1. All copper is turned to gold
2. All glassware and vials are turned to sand
3. Sex is changed (will return to normal upon leaving realm)
4. Become spirit (will return to normal upon leaving realm)
5. Gravity lighter (jump higher)
6. Gravity heavier (no jumping, move slower)
7. Magic is amplified (+5 to rolls for 2d4 days)
8. Magic is muted (-5 to rolls for 2d4 days)
9. Magic ceases to work (for 2d4 days)
10. Make DC 12 Fort save or gain 1 minor corruption or mutation
11. Your foreign body collides with an object of realm that causes explosion (2d6 damage 15ft radius)
12. All liquids are turned to ice (potions receive a save)
13. Any animal companion transforms into anthropomorphic version
14. Age 2d6 years
15. Reverse age 2d6 years
16. All wounds are healed
17. All corruptions, mutations (except mutations of Mutant class), injuries, diseases, curses gained AFTER character creation are healed and removed (whether beneficial or detrimental)
18. Gain ability to speak random language
19. Gain glimpse into future (allowed to reroll one failed check while in the plane)
20. Become ravenously hungry as though haven't eaten in 2d10 days
21. Body becomes luminescent
22. Skin changes color (choose one from rainbow)
23. All hair falls out for 1d3 years
24. Roll twice

d30: Type of Plane

1. Chaos
2. Law
3. Light
4. Darkness
5. Lies
6. Fire
7. Water
8. Life
9. Death
10. Alternate reality
11. Pleasure
12. Torture
13. Water
14. Dreams and Nightmares
15. Earth
16. Nature spirits
17. Astral
18. Ethereal
19. Sorrow
20. Outer Realm
21. Prismatic Saturation
22. Insanity and Madness
23. Temptation
24. Knowledge
25. Realm of the Gods
26. Time
27. The Imprisoned
28. Beastmen
29. Failure
30. The Dragons



Table 6-6: So You Decided to Make Camp



Roll	Effect
1	An insect bites you in the night and you wake up with your face completely swollen. You suffer -2 to Personality rolls for next 8 hours.
2	You wake up feeling queasy, with strange leech-like creatures all over yourself. You suffer -2 to Stamina and Fort rolls for 8 hours.
3	Some strange voice/presence invaded your dreams and you were unable to rest properly and are now fatigued. If a spell caster you do not regain ability to cast lost spells.
4	A snake bites you in your sleep. Roll a DC 14 Fort save or become poisoned, suffering -1d4 temporary Agility loss.
5	Monsters attempt to sneak up to the camp and: Roll 1d6: 1) Attack; 2) Are curious; 3) Parley; 4) Open up trade with party; 5) seeking aid against a more frightening monster; 6) Run in frenzy-driven panic.
6	Character wakes up with a weird fuzzy fungus growing on their body. It smells like cotton candy and is edible… What happens if you eat it?
7	Character wakes up to find something of theirs missing even though no one saw anything strange come into camp.
8	Character wakes up hearing a strange ripping sound and feels claw marks on their face. They take 1d6 damage.
9	Crying can be heard echoing all through area. Characters must make a DC 14 Will save or begin to feel a sense of loss and blame others for it.
10	A strange putrid wind blows through the camp extinguishing all non-magical light.
11	A stranger from another party wanders into the camp babbling incoherently about something terrible that lurks in the darkness.
12	Thousands of insects begin flooding the area biting the characters (1d3 damage per grouping of insects).
13	All food turns rotten and maggot infested and all water evaporates.
14	Character wakes up 1d3 miles away from camp, perfectly fine, and no memory of how they got there.
15	Character has a dream, strange and terrible, that is actually a prophecy of things to come.
16	Character that is on guard wakes up suddenly and has cotton mouth. Their whole mouth is filled with tiny spiders and spider webs.
17	A meteorite blazes through the sky, lighting up the night, and falls 1d6 miles from camp.
18	An angry hermit of the wilds comes out to chastise and rant at the party… Then he wants food and drink.
19	An important family member of the character on guard appears and has a chat (whether dead or alive). It is pleasant and no bad stuff. Character blinks and is suddenly alone.
20	The characters all wake up to find themselves 2d6 miles from where they were. They hear snickering and see a wicked smile and pair of eyes floating in air, which then suddenly vanish one by one.



Table 6-7: Strange and Interesting Herbs



d20	Name 1	Name 2	Description	Tastes Like	Effect
1	Withered	Deer's tongue	Honks when picked	Sulfur	Cures diseases
2	Bloated	Belladonna	Pus oozes out	Rotten strawberries	Moment of lucidity (+4 to Intelligence checks for next 1d3 hours)
3	Fiery	Witch Hazel	Sounds like chimes in the wind	Cookies	Hallucinogen effect for 2d3 hours
4	Frosty	Valerian Root	Sounds like someone faintly crying	Rubber	Rage like Ekrask (pg 32) once in next hour
5	Bell-topped	Spikenard	Shocks picker	Burning plastic	Lose your mind, black out, and do something stupid
6	Feathered	Oak Moss	Pungent aroma of rotting meat	Raspberries	Twitchy and jerky. -2 to all attacks for the next 1d6 hours
7	Virgin	Feverfew	Glows at night	Red wine	Breath underwater for 1d4 hours
8	Sun-spotted	Nettles	Causes hives if touched	Honey	Low-light vision for 1d5 hours
9	Slathering	Lemongrass	Coated in sticky substance	Milk	Heals eater for 1d8+1
10	Lunar	Sage	Filled with sand	Pepper	Swells tongue for 8 hours and you can't talk, but heals 2d8 hp
11	Brothel	Dogbane	Emits humming sound	Pig feces	Incorporeal 1d8 turns
12	Thorny	Mallow Flowers	Sounds like glass breaking when picked	Glue	Purifies water placed in
13	Hexagonal	Frog's Breath	Crumbles to dust if not picked with a silver knife	Tin foil	Like eating a full meal
14	Weeping	Grains of Paradise	Smells like chocolate	Wet hair	Turn into a forest animal for 1d3 hours
15	Fizzing	Pepperwort	Very alluring aroma	Rotten eggs	Turns skin blue permanently
16	Graveyard	Yew	Extremely brittle	Cotton candy	Whitens your teeth… and your skin
17	Hangman's	Marigold	Sound like listening to seashell when picked	Cat litter	Climb on walls for 1d4 hours
18	Necrotic	Mandrake Root	Rough and scaly feeling	Snot	Talk with plants for 1d4 hours
19	Ancient	Dittany Root	Steaming jelly-like substance plops out	Lemon	Smoke it man… and see the future
20	Rabid	Hawthorne	Lights on fire unless picked at night	Armpit sweat	Increase strength by d4 for same amount of hours. Need to frequently urinate

TABLE 6-8: TAVERNS AND INNS

Roll	Name 1	Name 2
1	Barmy	Stone
2	Salty	Urn
3	Hacked	Bear
4	Bleeding	Orc
5	Cursed	Hammer
6	Hanged	Corpse
7	Sleepy	Noble
8	Bloated	Cat
9	Exiled	Wolf
10	Shadowed	Maiden
11	Demonic	Serf
12	Singing	Fox
13	Angelic	Hag
14	Lucky	Axe
15	Haggard	King
16	Crass	Dragon
17	Dead	Goblet
18	Rusted	Bard
19	Angry	Horse
20	Talking	Priest
21	Gutted	Goblin
22	Squished	Rat
23	Rabid	Princess
24	Salty	Virgin

D3: Lighting

1. Candles only
2. Several torches
3. Large chandeliers

D4: Number of Patrons

1. 5-10
2. 20-30
3. 30-50
4. 51+

D5: Place Smells Like

1. Cinnamon/ale
2. Curry/pipe smoke
3. Sweat and blood/licorice
4. Citrusy/mold
5. Vomit/sickly sweet candles

D6: Games/Music

1. Lone minstrel
2. Bones/card game
3. Hootenanny
4. Brain grub fighting
5. Band of bards
6. Pickled rat brain eating contest

D7: Barkeep

1. Bald, angry and surly
2. Obese with acne and red hair
3. Thin, extremely tall, nervous
4. Well-mannered and well-dressed
5. Missing one eye and all teeth
6. Extremely old and quite mad
7. Young and naïve

D8: Interesting Features

1. Singing moose head
2. Rickety self-playing piano that starts playing a tune known to the character
3. Pit in middle of bar that people throw food and drink down
4. Has Death Beds! The Beds that eat people!
5. Hot spring of crimson water
6. Long feast table loaded with rotten food
7. Large exquisite portrait of the bar. Painting moves, showing events in the bar 5 seconds in the future
8. Strange blue torches that hum a lullaby and floating beer steins

D10: Interesting Patrons

1. Exiled Prince/Princess
2. Leper with amazing voice
3. Decorated war hero
4. Spirit of old patron
5. Hunted man seeking refuge
6. Soldier who deserted
7. Famous pretty bard
8. Grizzled monster hunter
9. The perfect mime- very annoying and can't die
10. High priestess of Hubris deity

D10 (%): Jobs

1. Harvest the dreams of sleeping patrons
2. Farm nearby hasn't been heard from in awhile
3. Barmaid fainted and is having violent convulsions
4. Beast is stalking those who venture into the woods
5. Story: Speaks of a wandering giant fire worm
6. A strange creature played a flute and wandered off with all the children
7. Strange sounds in a field at night, several herd animals have gone missing or found mutilated
8. Story: The mists whisper secrets at midnight if you venture into them alone and naked
9. Story: Woman committed suicide after spurned lover left her for another person
10. Story: Goldie Locks-type story but centered around the PCs and a silly girl drinking all their alcohol

D12: Random and Strange Food

1. Maggot Paste Pasta
2. Zombie Eyeball Stew
3. Bear Liver Pâté
4. Ooze Jello
5. Pickled Rust Monster Eggs
6. Bone Marrow Suckles
7. Fried Goblin Fingers
8. Horse Hooves Flambé
9. Succulent Spider Sacks
10. Orc Kidney Stones
11. Owlbear Afterbirth Pudding
12. Ghoul-ash

D14: Interesting Feature 2

1. Floor is rubbery and bouncy
2. Tables are warm to the touch and heat up food and drinks
3. The beds are hammocks made from the woven back hair of a giant
4. Exquisite painting showing horrific scenes of torture
5. The bar is built from the ivory tusks of wooly mammoths
6. All the drinking glasses are made of crystal from Wrath, the Crystalline Forest and shock the drinkers
7. Fireplace shaped like a screaming mouth
8. A hive of angry bees that swarm around the pub stinging only the least intoxicated patrons… drink up!!
9. The animated corpses of bears and lions dance obscenely in iron cages
10. The tables are sculptures of humans on all fours with soppy expressions
11. Steam issues up from holes in the ground creating a relaxing sauna
12. Bar is built on stilts over a disgusting smelling stream
13. The illumination in the bar is from large glow worms that move around the building
14. The bar rotates like a carousel

D16: Side Business

1. Sells people into slavery
2. Gladiatorial games
3. Loan shark operation
4. Scam fortune teller
5. Sells black market drugs
6. Apothecary
7. Whorehouse
8. Information broker
9. Spy network safe house
10. Front for assassin's guild
11. Kidnapping and ransoming children
12. Front for church of the Heathen Below
13. Sells forbidden objects
14. Junk collector
15. Collector of rare books and manuscripts
16. Insect breeder

D20: Random Event

1. Summer Solstice! Time for the blood-letting in hope of safety!
2. Oktoberfest!
3. Food poisoned at feast, several dead. Unknown perpetrator
4. A demon imp appears at the bar and wants to gamble riches for people's souls
5. Singer suddenly loses her voice. Then dies
6. Baby left on door step
7. Druids gather around the inn. Why?
8. Woman comes in covered in scratches and scared. Says forest attacked her
9. Carnival is nearby
10. Noble demands tribute
11. The King or a high noble rides by, causes ruckus
12. Thick fog appears for days, when lifts a graveyard surrounds inn

13. Young prince gets in a fight and wets his pants. Accuses other of trickery
14. Cook is serving meat pies that are really made of people
15. Man burned at stake as party approaches. Villagers roast marshmallows
16. Woman pukes up pea-green soup, speaks of nasty prophecy
17. Fighting match to the death
18. Were-creature hunting those foolish enough to stray into the woods
19. Ancient hero, long dead, stumbles in alive. Doesn't know the wheres or hows of the situation
20. Family member of character arrives at inn; they are in way over their head in trouble

D24: Second Job

1. A dilapidated keep has appeared out of an ominous fog
2. The children of the nearby village have all been turned to stone
3. Ever since the wizard went into the forest two days ago, the sky has been blood red
4. The dead have risen up from the grave and are slowly wandering towards the inn.
5. A rich noble desires help transporting several valuable pieces of art
6. A man has somehow gained control over all the women in the village and now the men need help
7. The entire town has taken sick and are in desperate need of a rare herb that only grows on the bluffs
8. Worms the size of a mastiff have burrowed through the ground destroying nearly all the crops
9. The town's famous pit fighter was found murdered in his cabin. The magistrate needs someone to take his place in the upcoming match and to find his murderer
10. A demon manifests in the center of the inn and threatens to kill all if he isn't given 3 virgins and a golden apple by the time the sun sets again
11. Everyone who drank a health tonic sold by a traveling elixir salesman have turned into donkeys
12. Several of the children in town have been replaced by fae
13. A drake that bleeds smoke has been terrorizing the town
14. Two nights ago the moon turned pale blue for only a minute, but all those who were asleep at the time have remained in their slumber
15. The local thane has raised taxes to the breaking point and has imprisoned any who have spoken out against the situation
16. Several bodies have been found in alleys, mutilated and their organs ripped out
17. Several prominent members of the local Thieves Guild have been arrested. They need to be sprung before they hang
18. A demon has ripped out Nardknock the Wizard's eyes. The poor mage wants someone to help him retrieve them
19. Sinkholes keep appearing around town, several people have disappeared down them and have not returned
20. A marauding force of goblins led by a bugbear is causing havoc on the trails just outside of town
21. A lonely hag seeks 15 souls of the guilty to make her young and beautiful again.
22. A band of Eisenbar Paladins approach the inn and demand that the unworthy and unclean present themselves for purification
23. A lone avarian seeks to enter the treasure room of the local magistrate
24. A green flash of light around the town has caused all to become extremely apathetic and complacent. Many have even stopped eating and are just lying around doing nothing

D30: Specialty Drink

1. Pureed Bloody Toes
2. Fermented Fly Spit
3. Boiled Egg and Whisky
4. Burning Orcs Blood
5. The Happiness Trail
6. The Ancient Alchemist
7. Honey, Sap, and Sapphire
8. Curdled Yaks Milk
9. Aged Baby Mucus
10. Bloated Gut Bourbon
11. Fire Ant Piss
12. Oatmeal Curdle Stout
13. Bees Wax and Gin
14. Not Thirsty Enough to Drink it
15. Chilled Babies Breath
16. Frog, Newt, and Leper

17. Harpy Cream
18. Ankheg Goo
19. The Backstabbing Bastard
20. Minotaur Rush
21. The Hot Zombie Flu
22. Black Smoke and Oil
23. The Not-so-Virgin Virgin Shot
24. Tilted Raspberry Wizard
25. Gut-Wrenching Whirlwind
26. Pimple Pus Mead
27. Ekrask Mulled Wine
28. Avarian Deliverance
29. Mutated Mystery Drink
30. The Druid's Toenails and Shrubbery



Example: *The Exiled Noble is a well-lit bar with large wooden wagon-wheel chandeliers covered in candles. The bar smells strangely of cinnamon and the 7 patrons are all engrossed in a pickled rat brain eating contest. The barkeep is well-mannered and well-dressed and greets the characters as they walk up to the bar, offering them a plate of fried goblin fingers or their specialty drink, the Happiness Trail. Behind the bar are three large torches with eerie blue fire, humming a sleepy lullaby.*

At the edge of the bar is a horrific-looking leper singing songs of love and loss; his amazing voice fills the room. As the characters make themselves comfortable, they begin to get stung by bees that are buzzing around the room. The bartender informs them that the bees sting the least intoxicated patrons of the bar and they better drink up!

The characters with any knowledge of the underground may have heard rumors that this place acts as a safe house for a spy network. Currently this network is working against the local thane who has raised taxes to the breaking point and has imprisoned any who have spoken out against him. They are eagerly seeking help from anyone willing to give it.

Several of the patrons are mumbling about the strange sounds that have been coming from the nearby field at night, and how several herd animals have gone missing or been found mutilated.

As the characters are enjoying the evening a woman in the bar begins to tremble and convulse. Suddenly she begins to puke up pea-green soup and speaks of nasty fortunes that will befall one of the characters.



Table 6-9: A Vial of...



1	1) Dream-drinking this will cause the imbiber to be rested as if slept for 8 hours; 2) Nightmare- a target hit with this must succeed a DC 15 Will save- failure means they are frightened as if by the Scare spell with a 14-15 result (DCC, pg 191)
2-4	Venom: roll 1d6: 1) adder*; 2) black lotus*; 3) centipede, giant*; 4) jellyfish*; 5) ooze, toxic*; 6) other**
5	Potion of Fire Breathing- imbiber can spew out jet of fire at a target within 15' feet. The target takes 3d4 damage. DC 12 Reflex save for half damage
6-10	Insects: Roll: 1) maggots; 2) flies; 3) wasps; 4) locusts; 5) ticks; 6) beetles; 7) butterflies; 8) spiders
11	Potion of Barbed Skin- gives the imbiber thorny skin (+2 AC and 1d4 damage to attackers) for 1d6 rounds
12-14	Skin flakes of a leper- steep in boiling water to make a tasty tea
15-18	Body excrement: Roll 1d5: 1) spit; 2) sweat; 3) blood; 4) urine; 5) feces;
19-20	Healing potion: Roll 1d6 1-5: healing potion (1d6+1 HP); 6) extraordinary healing (3d6+3 hp)
21	Potion of Water Breathing (lasts for 24 hours)
22	Potion of Tongues (speak and understand any language for 2d6 hours)
23-24	Smoke- Pulling out the cork causes a gout of smoke to fill a 30' radius, obscuring vision by 50%
25-26	Liquefied brain-matter
27	Potion of Sleep- The person that imbibes this must succeed a DC 15 Fort save or be knocked unconscious for 2d4 hours
28-75	Roll 1d14: 1) mold; 2) water; 3) pollen; 4) honey; 5) dust; 6) sunflower seeds; 7) salt; cinnamon; 8) liquor; 9) dead germs; 10) oil; 11) glue; 12) scabs; 13) liquefied fat; 14) acid- targets in 5' radius take 2d4 damage. Armor is reduced by half that amount permanently.
76	A bubble. Uncorking the vial causes the bubble to float out and begin to divide at an alarming rate. The bubbles are multicolored and by the end of an hour occupy a 60' x 60' space. The bubbles will multiply for 24 hours before all popping at once. Any target within 1 mile of the bubble mass must make a DC 16 Fortitude save or become deafened for 2d3 days.
77-80	Hair growth- imbibing this causes drinker to grow a fine beard. You now look dapper. Way to go.
81	Potion of Babbling Idiocy- imbiber cannot speak in coherent sentences for 1 hour unless they pass a DC 12 Will save
82-83	Octopus tentacle suckers
84	An old woman's last sneeze. Inhaling the sneeze gives memories of times of old, granting +4 to local knowledge rolls for 1 hour
85	Potion of Raising of Attribute- Raises rolled attribute by 4 for 2d6 hours: Roll 1d6: 1) Strength; 2) Stamina; 3) Agility; 4) Intelligence; 5) Personality; 6) Luck
86	Potion of Lowering of Attribute- lowers rolled attribute by 4 for 2d6 hours: Roll 1d6: 1) Strength; 2) Stamina; 3) Agility; 4) Intelligence; 5) Personality; 6) Luck
87	Potion of: Roll 1d4: Odd) Shrinking- imbiber shrinks down to one quarter their normal size; Even) Enlarge- imbiber grows 3x their normal size
88-89	Liquefied bone marrow
90	Magma- extremely hot to the touch. If substance is dumped on a target they suffer 3d8 damage
91-95	Dried herbs (roll on Strange and Interesting Herbs table, pg 243)
96	Vial of Darkness- as if a 14 were rolled on a spellcheck (DCC, pg 258)
97	Potion of Infravision (lasts for 2d6 hours)
98	Sunlight- blinds all in 60' radius. Undead in that area take 3d8 damage
99	Baby Laughter- all in a 30' radius must succeed a DC 18 Will save or begin giggling like a small infant, unable to act, for 1d6 turns
00	Vial of goblin teeth- dropping these on the ground summons a Fire Breath Clan goblin to serve as a minion until slain

** These poisons can be found in the Dungeon Crawl Classic rulebook, pg 446.*

*** This is a good opportunity to keep your players on their toes. For Other, if it fits your setting, you could say it's Beaver venom. This departure from the norm will make them question what else is more than "mundane."*

Instatown/Village Generator

TABLE 6-10: VILLAGE TOWN / NAME

Roll 1d20	Name
1	Blatherblab
2	No Hope
3	Dry Creek
4	The Sigil
5	Harveston
6	Town With No Name
7	Fishington
8	Graves
9	Villagegate
10	Bath
11	Birth
12	The Wall
13	Hedgeton
14	The Briar
15	Lost Clergy
16	Iron
17	Echoing Remorse
18	Candlelight
19	Rejoice
20	Torch

D4: Village Size

1. Small- 15 inhabitants
2. Medium- 75 inhabitants
3. Large- 200 inhabitants
4. Huge- 500 inhabitants

D6: Political Structure

1. Religious despot rules over terrified populace.
2. Town consists mostly of slaves guarded by local constabulary.
3. Farmers and serfs trying to etch out a living.
4. Leader is the strongest in village. The position can be challenged at any time.
5. Village Elders rule as a community circle who use strange visions (be it from a god or alchemical concoction) as guidance.
6. Town is overseen by a major religion of Hubris and a voted official.

D8: Interesting Feature

1. Town is mostly populated by women.
2. A large statue is in the town center. It is of a strange and eerie creature.
3. Waterfall in the distance, water seems to be flowing upwards.
4. People here keep goblins as pets. The goblins are secured to brutal-looking collars.
5. The villagers are all wearing patchwork clothing of bright, offensive colors.
6. There is a small gladiatorial pit at the outskirts of town. When the fight is over the entrails of the fallen are examined to determine some question posed by the village leader(s).
7. Four large cages hanging in the center of town with skeletons and rotting bodies of beautiful young women inside. These poor women's spirits are trapped in their bodies and are consulted as the four justices and judges of the village.
8. Large sinkhole outside of town that is believed to house a fallen god. Each year villagers throw food, treasures, and one virgin as a sacrifice down the hole in the hopes that the fallen god will answer their prayers.

D10: Village Layout

1. The village is built upon mummified bird legs. This allows the village a certain amount of mobility.
2. Village floats over a raging river; all sidewalks are made of wooden planks.
3. Village is carved into the face of a massive rock; the higher in stature one is, the higher up one lives.
4. All the houses in village are made of a crystalline-like substance.
5. LARGEST TREEFORT HOUSES EVER!!!
6. Village is in the hardened and hollowed out carapace of a dead giant insect.
7. Everyone lives underground in a gopher-like maze.
8. The houses are made from the tanned skins of the dead villagers. It is considered an honor to be used in such a fashion.
9. The houses are built on large elephant-like creatures. The town is nomadic and goes wherever the herd desires.
10. Houses are made of rich heavy wood that seems far too nice for where the village is located.

D10 (%): Interesting Villagers

1. An exiled prophet.
2. A homeless man that can speak anyone's name backwards immediately without thinking about it.
3. Little blonde triplets that always talk in unison.
4. A grizzled warrior that has a dagger stuck in his brain.
5. Preacher of a forgotten religion.
6. An extremely talented artist.
7. Two tenacious bards who are bringing the ROCK to the local folk.
8. A fiery redhead said to be the reincarnation of a long-dead hero.
9. The bastard son of a noble.
10. A shrunken head that resides in a shrine and answers up to 3 questions… for a price.

D12: More Interesting Villagers

1. An amazing wizard.
2. A skillful storyteller.
3. Long lost relative of a character.
4. An exiled princess from far off land.
5. A prince mingling with the common rabble.
6. A noble seeking to expand his lands.
7. A respected religious leader.
8. Retired adventurer.
9. Wealthy wandering merchant.
10. A traveling scholar.
11. The fattest man… ever.
12. Traveling acting troupe.

D20: Adventure Hooks

1. People have gone missing recently, but there are no signs of foul play.
2. A thick mist rolls in every night. People are having terrible dreams.
3. The village drunk recently began babbling like an idiot, and making prophecies about other villagers. Everything he has stated has come true thus far. He said the Elder's daughter would soon die. Now the Elder seeks help to prevent this from occurring.
4. People are becoming violently ill and within hours melting into puddles of goo which slither out of the house and head into the woods.
5. On the night of the full moon everyone speaks in limerick and can't stop.
6. All food suddenly spoils and the crops wither and die. The village needs help and fast.
7. People dressed in blood red cloaks came into town and killed almost all able-bodied fighters and kidnapped all the children, taking them to their heavily fortified base.
8. A nest of mature brain grubs (pg 283) are attacking people of the village, burrowing into their brains and taking control of them.
9. A witch coven has been causing problems for the village. The local clergy is at their limits trying to protect the villagers.
10. Something has killed and mutilated all the livestock in the fields. The villagers are terrified.
11. The law officials in the village were killed by bandits who have set up their own rule.
12. Monstrous humanoids are raiding the village!
13. The village leader has been acting oddly lately. Recently they have had the villagers begin erecting a strange structure that he says will reach out to the gods.
14. Something has been possessing the people of the village and making them do strange and terrible things. People are begging for protection and clamoring for justice.
15. A drunken patron boasts that he has found a mine with unimaginable wealth located in its depths. Could this be true?
16. All the villagers are petrified except for one little girl. She says she got mad at everyone and a strange fiery creature punished them for her.
17. Most of the inhabitants of the town are stumbling around with their faces wiped blank. They have no nose, eyes, ears, or mouths. They also seem mindless and lash out at anything that comes near them. The survivors are barricaded in their homes.
18. A large shadow with blazing red eyes has been seen lurking in the forests and fields at night. Several woodsmen have gone missing while hunting or attempting to track this beast.
19. A powerful noble wants the town demolished and the villagers made into servants for her new home. The villagers are begging for help to save their town.
20. The town is an important strategic point in the kingdom and must not fall to the invading monstrous horde. The kingdom is calling for all brave souls to defend the town and keep it from falling into enemy hands.

Example: *The Town With No Name floats over a raging river on the Great Plains of Unbidden Sorrow. All the sidewalks of the town are made of wooden planks that create an interweaving connection between the numerous buildings. The Town With No Name is overseen by a cleric and several priests of Yelsa and a village chief that was voted in by the 75 inhabitants, most of whom are women. Recently two tenacious bards who are traveling across the land and bringing rock to the local folk and a large acting troupe arrived in the village and are bringing tales from other parts of the land to the ears of inhabitants.*

Recently the village drunk has begun babbling incoherently like an idiot, making prophecies about other villagers. Everything he has stated thus far has come true. The village chief is desperate for help after the drunk prophesized that her daughter would soon die.

What are These Strange and Ominous Ruins?

D3: Number of Rooms

1. 1-5
2. 6-10
3. 11-25

D4: State of Ruins

1. Pristine. Left untouched by the ravages of time.
2. Some weathering, damage to the structure is mostly superficial.
3. Some damage to structure. Possible cave-ins and pit falls may occur.
4. Decrepit. In danger of collapsing.

D5: Entrance

1. Portal of bone. Etched into the bone are glowing blue runes.
2. Door of reflective metal. When touched by a character their doppelganger emerges and attempts to kill them.
3. Rusted and pitted metallic door with a brass doorknob shaped like a human hand. Must know the secret handshake to open the door.
4. Portcullis with thick thorny vines growing up it. The vines are strangling humanoid bones.
5. The door is made of a shimmering liquid metal.

D6: Traps

1. Simple, usually nature made.
2. Mechanical, simplistic construction.
3. Mechanical, decent construction.
4. Mechanical, decent construction; spells, low level.
5. Mechanical, expert construction; spells, low level.
6. Mechanical, decent construction; spells, mid to high level.

D7: Terrible Feature 1

1. The floor is slimy and covered in thick mucus. All Agility checks or Reflex saves suffer -2.
2. The howls of tortured spirits rage through the halls, making hearing things farther than adjacent characters impossible.
3. Torches begin to bleed 1d10 minutes after being lit and will extinguish in another 1d4 minutes.
4. Ancient stuffed heads of various animals, creatures, and humanoids line the walls. They are all in various states of decay and seem to twitch and shake when living creatures get too near. There is a 25% chance that one in each room will fly off the wall and attack an unsuspecting target.
5. All water turns to blood and food turns to dust.
6. All mundane metallic objects begin to rust the moment they enter these ruins. Each object will be reduced to dust in 2d6 days. Magical items will not crumble, but become rusted, pitted, and tarnished looking.
7. Fountains of blood burst from the walls (1 in 6 chance per room) and bubbles up from the cracks in the floor, cold and coagulated. A target hit by a fountain of blood must make a DC 14 Ref save or be knocked prone.

D8: Strange NPC

1. Old toothless woman lives in a hut near the ruins. She picks herbs around the ruins to treat the ailments of others. Monsters seem to leave her alone.
2. Little girl has become possessed by the Demon of Lies. Their souls have become entwined and each seeks freedom from the other.
3. Servant of the Bloody Claw- Female with bloody stumps where her hands should be. Lonely and speaks longingly of the time when her god was powerful.
4. Ghost of an adventurer who lost his life in the ruins and now seeks peace.
5. A delusional old adventurer who believes that riches lie within the ruins. Has been waiting for his chance for 25 years.
6. A set of living statues that reside just outside the ruins. They speak of horrors (whether true or not) that reside in the ruins. They also speak conversationally of all the people that have attempted to enter the ruins and died horrible screaming nasty terrible deaths.
7. In a farmstead not too far from the ruins a family gathers those that stumble out of the ruins injured, kills them, eats their flesh, and sells their goods in town or to other passing adventurers as "survival kits".
8. A wood nymph who is scared of the strange noises issuing from the ruins. Will reward anyone who can make it stop.

D10: Terrible Feature 2

1. Completely Underwater- Seaweed, pond scum, biting fish, and hellish creatures block the way. Hold your breath and good luck.
2. The walls drip with hot stinking blood- DC 14 Fort save or nauseated. If someone is foolish enough to drink the blood, DC 20 Fort save. Success- gain permanent 2d10 HP and a Greater Corruption (or mutation, pg 49). Failure- die a horrible melting maddening screaming death instantly.
3. The inner walls have tiny mouths all over that bawl like infants. DC 14 Will save or go mad for 1 hour with crazy terrifying hallucinations and lose 1d4 Personality permanently.
4. A strange black stone obelisk lies in the center of the ruins. Staring into it reveals the possible fate of your character or a companion. Touching the obelisk will cause the first thought in the character's mind to become a reality. It will grant one "wish", but then the character must make a DC 20 Will save or become a servant of the obelisk.
5. Wet sticky throbbing veins interweave on the floors, wall, and ceiling. Any damage to the veins will cause the ruins to shudder and tremble. Too much damage and the place may very well shake itself apart. Cutting open the veins releases a spray of molten hot gold. The monetary worth of the gold from the spray of one vein is 1d100+1d20. Damage from the molten gold is 2d6 to all in a 20' radius (no save).
6. Thick bright pink spider webs are seen throughout the ruins. The spider webs have hallucinogenic effects; make a DC 16 Fort save or be stuck in a terrible trip for 1d10 hours. Gigantic neon-colored ethereal-looking spiders will descend and attack anyone showing signs of the effect.
7. Tortured and disemboweled people strewn up on walls. The victims' dead eyes seem to follow the players. All suffer -2 to fear-based saves with these dead bodies present.
8. The ruins have been desecrated by pure evil and are extremely disconcerting. Clerics of good aligned gods suffer -1d6 to any spells cast while in these ruins. Chaotic or evil clerics gain an additional 1d6 to their spell check rolls.
9. The walls move and morph as if someone is writhing just behind them. Sensual and pleasure-filled moans are heard echoing throughout ruins. Concentration is ruined and emotional tension is high. All concentration and emotion-based saves or checks suffer -2.
10. Aura of Undeath, Rot, and Horror- Wounds cannot be healed by any means while in the ruins. Any wound suffered turns black and maggots begin crawling out of it. Characters suffer -2 to all rolls when maggots are crawling all over them.

D10 (%): Rituals

1. The nearby village offers grand sacrifices of gold, food, and the death of the first child born of the winter season to appease the horrors of the ruins.
2. A small band of goblins set fire to crudely constructed human effigies and parade around in war-paint made of their own excrement and poisonous berries.
3. Every night the nearby village lights black candles with an eerie green flame and displays them in their windows to protect from the evil spirits.
4. The Brotherhood of the Horrible Visage celebrate in front of the ruins on the new moon in hopes of bringing forth their dark deity into the world.
5. A small band of druids bang drums made of horse hide wrapped around a frame of blood-red wood on the morning of the first day of the harvest season. They dance, scream, and howl to keep the spirits trapped in the ruins.
6. Clergy of the Stillborn Unwanted Child gather before the ruins and attempt to bless the desecrated grounds to bring peace to the area.
7. Once a year the local nobility gorge themselves on the strange mushrooms that grow around the ruins until they become violently ill. Those that die are thrown into the ruin entrance as an offering.
8. A warband of vicious bugbears gather around their shaman as she drinks the poisonous venom of a large spider and is granted visions to lead her people to victory.
9. The local town has one law for serious crimes: leave offenders chained to a post outside the ruins on the full moon.
10. A necromancer and his simpering servants gather at the ruins on the eclipse and summon the spirits of those who have died in the ruins, then release them to wreak havoc on the countryside.

D12: Myths and Legends

1. A book of vile and dark things was placed in these ruins after it had taken possession of the nearby town and fed upon its souls, turning all into soulless ravenous monsters.
2. A jewel that is said to be a solidified tear of a god is protected in the ruins. Many believe the jewel will grant immortality to the one who possesses it.
3. The wealth of a rich and powerful noble family that went mad from greed and paranoia is said to lie at the bottom of these ruins. It is whispered the nobleman murdered his family in the bowels of this pit and trapped their ghosts here to protect his treasure.
4. Once a place of worship for a peaceful religious cult, it fell to corruption, violence, and depravity when a demon blighted and perverted the head of the order.
5. A vile sorcerer once made this place his home. He began experimenting on magical properties of an entity hailing from beyond our comprehension. These ruins now teem with the terrible horrors of chaos and evil.
6. A town used to reside where these ruins now stand. One night a strange fog appeared and screams and strange noises could be heard throughout the night. When the fog lifted these strange ruins were all that was left.
7. It is said that a malicious god has stolen the bodies of every beautiful woman he has seen and placed them in these ruins. Their cries of anguish and torment can be heard as they watch themselves rot and turn to dust, only to reform and repeat the process all over again; never being allowed to move on.
8. An architect was visited in dreams by a goddess to construct a beautiful temple befitting of Her splendor. The architect failed and was torn asunder by Her terrible wrath. Her anger warped and transformed the temple into a nightmare. Some whisper that the temple shows the truth behind her beautiful mask.
9. Once a church and orphanage, these ruins were ransacked by an invading army. The army gave no quarter to the clergy and children, and all were put to the flame.
10. It is believed that during a terrible nightmare a god turned over in his sleep and brought the terror into physical being.
11. An ancient guard station of a long ago empire has recently been discovered. The adventurers who discovered it were found wandering through the countryside, muttering and babbling about strange shapes and faces.
12. Beings from the stars came to the planet and constructed this place to watch over lesser beings, but grew bored with their piteous existence and left.

D14: Curse

1. Those that enter the ruins will be cursed with constant hyperactive growth of hair on their face until they reach the center of the ruin and kiss the base of the statue of the Sleeping Queen.
2. Those entering the ruins will hear the screams and cries of all who have died here (DC 12 Will save or suffer -2 to all concentration checks).
3. Those entering the ruins must make a DC 14 Fort save or age 2d6 years.
4. The Mark of the Grinning Skull appears on the foreheads of those that enter the ruins. Good aligned or healing spells will no longer work on them.
5. Those who enter the ruins must make a DC 14 Will save or suffer from insatiable hunger. Every hour the cursed must make a DC 14 Will save, or continue to eat whatever they find or until the next roll.
6. Those that enter the ruins are sapped of their strength. Targets must make a DC 12 Fort save or lose 2d3 Strength permanently.
7. Those that enter the ruins must make a DC 16 Will save or become plagued by Jabbering Madness and will be unable to stop talking and babbling, even in their sleep.
8. All those who enter the ruins feel their hair, teeth, and nails fall out (no save). To remove this curse, they must be blessed by a priest under the full moon while standing in tubs of eels and sucking on newt eyeballs.
9. All who enter the ruins are afflicted with the curse of Dubious Decisions. When forced to make a choice (in or out of combat) the afflicted must succeed a DC 14 Will save or be unable to act for that round/decision.

10. Those who enter the ruins feel extremely cold and watch in horror as their skin turns blue, their hair white, and their teeth and nails turn into jagged icicles (no save). Fire now does double damage to them.
11. Those that enter the ruins must succeed a DC 16 Will save, or become afflicted with clumsiness. All Agility-based roll are rolled twice and the lower of the two is taken.
12. If the statue of the ugly hag is not kissed on the lips before entering the ruins the target is cursed with Ugliness. When making Personality checks they must roll two steps lower on the die ladder.
13. Those that enter the ruins must succeed a DC 14 Fort save or become cursed with a contagion. Any target that gets within 10' of the afflicted must make a DC 14 Fort save or come down with a terrible disease (pg 232). Entire villages have been wiped out this way.
14. No curse, you lucky dungeon-delving adventurers, you.

D16: Complication

1. Eisenbar Paladins are attempting to destroy the ruins without any regard for effect on the region.
2. The ruin is sinking into a bog. It will be completely submerged in 3d4 days.
3. A strange aura surrounds the ruins which hinders magical abilities (all arcane spell casting suffers -4 to rolls).
4. Thick swarms of stinging insects bar the way to the entrance.
5. A rockslide sends huge boulders down and blocks the entrance.
6. Opening the entrance to the ruins has caused a slumbering ancient evil to awaken and begin to terrorize the countryside.
7. A blast of energy lances through all who enter the ruins causing all the characters to glow. Lasts for 2d10 days.
8. Two nearby factions believe the ruins hold religious significance to them, and are warring over it.
9. A strange ritual has begun in the center of the ruins and is warping reality.
10. Non-magical weapons and armor become rusted and pitted. Any fumbles instantly destroy the weapon and the armor crumbles and falls of. If no fumbles, the items will be unusable after 1d4 days.
11. The weather has turned opposite of the season and a violent storm is brewing.
12. A tribe of monstrous humanoids has made their home in the ruins.
13. The ruins are being plundered by a group of vicious-looking brigands.
14. When the ruins are opened all the plants and animals in a 5-mile radius die a horrible pathetic death.
15. The ground crumbles beneath the entrance and disappears into the depths of the earth.
16. The ruin's stone walls are growing blacker and grimier as the day's pass. An intense emanation of evil surrounds the ruins. Good aligned clerics have trouble feeling the presence of their god, suffering -4 to their rolls.

D20: Structure

1. Cyclopean masonry.
2. Built into rock face.
3. Preserved, leathered human flesh.
4. Massive monster bones.
5. Strange metallic materials.
6. Seemingly impossible construction- (ie- odd angles, thin support structures, stairs leading to nowhere, etc).
7. Sturdy, intricately carved wood.
8. Chiseled out of massive geode.
9. Made of strange tumor growths.
10. People sewn and stitched together, kept alive and conscious through dark rituals.
11. Made of pitch black obsidian.
12. Dull-grey rocks that have been pieced together using dead bodies.
13. Dull-grey rocks with swirling patches of electricity surging through them.
14. Reflective pink-hued crystalline structure.
15. Massive dome of cogs and other clockwork-like pieces.
16. Inside the petrified carcass of a giant purple worm.
17. Constructed out of thick clouds.
18. Everfrost.
19. Red-hot lava rock
20. Sandstone that bleeds when damaged.

D24: Strange and Terrible Artifact

1. The Crystallized Rancid Heart of a Scorned Lover
2. The Harp of Lamented Madness
3. The Crystal Ball of the Blessed Seer
4. The Monstrous Map of the Ravaged Princess
5. The Charred Favor of the Infected Count
6. The Flaming Spyglass of the Starved Delinquent
7. The Brooding Faberge Egg of the Prophesized Hag
8. The Melted Cradle of the Snobby Demon
9. The Bleached Womb of the Mindless Baby
10. The Vibrating Shirt of the Murdered Angel
11. The Burnt Whistle of the Creepy Toymaker
12. The Aggressive Cookbook of the Insatiable Fae
13. The Searing Kitchen Knife of the Fictitious Brigand
14. The Erotic Dried Lizard of the Horrific Corpse
15. The Bottled Cutting Axe of the Bloated Queen
16. The Mutated Hope Chest of the Deceiving Ekrask
17. The Ivory Lips of the Boorish Minotaur
18. The Absurd Finger of the Puzzled Bard
19. The Cursed Intestines of the Envious Jester
20. The Fanged Voodoo Bracelet of the Leprous Mutant
21. The Bleeding Portal of the Porcelain Child
22. The Blackened Coffin of the Hanged Goblin
23. The Chains of Pain of the Smiling Priest
24. The Kilt of the Rabid Avarian

D30: Terrifying Creature in the Belly of the Ruins

1. A massive basilisk.
2. A giant eye surrounded by 2d100 swirling legs and arms.
3. The bog-mummified corpse of an enraged, exiled queen.
4. A lonely wizard and his army of 2d1000 toy soldiers.
5. A spirit naga and her 2d6 cult worshippers.
6. The animated skeleton of a giant drake.
7. A hideously intelligent ball of dark energy.
8. A slimy ball of tentacles and eyeballs.
9. A 20' tall snail with 5d8 human heads on stalks where eyes should be.
10. Three 6' tall humanoid shapes that are really swarms of leeches bound together.
11. A lich sitting on a throne of frozen blood.
12. Devious torture devices that have become sentient.
13. A mad alchemist and his 2d2 flesh golems.
14. The malicious spirits of 3d3 slaves who were sacrificed.
15. A 15' long mechanical worm with bear-trap jaws and laser beam eyes.
16. Vrykkyll- the Demon of Sloth and Lies.
17. A cursed follower of the Spider Goddess (half human, half spider)
18. A 10' blood ooze.
19. A horde of goblins that have gained poisonous blood and breath from eating mysterious mushrooms.
20. An extremely obese lizard with cracked red scales, a massive mouth with jagged teeth, two strong back legs, and thin front legs covered in toxic barbs.
21. A pot-bellied pig-demon.
22. A mutated giant.
23. A 10' long piranha with red eyes and pulsating green veins that can swim through air.
24. A stone troll with tubes, cogs and wheels sticking out from all over its body and wielding a 15' tall double-edged battle axe.
25. A vampire that has been locked within the ruins for hundreds of years.
26. Malignantly animated, black serrated armor of Kralkul, the Destroyer of Villages.
27. A strange creature with the head of a crocodile, the legs of a lion, body of a snake, and the stinger of a scorpion.
28. A fleshy tumor roughly 6' in diameter with 16 legs and 16 hands (half of which are claws, the others are hooks).
29. The reanimated entrails of 200 victims.
30. A muscular white gorilla with 2 heads and 4 arms.

Example: *Long ago a town used to reside where these ruins now stand. One night a strange fog appeared. Screams and strange noises could be heard miles away, and when the fog lifted, the town was gone. All that was left was a rusted and pitted metallic door with a brass doorknob shaped like a human hand (must know the secret handshake to open the door) built into the mountain rock face.*

A 15-room maze is revealed upon opening the door. Its condition is pristine; the halls left untouched by the ravages of time. The walls of this strange ruin move and morph as if someone is writhing just behind it. Sensual and pleasure-filled moans are heard echoing throughout ruins (concentration is ruined and emotional tension is high. All concentration and emotion-based saves or checks suffer -2). As adventurers walk down these creepy halls,

fountains of cold, congealed blood burst from the walls and bubble up from the cracks in the floor (1 in 6 chance per room that a target will be hit by a fountain of blood and must make a DC 14 Ref save or be knocked prone).

Those that enter through the rusted metallic door are cursed with the Mark of the Grinning Skull, which appears on the foreheads of the afflicted (no save). Any good aligned or healing spells will no longer work on them.

Deep inside the ruins adventurers will have to fight against undead horrors, mechanical traps of expert construction, and low level protective spells and wards.

Within the center chamber of the ruins is the vampire, Marcall, who has been locked within for hundreds of years after attempting to find the strange and powerful artifact, the Vibrating Shirt of the Murdered Angel.

Near the edge of the ruins lies the home of a young girl who has become possessed by the Demon of Lies; their souls have become entwined and each seeks freedom.

A small band of druids engage in a bizarre ritual on the morning of the first day of the harvest season. They bang drums made of horse hide wrapped around a frame of blood-red wood while they dance, scream, and howl to keep the spirits trapped in the ruins.

Currently a group of Eisenbar Paladins are attempting to destroy the ruins without any regard for effect on the region.

Declaration of Years

TABLE 6-11: DECLARATION OF YEARS BY THE KEEPER OF TRANSCENDED TIME

Roll	Name 1	Name 2
1	Expired	No second name
2	Blighting	Monkey
3	Beheaded	Herald
4	Fetid	Child
5	Laughing	Days
6	Ravaged	Memory
7	Starved	Earth
8	Raped	Land
9	Destroyed	Princess
10	Smiling	Poet
11	Crazed	Princess
12	Festive	Bear
13	Opulent	Hawk
14	Abundant	Celebration
15	Ghostly	Existence
16	Haunted	Corpse
17	Slighted	God
18	Vomiting	Man
19	Plagued	Palace
20	Joyous	Forest

Examples:

Year of the Expired Monkey
Decade of the Blighting
Century of the Beheaded Herald
Year of the Fetid Child

Chapter 7: Magic Items

Table 7-1: This table is to create fun and interesting items. These items don't NEED to be magical in origin, they can simply be family heirlooms that the group is attempting to steal, or an item that an evil wizard is fixated on for some unknown reason. Roll 1d100 four times and consult each column below. Below are two examples. There are more examples on the Strange and Terrible Artifacts of the What are These Strange and Ominous Ruins Generator (pg 252).

Examples: The Crazy Ankle of the Curmudgeonly Tiger, Shivering Body of the Insatiable Rodent



Table 7:1 Strange, Mystical, and Fantastic Items Generator



Roll	1	2 *(of the)*	3	4
1	Crystallized	Femur	Angry	Fairy
2	Bottled	Ankle	Rusted	Troll
3	Frozen	Eyeball	Selfish	Leper
4	Flaming	Snuffbox	Lecherous	Wood Nymph
5	Running	Oil Lamp	Ancient	Witch
6	Screaming	Spleen	Decrepit	Bull Frog
7	Crying	Hand	Princely	Lecher
8	Goopy	Sword	Ugly	Thief
9	Sleeping	Pitchfork	Horrible	Goblin
10	Brooding	Cutting Axe	Curmudgeonly	Orc
11	Damaged	Booger	Happy	Princess
12	Dehydrated	Genitals	Crumbling	Queen
13	Melted	Warts	Strangled	Hag
14	Decayed	Ring	Leering	Peasant
15	Chopped	Intestines	Amused	Child
16	Hacked	Clothes	Sticky	Jester
17	Mutilated	Hourglass	Petite	King
18	Serrated	Spyglass	Swollen	Angel
19	Burned	Fang	Massive	Devil
20	Mutated	Pearl	Sweaty	Demon

21	Gelatinous	Cat	Hot	Beggar
22	Rubbery	Lizard	Stinky	Transvestite
23	Petrified	Owl	Mummified	Elf
24	Horrible	Hope Chest	Angular	Dwarf
25	Burnt	Diary	Bloated	Halfling
26	Drenched	Womb	Drowned	Fetus
27	Bleached	Ear	Deserted	Baby
28	Haunted	Shirt	Murdered	Tiger
29	Psychic	Music Box	Gluttonous	Lich
30	Manifesting	Lips	Horrified	Toymaker
31	Flaky	Candle	Insatiable	Cobbler
32	Clammy	Tiara	Flayed	Archer
33	Erotic	Amulet	Dastardly	Corpse
34	Disturbed	Finger	Childlike	Librarian
35	Majestic	Toy	Exotic	Prophet
36	Cancerous	Bag of Teeth	Perverted	Prince
37	Bruised	Bugle	Obese	Brigand
38	Harmful	Pick Axe	Rotten	Adonis
39	Cursed	Bag of Fingernails	Meek	Goddess
40	Obnoxious	Mosaic	Hapless	God
41	Monstrous	Oil Painting	Apathetic	Harlot
42	Redundant	Story Book	Nervous	Wasp
43	Slippery	Constellation	Rabid	Spider
44	Puzzling	Map	Sickly	Crocodile
45	Squealing	Chart	Nefarious	Vampire
46	Undesirable	Chair	Witty	Succubus
47	Whispering	Bed	Crumbling	Maiden
48	Wistful	Cabinet	Pretentious	Lord
49	Worthless	Bow	Lamentable	Count
50	Squalid	Cradle	Snobby	Bard
51	Ivory	Loom	Infected	Countess
52	Obsidian	Goblet	Moaning	Poet
53	Gaseous	Abacus	Mourning	Popper
54	Contagious	Pickaxe	Punctured	Warrior
55	Squelching	Songbird	Rejected	Priest
56	Alabaster	Snail	Puzzled	Savage
57	Crimson	Faberge Egg	Transparent	Moon
58	Bloody	Limb	Invisible	Sun

59	Molded	Acupuncture Needles	Wiggling	Monkey God
60	Pulsating	Head	Narcoleptic	Snail
61	Vibrating	Gavel	Ravaged	Sun
62	Haggard	Tears	Aged	Widow
63	Waxy	Whistle	Dominating	Minotaur
64	Hardened	Top	Pure	Dragon
65	Scary	Guillotine	Raped	Guardian
66	Cobalt	China	Mindless	Virgin
67	Gaunt	Urn	Lying	Ghost
68	Mushy	Noose	Psychopathic	Girl
69	Ambiguous	Pus	Squeamish	Heathen
70	Bizarre	Nightmare	Cowardly	Blasphemer
71	Strange	Wish	Deceiving	Saint
72	Mystical	Cookbook	Blinded	Fallen Hero
73	Fantastic	Barrel	Boorish	Convict
74	Boiling	Chest	Forsaken	Hermit
75	Molting	Caldron	Prophesized	Ape
76	Shaking	Nose	Creepy	Baboon
77	Defective	Altar	Jaunty	Snake
78	Delicate	Pocket Watch	Moronic	Hydra
79	Broken	Cloak	Dead	Sorcerer
80	Aggressive	Hat	Vicarious	Mime
81	Mad	Broom	Envious	Musician
82	Crazy	Kitchen Knife	Chivalrous	Virtuoso
83	Absurd	Lantern	Insane	Savant
84	Condemned	Crown	Headless	Idiot
85	Captured	Spear	Laughing	Bear
86	Kidnapped	Skull	Starved	Winged Monkey
87	Disgusting	Skeleton	Grieving	Snapping Squirrel
88	Fossilized	Victory	Depressed	Noble
89	Cumbersome	Dream	Fictitious	Artist
90	Deformed	Skin	Attractive	Delinquent
91	Searing	Body	Ravenous	Wolf
92	Unknowable	Drool	Chaotic	Page
93	Shimmering	Scabs	Evil	Slave
94	Shivering	Minced Pie	Lawful	Rodent
95	Charred	Scarf	Plagued	Conjoined Twins
96	Ashen	Leather Armor	Tortured	Cow

97	Chosen	Chainmail	Disemboweled	Constable
98	Ruined	Parasol	Coherent	Horse
99	Awoken	Gown	Exalted	Giant
100	Nebulous	Favor	Abusive	Bastard

Magic Items of Hubris

The magic items of Hubris are not exactly friendly items; these are things from a bygone age. The ability to craft such wonders has been lost. Creating magic items is too costly, both monetarily and spiritually, and the time to craft such an item is lengthy.

Here are a few examples of magic items that can be found in the Hubris campaign setting. Most of the items have a cost or negative outcome for wielding such power. Finding out what exactly a magical item does should be an adventure in itself, and the players should be made (once the identity of the item has been discovered) aware of what is at risk by wielding such an artifact (unless the item is cursed or as the Judge you just want to mess with them).

The exception to this is the list of magical items tied to specific deities of Hubris. Should a cleric hold an item of their deity, they are immediately aware of what this item does and (rightfully so) feel an amount of smug righteous vindication.

Feel free to create other such wonders and magical items in Hubris. The guidelines of magical items in Dungeon Crawl Classics pg 362-375 are full and robust and were used to create all the magic items contained within. Just remember that nothing in Hubris is free; everything has a cost.

The Armor of the Horned Blood Crab

This coarse red full plate mail was carved from the corpse of a giant horned blood crab and imbued with magical properties. Once per day the wearer is able to transform into a horned blood crab (pg 302) for 2d10 turns. The wearer keeps their own HP, saves, and attack modifiers (if better). The transformation is painful- the wearer's skin peels away, their bones stretch and bow, bend, and snap to make way for the thick red carapace. The transformation takes 2d2 rounds to complete. Treat the armor attributes as such: Full plate +8 AC, -6 Check Penalty, -10' speed, d14 Fumble Die.

The Armor of Luck

This armor (Judge is free to choose the armor type) bestows on the wearer several benefits: 1) all Luck rolls are made one step lower on the die ladder (ensuring a higher rate of success); 2) the user can burn a point of Luck to reroll a failed roll, but must take the consequences of the second roll. If a person ever critically fails a Luck roll while wearing the Armor of Luck they immediately lose 2d2 Luck permanently.

The Barbed Ring of Transference

This golden ring is encircled with small pins that jut into the wearer's skin. Each day the ring is worn the wearer takes 1d4 damage which fuels the ring's power. Whenever the wearer takes physical damage they must succeed a Luck roll; if successful the damage is transferred to one random character that is within 30' of them. Roll 1d3 for amount of damage transferred: 1) 1 point of damage; 2) ½ damage; 3) all damage. If there is no one within range the ring becomes angered and the wearer takes all the damage plus an additional 1d4.

The Demon Tongue

This longsword's hilt is shaped like a jagged maw of teeth that face the wielder's hand and the handle is a deep rich crimson. The blade is made of a rusted pitted metal and is always slightly warm to the touch. Legends claim that this sword's hilt and handle were made from the jaw and mouth of a demon while the blade is made from the fiend's spinal cord. When drawn from its rotted, slimy scabbard the teeth on the hilt clamp down on the wielder's wrist and the crimson handle becomes a spiked tongue that wraps around their arm, making it impossible for their arm to be lopped off or be disarmed.

The Demon Tongue: Alignment: Chaotic; **Attack/Damage Bonus:** 1d3; **Sword Damage:** 1d8; **Intelligence:** 12; **Communication:** Empathy; **Bane:** Fight Against Law (receive +2 to saves when dealing with that alignment); **Bane:** Angels (against bane only) up Attack/Damage Bonus to 1d6; **Special Purpose 1:** Slay Lawful creatures; **Special Purpose 2:** Summon a demon lord to the physical plane; **Type 1 Power:** *Demon maw and Tongue* - cannot be unarmed or have arm cut off while wielding; **Type 2 Power:** *Blood Siphon* - The wielder is able to gain back 1d3 HP after each victim killed by the blade. The target must have been living and have red blood; **Type 3 Power:** *Corpse Explosion* - The wielder of the Demon Tongue can point the sword at any corpse and cause it to explode in a shower of bone, blood, and sinew. All targets within 5' of the corpse take 1d4 damage and must make a DC 14 Fort save or become sickened for 1d4 rounds (suffering -2 to rolls).



The Life Stealer

This sinister-looking dagger is crafted from a dark and cold iron that emits a faint blue glow at all times. The blade has been crafted to resemble a jagged piece of spinal cord that comes to a razor sharp point. The handle end has been carved from the tusk of a wooly mammoth into the shape of a small human skull with an intricate crown of screaming faces, and the whole weapon was bathed in the blood of one hundred virgins for one hundred days and nights. When a living creature dies from this blade, thick, smoking, blackish blood pours from the skull's mouth and can be contained in a small vial. When a person drinks this fluid 2d6+2 HP is restored and they must succeed on a DC 16 Fort save or suffer corruption. Roll 1d8: 1-2) Minor Corruption (DCC, pg 116); 3-4) Major Corruption (DCC, pg 118); 5) Greater Corruption (DCC, pg 119); 6) Cosmetic Mutation (Mutant Class, pg 43); 7) Power Mutation (Mutant Class, pg 44); 8) Calamitous Mutation (Mutant Class, pg 49).

The Life Stealer: Alignment: Chaotic; **Attack/Damage Bonus:** 1d3; **Dagger Damage:** 1d4; **Intelligence:** 8; **Communication:** Empathy; **Bane:** Healers (does an additional 1d4 damage to bane); **Special Purpose:** Spread disease throughout the civilizations; **Type 1 Power:** *Protection From Law/Good* 1/day; **Type 2 Power:** *Blood Potion* - as described above.

Shield of the Sun

This shield is constructed of an unassuming-looking dull grey metal and grants the wearer +2 to their AC. When the shield has been left in the sun for 2 hours it absorbs some of its energy, transforming the dull grey metal into a shiny metallic surface that seems to be reflecting the sunset. While the energy is trapped in

the shield the wearer is immune to adverse effects from cold and ignores the first 3 points of cold damage (even magical). When in the dark the shield gives off a bright light that extends 120' in a straight line. The energy is trapped in the shield until the sunset (even if the shield is underground) or the wearer releases it in a blast of heat and flame, dealing 2d6 (all undead take 4d6 damage) to all targets in a 30' cone. Once the energy has been released or the sun sets the shield reverts to its normal unassuming appearance.

The Six Sinister Skull Bracelets of Facious the Cruel

The devious Facious is not simply content to sit in his Crumbling Black Keep (pg 136) while his Blood Bay pirates raid the waters of the Sea That Runs Red. Long ago Facious crafted six bracelets from the wood of sunken ships. Each bracelet is crafted from a different wood and has been carved to resemble small human skulls.

Mahogany - Increases the wearer's Agility score by 2 (max of 18), gives them cat eyes, granting darkvision 60'. Once per day the wearer can increase their speed by 20' for 2d3 rounds and gain +2 to initiative.

Oak - The wearer receives +2 to their Personality score (max of 18) and never looks dirty; blood, stains, etc. all seem to disappear within a few minutes. Once per day the wearer can cast Charm Person (DCC, pg 131) as if they made a spell check of 14-17.

Maple- The wearer of this rich wood bracelet is immune to all fear effects.

Walnut - The wearer becomes invisible to any mindless undead of 4HD or below. Once per day the wearer can become invisible to intelligent undead (DC 14 Will save to see through illusion) for 2d5 turns. Attacking any undead breaks the illusion for 3d10 turns.

Birch - The hair of the wearer of this bracelet becomes soft, like down, and white. If the wearer falls (or jumps) from any height, they float gently for the first 30', before resuming the normal rate. Once per day the wearer can fly at a rate of 30' for 1d6+1 turns.

Redwood - The wearer of this bracelet is extra warm to the touch and has a flushed appearance. They are immune to non-magical fire damage and take ½ damage from magical fire. They take an additional 2d5 damage from cold/ice attacks.

The Price of Power

Unbeknownst to the wearers of these miraculous bracelets are the hidden powers that Facious has bestowed upon them. Facious is able to scry through the eyes of the wearer, with them being completely unaware. Second, Facious is able to take over the wearer when they are tired, exhausted, or asleep, turning them into a puppet. The wearer must make a DC 16 Will save or fall under Facious's control for 2d4 hours. Oftentimes Facious just uses the puppet to cause some mischievous trouble or chaos. Facious is not above using the puppet as a tool to exact revenge against those who have irked him. A person can only wear one bracelet at a time. They are compelled to not wear another bracelet (no save).

Staff of Absorption

The wielder of the staff may attempt to absorb any spell that is directed at them, be it arcane or divine. The staff has a 40% chance of absorbing the spell. The amount of spells that can be stored is equal to 20 spell levels (i.e.- three level 1 spells and two level 2 spells are equal to 7 spell levels). The wielder can then recast that spell at the same spell check it was originally cast.

Wand of Severing

This wand is made from the severed thigh bone of a mass murderer who was hanged from the Hangman's Tree at midnight. The user must make a successful ranged attack against a target, which deals 2d5 damage. The target must then make a Fort save (10+damage) or have one of its limbs severed. Roll 1d8: 1) right foot; 2) left foot; 3) right hand; 4) left hand; 5) right leg; 6) left leg; 7) right arm; 8) left arm. When discovered this wand has 3d3 charges. The wand can regain 1 charge per day by being soaked in the blood of a limb that it has caused to become severed for 1 hour. If the user critically fails on the attack roll, they take 2d5 damage and must make the same Fort save. Failure means that they lose 2 appendages.



Artifacts of the Deities

Bailey, God of Trickery, Profit, and Deceit: The Key of the Lucky Thief (otherwise known as Bailey's Key)

The wielder of this key will be able to open any lock that they come across (this does not discover or disarm any traps). The character must make a Luck roll each time this item is used. Failure means the user hears a grim laughter in their head and has suffered the humor and trickery Bailey. If the Luck roll failed roll 1d8: 1) lose 2d3 Luck (temporarily, regain 1 per day- this includes Thieves and Avarians); 2) Bad Luck- things just keep happening to you (ie- things break, people see you when you try to sneak, etc) for 24 hours; 3) Terrible Luck- Your critical fumble range is now 1-3 for the next 24 hours; 4) you see a manifestation of the Grinning God in your peripheral vision. This makes it hard to concentrate (-2 to those type of rolls) for 24 hours; 5) you are transformed into the opposite gender for 24 hours; 6) when you break into a house or steal an object that isn't yours, the owner is suddenly aware of this transgression (but not by who) and comes running (this effect lingers until it has occurred); 7) you glow in the dark, no sneaking for you. Lasts 24 hours; 8) you have to play a prank on someone in the next 24 hours or suffer 2 of the effects stated above.

If this key is worn around the neck of a cleric of Bailey they receive +2d5 to their Invoke the Name roll once per day. If an unholy creature of Bailey attempts to use the key they lose 1 Luck permanently and their critical fumble range is increased to 1-5 for one month.

The Wondrous Bag of Holding

This 60 pound thick and tattered leather backpack is a highly sought-after treasure. It has the ability to hold an immeasurable amount of objects. The mouth of the bag is wide enough to fit a canoe or similarly sized objects. When one attempts to retrieve something they must stick their hand into the bag and concentrate on the object for one round. The person then must succeed at a Luck roll to find it. Failure means that the object is swirling in the nether of the bag for 24 hours. Burning a point of Luck will immediately bring the object to the person's hand. Should the inside of the bag ever be torn by a sharp object, calamity will ensue: the ripped inside of the bag opens a powerful vortex to the Void and begins sucking everything in within 96,000 square feet (roughly 2 ¼ acres). There is no save. There is no escape. Once the bag has been sucked into the Void, the vortex dissipates, leaving a huge bowl shaped crater in the area.

The Corpulent One: The Despicable Clay Jug of the Maggot

This plain-looking clay jug is always moist and slick to the touch, with a thick piece of moldy cork stuck into the top. The handle is crafted to look like a curled maggot. When the jug is held in one's hands, the holder is immune to any effects that cause sickness. Once per day the cork can be removed, releasing a deluge of bile and writhing hungry maggots. On the first round this mess occupies a 5' radius. Each round that the jug is left uncorked, the sick spreads another 5' radius, to a maximum of 40' radius (8 rounds). While in the affected area, targets must make a DC 18 Reflex save or fall

prone. Successful targets move at ¼ speed while in the area. All targets in the area take 1 point of damage per round from the maggots which are biting and burrowing in their flesh. Once the jug is corked, or 8 rounds have passed, the mess remains for an additional 2d4 rounds before drying up and turning to dust. Whoever has the jug in their hands is immune to all these effects.

If the jug is in the hands of a cleric of the Corpulent One they receive +2d5 to their Invoke the Name roll once per day. If an unholy creature of the Corpulent One attempts to open the jug the maggots burst forth and begin to devour the target, taking 1d2 damage per round for 3d5 rounds.

Digradia, Goddess of Shadow, Sacrifice, and the Poor: The Bone Chalice

This chalice is crafted from the bones of countless sacrifices made in honor of Digradia. Should the owner of this sacred object fill it with the blood and drink it under the concealment of the new moon they will not age for 10 years. This ritual costs 500 gold in rare and special ingredients and can only be performed once every 10 years. Those that get greedy and attempt to perform the ritual before the allotted time will suffer the ire of Digradia and age rapidly until all that is left is dust. The chalice has another boon that can be granted; once per day the owner can hold the chalice skyward and speak an oath of dark promises to the goddess. All creatures in a 30' area immediately take 2d3 damage (no save) and the chalice fills with their life blood. The owner can then decide to do one of three things: 1) drink the blood, being healed for 2d6+level HP; 2) throw the blood on a target which does 3d6 acid damage and, if is wearing armor, reduces their AC by ½ that amount; 3) pour the blood on their head, cloaking them in darkness and upping their skill roll to hide in shadows and sneak silently one step on the die ladder (this lasts for 1d6+1 turns).

If this chalice is in the hands of a cleric of Digradia they receive +2d5 to their Invoke the Name roll once per day. If an unholy creature of Digradia attempts to use the chalice they are immediately torn apart and consumed by the shadows themselves.

Drallic the Flayer: Armor of Pain and Misery

This wicked-looking black banded mail is covered in barbs, chains, and pieces of jagged metal. Any target that grapples with the wearer takes 1d4 damage per round. When worn, several hooks and barbs burrow into the flesh of the wearer, exposing meat and bone and dealing 1d6 damage to the wearer. If the wearer rolls a fumble, they take 2d4 damage as the armor viciously peels away more flesh, punishing their weakness and failure. Once per day the wearer can command the hooks and barbs that are connected to 15' long chains to wrap around a small to large-sized humanoid target and flay them alive. The designated target must succeed at a Ref save (DC 10 plus wearer's level) to avoid becoming entangled. If the target fails they have become ensnared by the chains and suffer 1d3 Stamina damage each round until reduced to zero, which means the target has been flayed and is dead. The target can attempt to break free each round with a new Ref save. The armor absorbs 1d3 physical damage and 2d2 from unholy creatures of Drallic.

If this armor is used by a cleric of Drallic they receive +2d5 to their Invoke the Name roll once per day. If an unholy creature of Drallic attempts to wear the armor they are torn apart instantly and die a horribly bloody and painful death (no save allowed).

God of the Terrible Whisper: Staff of Revelation

This 8' high rich mahogany wood staff is capped with an intricately carved bloodshot eye, with the pupil crafted from onyx. Tatters of fabric fall from the base of the eye down the staff, moving as if they were a thick mist.

Once per day the wielder of this staff can be teleported to the Void and into the Grand Library of the God of the Terrible Whisper. The caster can peruse the shelves of this massive library and attempt to find a book on what they are looking for. The DC or % chance to find the book is up to the Judge based on how rare, special, etc the book is. The book remains in the user's hands until read or for one month. They can only take one book each day and have up to 3 books at a time. Once the time limit is up The Librarian appears in the sky riding his chariot of ink, pulled by skeletal mammoths and will come to reclaim the books. Those that are foolish enough to resist will find that their own flesh will

be used to bind new books. When the user leaves the door of the library they are transported back to Hubris, to a destination of their choosing, so long as they have been there before. This journey of searching the library, reading books, etc. may take days for the user, but seems instantaneous to all observers. The user ages normally while in the Void. Once per day the wielder can also use this staff to tear open the Void and summon a being from another realm. The wielder can bang the staff on the ground, which immediately conjures a Thaumatergic Circle. The user can then attempt to cast Summon From the Void (rolling d20+level+Intelligence modifier - pg 164). The user can suffer corruption, misfire, and much worse as per the spell's rules.

If the staff is in the hands of a cleric of the God of the Terrible Whisper they receive +2d5 to their Invoke the Name roll once per day. If an unholy creature of the God of the Terrible Whisper attempts to use the staff, black lightning lances from the eye of the staff and strikes them in the head. The target must make a DC 18 Will save or be reduced to 0 Intelligence and be left a simpering, babbling, mindless fool. Success means the target permanently loses 1d3 Intelligence and suffers 2d3 damage.

The Great Slumbering Monolith: The Bag of Dream Idols

This black bag is made of a thick leather that has an eerie otherworldly quality to it. When the owner gets a full night's rest they will wake up to find that the bag contains three random stone idols. These idols depict people in various stages of sleep, strange shapeless beings, or in the shape of an obelisk. Each one of these idols is a different color and has a different effect, regardless of shape. There can only be one of each color in the bag. To determine what is in the bag, roll 1d8:

1. **Blue** - Can be thrown at a target. This reacts as if the thrower has cast Sleep (DCC, pg 155) with a 12-13 spellcheck.
2. **Black** - This idol is able to conjure a horrible image that is something so terrible and primal to a target that it must succeed a DC 16 Will save or die from fright. Success means that they are immune to this effect for 1 month. This only affects one target, no one else can see it. Certain creatures may be immune to this (Judge's call)
3. **White** - Conjures a comfortable bed for 1d3 people to sleep on. Those that sleep on this bed are refreshed and regain 1d3 HP from sleeping.
4. **Yellow** - Phases the owner slightly out of shift with reality. All attacks have a 20% chance of missing (passing right through) the owner. This effect lasts for 1 turn.
5. **Orange** - Tossing this up into the air releases a burst of sunlight that affects all targets in a 60' radius. All must make a DC 16 Fort save or become blinded and sightless for 1d3 turns. Those affected are now considered unholy in the eyes of the Great Slumbering Monolith. If there is a cleric of the enigmatic deity, they are immune to this effect. Critical failure of the saving throw means the target's eyes have been burned out, leaving smoking black holes. They are now permanently blinded.
6. **Grey** - Can be crumbled up into a fine powder and blown at a target. The target is then surrounded by the dust of time and must succeed at a DC 16 Fort save or roll 1d4: Even) age 3d10 years; Odd) Rejuvenate 3d10 years. This can kill a target from old age or cause the target to be reduced to fresh newborn. A strong wind can cause the powder to be blown back on the user, affecting them instead.
7. **Red** - Dropping this idol (or throwing it) causes the ground in a 50' radius to become cracked with heat. Steam issues from vents, causing 1d4 damage to all in area. The next round, the ground shakes violently, causing huge fissures to appear. A DC 16 Ref save must be made to avoid falling in one of these, taking 2d6 damage from falling 20'. Movement is reduced to ¼ while in the area.
8. **Purple** - The user catches glimpses of the future for 24 hours. Each time they are required to roll a save, they first make a Luck roll. Success on the Luck roll means that they saw a flash of what will happen and have somehow avoided the situation.

If the bag is unused and has all three idols in it and is in the hands of a cleric of the Great Slumbering Monolith they receive +2d5 to their Invoke the Name roll once per day. If an unholy creature of the Great Slumbering Monolith uses these idols they must make a DC 18 Fort save or never sleep again. They are kept alive by the ire of the Great Slumbering Monolith, but eventually go mad.

The Heathen Below: The Terrible Melting Mask

This mask has been stitched together from the faces of four high priests of the Heathen Below who failed to subjugate an entire city and bend it to their Master's will. The mask is slimy, and looks as though it has been melted with acid. When worn small pseudo-pods stab into the wearer's face, puncturing all their pores. The pain is unendurable and causes the wearer to buckle, scream, and cry in agony as a terrible transformation occurs for 1d3 rounds. Their left arm transforms into a 15' whip-like tentacle (1d6 damage), their right arm grows black jagged claws (1d6 damage- the wearer is treated as if they have a d16 in Agility for the purposes of two-weapon fighting), and they grow a massive hump on their back. Once per day the wearer can make a DC 14 Fort save which causes the hump to pop, leaving a torn and saggy flap of skin and releasing a cloud of toxin into the air. All within a 20' radius must make a DC 16 Fort save or suffer 1d4 damage each round for 1d4 rounds (when the cloud dissipates). After 24 hours all targets that were affected by the cloud must make another DC 16 Fort save or suffer corruption. Roll 1d8: 1-2) Minor Corruption; 3-4) Major Corruption; 5) Greater Corruption; 6) Cosmetic Mutation (Mutant Class, pg 43); 7) Power Mutation (Mutant Class, pg 44); 8) Calamitous Mutation (Mutant Class, pg 49). The wearer of the mask is immune to this effect.

The wearer of the Terrible Melting Mask cannot be healed by any means while it is on, except by sucking the life out of another target. The wearer must make a successful grapple check on a small to medium-sized target. On the next round, if the target is successfully pinned, a slimy tube shoots from the wearer's mouth and into the mouth of the target, burrowing down their throat. The wearer then rolls as if they have the Lay on Hands Cleric ability (d20+level+Personality Modifier- DCC, pg 30). Failure means that they gain a Minor Corruption. For a critical fumble roll a d8 and consult the chart above for the noxious gas.

If the mask is worn by a cleric of the Heathen Below they receive +2d5 to their Invoke the Name roll once per day. If an unholy creature of the Heathen Below attempts to wear the mask they must immediately make a DC 18 Fort save or be immediately transformed into a feral corrupting mutant (see Transference in Calamitous Mutations, pg 49). Success means the target takes 2d8 damage as the mask rips part of their face away, leaving them horribly scarred (rolling Personality checks two steps lower on the die ladder permanently).

Set, the Serpentine God of the Klind and other Deviants: The Serpent Staff

This 7' long staff is made out of the skeleton of a Rhinoceros Viper that has been preserved in a magical encasing. The staff deals 1d6 damage and grants a +1d2 to attack and damage. When holding the staff, the wielder can communicate with any snake that they come across. When the user scores a critical success on an attack, the staff transforms into a living Rhinoceros Viper and bites the target (this is in addition to rolling on the Crit tables in the DCC rulebook). The target must make a DC 14 Fort save or die in 1d4 rounds. Should the wielder fumble an attack roll, the staff will bite them instead and they must make the DC 14 Fort save or die in 1d4 rounds.

If this staff is used by a cleric of Set they receive +2d5 to their Invoke the Name roll once per day. Any unholy creature of Set that attempts to handle the staff is immediately set upon by the viper as if the critical hit is rolled. Throwing the staff at the target does not trigger this; the unholy creature must actively attempt to hold the staff of their own volition.

The Stillborn Unwanted Child: Shroud of the Stillborn Unwanted Child

Legends speak that this filthy white sheet was draped over the body of the Stillborn Unwanted Child after His unfortunate and tragic birth. Those that sleep with the shroud over them regenerate 1d3 HP per hour. The target is also cured of any injuries that a cleric can heal with their Lay on Hands ability (DCC, pg 30) and has a 30% chance to have one corruption or mutation cured (non-mutant class) a night. When the shroud is in place they cannot talk, only whine and thrash like an infant. Once per day the shroud can be placed over a dead body and grants the ability to communicate with the body as if the owner had cast Speak With Dead (DCC, pg 290) with a 24-26 spellcheck roll.

If this shroud is in the hands of a cleric of the Mewling Babe they receive +2d5 to their Invoke the Name roll once per day. Any unholy creature of the Stillborn

Unwanted Child that touches the shroud will take 1d6 damage as they feel a searing pain and their flesh starts to blister and burn. The target then must succeed a DC 14 Fort save or burst into flames, taking 1d6 damage per round until they are put out. The shroud is immune to this damage.

Vralkar, God of Strength, Pride, Battle, and Survival: The Battle Horn of Bloodlust

This battle horn was carved from the tail spike of a vicious drake that had been plaguing the Frozen Wastes for generations. It is said that Vralkar's greatest champion brought the beast down with a single blow and presented the spike to a skilled craftsman as a gift. The horn can play three separate notes. The horn can only be played once per day, so the user must decide which note they will play. The first note is a deep rumble that shakes the ground in a 30' radius. All targets must succeed a DC 16 Ref save or fall prone. It also grants a +2 to saves against fear effects and enchantments, and +1d4 to attack and damage to allies for a number of rounds equal to the user's level.

The second note is a high-pitched squeal that is almost inaudible to the human ear, but causes dogs to whine and howl. This note causes all within a 50' radius to go berserk in a blood-fueled rage if they fail a DC 18 Will save. All affected targets will fight with reckless abandon for a number of rounds equal to the user's level. When under the effects of the blood rage, affected targets up their damage die one level, are immune to mind-altering effects and fear, and ignore 2 points of physical damage. They also incur -2 to AC and -2 to Intelligence checks. The targets cannot use any abilities that require concentration. If all enemies are felled before this battle rage runs out the targets will attack friends. A successful DC 15 Will save each round for the duration allows the target(s) to resist the bloodlust and avoid attacking a friend.

The third note sounds like the grating of nails on a chalkboard. This creates the effect of the Scare spell (DCC, pg 191) as if the user had rolled a 34 on their spell check. Those that fail their Will save are also now considered unholy enemies of Vralkar for the purposes of Turning Unholy, etc.

If the horn is used by a cleric of Vralkar they receive +2d5 to their Invoke the Name roll once per day. Any unholy creature of Vralkar that handles the horn must make a DC 18 Fort save or be blasted apart by sonic vibrations that issue from the item. Success on the save means the target takes 3d8 damage.

Yelsa the Goddess of Sex and Violence: The Helm of Unenduring Pleasure and Pain

This ornate headdress is exquisitely crafted from silver with grey and crimson satin. Over one thousand small needles have been sewn into the inside lining of the headdress. The needles cause no damage to the wearer, but as with all that is Yelsa, lingers on that titillating border between pleasure and pain. When the wearer is struck with physical damage, the needles absorb some the pain, reducing the damage by half. Once per day the caster can make a Luck roll when taking damage and if successful, transforms that pain into exhilarating pleasure. This causes the wearer to instantly regain 2d3 HP and also be granted 1d3 bonus to attack rolls each attack after they take damage for 1d4 turns.

If the headdress is worn by a cleric of Yelsa they receive +2d5 to their Invoke the Name roll once per day. If an unholy creature of Yelsa wears the headdress the opposite effect happens. When they take damage it is doubled.

Zxyldon, the Great Behemoth: The Crimson Conch Shell

This shell is believed to have been handed to a sailor by the Great Behemoth itself, who became the first priest of the order of Zxyldon. Once per day the wielder of this shell is able to call on the ferocity of the ocean itself. In the first round, gentle lapping waves appear in a 25' x 25' area, reducing movement to one quarter normal (targets that can move or swim in water naturally are unaffected). On the second round, the radius is increased to 50' x 50'. On the third round, the radius is 75' x 75' and the waves are 3' high. Targets in the area must make a DC 14 Reflex save or be knocked prone. On the fourth round, the area is 100' x 100' with 5' tall waves. Targets in the area must make a DC 16 Reflex save or be knocked prone and swept away in the waters until they make another successful save (a target can drown if they do not succeed soon enough). On the fifth round, the wielder can either cancel the effect or release the ferocity of the Sea That Runs Red in the form of a 300' long tidal wave that ravages the area. The tidal wave moves in a straight line (MV 60') in a direction of the user's choosing. Targets struck by this wave take 8d8 damage (DC 20 Reflex save for half damage) and are dragged along for the entire length. If the wave and targets meet a solid object (i.e. castle wall) they take a further 6d6 damage. Objects of various size are swept up by the tidal wave and carried along its length and deposited at the end of the wave's journey (Judge's call on what is or isn't swept up). Firmly planted structures are severely damaged by the wave. The wielder of the Crimson Conch Shell is immune to this.

If the conch shell is in the hands of a cleric of Zxyldon they receive +2d5 to their Invoke the Name roll once per day. If an unholy creature of the Great Behemoth attempts to use the shell the water is drawn from their body and sucked up into the conch. The target takes 2d3 Stamina damage for 1d6 rounds. If they reach zero Stamina, they crumble to dust.

Oddy Bodden's Stupendously Amazing Magical Dice of Treasures Unimagined and Horrors Rather Left Undiscovered!

Players can choose to gamble with the fates in the hopes of gaining incredible riches, and roll Oddy Bodden's dice. A player can choose to roll all the dice (d4, d6, d8, d10, d10 (%), d12, and d20), or to roll just one or more of the different dice. Once this choice has been made though, it cannot be undone. When the player(s) make the roll all the effects happen at the same time and they cannot make any additional rolls. The dice simply cease to work for that person. Once all players who have decided to roll the dice have taken their turn, the dice disappear, to manifest elsewhere on Hubris. A person can only roll Oddy Bodden's dice once in their lifetime.

When you describe to the player what has transpired do not read anything that is in italics to them. That is for them to find out through play. Anything with "*" at the end has no real benefit and is a terrible curse, affliction, loss of something important, etc.

Some players may cry unfair at this, but remember: You didn't MAKE them roll on this… they decided to gamble all on their own.

Note: Who Oddy Bodden is, where he/she came from, and how they created this amazing artifact have all been lost with the passage of time. If, as the Judge, you want to create a rich history of Oddy Bodden, absolutely feel free. When writing this I had fun thinking she/he was some eccentric carnival traveler who dabbled in the magical arts and just happened to get lucky.

A Warning From Oddy Bodden (read this to players)

In front of you lie seven dice,
Take as many as you want,
And try your luck.
For you may be granted something nice!

But gambler! Be warned,
For not is all as it seems.
Sometimes one gets more
Than in their wildest dreams.

In these dice are the powers of death and life
Of immense treasure and crushing poverty.
A simple roll can cause jubilation,
Or utter crushing strife.

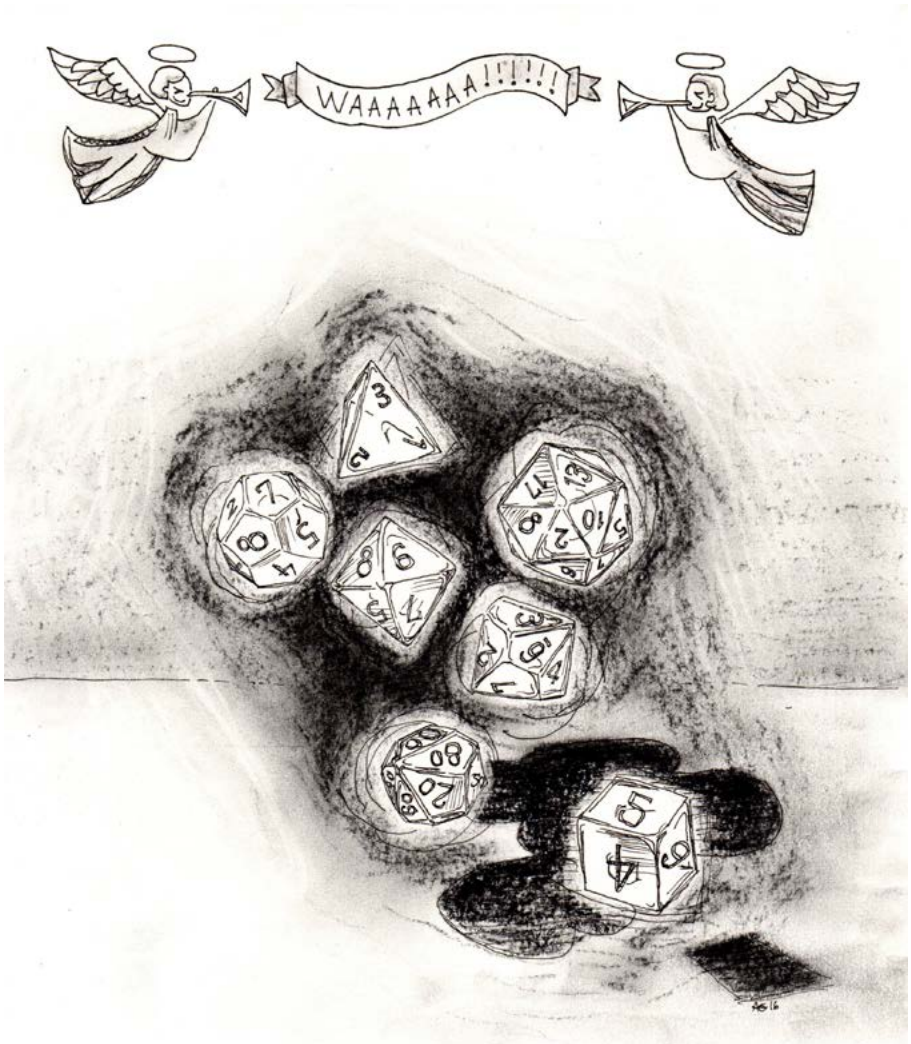
Dear person! You've been warned!
If you've nothing to lose and are truly downtrodden,
Take the gamble! Take the risk!
Roll these strange dice of Oddy Bodden!

D4

1. You gain 1d10x100 gp. *This money is from the other players. It disappears out of their pockets. If the players do not have enough to cover this, the remainder is taken from "elsewhere."*
2. A random 1d3 HD monster appears- defeat it and gain 1 level.
3. Gain ability to reroll one failed save per session.
4. Your soul is consumed. Divine magic doesn't work on you/for you. Clerics are exiled from their faith.*

D6

1. Gain +1 to chosen attribute. *Take -1 from same attribute of a random player.*
2. A magical weapon appears. *This weapon is the beloved treasure of a king. It was displayed with pride on his bedroom wall. He will issue a large bounty for any information or retrieval of it.*
3. Gain a small fort. *This fort is on the edge of the civilized lands. It is currently occupied by a large gathering of Vile Gut Clan goblins that are being led by an ogre.*
4. Book that grants one wish, but -1d4 to Personality for reading it.
5. Suffer -1 to all Saving Throws.*
6. Suffer -2 to 1 Attribute, roll 1d6 to determine Attribute.*



D8

1. Have a hard time choking down food. *The smell of food is repulsive to you, and you become nauseated when you eat it.*
2. Gain +2 to Saving Throws.
3. A strange artifact appears. *This artifact was being studied by a mad old sorcerer who will stop at nothing to get it back from the thief.*
4. 1d3 shadow versions of yourself appear from the Void. Defeat them and gain a level. Be defeated and disappear from history.
5. Gain 2d5x5 gems. *When these gems are used in trade there is a 50% chance that they will become obviously fake and worthless. This effect only happens once in the merchant's hands.*
6. Need to eat twice as much to survive.*
7. Make a wish- the exact opposite happens.*
8. All magic items on your person cease to function. *If you have no magic item at the time of rolling this, the effect will happen the moment you gain one.**

D10

1. Gain a castle. *This castle is under siege by the wicked sorcerer, Gamalt. He seeks to occupy this castle because it is built on a spot of immense and ancient power.*
2. Gain 2d100 x 1d6 gold. *This gold is taken from a greedy king's vault.*
3. Gain a level.
4. Gain a wondrous artifact of a Hubris deity (pg 264-269).
5. A level 2 fighter will be loyal and serve you. *However he is jealous of attention you pay to others and mistrusts everyone.*
6. Gain a spell book with 2d5 spells in it (can be any type of spell or level).
7. You roll 1d4- Even) age 3d10 years*; Odd) Grow 3d6+1 years younger.
8. You gain a nasty deformity. Roll a Greater Corruption (DCC, pg 119)*
9. An immediate family member dies instantly. You get inheritance- 2d100 silver. If you have no family you suffer 5d8 damage.*
10. Gain a terrible curse.*

D10 (%)

1. Gain a magic item. *This is taken from one of the other players. They can never handle this item again, unless you die. If no one has a magic item, this will happen the moment someone gains one.*
2. Become immune to all diseases, even magical.
3. See through space and time and gain insight into the cosmos. Increase Intelligence by +2. *Make DC 14 Will save or lose 1 Personality permanently due to the strain.*
4. Treat Diplomacy as a trained skill now (roll 1d20 instead of 1d10). Also gain +2 to the roll (if Diplomacy is a trained skill already, roll 1d24 instead of 1d20).
5. The next time you die, you are instantly reborn with full HP.
6. Gain a level.
7. Lose a limb.*
8. You gain a magical clock. So long as it ticks you cannot truly die. If you are reduced to 0 HP you are just unconscious. *If it ever stops ticking, you suffer greatly- all rolls are made 2 steps lower on the die ladder. If the clock is not fixed or wound within 1 week, you die.**
9. All your magic items become mundane.*
10. You simply cease to exist.*

D12

1. Increase an attribute to 18 (player's choice).
2. Gain a grand library. *This library has been locked away for 100 years and is swarming with ghosts, giant spiders, and a forgotten evil.*
3. Gain 1 wish.
4. Gain a favor from a king. *The king was visited by an entity and commanded to do this. He does not like being coerced to owe anyone anything. Expect hostility and anger.*
5. Gain a magical item.
6. Become the current fixation of a prince/princess. *They were previously engaged to another prince/princess and now this person hates you with a passion.*
7. Gain a magical mount, it appears on the next full moon and is extremely loyal.
8. Immediately lose all wealth, objects, and property.*
9. Teleport to a random level of a random dungeon.*
10. Become cursed with vampirism.*
11. Become cursed with lycanthropy.*
12. Change gender, however increase Personality to 18.*

D20

1. A bard writes an epic tale about you. Gain +2 to all Personality checks. *Irritatingly, the bard follows you around now. If he dies, another takes his place…*
2. A first level wizard will serve you. *He plots and schemes behind your back for power and wealth.*
3. You gain a plot of land. *It's in the Bogwood swamp, and there is a sunken temple full of ancient riches and terrible creatures.*
4. A long-estranged family member dies and leaves you a mansion. *The mansion is haunted and was the home of a terrible cult hundreds of years ago.*
5. You can cast Speak With Dead (DCC, pg 290) one time per day.
6. Gain an intelligent artifact. Its quest MUST be fulfilled.
7. You gain 2d10 x 10 xp.
8. Gain a warship. You now have to pay for a crew, upkeep, and repairs.
9. Roll a Luck roll- success means you gain +2d2 Luck (max can go past 18 in this case). Failure means you lose 2d4 Luck.
10. You can see perfectly in the dark. If you already have Darkvision, you gain Tremorsense 20ft.
11. Avoid death the next time it happens! Sadly, someone you care about dies in your stead.
12. Add +2 to any chosen Attribute (max of 18).
13. Gain an audience with a deity of your choice. *This deity may or may not like you and may have fun at your expense.*
14. A map to an immense treasure horde appears in your hands. *Until the moment it appeared in your hands it was in the possession of one of the most feared thieves in the world. You become obsessed with finding this treasure and forsake everything else until it is discovered.*
15. Your soul is trapped in a stone statue. So long as the statue exists, you cannot truly die. *If the statue is killed, altered, or changed you die.*
16. Die a horrible death.*
17. Polymorph into another humanoid creature.* Roll 1d8- 1) Avarian; 2) Ekrask; 3) Mutant; 4) Fire Gut Clan Goblin; 5) Human; 6) Orc; 7) GM's choice; 8) Player's choice
18. Teleport to another world/plane of existence.*
19. Gain the ire and hatred of an Outside entity.*
20. Lose 1d100+10 xp. If you do not have that amount, make a DC 18 Fort save or die. Success means you are level 1 and lose 1d3 Luck permanently.

Chapter 8: Monsters of Hubris

This chapter outlines some of the unique monsters of Hubris. Nearly all of the monsters are new to the DCC game. The monsters contained in the DCC book are completely viable and useable in Hubris. Only when a monster varied from what was in the DCC book to Hubris was it restated here (as in the case of the four goblin clans of Hubris, pg 296). There are also two tables in this chapter to enhance certain experiences when dealing with monsters.

Contamination From Demonic Possession: Demonic possession is no laughing matter. If the Judge wants to make demonic possession even more horrific, then use table 8-1 to put the fear into the players. After the demon has been expelled, repulsed, vaporized, or evaporated, have the character(s) roll 1d30 and consult the table. The Judge is completely within their right to state there is no save to resist such horrific contaminations. If a save is desired, however, have the character(s) roll a Fort save, DC as follows: Demon Type I- DC 12; Demon Type II- DC 14; Demon Type III- DC 16; Demon Type IV- DC 18; Demon Type V- DC 20.

What's on Their Festering Dead Body: This table has several strange and horrific items that can be put into a monster's loot. Roll 2d30 and consult the table below. Once an item has been found, simply cross it out, and create a new one.



Table 8-1: Contamination From Demon Possession



Roll	Contamination	Effect
1	Red eyes	See blood coursing in a person's veins, even in the dark.
2	Claws	Deal 1d4 damage. If already have claws, up damage by one die.
3	Rotting flesh	Smell like decayed meat. -2 to Personality.
4	Yellowed broken teeth	Teeth chatter when talking and saliva dribbles from your mouth.
5	Hair turns white	You look haggard with wide horrified eyes. People are uncomfortable talking to you. -2 Personality.
6	No reflection	You will never see what you look like again.
7	Withering touch	Small plants die when you touch them.
8	Animal hatred	Animals will not come near you. If forced, they will attack.
9	Boogie man	Children swear they've seen you under their beds!
10	Touch of dust	Whatever you touch becomes coated in thick layer of dust in 1d4 hours.
11	No blood	You have no blood. Healing spells only ½ as effective.
12	Unsettling presence	Babies cry, the elderly shy away from you. People fear you, but don't know why (-2 Personality).
13	Scars	You have nasty scars all over your body (-2 Personality).

14	Blackouts	Every morning you wake up there is a 1 in 6 chance you were active in the night, but don't remember what has transpired.
15	Sores	You have painful pustules that ooze on your body (-1 to all rolls).
16	Night terrors	You wake up screaming every night. DC 14 Will save to resist.
17	Red skin	Your skin is red and warm to the touch.
18	Flies	Flies follow you around constantly.
19	Tremors	Your body shakes uncontrollably at random times. Whenever doing anything physical there is a 2 in 6 chance this will occur. If so, -1 to Strength, Agility, and attack rolls.
20	Black eyes	You can see in complete darkness, even magical.
21	Weak stomach	You throw up vile green liquid whenever you're excited.
22	Acid blood	You can no longer be healed by magical means. Anyone who pierces your skin takes 1d4 damage.
23	Water to dust	Your touch causes water to turn to dust.
24	Ancient knowledge	You somehow have knowledge that is long forgotten, lost, or forbidden. What will you do with it?
25	Susceptibility	Demons now have easy access to your mind. You suffer -2 to saves vs. demonic possession and charm-like effects.
26	Mind reader	You hear people's thoughts, but cannot discern them from one another. Any checks requiring concentration suffer -2.
27	Tainted	There is a 30% chance that when a cleric turns evil, you are affected as well.
28	Corrupted	You cannot ever enter a temple or church of a deity of good. If you do so you take 1d4 damage per round until you exit the premises.
29	Wrath	When you kill someone you must make a DC 14 Will save or continue to attack, even friends.
30	Glee	You take pleasure in watching deplorable, despicable, and vile acts. Even when appalled you laugh and cackle gleefully.





Table 8-2: What's on Their Festering Dead Body



Roll	Contamination
2	Some form of alcohol
3	A book on: Roll 1d7: 1) poisons; 2) taxidermy; 3) plants of Hubris (pg 243); 4) gods of Hubris; 5) cults; 6) romantic novel; 7) pornographic pictures depicting strange acts and positions
4	Sprigs and sprockets and wad of chewing sap
5	2d20 silver pieces
6	Vial of coagulated blood
7	Human skull with ruby in eye socket- when held in hand can talk to undead.
8	The Eyeballs of a Peeping Tom- When put in person's mouth they can see through walls. Lasts for 1d6 rounds before shriveling and dissolving
9	Raunchy-themed deck of playing cards
10	Convulsing Sphincter Muscle of an Ox- Can be used as manacles. Highly resistant to damage
11	Incense stick x5- they smell really good
12	Everburning torch- always alight, but no heat
13	Winter blanket- smells like goats and mold
14	Intestines of a Bloated Pig Demon- used as high quality rope and stomach serves as a grappling hook
15	Vial of Smoke- will transport all in a 15ft radius in random direction: Roll 1d6: 1) 100 ft; 2) 500 ft; 3) 1000 ft; 4) 1 mile; 5) 5 miles; 6) 10 miles
16	Bag of ashes- tastes sweet if eaten. Causes target to sleep for 1d4 hours (no save)
17	Composite short bow- add strength mod and +1 to attack and damage
18	Small Imp Idol- every morning 1d8 random mundane items are found in your bag/pockets
19	Severed head- must be placed on hand like a puppet. When used in this fashion the head is able to talk and discern lies told to it
20	Flask of oil x4
21	Mirror
22	Candle With Blue Flame- when held can see in dark perfectly, even magical darkness. Blinded for equal amount of time after using. Candle can stay lit for 3d3 hours.
23	Vial of boogers
24	Bladder of a Badger- Always full. Always warm. Can drink to avoid dehydration, but will become ill
25	Bag of blood-soaked mail bound for a major city
26	Flask of acid x2- 1d8 damage to all in 5' radius, permanently reduce armor worn by half of damage amount
27	The Belly Buttons of Ten Slaughtered Virgins- when placed on the hands acts as small suction cups and aids in climbing
28	Silver halberd- adds +1d6 damage to undead
29	Incense stick x3- fall unconscious when lit. Make Luck save- if successful, gain 1 point of Luck for 24 hours
30	Chisel, pickaxe, and miner's hat with candle
31	Kidney Stones of Prisoners- works as caltrops… or daily rations
32	Crossbow with 2d10 bolts

33	Vial of hemlock poison- DC 16 Fort save- Success really ill for one week- failure results in death
34	Serrated short sword
35	Attack Chihuahua
36	Winter scarf- it's warm, but really ugly
37	Bag of marbles
38	Ulcerated Stomach of the Three Pronged Goat- stomach is used as a bag that can hold items. Already holds 2d5+2 random items, many of them (Judge's call) are weird, horrifying, and yet strangely entertaining
39	Skull dagger- additional 1d4 bleeding damage until successful DC 14 Fort save
40	Small Stone Idol- rub blood on it and it will answer one question
41	Necklace of Eyeballs- can tell when someone is lying while worn
42	Hour glass
43	Prayer beads
44	Piece of Marble with Strange Glowing Rune- smearing 2d5 HP of blood on this will summon a strange creature. Use Summon From the Void spell (pg 164)
45	Vial of Oatmeal- drink it and skin is transformed to same consistency as oatmeal. Affected target ignores 4 points of damage, but decreases AC by 2. Lasts 2d2 hours
46	Blowgun with 5 darts coated in sleeping concoction
47	A Vial of a Child's Tears- invigorating to good chaps and horribly toxic to naughty blokes
48	Face of a Scorned Lover- can "rip off" your own face and wear this flesh and become a beautiful woman. Personality bonuses, voluptuousness, and attitude abound! You are flooded with emotions and memories that are not your own and they are often acute and painful! You can only take her face off when committing the act she was doing when she died….
49	3d16 gold pieces
50	Brass scarab necklace
51	Dying Breath of Old Man- DC 14 Will save, or be crushed by the regret of things left undone. Unable to act for 2d6 hours
52	Rusted laser pistol- has 3d4 shots left before battery is drained. Does 2d8 damage and ignores AC
53	Rusted chamber pot
54	Jar of angry insects: Roll 1d6: 1) bees; 2) spiders; 3) hornets; 4) moths; 5) leeches; 6) praying mantises
55	3d3 strips of wooly mammoth jerky
56	Lucky Ogre Big -Toe- rub to gain an additional +2d3 on any three rolls, but suffer 2d4 temporary drain on Luck the next day
57	Brain preserved in a Jar- The label on the jar says the brain belonged to "Abby Normal"
58	Blood-stained bandages- smell of infection and rot
59	3d100 copper pieces
60	Fist-sized ruby- worth 2d100+100 gold pieces (if sold). Once per day the person can shake the ruby and 2d20+10 gold pieces will fall out. While this is in the owner's possession, they suffer -2d4 to their Luck ability score

Bestiary

Barghest

Init	+4	**MV**	30'		
AC	14	**HD**	5d8	**Act**	2d20+4
AL	C	**Atk**	bite +4 (1d4+2), claws +6 (1d6+2)		
SP	Feed, Infravision 30', Shape Change, Unluck				
Spells	*Cantrip, Charm Person, ESP, Invisibility* (spellcheck 1d20+3d5)				
SV	Fort +4, Ref +6, Will +7				

The barghest is a vile creature that resembles an animalistic humanoid covered in thick, coarse hair, comical-looking bat-like ears, a shriveled nose, and a mouth full of sharp, yellowed teeth. The barghest is an intelligent beast filled with constant hatred and self-loathing, and looks upon humans with jealousy and a yearning to belong. Barghests tend to live in the fringes of civilized areas, often in abandoned houses, nearby forests, or even in ruins, waiting for the perfect moment to strike.

When possible a barghest will approach a lone target and attempt to ensnare their senses by casting Charm Person (DCC, pg 131). If the target resists, the barghest will outright attack them, using their claws, teeth and spells to subjugate their prey. Barghests are conflicted in their actions, acting violently against their victim, ravaging their body and mind as their flesh and soul are consumed. Barghests sustain themselves by feeding on the flesh and memories of their victims. Once a victim has been fully consumed, a Barghest gains access to all the memories and emotions of their prey, and are also able to sound exactly like them. During this time the barghest is satiated and revels in a false sense of belonging and contentment. This state only lasts for one week, and once it has passed the self-loathing and hatred return. The barghest will turn its sights on the victim's family and friends, attempting to consume them one by one in the hopes of continuing the feeling of belonging and contentment. If it cannot get to the family, it will simply find a new victim to consume.

A barghest can take the shape of a large black wolf at will. It gains the stats and abilities of that creature while in this form.

The despair of a Barghest saturates the area around it. Any living target within a mile radius of a barghest is affected. Things break, accidents happen, people tend to be more irritable. All targets make Luck rolls twice and take the worse of the two while in the affected area. If a barghest has been in the area for over two months, targets also make all Personality rolls one step lower on the die ladder (no save).



Beastmen

Init +1 **MV** 30'

AC 12 **HD** 2d4 **Act** 1d20

AL C **Atk** +1 as weapon

SP Beast Mutation

SV Fort +2, Ref +1, Will +0

Beastmen are found all over Hubris, moving across the landscape like a blight, marauding any small settlement they come across. Often beastmen make their home in the Weeping Forest of Forgotten Memories, or en masse in the Canyons of the Howling Red Rock, loyally serving the Four Gorgons of Desire. These creatures may have once been humans that became warped and perverted by the energies of this violent and disturbed world, or they were born from beasts, the result of some dark unnatural ritual between humans and ethereal primal forces- vile and evil from the womb. There is no reasoning with these creatures for they are driven by violence and instinct, hunger and desire rather than any form of higher thought.

For every 25 beastmen there is a witch doctor or shaman. These creatures are treated as a level 1d2 cleric of chaos and are able to cast evil or chaotic spells.

Most beastmen resemble feral anthropomorphic animals of one type, but if the Judge chooses, flavor and individuality can be added by rolling on the Beastmen Mutations tables below.

Beastmen Mutations

Head of (roll 1d14)

1	Bat (blind fighting)
2	Bear (bite attack 1d6)
3	Toad or frog (sticky tongue attack 1d3, +2 to disarm)
4	Ram (horn attack 1d4)
5	Rat (bite attack 1d3)
6	Wolf (bite attack 1d4 and scent tracking)
7	Fish (breathe underwater)
8	Squid (ink in target's eyes- blinding them)
9	Fly (acid spit 1d8)
10	Spider (bite attack 1d3, spit web and ensnare target)
11	Ant (mandibles, bite attack 1d4)
12	Beetle (bite attack 1d6, can gnaw through metal)
13	Lion (bite attack 1d6)
14	Elephant (tusk and trunk attacks 1d6)

Body (roll 1d6)

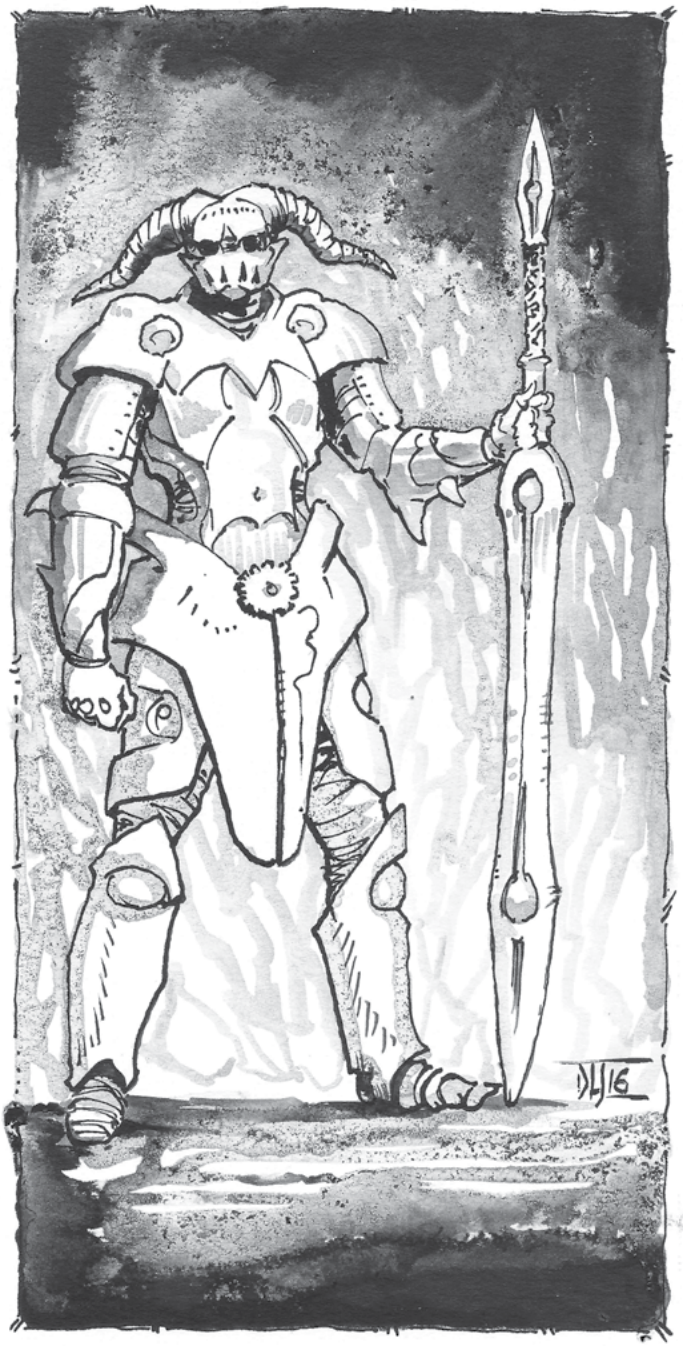
1	Covered in scales (+1 AC)
2	Thick elephant skin (ignore 1 damage)
3	Thick fur (+1 AC);
4	Slimy wet skin (+2 to saves against grapple)
5	Blisters and boils (irritates skin of those who touch it)
6	Body of eagle or raven (flight 40')

Legs (roll 1d4)

1	Serpentine (MV 30' +2 Ref saves)
2	Goat (MV 40')
3	Quadruped (MV 60')
4	Slug (MV 10' sticky)

Interesting Feature (roll 1d12)

1-4	Nothing
5	Wings (fly 30')
6	Claws (1d6 damage)
7	Compound eyes (immune to back attack)
8	Tusks (1d4 damage- if have bite attack, up damage 1 level)
9	Horns (1d4 damage)
10	Cat eyes (low-light vision 60')
11	Small hairs on hands (ability to climb walls)
12	Tentacle arms (1d3 damage, +2 to disarm)



Black Guard of Abhorrent Action

Init +7 **MV** 20'

AC 18 **HD** 5d10 **Act** 2d20+6

AL L **Atk** Two-handed sword +6 melee (1d10+3), spiked chain +6 melee (1d8+3), wheellock rifle +6 (1d10)

SP Feast of Fear

SV Fort +8, Ref +4, Will +10

The Black Guard of Abhorrent Action is an elite guard that is extremely loyal to the Black Queen. They follow any command she gives, even if it will lead to their death. No one knows for sure who or what rests under the black plate mail of these fearsome foes, for rarely has one been felled in combat. Rumors persist that of the few Black Guards that have been killed, nothing was found within their armor; when the helmet was removed only wisps of black smoke and soot were found within.

In combat the Black Guards are highly organized and will attack those who are likely to be the biggest threat: wizards and clerics. They then will turn to the less challenging foes. When Scare (DCC, pg 191) is cast against a Black Guard, they are automatically healed for 3d6 HP and are then able to recast the spell at the same spell check against their foes, this does not need to be immediately done and many Black Guard hold onto the spell until they actually need it. For every 6 Black Guard of Abhorrent Action, one is equipped with a tower shield to help protect against missile fire. For every 10 Black Guards there is a commander who is treated as a level 5 warrior.

Often times Black Guard are accompanied by foot soldiers, slaves, or Skeletal Gun Runners as support.

The Black Queen does not send out her elite guard often, but when she does death and destruction are all that is left in their wake.

Bogwitch

Init +6 **MV** 40'

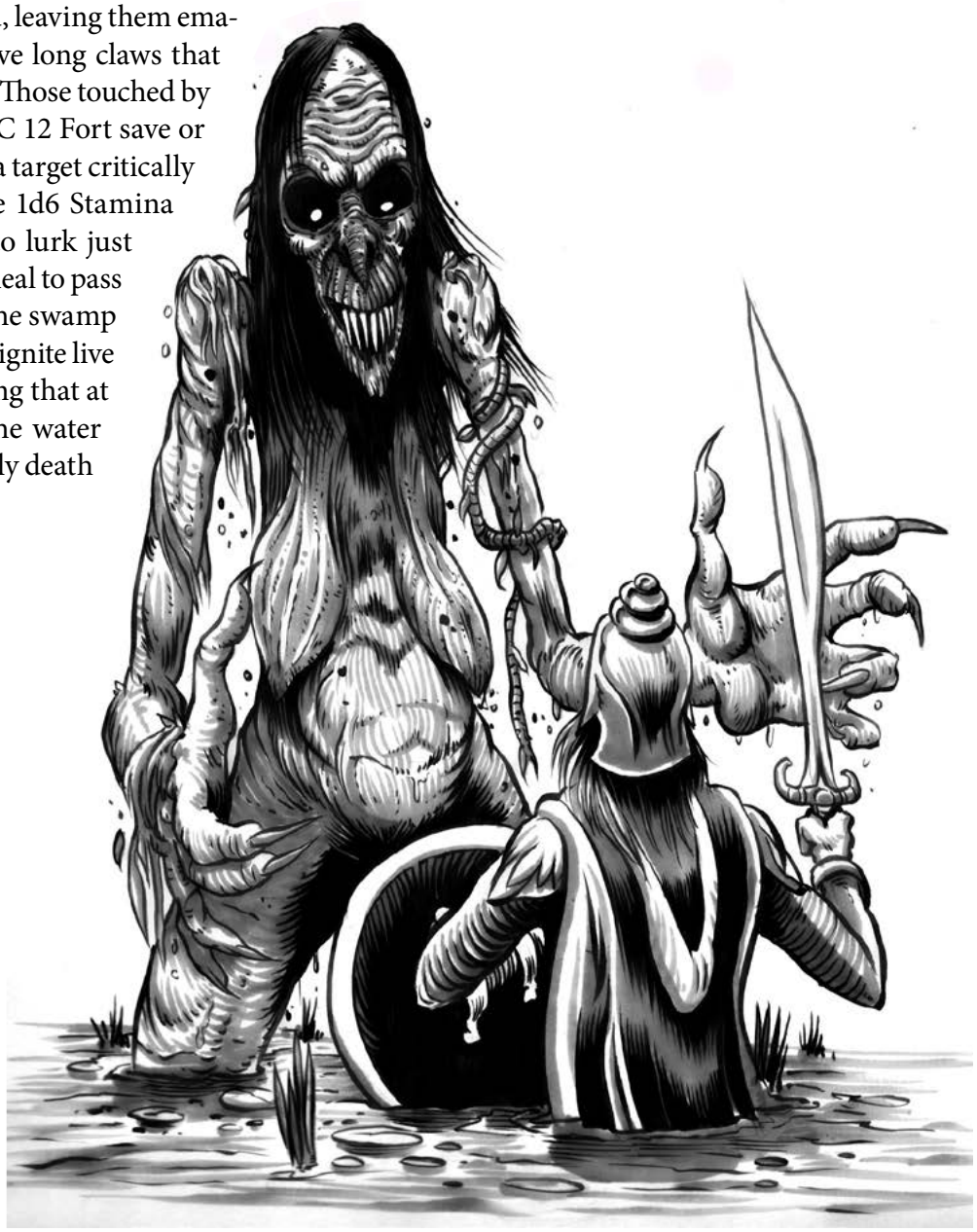
AC 14 **HD** 2d6 **Act** 1d20

AL C **Atk** Claws +3 melee (1d4+life drain)

SP Un-dead traits, Life Drain

SV Fort +0, Ref +3, Will +0

Bogwitches first appeared in the Bogwood Swamp five years ago when the Red Moon of the Calamitous Whisper appeared in the night sky. When the moon swelled and blood rained down on the area those that were caught in the deluge were twisted into these horrific monsters. Bogwitches are extremely agile, but the features of their once living souls have now waned, leaving them emaciated and feral. Bogwitches have long claws that they use to rend flesh from bone. Those touched by a bogwitch must succeed on a DC 12 Fort save or lose 1d3 Stamina (temporary). If a target critically fails on their Fort save they lose 1d6 Stamina permanently. Bogwitches like to lurk just beneath the water and wait for a meal to pass by. Those that venture out into the swamp with their barges prospecting for lignite live in fear of the bogwitches, knowing that at any time one may burst from the water and onto their boats, bringing only death and suffering.



Brain Grub (Mature)

Init +1 **MV** 10'

AC 8 **HD** 2d4 **Act** 1d20

AL C **Atk** Bite +2 melee (2d2)

SP Brain Burrow

SV Fort +2, Ref -1, Will +0

Brain grubs are vicious worms that reach roughly 8" to 1' in length. They are ferocious and deadly. A favorite pasttime in many Hubris cities is brain grub fights, pitting these creatures against one another with high stakes betting. A fair bit of coin can be made to those brave, or foolish, enough to be brain grub breeders. Brain grubs have three large mandibles that they use to pierce the skull of their victim, while their small circular mouth is filled with fibrous tentacles that penetrate the victim's brain- taking it over. A brain grub that critically strikes a target burrows into the brain of the target. The target must succeed at a DC 12 Reflex save or be taken over by the brain grub. The target is now a mindless husk that can perform simple actions like walk, breathe, clumsily attack, etc. Each day the target permanently loses 1 Intelligence as their brain matter is consumed. When they reach 0 Intelligence, they are dead and the brain grub moves on.



Dinosaurs

Dinosaurs thunder through the thick foliage of the Unsettled Expanse. Several different species can be found throughout the massive rain forest. Some are ravenous carnivores cunningly hunting their meal, while others are herbivores that wander lazily through the trees eating leaves and grass with the rest of the herd.

Dinosaur, Brachiosaurus

Init +0 **MV** 30'

AC 18 **HD** 16d8+100 **Act** 1d20

AL N **Atk** Tail +15 melee (4d8+20)

SP Pounce

SV Fort +20, Ref +6, Will +7

These huge herbivores stand 25' tall, are 85' long, and weigh around 31 tons. The brachiosaurus thunder through the undergrowth, causing the earth the tremble as they walk.

Brachiosaurus are very protective of the herd and their nests, and will attack anything that poses a threat. The dinosaur uses its massive 35' long tail to slap and smash foes.

Brachiosaurus travel in herds of 2d12.

Dinosaur, Deinonychus

Init +10 **MV** 40'

AC 16 **HD** 3d8+25 **Act** 1d20

AL N **Atk** Two Talons +10 melee (2d8+5), Foreclaws +5 melee (1d8+5), Bite +5 melee (1d4+5)

SP Pounce

SV Fort +0, Ref +3, Will +0

These cunning and agile predators look like a strange mix of lizard and bird with bright plumes of colorful feathers. These cunning pack hunters are tactical in catching their prey. They will hide in the underbrush or climb tall trees to leap upon their foe.

The first attack from a deinonychus is usually a pounce attack. The deinonychus can jump up to 25' and attacks with the two large talons on its feet in an attempt to knock its prey prone, then it relies on its two vicious forearms and gnashing teeth to slay its prey. If a target is successfully attacked by the deinonychus' pounce attack, they must succeed on a DC 20 Reflex save or be knocked prone and have deinonychus on top of them.

Deinonychus hunt in packs of 2d3, reach 12' in length and 3' in height, weighing up to 160 lbs.

Dinosaur, Triceratops

Init +2 **MV** 30'

AC 20 **HD** 12d8+30 **Act** 1d20

AL N **Atk** horns +10 melee (2d10+10)

SP Charge

SV Fort +15, Ref +8, Will +5

The triceratops is a quadruped herbivore that has a large thick plate on its head accompanied by two large horns on its forehead and a smaller one on its nose. Triceratops can reach roughly 30' in length and 9.5' in height, weighing up to 12 tons.

While hunters and adventurers occasionally run across a lone triceratops, it is more common to spot 2d8 of them wandering through the Unsettled Expanse.

In combat a triceratops uses its horns to gore foes. A triceratops will also charge a foe, trampling them. When charging increase the triceratops' attack die to d24, and damage is increased to 4d10+10.

Dinosaur, Tyrannosaurus Rex

Init +5 **MV** 40'

AC 21 **HD** 14d8+50 **Act** 1d20

AL N **Atk** bite +15 melee (3d10+10)

SP NA

SV Fort +15, Ref +12, Will +8

Tyrannosaurus rex is a massive creature of muscle and teeth, standing up to 40' in height and weighing as much as 7.5 tons. A tyrannosaurus has a keen sense of smell and can pick up the scent of blood up to 1 mile away. They will viciously attack their prey and gluttonously consume their food. Tyrannosaurus rex is also an opportunistic predator, acting as both hunter and scavenger.

Tyrannosaurus rex can be found solitary or in a pack of 1d6.

The Dragons of Hubris

In Hubris there are two types of dragons: drakes and the Five Dragons of Hubris.

Drakes: Drakes are mostly feral beasts with little intelligence. Some are able to utilize speech, but most are ravenous, gluttonous beasts that gorge themselves on food and bring destruction to the surrounding area. Some take treasure back to their caves and are hoarders, with a neurotic magpie-like personality. Drakes are extremely territorial and will attack any other of their kind that wanders into their area.

Drakes mate for life and will deliver terrible retribution should their mate ever be killed.

To create a drake, use the dragon creation rules in ***Dungeon Crawl Classics*** (pg 406-410). It is recommended that no drake be older than very old (201 – 400 years). There are some who live longer, but drakes are violent and tend to die in epic battles over their territory or during attacks against a well-fortified outpost or keep.

The Five Dragons of Hubris: These gargantuan monstrosities are the nightmares of legend. Scholars believe that these dragons are old gods trapped on the physical realm of Hubris, banished by the current pantheon. The Five Dragons of Hubris are rarely seen, but when they are, utter devastation and death is all that is left in their wake.

The most recent sighting of a dragon was that of Malevolence, who appeared over Malanthory one year ago and tore the great city asunder, leaving only ruins filled with monsters, plague, and death.

The Five Dragons are not statted out in Hubris. It is up to the Judge to decide whether these creatures can be killed, conquered, etc. If they are statted out it is recommended that these dragons are all at the immortal age or even higher, with the full powers (and others hinted in their descriptions below) at their fingertips. These dragons are end-game battles with quests and rituals completed and magic items, spells and armies aiding the characters.

The Five Dragons of Hubris

- **Malevolence** - Pure spite and hatred fills Malevolence. It seeks to destroy and consume all life. Malevolence can leach the very life out of the soil.
- **The Corruptor** - Is the king of abominations and corruption. When near settlements It causes mutation, paranoia, and perversion. It is able to cut off the divine from mortals when within 5 miles.
- **Fury** - This fiery red dragon represents wrath and war. The very ground is burnt to cinders and glass with Its anger.
- **The Blighter** - Bringer of plague, disease, and death. Whole towns and villages have been wiped out by plague and famine after this dragon has flown over.
- **The Gatherer** - This dragon guards knowledge, believing it should be only be in Its hands. The Gatherer will destroy anything It feels has become too advanced or has gained too much knowledge.

Dream Devourer

Init +6 **MV** 30' fly

AC 18 **HD** 4d8 **Act** 2d20

AL C **Atk** barbed tongue +6 melee/range 25' (3d3+Ensnare), Bite +6 melee (1d8)

SP Ensnare, Stun Gaze

SV Fort +4, Ref +5, Will +8

Dream Devourers reside in the Void, satiating their terrible hunger on the dreams and intellect of mortals. Dream Devourers are prismatic spheres, ranging from 5'-25' in diameter with large eyes with swirling pupils. In combat a Dream Devourer will begin attacking with Stun Gaze, an attack delivered from their eyes. The focus of the Dream Devourer's gaze must make a DC 14 Will save or be stunned for 1d3 rounds, unable to act. A Dream Devourer can only have one target affected by this at a time.

The Dream Devourer has sharp needle teeth that ooze a yellowish sticky substance. Their tongue is barbed and can reach targets up to 25' away. A target successfully struck with the Dream Devourer's tongue must make a DC 16 Reflex save or become ensnared. Ensnared targets take 1d3 temporary Intelligence damage per round ensnared. Those that reach zero Intelligence die instantly and will morph into a Dream Devourer in 2d5 rounds. Ensnared targets can attempt to break free by making a DC 20 Strength check.

Eisenbar Paladins

Init +4 **MV** 20'

AC 20 **HD** 3d12 **Act** 1d20

AL L **Atk** +2d3 when using weapons of Drallic the Flayer only (dmg- as weapon), +2 attack any other weapon

SP Invoke the Name (+5 check), righteous damage

SV Fort +5, Ref +3 Will +7

Eisenbar Paladins are the messengers of Drallic the Flayer. They go on pilgrimages from their capital to cleanse the land of heathens, the unclean, and impure. There are no words delivering the teachings of their god; the sermon of the paladin is taught through pain, blood, and fire. Paladin warbands are made of 5 or more brethren who are highly trained in combat and the ways of Drallic the Flayer.



Paladins are able to Invoke the Name of Drallic the Flayer as a cleric would, receiving +5 to their roll. When fighting against creatures considered unholy by their god and using a weapon of their deity, paladins not only add the +2d3 to attack but damage as well. Paladins wear full plate armor that is expertly crafted by Eisenbar blacksmiths in the fire pits of the capital. This armor reduces the fumble die penalty to a d12 rather than a d16.

For every 10 paladins there is one level 1 cleric. For every 50 paladins there is one level 3 cleric.

Fae

The fae of the Weeping Forest of Forgotten Memories are as varied in their temperament and abilities as they are in appearance. Most fae belong to the Court of Delirium, loyal to He Who Wears the Yowling Crown; King of the Fae.

Fae will strike deals with mortals, but the cost can be more than the mortal foresaw or bargained for. Some are playful tricksters that enjoy hoodwinking mortals, others shy away from the greedy leering eye of outsiders, while others have no tolerance of the mortal races and show extreme resistance to them entering the forest.

Years ago several fae were corrupted by Hubris and became the Wretched. Krampus, the leader of the Wretched, attempted to gain the Yowling Crown for himself, but was thwarted and banished from the forest. Now Krampus and his Wretched wander the Great Plains of Unbidden Sorrow causing havoc and despair to all those they come across. Still Krampus yearns for the Yowling Crown and will stop at nothing to become the king of the fae.

Fae can be any alignment.



Fae Rank	Abilities	Immunities	Vulnerabilities	Crit Range
Rank I	Low-light vision 30', Animal Summoning (DCC, pg 129) (+2 check), talk to nature, 1 extraordinary power	Half damage from non-magical weapons	3d2	20
Rank II	Low-light vision 50', Animal Summoning (DCC, pg 129) (+4 check), talk to nature, 1d3 extraordinary powers	Immune to non-magical weapons or natural attacks from creatures of 2 HD or less.	2d2	20
Rank III	Low-light vision 60', Animal Summoning (DCC, pg 129) (+8 check), talk to nature, 1d5 extraordinary powers	Immune to non-magical weapons or natural attacks from creatures of 3 HD or less.	1d4	19-20
Rank IV	Low-light vision 80', Animal Summoning (DCC, pg 129) (+12 check), talk to nature, 2d3 extraordinary powers	Immune to weapons of +2 enchantment or natural attacks from creatures of 4 HD or less. Natural animals must make a DC 16 Will save to attack the fae.	1d2	18-20
Rank V	Low-light vision 120', Animal Summoning (DCC, pg 129) (+18 check), talk to nature, 2d3 +2 extraordinary powers	Immune to weapons of +3 enchantment or natural attacks from creatures of 5 HD or less. Natural animals will not attack the fae.	None	17-20

Fae Statistics by Rank

Rank	HD	AC	Attack Modifier	Target DCs for special attacks
I	1-2	9-13	+1 to +3	8-12
II	3-5	10-14	+3 to +6	12-14
III	5-7	13-16	+5 to +10	14-18
IV	7-10	15-20	+8 to +15	18-20
V	10-20	17-22	+12 to +18	22-24

Creating a Wretched

Use the same rules to create a fae that has become tainted and corrupted by the world of Hubris, with the following additions:

- All Wretched are chaotic (evil).
- Their appearance is marred by lank hair, mold, sweat, pus, and despair.
- Feel free to add some Wizard Corruptions (DCC, pg 116-119) or mutations (pg 43-49).
- All have jagged claws (1d6 damage) and needle-like teeth (1d4 damage).

Fae Appearance

1	Goat legs and ram horns
2	Fat belly, covered in thick coarse hair, jolly laugh
3	Humanoid; extremely beautiful
4	Human appearance with animalistic eyes
5	Anthropomorphic animal
6	Pixie wings (fly 20'), tiny stature
7	Wings (fly 30')
8	Humanoid with bark-like skin
9	Flowers grow where fae walks
10	Small goat horns
11	Ram horns
12	Blue skin and completely bald
13	Human body with animal head
14	Animal with super intelligence and ability of speech
15	Body covered in bubbles and glitter
16	Pink skin and purple hair
17	Sentient tree with a trunk that can split apart to become legs
18	Finely chiseled features, as if sculpted, with long pointy ears
19	Human looking with white hair and golden eyes; intricate ritual scarring of the history of nature all over body
20	Covered in red and orange hair. Ability to pull their body apart and use parts in games of play. Loves dancing and sing.

Roll	Extraordinary Powers	Effect
1	**See in the dark**	See in dark (even magical) to a distance same as fae's low-light vision
2	**Spells**	Can cast 1d5+rank of the following spells with a 5+rank check: 1) ***Cantrip*** (DCC, pg 130); 2) ***Charm Person*** (DCC, pg 131); 3) ***Color Spray*** (DCC, pg 134); 4) ***Darkness*** (DCC, pg 258); 5) ***Sleep*** (DCC, pg 155); 6) ***Ventriloquism*** (DCC, pg 158); 7) ***Invisibility*** (DCC, pg 172); 8) ***Invisible Companion*** (DCC, pg 173); 9) ***Mirror Image*** (DCC, pg 182); 10) ***Phantasm*** (DCC, pg 187); 11) ***Scare*** (DCC, pg 191); 12) ***Dispel Magic*** (DCC, pg 208); 13) ***Gust of Wind*** (DCC, pg 219); 14) ***Paralysis*** (DCC, pg 264)
3	**Darkness**	Can cast the ***Darkness*** spell (DCC; 258) with a 10+rank check
4	**Illusions**	Can cast ***Cantrip*** (DCC; 130) with a 15+rank check
5	**Plant control**	Ability to control small plants to do fae's bidding (attack, grapple, etc)
6	**Change appearance**	Can cast ***Polymorph*** with a 10+rank check
7	**Tree meld**	A fae can meld into a tree and appear in any other tree in the forest as a movement action
8	**Forest stride**	While in the forest the fae moves at 40'/rnd and is not hindered by thorns, brambles, or thick underbrush
9	**Grow large claws**	The fae is able to grow claws that do 2d3 damage
10	**Charm person**	Can cast ***Charm Person*** (DCC; 131) with a 10+rank check
11	**Insect affinity**	The fae is able to get insects (any size) to do their bidding. Insects must succeed a DC 18 Will save to attack the fae
12	**Stunning glance**	The glance of the fae freezes those their gaze falls upon. The target is frozen until they succeed at a DC 16 Will save
13	**Enchanted arrows**	A target hit with a fae's arrows is 1) petrified; 2) slow (-4 initiative, MV 10'); 3) charmed; 4) in love with first person they see; 5) asleep; 6) hallucinating
14	**Animate trees**	The fae can animate any tree within 180'. The tree will uproot itself within 1 round and fights for the fae. Branches x4 +2 Attack (1d8 damage); AC 16; HD 3d6; MV 10'
15	**Speed**	The fae is fast. Increase speed by 20', +4 initiative and Reflex saves
16	**Telepathy**	The fae can communicate with any creature in a 180' radius with their mind. Target must succeed a DC 12 + fae's rank to avoid having the fae read their mind

Roll	Vulnerability	Effect
1	**1) Cold iron; 2) steel; 3) silver**	Takes extra 2d3 damage from weapon material type
2	**Unholy creature**	Suffers -4 to Will saves against being turned by a cleric (who can turn fae)
3	**Rooted**	The fae lives in a sacred tree and must remain within a certain distance of it: Roll 1d4: 1) 50'; 2) 100'; 3) 500'; 4) 1 mile
4	**Habit**	The fae has a habit such as always speaking in rhyme, needing to kidnap sleeping children from a local village, being out only at night, dancing naked under the full moon, etc.
5	**Ritual**	The fae can be bound by a ritual. They can either be made a slave or bound in a prison-like state. The full name of the fae must be known and 100 x fae's rank in gold must be spent. The ritual takes 24 hours to cast and a successful check must be made: Rank 1- DC 12; Rank 2- DC 15; Rank 3- DC 20; Rank 4- DC 22; Rank 5- DC 25
6	**Salt**	A line of salt creates an impassable barrier for the fae. A fae surrounded by salt is imprisoned until the salt is disturbed and the circle is broken. Salt thrown in the fae's face stuns them for 1d5 rounds (no save)
7	**Fire**	Fire does an additional 1d6 damage. The fae has a 2 in 6 chance to catch on fire
8	**Weak resistance**	The fae suffers -2 to Fortitude, Reflex and Will saves

Sample Fae

Bumblepan, Hinkletink, Skrunkle, Ramble, and Nittlebonk – the Grove Guardians (rank 2 fae)

Init +3 **MV** 30'

AC 14 **HD** 4d8 **Act** 1d20

AL N **Atk** club +5 melee (1d6), shortbow +5 ranged (1d6)

SP Fae Traits, 4 Vulnerabilities, 3 Extraordinary Powers

SV Fort +3, Ref +4, Will +2

The five grove guardians live in a sacred grove in the Weeping Forest of Forgotten Memories. All are covered in fiery red and orange hair and have the strange ability to pull their limbs and heads off and use these parts in games of play. The brothers love to dance and sing. All the brothers must sing and dance around their sacred tree, a large 1000 year old oak, every full moon for the entire night. The Grove Guardians are linked to their tree and are unable to travel more than 100' away from it without becoming extremely weak.

In combat the Grove Guardians will pelt their foes with arrows from afar, and then use their clubs in melee combat, which are crafted from fallen branches of their great oak. These brothers are able to see in complete darkness (even magical) up to 50', and love to use illusions to trick and misdirect their foes (or just play tricks on others), and can cast Cantrip (DCC, 130) with a +17 to their check. Those that incur the wrath of the Grove Guardians may find themselves transformed into a less than desirable form, for the brothers are able to cast Polymorph (DCC, pg 243) with a +12 check. Sometimes they like casting it on themselves to turn into beautiful women or men and trick those foolish enough to come across their path.

Due to their nature, the Grove Guardians take an additional 2d3 damage from cold iron and suffer -4 to Will saves to resist being turned by cleric's whose god deem them unholy.

The Grand Ol' Oak (rank 5 fae)

Init +10 **MV** 30'

AC 20 **HD** 18d8 **Act** 3d20

AL N **Atk** Branch x2 +15 melee (2d8), Stomp +12 melee (3d6)

SP Fae traits, 6 Extraordinary Powers

SV Fort +10, Ref +5, Will +10

The Grand Ol' Oak has always been and always will be, so long as the Weeping Forest of Forgotten Memories stands. The Grand Ol' Oak is a sentient tree with a trunk that can split apart to become his legs. He traverses the forest and knows its secrets, probably better than any other fae alive.

In combat the Grand Ol' Oak is a terrible foe that attacks as if fueled by the very wrath of nature itself. The Grand Ol' Oak is able to attack with two branch attacks and stomp on a target that is at his feet, effectively crushing them.

The Grand Ol' Oak is able to animate any tree within 180'. The tree will uproot itself within 1 round and fights for the fae. The tree has branches x4, +2 attack (1d8 damage); AC 16; HD 3d6; MV 10'. The Grand Ol' Oak is also able to control small plants and bushes to do his bidding (attack, grapple, etc) as a movement action. When in trouble the Grand Ol' Oak uses illusions to beguile his opponents, casting Cantrip (DCC, 130) with a +20 check.

This massive tree is also able to cast several spells with a +10 to his spell check: *Ventriloquism* (DCC, 158), *Scare* (DCC, 191), *Color Spray* (DCC, 134), *Invisible Companion* (DCC, 173), *Dispel Magic* (DCC, 208), *Sleep* (DCC, 155), *Mirror Image* (DCC, 182), *Phantasm* (DCC, 187), and *Charm Person* (DCC, 131)

Fallen Angels

Angels all hail from the far off realm of light and healing, a dimension which has little in common with the twisted world of Hubris. Angels rarely choose to come to Hubris except when forced to do so and those that survive the journey across the Void are usually unable to withstand the corrupting nature of this putrid mortal realm for very long. Eventually the angel succumbs to their own desires, and it is only a matter of time before they are corrupted into vile creatures filled with hideous cravings, powers, and machinations. These beings use their special powers and abilities to influence and corrupt others, often forcing the masses to worship them as some sort of god.

Wizards can strike bargains with fallen angels using the Patron Bond spell. Fallen angels will bestow their subjects with power and abilities, so long as the wizard remains true to their master. Those that fail, or forget their place, find that that wrath of a fallen angel is as brutal, horrific, and painful as that of any god.

There are many different types of angels in the plane of light and healing and any can fall from grace by the warped nature of Hubris. Thus all fallen angels are unique, with their own goals and personalities, but can be quantified using the charts and tables below.

Angel	Communication	Abilities	Immunities	Crit Threat Range
Type I	Speech (celestial and common)	Infravision, Protection from good (+4 check)	Half damage from non- magical weapons and fire	20
Type II	Speech , ESP (read minds, but not able to converse)	Infravision, Protection from good (+8 check)	Immune to non-magical weapons or natural attacks from creatures of 3 HD or less; half damage from fire, acid, cold, electricity, gas	19-20
Type III	Speech, telepathy	Infravision, Protection from good (+12 check)	Immune to weapons of less than +2 enchantment or natural attacks from creatures of 5HD or less; half damage from fire, acid, cold, electricity, gas	18-20
Type IV	Speech, telepathy	Infravision, Protection from good (+16 check)	Immune to weapons of less than +3 enchantment or natural attacks from creatures of 7 HD or less; immune to fire, cold, electricity, gas; half-damage from acid	17-20
Type V and above	Speech, telepathy	Infravision, Protection from good (+20 check)	Immune to weapons of less than +4 enchantment or natural attacks from creatures of 9 HD or less; immune to fire, cold, electricity, gas, acid	16-20

Unique Fallen Angels

All fallen angels are roughly human in appearance and have large wings that grant them to fly at great speeds (fly 90'), but each angel has distinguishing characteristics that separate them from one another. A fallen angel's physical appearance is also altered by the corruptive forces of Hubris. Each fallen angel has become obsessed with some want or desire which once fixated upon expedited their fall from grace.

Fallen Angel Special Appearance (roll 1d3 times)

1	Shimmering appearance
2	Unnaturally beautiful
3	Blue skin
4	Alabaster skin
5	Black skin
6	Green skin
7	No hair
8	Feathers for hair
9	Pointed ears
10	Yellow eyes
11	Red eyes
12	Purple eyes
13	Metallic flesh
14	Musical voice
15	Wings are red
16	Wings are black
17	Has four wings (fly 120')
18	Tall
19	Extremely muscular
20	Lithe
21	Large hands
22	Veins glow
23	Black eyes
24	Smells of soap
25	Constantly warm
26	Face of dog
27	Face of hawk
28	Rumbling voice
29	Ghostly appearance
30	Extra set of arms

Fallen Angel Corruption (roll 2d2 times)

1	Elongated arms and legs
2	No flesh
3	Distended stomach
4	Two faces
5	Many hands
6	Many eyes
7	Skin covered in seeping scabs
8	Two heads
9	Face on stomach
10	Bat head
11	Chest cavity exposed
12	Black veins
13	Horns
14	Aura of stench
15	Unhinged jaw
16	Tusks
17	Bat wings
18	Controls vermin
19	Touch withers plants
20	Slimy skin
21	Weeps acidic blood
22	Super strength
23	Super intelligent
24	Extremely obese
25	Many mouths
26	Mouth is a beak with needle teeth
27	Body is covered in fur
28	Elongated torso
29	Spiked tail
30	Protruding bone spurs

Fallen Angel Obsession (roll one time)

1	Love
2	Riches
3	Power
4	Jealousy
5	An object
6	Revenge
7	Purity
8	Beauty
9	Youth
10	Knowledge
11	Death
12	Getting back to home realm

Fallen Angel Base Attack (roll 1d2 times)

1	Bite
2	Claws
3	Construction
4	Eye beams
5	Charge
6	Gore
7	Weapon (normal)
8	Weapon (overlarge)

Fallen Angel Special Ability (roll 1d3 times)

1	Poison*
2	Curse**
3	Drain ability score
4	Drain XP
5	Sleep
6	Paralysis
7	Possession
8	Drain blood
9	Spells***
10	Suffocation
11	Swallow whole
12	Breath weapon
13	Necrotic touch
14	Aura of pain
15	Inflict wounds****
16	Corrupting touch *****
17	Teleportation
18	Charm Person (as DCC spell, HD as check modifier)
19	Change shape (as Polymorph, self only. HD as check modifier)
20	Rusting touch (metal rusts in 1d6 rounds if touched, magic items get save)

* See Appendix P.
** See Appendix C.
*** Of wizard type. 1d4 spells of random level; spell check modifier equal to HD.
**** Same as Cleric Lay on Hands ability, but inflicts amount healed as damage.
***** Target must make save or gain a mutation. Roll 1d5: 1-3 Cosmetic Mutation; 4 Power mutation; 5- Corrupting Mutation

Fallen Angel Statistics Range by Type

Type	HD	AC	Attack Modifier	Target DCs for special attacks
I	1-4	10-15	+2 to +6	10-14
II	4-8	13-18	+6 to +10	14-18
III	6-12	15-20	+8 to +12	18-20
IV	8-16	18-23	+10 to +16	20-22
V	10-20	20-25	+12 to +18	22-24
VI	15-30	22-28	+20 to +24	25-27

Named Fallen Angels

Ophelia (type VI fallen angel)

Init +12 **MV** 30' or fly 90'

AC 24 **HD** 15d12 **Act** 3d20

AL L **Atk** overlarge sword +20 melee (dmg 3d8+6), bite +22 melee (2d6+6 plus swallow), or spiked tail +22 (3d4+6)

SP Tears of Acidic Blood (1d4+4 damage), Swallow Whole (Ref save DC 26), Charm Person (+15 spell check, Will save DC 25); Protection From Good (+20 to check), fallen angel traits

SV Fort +15, Ref +12, Will +15



Deep in the Frozen Wastes, in the protection of the Crag, the fallen angel Ophelia sits upon a throne of slaves and served by her devoted and enamored frost giants. In the realm of light and healing Ophelia was admired for her breathtaking beauty and soft and musical voice. Now she is a twisted horror and only a shadow of her former self remains. Her bare distended stomach shows the face of Bale, a vile personality that mumbles thoughts of torture and disease to Ophelia.

When Ophelia arrived on Hubris she quickly fell in love with a spoiled noble from Fairweather, but he spurned her advances, thinking her only a pitiful mortal woman. She quickly became obsessed with making the noble love her, and became more and more desperate with each spurn of her affections. Ophelia's transformation occurred when she lost herself to the throes of passion, lashed out and murdered the noble.

Ophelia wandered Hubris for years, eventually finding a home in the Frozen Wastes and now enjoys being revered by the frost giant tribes.

Maxsus (type III fallen angel)

Init +8 **MV** 30' or fly 90'

AC 17 **HD** 10d12 **Act** 2d20

AL L **Atk** war hammer +12 melee (dmg 1d8+3 and poison and corrupting touch), touch +10 melee (dmg 1d4+3 and poison and corrupting touch)

SP Poison (Fort save DC 20, failure means permanent paralysis that can only be healed through magical means), Corrupting Touch (Fort DC 20, failure gains mutation. Use mutant class tables)

Spells *Turn to Stone* (lvl 3), *Breathe Life* (lvl 3), and *Magic Bulwark* (lvl 5); *Protection From Good* (+12 to check)

SV Fort +12, Ref +10, Will +12



Maxsus was the Keeper of Knowledge and Guardian of Histories for hundreds of years in the realm of Light. His shimmering blue-skinned visage was a common sight at the various libraries throughout the realm.

Eventually Maxsus's hunger for knowledge could no longer be satiated by pouring through all the annuals of history for each of the different realms of existence, and he plunged into traveling between the planes. Eventually Maxsus came to Hubris and here he met his downfall. Consumed with the quest for knowledge, he began hording secrets, seeking out magical objects, even stealing memories of the living.

Maxsus's hands constantly grasped for knowledge until eventually he consumed his own flesh, tearing away his face and exposing the emptiness of his own hollow existence by ripping away his chest cavity. Maxsus's touch is horribly poisonous to mortals, can wither plants, and can corrupt people into mutated beasts.

Maxsus wanders Hubris, manipulating others, to gain knowledge, secrets, memories, and magic.

The Four Goblin Clans of Hubris

Vile, conniving, dastardly, disgusting and cowardly are a few of the words people use to describe the four goblin clans. These despicable creatures are as varied in their temperament, appearance, and tactics as any race in Hubris. The clans show little loyalty to their own brethren and even less to the other factions, preferring trickery, backstabbing, and outright conflict over any sane form of reasoning. Each clan's name comes from their strange physical appearance and the bizarre or horrific ability they are able to perform.



Fire Breath Clan Goblin

Init +2 **MV** 20'

AC 10 + armor **HD** 1d6 **Act** 1d20

AL C **Atk** -1 claws melee (1d3), -1 as weapon

SP Infravision 60', Fire Breath (+2)

SV Fort -2, Ref +2, Will -2

Fire Breath Clan goblins stand roughly 3' in height with either fire red or grass green skin. Their large oval-shaped heads are made even more ludicrous by their large bat-like ears, which flap and slap their face as they run. Their eyes are blood red and their mouths are filled with sharp needle-like teeth. Fire Breath Clan goblins prefer jokes, pranks, and backstabbing to outright conflict. Their chaotic nature makes it difficult to understand the clan's creed or even their alliances, as they have been known to befriend or aid other humanoid races.

Fire Breath Clan goblins' name comes from their ability to belch a ball of fire at a target within 10'. A target that is successfully hit by the ball of fire takes 1d6 damage and has a 1 in 6 chance to catch on fire, taking an additional 1d6 damage per round until the fire is out. Fire Breath Clan goblins can use this ability once per turn.

In combat Fire Breath Clan goblins are as likely to point at their fallen comrades and giggle as they are to lament and weep. Sometimes they forget what they are doing entirely or even break into song. Only against their sworn enemy, the Vile Gut Clan, are they focused and able to show resolve.

Fire Breath Goblins live in the Bogwood Swamp or Great Plains of Unbidden Sorrow.

Vile Gut Clan Goblin

Init +1 **MV** 20'

AC 10 + armor **HD** 1d6 **Act** 1d20

AL C **Atk** -1 claws melee (1d3), weapon, -1 as weapon

SP Infravision 60', Vomit (+2)

SV Fort -2, Ref +1, Will -1

Vile Gut Clan goblins are disgusting creatures that revel in filth and decay, standing 4' tall, but are hunched over. Their skin ranges from light green to brown. Their beady eyes are jaundiced and filled with goop and filth, but are sharp and always searching for their next meal or victim. Vile Gut Clan Goblins build their structures much like a bee or wasp, using their toxic spit to paste together a hive. Oftentimes their structures are built on the back of gigantic crabs or other creatures that they have subdued.

Vile Gut Clan goblins are able to vomit a glop of a highly acidic substance onto their victims, which immediately begins to dissolve their flesh, allowing the goblins to suck up the sludge with their proboscis tongue. The acidic goop deals 2d4 damage and 1 point of damage per round until washed off with water for 4 rounds. A Vile Gut Clan goblin can vomit their acidic goop once per day.

Vile Gut Clan goblins love to set ambushes or attack in the dead of night; they enjoy inflicting as much pain on others as possible. These loathsome goblins live in the Bogwood Swamp or Great Plains of Unbidden Sorrow.

Icy Flesh Clan Goblin

Init +2 **MV** 20'

AC 14 **HD** 1d6 **Act** 1d20

AL C **Atk** +2 claws melee (1d3 plus frostbite), +1 as weapon

SP Infravision 60', Frozen Flesh, Frost Burn

SV Fort +1, Ref +1, Will -2

Icy Flesh Clan goblins are found in the Frozen Wastes at the north of Hubris. These goblins stand 3' tall with pale to deep blue skin which is covered in icy protrusions. Their cruel pale blue eyes glint with malevolent intent and their claws and teeth are made up of jagged icicles.

An Icy Flesh Clan goblin's skin is tough and frozen, allowing them to ignore 1 point of damage (physical or magical), however fire does an additional 1d4 points of damage. Their icy claws and teeth are able cause the flesh of a creature to become necrotic. Targets struck with the goblin's teeth or claws must make a DC 14 Fortitude save or take an additional 1d3 damage. After one week the wound will turn white and then black within two weeks and never heal (although lost HP can be regained).

Shriveled Eye Clan Goblin

Init +2 **MV** 20'

AC 10 + armor **HD** 1d8+1 **Act** 1d20

AL C **Atk** +1 claws melee (1d4), +1 as weapon

SP Infravision 60', Mummified Gaze

SV Fort +1, Ref +1, Will -1

Of all the goblin clans none are as feared as the Shriveled Eye Clan, which roams the wastes of the Land of Perpetual Stone and Mire. These hunched-over grey-skinned creatures stand roughly 3'-4' tall with overlarge dirty, chipped claws, yellowed teeth, and hairy pot-bellies. Many throughout Hubris believe that these vile creatures were originally from another goblin clan that got too close to the Bleeding Mountain that Pierced the Sky and became corrupted by the tainted blood that flows down its peak.

While vile and disgusting in appearance, it is the Shriveled Eye Clan's mummified eyes which twitch and glare from their large eye sockets that give them their name. Those who are struck by the gaze of a Shriveled Eye Clan goblin must make a successful DC 16 Fort save or suffer 2d3 Stamina damage and feel their bodies start to become mummified. Targets that reach 0 Stamina die and are reduced to a lifeless mummified husk. Nothing, not even resurrection, can bring back someone who has died such a horrible death. Shriveled Eye Clan goblins can see in any darkness (even magical) up to 60'.

Four Gorgons of Desire

While the Four Gorgons are different in temperament and physical appearance, each of these creatures shares deadly similarities. All of them are ruthless and cunning, have hair made up of living snakes that are able to kill with a single bite, and have the ability to turn any creature who gazes upon them to stone.

A few scholars from Undra believe that these horrific women are the daughters of Set, placed on Hubris as a link for the banished god to continue to corrupt and plague the world. Whether this is just hearsay and paranoia remains to be seen.

Any target that looks into the eyes of one of the Four Gorgons of Desire must succeed a DC 18 Fort save or be instantly turned to stone.



Ferrum

Init +8 **MV** 60'

AC 18 **HD** 8d8 **Act** 3d20

AL L **Atk** Claws +8 melee (1d8+6 and other), Snake hair +6 melee (1d4 and poison)

SP ***Poison***- Fort save DC 18 or die, ***Thermal Vision***- a gorgon can see in the dark, even magical darkness, ***All-Around Sight*** - the snakes on a gorgon's head are constantly aware and make it impossible to sneak up on her

SV Fort +6, Ref +8, Will +6

Ferrum has the least humanistic features of her sisters. Her snake-like visage and long dagger-like claws make her terrifying to behold. Her torso is covered in metallic and rust-colored scales and her head is hooded like a cobra. Ferrum has no legs, but the powerful body of a lithe serpent. She is the fastest, most ferocious fighter of the Four Gorgons of Desire.

Plata

Init +6 **MV** 50'

AC 16 **HD** 8d8 **Act** 3d20

AL L **Atk** Claws +6 melee (1d6+4 and other), Snake Hair +6 melee (1d4 and poison), Bow +10 (1d8+1)

SP ***Poison*** - Fort save DC 18 or die, ***Thermal Vision*** - a gorgon can see in the dark, even magical darkness, ***All-Around Sight*** - the snakes on a gorgon's head are constantly aware and make it impossible to sneak up on her

SV Fort +6, Ref +7, Will +7

While Plata is almost as monstrous in appearance as her twin sister, Ferrum, she has more human features, softer scales of silver and sage, and an exposed humanoid stomach. Like her sister, Plata has no legs, but the body of a snake. Plata is a skilled huntress and enjoys playing with her food before making the kill. Plata enjoys strategizing attacks and plans of action and prefers hunting and fighting with her bow and using her gaze attack only when necessary.

Bakir

Init +6 **MV** 50'

AC 14 **HD** 8d8 **Act** 2d20

AL L **Atk** Claws +6 melee (1d6+4 and other), Snake Hair +6 melee (1d4 and poison)

SP ***Poison*** - Fort save DC 18 or die, ***Thermal Vision*** - a gorgon can see in the dark, even magical darkness, ***All-Around Sight*** - the snakes on a gorgon's head are constantly aware and make it impossible to sneak up on her, ***Thief Skills*** - backstab +7, sneak silently +7, hide in shadow +11, disguise self +7

SV Fort +5, Ref +5, Will +8

Bakir is the most human-looking of the four gorgons; her slender figure is not covered in scales, and her lower half is made of long legs rather than the serpentine body of Ferrum and Plata. The scales of her snake hair are salmon pink, orange, and brown. Bakir is a schemer, who works in the shadows, and enjoys winning battles through coercion and blackmail rather than through blood and steel.

Arany

Init +5 **MV** 30'

AC 14 **HD** 8d8 **Act** 2d20

AL L **Atk** Claws +5 melee (1d4+3 and other), Snake Hair +6 melee (1d4 and poison)

SP ***Poison*** - Fort save DC 18 or die, ***Thermal Vision*** - a gorgon can see in the dark, even magical darkness, ***All-Around Sight*** - the snakes on a gorgon's head are constantly aware and make it impossible to sneak up on her, spellcasting (+8 spell check)

SV Fort +4, Ref +5, Will +10

Arany can cast the following spells: *Charm Person*, *Choking Cloud*, *Sleep*, *Monster Summoning*, *Ray of Enfeeblement*, *Emirikol's Entropic Maelstrom*, *Fireball*, and *Polymorph.*

While not as physically imposing as Ferrum or Plata, it is Arany's ability to cast magic and rain down destruction from afar that sets her apart from her sisters. Like Bakir, Arany is slender and bipedal. Her alabaster-colored flesh shimmers with a golden hue when she moves. She is a seductress and uses her ability of manipulation and promises to get what she wants. Arany and Bakir formed the Cult of the Snake hundreds of years ago and

enjoy watching this silent serpent slither its way into the various organizations and governments of Hubris.

Meaning Behind the Names

- ***Iron- Ferrum (Latin)*** - fighter, vicious, least human of the sisters.
- ***Silver- Plata (Spanish)*** - huntress, strategist, twin sister of Ferrum, almost as monstrous, but more beautiful.
- ***Copper- Bakir (Turkish)*** - schemer, works in the shadows, enjoys winning battles through coercion and blackmail rather than through blood and steel.
- ***Gold- Arany (Hungarian)*** - bipedal, seductress, formed the cult of the snake hundreds of years ago.

The Iron Maiden

Init +8 **MV** 30'

AC 16 **HD** 8d10 (75hp) **Act** 2d20

AL C **Atk** Claw +8 melee (1d6+life drain), Barbed Scythe +12 (2d8 damage+Lamented Existence)

SP Un-dead traits (immune to non-magical weapons, flight, life drain), Lamented Existence, Heads of the Four Generals

SV Fort +10, Ref +6, Will +8

The Iron Maiden was once a powerful general in the grand army of Fairweather. Decades ago she led a failed march against a heavily fortified keep of Eisenbar, losing many of the kingdom's finest soldiers. The army other general's were quick to place blame on her and her surviving troops. All of her loyal soldiers were executed while she was forced to watch. The Iron Maiden was laid bare in a pool of her soldiers' blood for two weeks in the freezing cold as a public spectacle. The generals took great pleasure in torturing her for sport, finally beheading her; her head and body were left on display as a warning to others of the price of failure. The Iron Maiden's body and head remained for 1 year, until they disappeared. Shortly after her remains' disappearance each of the four generals that presided over her execution were found dead.

The Iron Maiden is an un-dead creature filled with hatred and bitterness. She holds her severed head high in one hand while she rambles incoherently about injustice and atrocity. Her eyes roll, her mouth froths, and blood flows from her neck. She can attack with one claw attack once per round and those touched by her must succeed on a DC 16 Fort save or lose 1d3 Stamina (temporary). If a target critically fails on their Fort save, they lose 1d6 Stamina permanently. The Iron Maiden can attack with a massive jagged scythe in the same round. Those struck by this terrible weapon must make a DC 14 Will save or suffer the memories of Iron Maiden as she watched her loyal soldiers die. They collapse to the ground and weep uncontrollably for 2d4 rounds. Floating around the Iron Maiden are the four severed heads of the generals who betrayed her. Once per round she can cause one of her choosing to act.

- **General Bryth** - The general hovers before a target and grants +4 armor bonus to the Iron Maiden. This effect lasts for 2d6 rounds.

- **General Mordon** - The general's teeth are sharp and jagged. He gets a bite attack of +4 and does 2d4 damage. If he successfully hits he latches onto the target and does 2d4 damage each round unless a DC 14 Strength check is passed.

- **General Grys** - The face of this general is gaunt and covered in frost. He releases a 20' cone of cold at all targets in front of him. Targets caught in the blast suffer 5d6 damage and are slowed, reducing their movement speed by half for 2d4 rounds. If a successful DC 14 Fort save is made the target takes half damage and is not slowed. This attack can only be done once every 5 rounds.

- **General Fythyr** - Was the adviser on magical tactics. This head is able to cast one wizard spell every 5 rounds. Roll 1d3 to determine the level of the spell. Then roll 1d20 on the spell list (DCC, pg 127) to determine the spell cast. If the spell doesn't make sense (i.e. Patron Bond)- simply reroll. The general casts spells at a 1d20+1d10+1d4.

Horned Blood Crab

Init +0 **MV** 30', swim 20'

AC 18 **HD** 2d10 **Act** 2d20

AL N **Atk** Pincers +3 melee (1d6+1), Bite +3 melee (1d3)

SP Grab, Blood Mist

SV Fort +2, Ref +0, Will +0

Horned blood crabs are large sea creatures, ranging from 3' to 15' in height, that lurk near the shoreline of the Sea That Runs Red. These creatures constantly crave fresh meat and will eat whatever critter that comes their way. When on shore, horned blood crabs like to burrow in the sand and snatch any prey that walks over their shell. Targets have a 2 in 6 chance to be surprised by a horned blood crab that is hidden in this manner. The horned blood crab is able to release a thin crimson mist from tiny pores in their thick carapace once per hour. Those within a 10' radius must make a DC 14 Fort save or be knocked unconscious for 1d10 turns. A horned blood crab is able to fight with both pincers at a 1d20 per round. If both attacks land on one creature they take an additional 1d3 damage on the next round as their flesh is rent from their body by the jagged pincers.

The Klind

Sex Prophet

Init +0 **MV** 30'

AC 12 **HD** 2d4+1 **Act** 1d20

AL L **Atk** +0 as weapon, claws +0 melee (1d3 damage plus Luck Drain)

SP Luck Drain, Lust, Portend

SV Fort +1, Ref +2, Will +2

Oracle, goddess of the flesh, and temptress are all names given to these beautiful and dangerous beings. All Sex Prophets are female and are held in high esteem, being blessed with rare abilities by Set himself. Sex Prophets are the only Klind that do not don the culture's bizarre bio-organic armored suits, instead wearing alluring and revealing outfits that entice others to enjoy the ways of the flesh. In combat a target struck by a Sex Prophet's claws must make a Luck check, failure results in 1d3 Luck being lanced away from them (these can be regained at a rate of 1 per day). Once per day a Sex Prophet can release a wave of maddening passion and lust in a 60' radius. All in the affected area must succeed on a DC 18 Will save or collapse and writhe on the ground in a fit of passion and carnal pleasure until their next successful save. Those that critically fail are driven mad, losing 1d3 Personality permanently and writhe on the ground for 1 hour. The Sex Prophet feeds on the lust of her victims, allowing her to see prophecies of the future and replenishing her strength. For every target that fails she regains 1d4 HP. If the Sex Prophet is fully healed all additional 1d4 rolls are converted into 1 point of temporary HP. Sex Prophets constantly see glimpses of the future as well as possible outcomes. When a target lands a successful attack against a Sex Prophet they must also make a Luck roll- failure means that the Sex Prophet had foreseen the attack and was able to dodge out of harm's way. Critical successes always hit, the Sex Prophet cannot foresee everything…

Desert Striker

Init +3 **MV** 30'

AC 15 **HD** 2d10+2 **Act** 1d20

AL L **Atk** Scimitar +3 melee (1d8+2), +3 short bow ranged (1d6)

SP Bio-organic Armor Type III

SV Fort +2, Ref +2, Will +1

Desert Strikers are the foot soldiers and trackers of the Klind Empire. They are dedicated to the teachings of Set and to their High Priest. Desert Strikers prefer to set up ambushes and strike targets unaware, often flanking their foes and pelting them with arrows (there is a 15% that a Desert Striker has 1d4 arrows laced with Asp venom (DCC, pg 446). Desert Strikers all wear Bio-Organic Armor Type III (see description below).

For every 20 Desert Strikers treat the leader as a level 2 warrior.

Klind Flesh Weaver

Init +1 **MV** 30'

AC 15 **HD** 2d6+1 **Act** 1d20

AL L **Atk** +2 melee, Serpent Staff +3 melee (1d6 and poison- DC 12 Fort save or paralyzed for 1d4 rounds)

SP Flesh Weaving, Bio-Organic Armor Type I

SV Fort +0, Ref +1, Will +3

The Klind Flesh Weavers are responsible for forming and growing the strange bio-organic armor that most of the Klind wear. Aside from their armor looking slightly more ornate than most other Klind, it is their serpent staff that shows the Flesh Weaver's station. While not as skilled in combat as a Desert Striker or the elite Venomous Red Scales, a Flesh Weaver is able to hold their own by warping the flesh of their foes. While growing the bio-organic armor takes extreme concentration and patience, the Flesh Weaver is able to use their abilities in combat. If a Flesh Weaver concentrates on a target for 3 rounds, that target must succeed a DC 14 Fort save or have some part of their flesh warped. Roll 1d14 for effect: 1) Legs are fused together; 2) Eye lids are sealed; 3) Lips disappear; 4) Arms fuse together; 5) Arm fuses to abdomen; 6) Leg atrophies; 7) Arm atrophies; 8) Skin takes on melted appearance; 9) Skin melts away on arm, exposing muscles; 10) Lips are fused together; 11) Face becomes stretched; 12) Fingers become fused together; 13) Toes become fused together; 14) Skin melts away on face, exposing muscles.

The best of the flesh weavers are elevated to the station of Grand Weaver. Grand Weavers are treated as level 4 alchemists, are extremely rare, and held in high esteem among the Klind. The Fort DC for their flesh weaving is increased to 20.



Klind Priest

Init +1 **MV** 30'

AC 14 **HD** 2d6+1 **Act** 1d20

AL L **Atk** bite +1 melee (1d3+1), as weapon +1 melee/ranged

SP Invoke the Name (+5 check), Bio-Organic Armor Type II

SV Fort +1, Ref +0, Will +3

Klind Priests bring forth the message of Set unto the masses. They cast dark rituals and offer sacrifices to their deviant god. Through the dark pact with Set, priests take on a serpentine appearance. Their eyes become those of a snake, their nostrils mere slits, and their mouths thin and stretched with small fangs. Priests are able to Invoke the Name of Set as a cleric would, receiving +5 to their roll.

For every 10 priests there is one level 1 cleric that resides over the den. For every 50 members of the den there is a level 3 cleric.

Venomous Red Scales

Init +4 **MV** 30'

AC 16 **HD** 3d12 **Act** 2d20 plus bite 1d16

AL L **Atk** As weapon +4 melee/ranged, Red Scimitar +5 melee (2d4+3)

SP Poisonous bite, Bio-Organic Venomous Red Scale Armor

SV Fort +3, Ref +3, Will +3

These elite Klind warriors are a terrifying sight with their armor of red reptilian-like scales that is covered in small barbs and hooks; their helmet resembles the head of a red asp of the Slithering Peaks. Very few see what is beneath the helmet, and even fewer have lived to describe.

To become a member of the Venomous Red Scales the initiate must travel to the Slithering Peaks and survive a bite from a Red Asp and then take part in the Ritual of the Serpent, transforming them into a half man, half snake hybrid.

A Venomous Red Scale is able to deliver a bite attack that deals 1d6 damage. Those struck by the bite must succeed on a DC 18 Fort save or die. If the target succeeds they suffer 2d6 Stamina damage and develop a high fever until healed naturally.

A troop of 20 Venomous Red Scales is led by the Serpent Head, a level 5 warrior.

Bio Organic Armor Info

- **Bio-Organic Armor Type I** - Ignores 1 point of all damage, regenerates 1 HP per turn, target does not need to consume more than 1 cup of water every 8 hours, grants low-light and infravision 30', can breathe in a sandstorm up to 1 hour. AC +3, Check Penalty -0, Fumble die d8.

- **Bio-Organic Armor Type II** - Ignores 2 points of all damage, regenerates 3 HP per turn, target does not need to consume more than 1 cup of water every 8 hours, grants low-light and infravision 60', can breathe in a sandstorm up to 4 hours, can grow claws (1d4 damage). AC +4, Check Penalty -1, Fumble die d8.

- **Bio-Organic Armor Type III** - Ignores 3 points of all damage, regenerates 4 HP per turn, target does not need to consume more than 1 cup of water every 12 hours, grants low-light and infravision 90', can breathe in a sandstorm up to 4 hours, can grow claws (1d4 damage). AC +5, Check Penalty -3, Fumble die d8.

- **Bio Organic Venomous Red Scale Armor** - Covered in barbs that do d4 damage to any target in a struggle with wearer. Ignores 3 points of all damage, regenerates 4 HP every three rounds, target does not need to consume more than 1 cup of water every 24 hours, grants low-light and infravision 90', can breathe in a sandstorm indefinitely, can grow claws (1d6 damage). AC +6, Check Penalty -4, Fumble die d12.

Malfactorum

Init +1 **MV** 30', fly 30'

AC 15 **HD** 1d10 **Act** 2d20 plus bite 1d16

AL N **Atk** Claws +2 melee (1d6+2), Mandibles +2 melee (1d4+2), Spit +2 ranged 40' (1d4)

SP Infravision 60', Tremorsense 30', Chitin

SV Fort +2, Ref +2, Will +0

In the Year of the Fetid Child the mountain territories of the stone giants went through horrendous tremors; the ground shook, peaks crumbled, and fissures opened. From the depths of the earth came the Malfactorum, hideous anthropomorphic beetle-creatures. Within months most of the mountains belonged to the Malfactorum and the stone giants' empire was destroyed, leaving them fleeing into caves, the Bogwood Swamp, or the Great Plains of Unbidden Sorrow. Any town that is too close to the Mountains that Crawl finds itself under constant siege against the horde.

In combat Malfactorum use their sheer numbers to overwhelm foes, attacking with claws and vicious mandibles, or flying around their prey, the buzzing of their wings drowning out all other sound, spitting out globs of thick, toxic mucus.

The natural armor of a Malfactorum is thick and ignores 2 points of physical damage.

Malfactorum Stone Shapers

Init +2 **MV** 30', fly 30'

AC 15 **HD** 1d10 **Act** 1d20

AL N **Atk** claws +2 melee (1d6+2), mandibles +2 melee (1d4+2), spit +2 ranged (1d8) 40'

SP Infravision 60', Tremorsense 30', Chitin, Transmute Earth (d10)

SV Fort +2, Ref +2, Will +4

Malfactorum stone shapers look just like their lesser brethren, but have a golden stripe down the back of their black chitin. Stone shapers have a bizarre power and are able to affect the very earth. Each stone shaper can use Transmute Earth (DCC, pg 244) with a d10 check. One stone shaper alone is unable to do anything and even two aren't able to affect the earth much, but when a group of five or more comes together, the whole earth will shake and bend to their will.

For purpose of caster level when resolving results of the spell, treat each stone shaper as a caster level of 2.

Malfactorum Fire Beetle Guards

Init +5 **MV** 30', fly 30'

AC 18 **HD** 3d10 **Act** 1d20

AL N **Atk** Claws +4 melee (1d6+4), Mandibles +4 melee (1d4+4), Polearm +4 (1d10+4)

SP Infravision 60', Tremorsense 30', Chitin, Fire Spray, Heat

SV Fort +4, Ref +3, Will +2

These are the elite guards of the Malfactorum, mostly seen protecting important strategic points in the Mountains that Crawl, or guarding their beautiful queen. A fire beetle guard's chitin is covered in red spots that glow faintly. When the fire beetle guard is agitated the spots burn red hot, doing 1d3 damage per round to any creature within 5' (Malfactorum are immune to this).

In combat Fire Beetle guards attack with their chitin staff that is crafted from their fallen brethren, their claws, mandibles, or spray a target within 10' with a thick slimy substance that ignites once it is exposed to air, dealing 1d6 damage per round for 4 rounds when it will burn out. A fire beetle guard is only able to use their fire spray once an hour.

Man-o-War (giant)

Init +2 **MV** 40' (swim)

AC 10 **HD** 6d8 **Act** 1d20

AL N **Atk** tentacles x4 +6 melee (1d8 plus poison)

SP Soft Body, Immunity, Poison

SV Fort +7, Ref +4, Will +3

These massive creatures drift lazily in the waters of the Sea That Runs Red; their blue and opal colored crest and bell bobbing up and down in the crimson sea. Beneath the bell of the man-o-war is a tangle of 4+2d4 tentacles that are used to attack and capture prey and propel the creature through the waters.

Man-o-war can be found anywhere in the Sea That Runs Red, as long as there is an ample food source. Sometimes man-o-war group together, becoming so thick that it is impossible to see the ocean.

In combat a man-o-war will use up to four of its tentacles to grip a target. The touch of a man-o-war's tentacles sends a neurotoxin coursing through their prey's veins. A touched target must succeed at a DC 17 Fort save or become paralyzed for 1d3 minutes. A target gripped by four tentacles takes 1 point of stamina damage per minute as the toxin starts to break down their flesh and be absorbed by the man-o-war. The body of a man-o-war is supple and has a DR of 5 against all physical damage. A man-o-war has no brain and is immune to mind-altering effects and spells.

Mermaid

Init +1 **MV** 50' (swim); 5' (land)

AC 13 **HD** 2d6 **Act** 1d20

AL N **Atk** Claws +3 melee (1d6), Bite +3 melee (1d4)

SP Enchanting Voice

SV Fort +1, Ref +4, Will -1

These temptresses lie just beneath the surface of the water; their golden hair drifting lazily around their heads, their beautiful song rising from the water to reach the ears of the land dwellers above, and their arms open wide to receive the sailors foolish enough to go to them. Once a sailor gets close to the mermaid her beautiful visage melts away to reveal a waterlogged hag with jagged teeth, lank green hair, and sagging grey skin. The mermaid uses her filthy nails to grasp a sailor and hold them underwater until they drown. Some sailors never realize what is happening and go to the depths still entranced by the captivating beauty of the mermaid's song.

Mermaids feast on the flesh of any creature and constantly hunger for more meat. When a mermaid is able to capture humanoid prey she feasts on the arms and legs and then lays 3d10 eggs in the corpse's mouth. After 2d5 days the eggs hatch and the larva begin eating the rotten fetid flesh, eventually emerging from the gut as tiny emaciated mermaids with overlarge eyes and gnashing teeth. If these hideous babes survive the harshness of the Sea That Runs Red they will reach maturity in 3 years.

Those who hear the mermaid's song must make a DC 15 Will save or become ensnared by it and be filled with a blissful longing to go to the mermaid, desiring nothing more than to be with her. This effect lasts for one hour. When an entranced target sees the true visage of a mermaid they are allowed another save, but often times it is too late.

Mermaid, Larva Swarm

Init +0 **MV** 20' (swim)

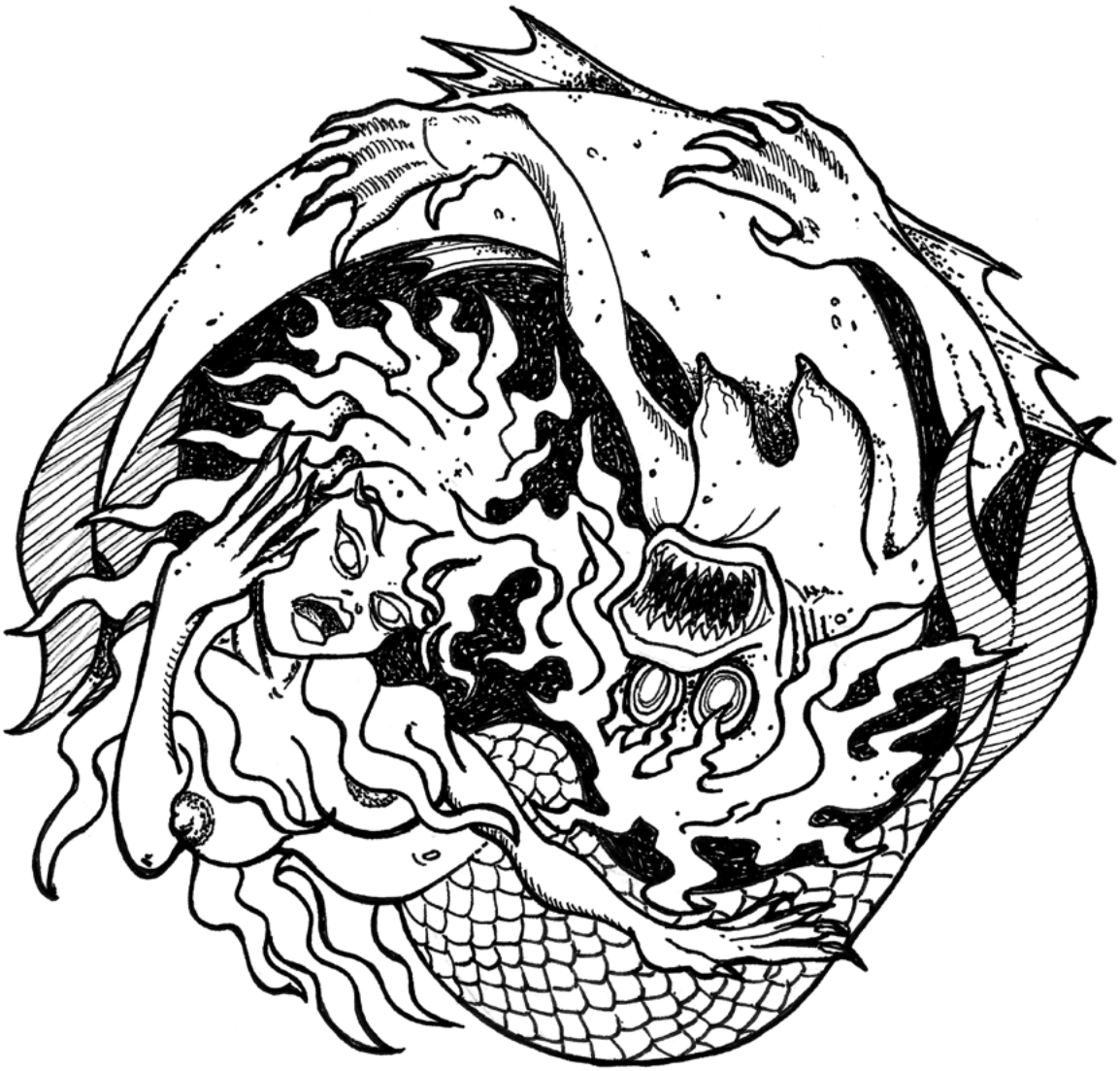
AC 8 **HD** 3d6 **Act** automatic hit

AL C **Atk** bite +0 melee (1d3 dmg)

SP Swarm

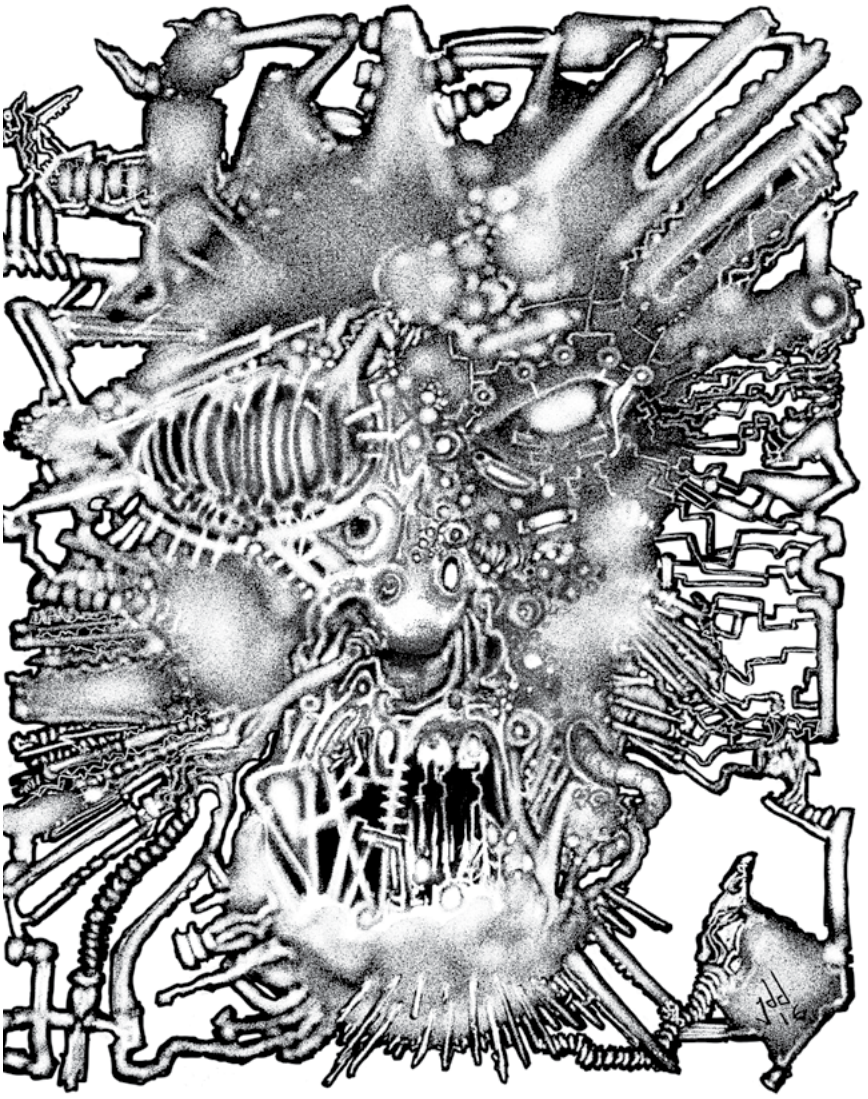
SV Fort -1, Ref +2, Will -1

A larva swarm occupies a 5'x5' area and is a swirling mass of gnashing teeth. Any target caught in a swarm takes 1d3 damage per round. While in the swarm the target suffers -4 to all rolls and movement is reduced by half. The larva swarm will only attack if the corpse on which they are feasting is disturbed or their mother's call entices them to appear.



The Metalphage

Three years ago Fairweather became ravaged by a terrible plague that caused people to mutate into grotesque creatures; jagged metallic shards, wires, and tubing burst from the flesh of the infected. Mercifully many of those that become infected die from the pain of the transformation, but some survive and are driven mad, becoming savage mindless beasts that attack all they come across, even other infected. The mere touch from one with the plague infects others and also corrupts metal, rusting it.



As the plague ripped through Fairweather the guard was forced to quarantine entire districts, sealing the uninfected in with the horrors. The plague doctors of the Scarlet Veil began rounding up infected and uninfected alike to conduct experiments and find a cure. Through experimentation the plague doctors discovered that any creature can become infected with the plague they had named The Metalphage.

As time has passed the Metalphage has spread to places all over Hubris, infecting wildlife and monsters as well as peoples of the civilized world, and the plague doctors are no closer to finding a cure.

To create a Metalphage creature either consult the table below, using the base creature's HD and choose from options below or just use the creature stat blocks from either Hubris bestiary or the monsters in DCC (pg 376). The important info for Metalphage creatures is contained in the Metalphage Corruption Table on the following page.

A Metalphage creature retains the use of any special abilities that do not require the use of concentration (e.g. casting spells). Each time a player character is successfully hit by a Metalphage creature they must make a Fort save, DC determined by the creature's HD. If the PC fails the save they permanently lose the amount of Personality shown in column 6. When a PC reaches zero Personality they are lost and become a Metalphage creature in 1d6 rounds.

The same rules apply for a NPC or a creature, however when they are reduced to zero HP there is a 30% chance that the target dies from the pain of the transformation.

Base Creature Statistics Range by Type

1	2	3	4	5	6	7	8
Type	**HD**	**AC**	**Attack Modifier**	**Target DCs for Infection and Rusting**	**Personality Drained**	**Metal Rusts in...**	**Number of Corruptions**
I	1-4	10-15	+2 to +6	10-14	1d3	2d6 turns	1d2
II	4-8	13-18	+6 to +10	14-18	1d4	1d6 turns	1d2
III	6-12	15-20	+8 to +12	18-20	2d3	2d6 rounds	1d3
IV	8-16	18-23	+10 to +16	20-22	2d4	1d6 rounds	2d2
V	10-20	20-25	+12 to +18	22-24	2d5	1d4 rounds	2d2
VI	15-30	22-28	+20 to +24	25-27	2d6	1 round	2d3

Metalphage Corruption Table

Roll	Corruption	Special Description
1	Tubing protruding out of neck and head to back	NA
2	Wires bursting out of one eye	NA
3	Wires out of neck, arms and legs	NA
4	Oil dripping from wounds	NA
5	Burning red eyes	Gains infravision 120'
6	Breathing apparatus over mouth	Ability to breathe underwater or in toxic gases indefinitely
7	Buzzsaw hand	1d8 damage
8	Claw hand	1d6 damage
9	Metallic skin	+4 to AC
10	Rotating fan blades	Hand- 1d6 damage; body- attackers take 1d4 damage
11	Drill arm	1d6 damage. Crit reduces target's armor by damage amount
12	Metallic whips	+2 to grapple rolls
13	Large mound on back, full of cables	NA
14	Electric nodes	Attackers take 1d4 damage
15	Metallic back fin	NA
16	Shooting spikes	1d4 damage
17	Spiked flesh	+2 AC, targets that are grappled take 1d4 dmg/rnd.
18	Holes in flesh issuing steam	NA
19	Chrome eyes	Can see in darkness, even magical darkness
20	Shooting grapple arm	50' reach, +2 to grapple rolls, 1d6 dmg
21	Elongated metallic limbs	+5 to reach and/or +5 to movement
22	Large metallic rods jutting out of body	NA
23	Clumps of metallic flesh	NA
24	Meat grinder stomach	1d8 damage if successfully grappled
25	Aerial antenna	immune to back attacks and being snuck up on
26	Metallic jaw, jagged metal teeth	Bite attack, 1d4 damage
27	Enlarged body	Increase weapon die by one degree, -2 to AC
28	Tubing protruding from back to legs and arms	NA
29	Gears and tubes coming out of legs and knees	+10 to movement
30	Pipe coming from mouth	Can vomit up oil, Ref save DC 12 or fall prone

Orc

Init +1d4 **MV** 30'

AC 12 + armor **HD** 2d8 **Act** 2d20

AL C **Atk** Claws +3 melee (1d4+1), As Weapon +3

SP See abnormality

SV Fort +4, Ref +2, Will +0



What these creatures may have been before the Klind Flesh Weavers experimented and warped them beyond the point of return has been lost to history. Orcs are vicious and hideous fiends with open sores, bits of metal shoved through their flesh, and horrific corruptions growing on their body. These creatures roam the Land of Perpetual Stone and Mire, attacking anything they come across. Orcs send war parties into the Blighted Sands and Great Plains of Unbidden Sorrow attacking trade lanes, razing villages, and taking prisoners. While some of the prisoners are mercifully murdered and eaten, it is those that are subjected to the horrors of the alchemical baths that truly should be pitied. Somehow the orc shamans have learned some of the secrets of Klind flesh-weaving and subject their prisoners to alchemical baths, transforming them into grotesque abominations that bolster orc ranks. Each orc has one abnormality, roll 1d20 on the table below.

Orc shamans are level 4 clerics able to cast evil spells. For every 30 orcs there is a shaman. For every 15 orcs there is one shaman initiate (level 1 cleric). For every 10 orcs there is a Fanged Raider as a level 1 warrior. For every 50 orcs there is a Grand Warrior as a level 5 warrior.

Orc Abnormalities

Roll	Abnormality	Effect
1	Bulbous hunchback	Carries a mini-version of orc inside- explodes out on first point of damage.
2	Enlarged	10' tall- increase attack and damage one step higher on die ladder.
3	Conjoined legs	Walks on hands (MV 20'), has spiked tongue 15' reach (1d6).
4	Tusks	Additional attack at 1d16 (1d4 damage).
5	Jagged claws	1d6 damage, bleed 1 point per round until healed or staunched (3 rounds for bandaging).
6	Acidic vomit	As Vile Gut Clan Goblin (pg 297).
7	Thick flesh	Ignore 1d3 points of physical damage.
8	Elongated arms	Reach increased to 15'.
9	Twins conjoined at waist	Double HP, 3 or 4 attacks.
10	Magically infused	Ability to cast spells (as level 1 wizard).
11	Contaminated blood	Injury to orc creates toxic yellow gas. All within 20' radius must succeed at a DC 14 Fort save or suffer 1d3 Stamina damage per round while in affected area.
12	Grotesque muscles	Treat as 20 Strength- increase attack and damage to +5
13	Regeneration	Heals 1d3 damage per round.
14	Squishy flesh	When physically struck deals additional 1d3 damage.
15	No eyes	Blind, but gains tremorsense 30'.
16	Tongue secretion	Targets licked must make DC 12 Fortitude save or become paralyzed until successful save.
17	Head on stomach	Can't be beheaded.
18	Backwards bowed spine	Runs on all fours (MV 40'). Sees everything upside down.
19	Black eyes	Infravision (120'), -2 to attack in bright light.
20	Damage resistance	Immune to natural or physical attacks of creatures with 1d3 HD or less.

Orc-Created Abominations

These horrifying monstrosities are the result of prisoners and captured animals that have been subjected to the orc alchemical baths, contaminating them and transforming them into grotesque creatures. Not even a sliver of their former self remains once they have been transformed into abominations. These creatures are loyal to the orcs. If there is a Shaman or Grand Warrior in the ranks, abominations gain +5 to their morale rolls.

Creating an Abomination

Almost any creature can be transformed into an abomination (ultimately it is the Judge's call on what can or cannot be transformed). Use the base creature's stat blocks but add the following: +1d4 to initiative score, attack, damage, and saves (roll each individually) and add +1-3d6 to HP. The abomination also retains use of any special abilities so long as they do not require concentration. Roll 2d16 on the table below a number of times equal to the half the creature's base HD (minimum of 1) for Horrific Features. Some results have an added effect.

Horrific Features of the Abominations

Roll	Result	Effect
2	Open weeping sores	NA
3	Tentacle legs and arms	+2 grapple
4	Body covered in mouths	NA
5	Two heads	+2 Will saves
6	Noxious breath (every 1 turn)	10' radius- targets succeed on DC 18 Fort save or all rolls are one step lower on die ladder for 1 hour
7	Barbed skin	Attackers take 1 point of damage
8	Black blood in veins	NA
9	Wings	Fly 30'
10	Chameleon skin	Adds +4 to hide rolls
11	Skin is constantly slimy	NA
12	Over-large head and mouth	Bite attack (2d3damage)
13	Several creatures conjoined together	It's just creepy looking!
14	Body covered in stingers	DC 14 Fort save or paralyzed for 1d4 rounds
15	3d6 3' long tongues hanging from mouth	Gain 3 additional attacks at 1d20, 1d16, 1d14. Each tongue does 1d3 damage.
16	Skin is raw and red	NA

Horrific Features of the Abominations (cont.)

Roll	Result	Effect
17	Head of animal	1) horse; 2) pig; 3) ant-eater; 4) wolf; 5) bear.
18	Covered in nipples	Secretes glue- weapons stick to body- DC 20 Str to free
19	Breathes dust	Can blow breath into target's face, must succeed on a DC 14 Fort save or become blinded.
20	Overly warm to touch	NA
21	Covered in tiny pseudopods	NA
22	Over-large limbs	+2 attack, 2d5 damage.
23	No bones in body, except head	MV 10' uses tiny fibers on underside to move- DR 5
24	Large isopod-like shell	MV 40', +4 to AC, can roll up into ball for AC +8
25	Covered in thick coarse hair	Skin contact causes irritation. -1 to rolls (no save)
26	Vertical mouth filled with teeth	1d6 damage.
27	Primeval smile (DCC, pg 423)	Transforms into one when slain
28	Spiked tail	Gains attack at 1d16, 2d3 damage
29	Necrotic patches of flesh	A target that touches these patches must make a DC 14 Fort save or suffer irritation to their skin, resulting in -2 to all physical rolls.
30	Large green pustules	Immune to all poisons
31	Blood spout	Vomits blood at target, which can infect them with Brain Fire Disease (pg 232).
32	Jaunt	Can step through Void up to 300' away per round as movement action.

Example Abominations

Abomination Peasant*:

Init +1 **MV** 30'

AC 9 **HD** (1d6 Abomination HP) **Act** 1d20

AL N **Atk** club +3 melee (1d4+3)

SP Infravision 60', Tremorsense 30', Chitin, Fire Spray, Heat

SV Fort +3, Ref +2, Will +1

Horrific Features Blood Spout- Vomits blood at target, which can infect them with Brain Fire Disease (pg 232).

**Peasant base stats can be found in DCC, pg 434).*

Abomination Unicorn

Init +6 **MV** 60'

AC 14 **HD** 4d10 + (3d6 abomination HP) **Act** 1d20

AL C **Atk** Horn +7 (2d4+curse DC 20 Will or suffer one effect), Effect- roll 1d4: 1) -4 to all rolls; 2) -2d3 from one Attribute; 3) 50% chance each round that the target will be unable to act; 4) There is a 25% chance that each day something horribly unlucky will happen to character, or hoof attack +4 (1d4+2 dmg)

SP ***Gaze*** (DC 14 Will or unable to act while looking at the unicorn, only broken upon successful save), ***Unlucky Aura*** (DC 20 Will or Luck stat becomes a 3 while within 30' of a unicorn. The unicorn cannot suppress this ability), Infravision 120', ***Death Curse*** (20% chance of occurring upon death - use curse stated above but roll twice with two saves)

SV Fort +7, Ref +6, Will +10

Horrific Features ***Covered in thick coarse hair:*** Skin contact causes irritation, resulting in -1 to rolls (no save)
Jaunt: Can step through Void up to 300' away per round as movement action.

Plague Doctor

Init +3 **MV** 30'

AC 14 **HD** 3d6 **Act** 1d20+1

AL L **Atk** Pistol +4 ranged (2d8- take higher of two), Shortsword +2 melee (1d6), staff +2 melee (1d6), Bomb +4 ranged (1d8)

SP Bomb, Mask

SV Fort +2, Ref +2, Will +4

The Plague Doctors of the Scarlet Veil gather in the Red Monastery to the north of Fairweather and conduct horrible experiments on any subject they can get their hands on. The executive powers granted by King Ithis the Bulge to find a cure for the Metalphage plague ravaging Fairweather has given the plague doctors an ample supply of test subjects for their horrific experiments. The distinct appearance of the plague doctors makes them easily recognizable; a long crimson trench coat, black brim hat, thick black leather gloves and boots, and bird-like plague mask.

In combat plague doctors use their pistol or throw their bomb before using their staff or shortsword. A plague doctor always has 2d2 alchemist items (pg 58) on their person. While wearing their mask, a plague doctor is immune to any gas effects.

For every 10 plague doctors there is a level 1 alchemist. For every 50 plague doctors there is a level 1d3 wizard.

Red Asp

Init +5 **MV** 20'

AC 14 **HD** 1d8 **Act** 1d20

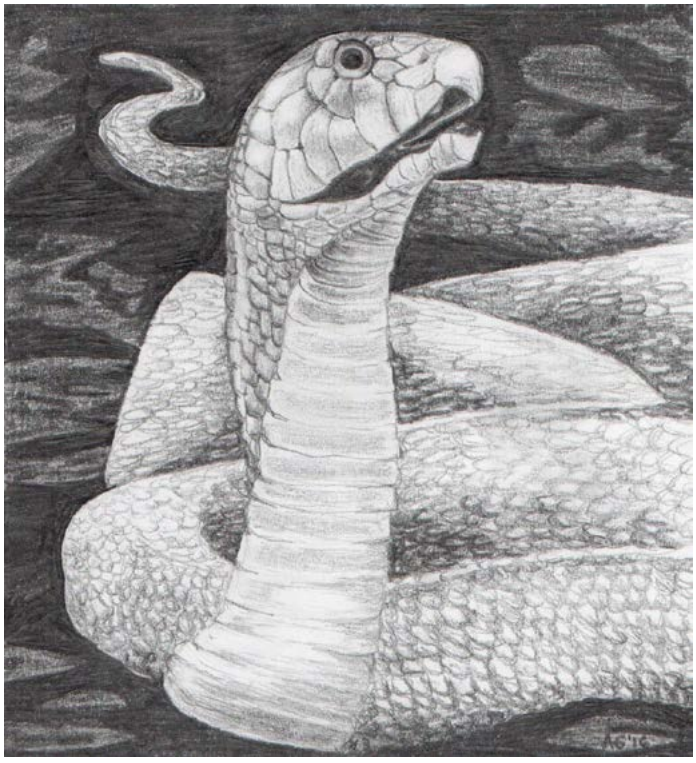
AL N **Atk** Bite +4 melee (1d3 plus venom)

SP Red Asp Venom

SV Fort +1, Ref +4, Will +0

Red asps are small, extremely poisonous snakes that get their name from their glittering red jewel-like scales. Red asps are found throughout the Blighted Sands and are revered by the Klind, believing them a blessing from Set. Initiates of the Venomous Red Scales must survive a bite from these reptiles in order to join the elite guard.

In combat red asps are quick to strike and their bite releases lethal venom that kills quickly. Targets struck by the red asp must succeed on a DC 14 Fort save or die in 1d5 rounds, during which time they are convulsing and vomiting. Targets that succeed suffer 1d4 Stamina damage (temporary).



Skeletal Gun Runners

Init +2 **MV** 30'

AC 15 **HD** 2d10 **Act** 1d20 plus 1d3 (wheellock weapons only)

AL C **Atk** As weapon +2, Wheellock rifle* +1d3 ranged (1d10 +1d3), Wheellock pistol x 2* +1d3 ranged (1d8 +1d3)

SP Wheellock Mighty Deeds, Dual Wield, Sneak Silently +3, Hide in Shadows +3

SV Fort +2, Ref +5, Will +2

Skeletal Sharp Shooter

Init +4 **MV** 30'

AC 16 **HD** 3d10+5 **Act** 1d20 plus 1d5 (wheellock weapons only)

AL C **Atk** As weapon +3, Wheellock rifle x2* +1d5 ranged (1d10 +1d5), Wheellock pistol x 2* +1d5 ranged (1d8 +1d5)

SP Wheellock Mighty Deeds, Dual Wield, Sneak Silently +5, Hide in Shadows +5

SV Fort +3, Ref +6, Will +3

Skeletal Gun Runners are loyal servants of the Black Queen of the Floating Island of Terror (pg 118). These crazed and skillful fighters run caravans full of goods produced by the Black Queen's slaves to all the territories of Hubris. Skeletal Gun Runners are easily identified by their chainmail that has been crafted to resemble the bones/skeleton of a human torso and their dull grey metal mask which resembles a grinning skeleton.

In combat Skeletal Gun Runners are as likely to attack head on, guns blazing, as they are to attempt to lay an ambush and shoot from cover. When using a wheellock weapon, Skeletal Gun Runners are able to perform mighty deeds as a warrior and when dual wielding pistols are treated as if they have a 16 in Agility for the purpose of two weapon fighting (DCC, pg 94-95). All Skeletal Gun Runners also have a black powder pouch w/ fuse and a smoke stick on their person (pg 58).

For every 6 Skeletal Gun Runners there is a leader, a Skeletal Sharp Shooter. These tacticians prefer to ride a distance away from the caravan and pick off those that cause trouble from afar. They often have one lackey with them that reloads their weapons and provides support should they need it.

When dual wielding pistols a Skeletal Sharp Shooter suffers no die penalty to attack for the purpose of two weapon fighting (DCC, pg 94-95). All Skeletal Sharp Shooters also have a black powder pouch w/ fuse, a smokestick, and a sarkness stone on their person (pg 58).

* Rules for wheellock weapons are located on page 53.



Steam-mechs

As the demand for ore has grown throughout Hubris, and with the discovery of rich veins in the Whispering Mountains in the Land of Perpetual Stone and Mire, the Black Queen needed more than just the strength of her slaves to help move this valuable cargo; the strength of mortals is fleeting, weak, and can be easily broken. Through strange and devious experiments the Black Queen, who sits on her throne of steam and bones in the Floating Island of Terror, and who brought forth the dreaded Murder Machines, has designed steam-mechs. These massive metal monstrosities allow the driver to lift immensely heavy loads and dig into the mountain faster than any of the Black Queen's weak and fleshy slaves. While the suit bestows the user with incredible strength, it also demands a terrible price: consuming the life force of the driver. Each time a person's life force is drained, the queen smiles as she and the Floating Island of Terror feast.

A Steam-mech's hands are made of the following: claw hand (2d8), buzz saw (2d10), drill (2d10), hammer (2d10), humanoid-shaped hand (2d6).

Steam-mechs also have several attachments and abilities that can be used in combat. A large cannon is attached to one shoulder of the mech while a large harpoon connected to a cable and winch is mounted on the other. The harpoon can be used to drag heavy items or carts or to strike a target and pull them closer. Once per hour a driver can cause the mech to belch soot from the exhaust port which creates a nebulous cloud in a 15' radius that dims lights and makes it hard to see. All melee attacks have 20% chance to miss while in the cloud, and ranged attacks have 50% chance of missing. Additionally targets attempting to hide receive +1 to their roll. This effect dissipates after 1d4+1 rounds.

A driver can also cause the mech to burn hot and consume all the coal in the boiler tank causing a large burst of steam to issue out in a 10' radius. All in that radius take 2d6 damage from the heat. The steam-mech ceases to function after this until another 5lb of coal is put in the fuel chamber and the machine has cooled down (roughly 1 hour).

Sample Steam-mech

Init +0 **MV** 15'

AC 18 **HD** 2d6+20 **Act** 2d20

AL C **Atk** claw hand +6 melee (2d8), drill +6 melee (2d10), cannon +0 ranged (4d10-take higher two of the four) 80', harpoon w/ winch (2d8) 35'

SP Soot Belch

SV Fort +NA, Ref +5, Will +NA

Steam-mechs and Player Characters - A player who wishes to operate a steam-mech must understand that the machine is fueled by two things: 1) 5 lb of coal per day; and 2) the life force of the operator (1d3 temp Stamina drain). Six metal tubes rest in the seat and penetrate the operator's back, draining them of their life energy.

The steam-mech moves at a speed 15' per round and has an attack modifier of +6 (from Strength increase); the operator gains 20 HP temporary- when the machine is damaged it hurts the operator, but temporary HP is lost first. If the steam-mech takes 100 points of damage, it is destroyed. While in the steam-mech the driver's Strength becomes 24 (+6) and all checks rolled at a d24.

Snowmen

Init +0 **MV** 30'

AC 10 **HD** 1d8 **Act** 1d20

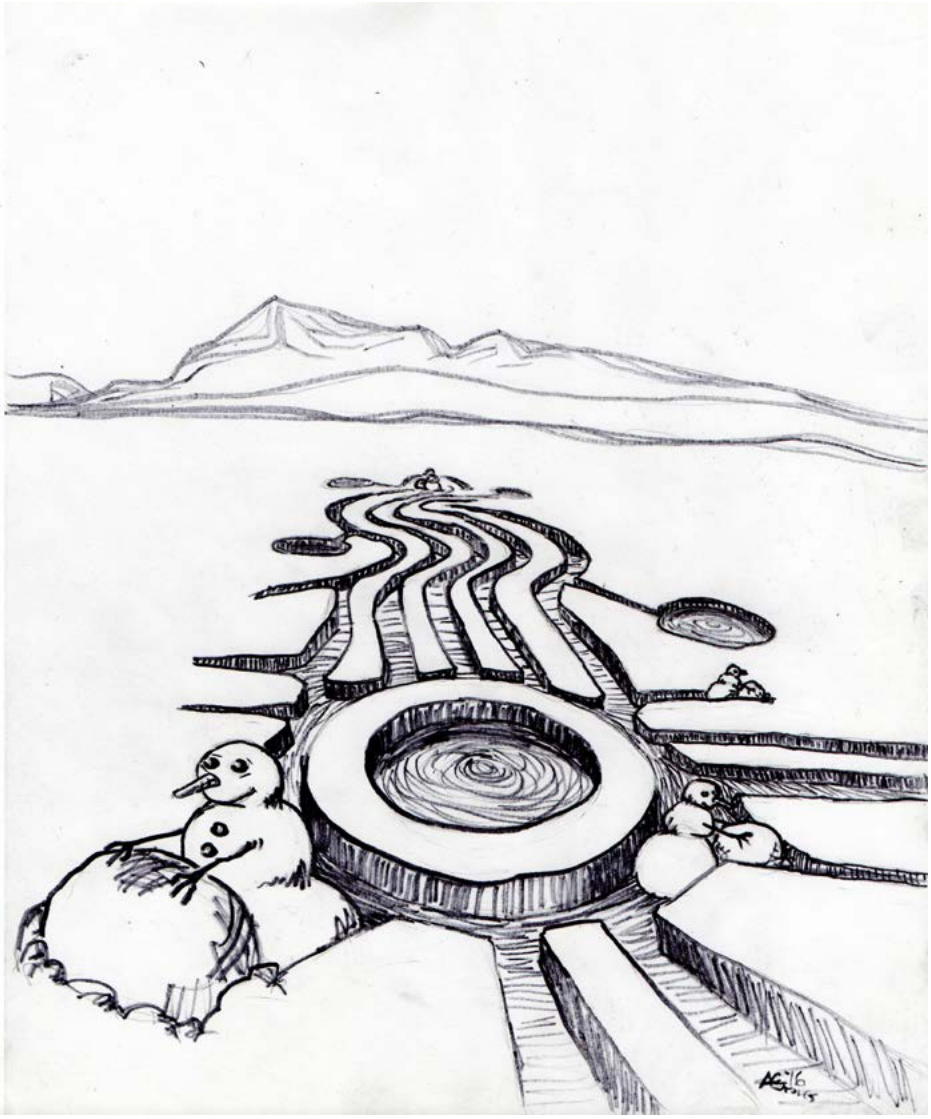
AL Any **Atk** spear +1 melee (1d6), snowball +2 ranged (1d2+1), icicle blade +1 (1d3+1)

SP Snow Body, Snow Meld

SV Fort +0, Ref +0, Will +0

Snowmen dot the landscape of the Frozen Wastes; some are golems animated by a crazed wizard, while others are sentient creatures of the bleak north that live in tribes. The ways and customs of the tribes are little known to the fleshy races of the Hubris, for snowmen are shy and tend to shun those that are warm and prefer the sun. Adventurers can always tell when they are getting near a snowmen village because of the intricate designs that begin appearing in the snow. No one knows why the snowmen are compelled to toil in the snow day after day creating these beautiful patterns, but it must be done.

In combat, snowmen attack en masse, using their superior numbers against foes. Snowmen are able to meld with the snow and travel 90'/rnd as a movement action. Snowmen are able to pull an icicle blade from their body or throw snowballs. If a snowman critically succeeds on a snowball attack, it hits the target in the face blinding them for 1d4 rounds. Their snow body means they suffer no damage from slicing or piercing weapons, but standard damage from bludgeoning. Fire does triple damage to a snowman. Entire tribes have been wiped out by a well-placed fireball spell.



Spider, giant

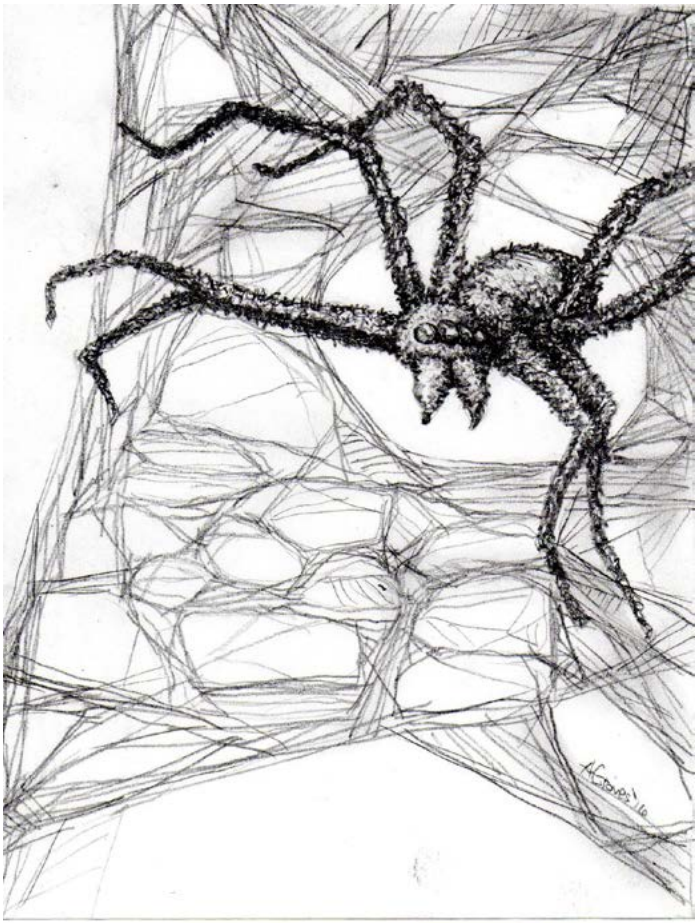
Init always first **MV** 40'

AC 15 **HD** 2d6 **Act** 1d20

AL N **Atk** bite +3 melee (1d6 plus poison)

SP Poison, Wall Climb, Webs, Spider Eyes

SV Fort +4, Ref +6, Will +0



Spiders are the ultimate hunters of the insect world, and that holds true to their bigger kin that hunt bigger prey. Giant spiders can be found anywhere: in forests, caves, ruins, even in abandoned dwellings and sewers of the cities of Hubris.

Giant spiders are extremely agile and always go first in initiative unless a PC rolls a natural 20. They are able to climb any wall that isn't slick and/or sheer at a rate of 20'/rnd. Their keen eyes allow them to see 120' in low-light, but are extremely sensitive to the sun, suffering -1 to attacks in bright light. Spiders rely on their stealth and ability to remain motionless to ensnare prey; giant spiders gain +5 to sneak silently and hide in shadows. A target must make a DC 15 Reflex save to avoid becoming ensnared in a spider web. Once ensnared a DC 18 Strength check must be made to break free.

Spider Venom: There is a plethora of giant spider species in the lands of Hubris, each with their own deadly venom which they use to incapacitate prey. A few examples have been provided below (Spider Venoms mentioned in DCC: Black Widow, DCC, pg 446; Tarantula: DCC, pg 446)

Spider	Fort Save	Damage on Successful Save	Damage on Failed Save	Recovery
Brown Recluse	DC 16	1d4 Stamina damage (permanent)	Necrotic rot of infected area that must be cut out and -2d5 Stamina (permanent)	Normal healing
Gladiator Spider	DC 14	1d4 HP	Paralysis for 1 hour	Normal healing
Jumping Spider	DC 12	1d3 Stamina (temporary)	Muscle spasms (one step lower on die ladder for all physical rolls) for one hour.	Normal healing
Wandering Spider	DC 18	1d4 HP + 3 strength (temporary)	1d4 Strength (permanent), and muscle spasms (-2 to all physical rolls)	Normal healing

Tripod

Init +10 **MV** 40'

AC 22 **HD** 10d10+100 **Act** 3d20

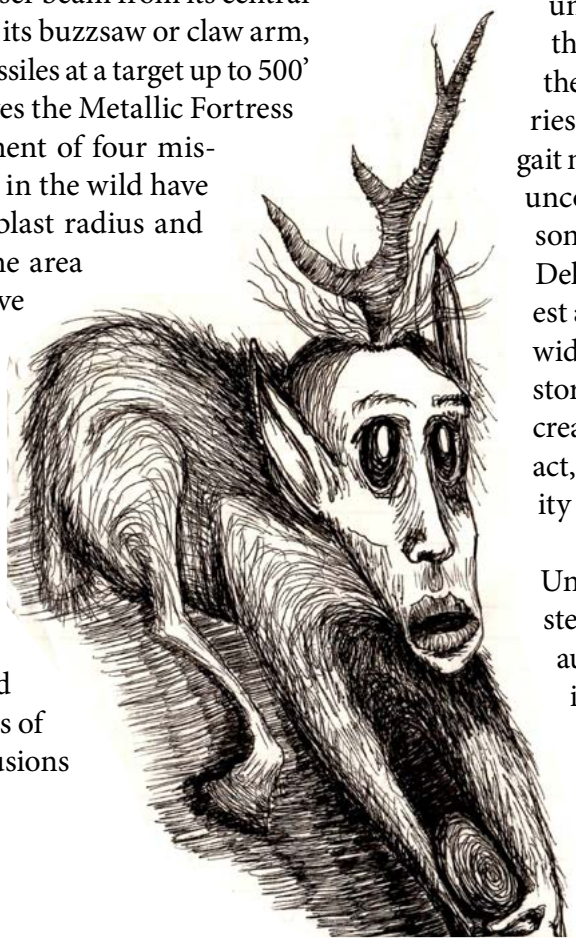
AL N **Atk** Laser Eye +12 ranged (4d8), Buzzsaw Arm +12 melee (3d10), Claw Arm +12 (3d8 plus grab), Missiles +8 (5d8)

SP Shields

SV Fort +17, Ref +14, Will +17

These frightening alien monstrosities emerge from the spire of the Metallic Fortress of End Times and roam the thick forests of the Unsettled Expanse capturing or dispatching creatures with unfathomable reasoning. Their terrible claxon fills the air, sending animals and humanoids alike scurrying for shelter. The creatures stand on three retractable tentacle-like appendages and are constructed of a tough metal. A tripod has a domed head attached to the three appendages that can rotate 360 degrees, so its large central eye can follow its prey.

In combat a tripod can fire a laser beam from its central eye up to 360' away, fight with its buzzsaw or claw arm, or release a salvo of glowing missiles at a target up to 500' away. Every tripod which leaves the Metallic Fortress of End Times has a complement of four missiles, while those encountered in the wild have 1d4 left. Missiles have a 30' blast radius and any creature caught within the area must make a DC 18 Reflex save for half damage. A tripod can fire any number of their missiles within a single round. A tripod is also surrounded by a shimmering energy field which absorbs 1d8 points of any form of physical damage. The alien technology of the tripod cannot block magic. The brain of a tripod is beyond the comprehension of the races of Hubris, and is immune to illusions or mind-altering effects.



Unicorn

Init 3 **MV** 60'

AC 14 **HD** 4d10 **Act** 1d20

AL C **Atk** Horn +6 (2d4+curse DC 20 Will or suffer one effect), Effect- Roll 1d4: 1) -4 to all rolls; 2) -2d3 from one Attribute; 3) 50% chance each round that the target will be unable to act; 4) There is a 25% chance that each day something horribly unlucky will happen to you) or hoof attack +4 (1d4+2 dmg)

SP Gaze (DC 14 Will or unable to act while looking at the unicorn, only broken upon successful save), Unlucky Aura (DC 20 Will or Luck stat becomes a 3 while within 30' of a unicorn. The unicorn cannot suppress this ability), Infravision 120', Death Curse (20% of occurring upon death- use curse stated above but roll twice with two saves)

SV Fort +4, Ref +4, Will +6

Mythology and conjecture claim the unicorn is a graceful and gorgeous creature created by ancient and long-forgotten gods, and to be in the company of one is to be blessed with good fortune. The reality is that the unicorn is a truly lamentable creature that lurks in the thick wooded groves of the Weeping Forest of Forgotten Memories. Its pitiful mewling and awkward gait makes those who look on this creature uncomfortable, as if they are looking on something indecent. Even the Court of Delirium, with its influence over the forest and its creatures, gives the unicorn a wide berth. The fae of the forest whisper stories that the killing of such a pathetic creature is an unforgivable and cowardly act, and those that commit such an atrocity will be forever cursed.

Unicorns prefer not to fight, relying instead on their gaze attack and unlucky aura to dissuade aggressors from harming them. However, if forced into conflict the horrible curse of the unicorn's horn is more than sufficient to deal with enemies or predators.

Vampire

The first vampire appeared in Hubris thousands of years ago when an elk leapt over the body of a dying human. Somehow their souls became intertwined creating a bestial, immortal creature that thirsts for blood. Over the millennia the original vampire has spread His curse throughout the lands. No one is sure what happened to the father of vampirism, or what will happen should He return.

Vampire Age

Fledgling	0-99
Mature	100-199
Old	200-399
Very Old	400-599
Ancient	600-799
Master	800+

Vampires can be found throughout Hubris, although they prefer to lurk in the civilized lands where they have ample sources of humanoids to feed upon. Vampires that have fed on the blood of the living within 24 hours looks just like the lesser and weak mortal races, save that they cast no reflection and are unable to enter private dwellings without permission. A vampire that has consumed the blood of an elk is able to walk in the sunlight as if they were mortal. The longer a vampire goes without feeding, the more bestial and horrific their visage becomes. The true horrific visage of a vampire is revealed if the creature has not consumed humanoid blood for a number of days equal to half their HD. The true vampire has the skeleton head of an elk with pinprick red light glowing from the sockets. The antlers range in size and points, but are covered in moss, flaps of skin, and throbbing veins. The body of a vampire is humanoid and lanky, covered in baby-fine brownish black hair with grayish or alabaster skin. Their arms are over-long and end in blackened claws.

Vampires are cunning and prefer subterfuge and manipulation to outright violence and hostility. Often they manipulate mortals, using them like pawns in chess. As a vampire becomes older they become more powerful and conniving. One does not survive for over 800 years without becoming a great manipulator and strategist.

The highest concentration of vampires is found in Shadowfall (pg 109), where Depraved Geneva and the Court of the Withered Hand rule in coexistence with their food.

Vampire Statistics by Age

	Fledgling	Mature	Old	Very Old	Ancient	Master
HD	8d8	9d8	10d8	12d8	14d8	16d8
Attack	+8	+9	+10	+12	+14	+16
Initiative	+4	+5	+6	+7	+8	+10
AC	+16	+17	+18	+19	+20	+21
Attack Die	1d20	1d24	2d20	2d24	3d20	3d24
Fort	+8	+9	+9	+10	+11	+13
Reflex	+6	+7	+7	+8	+9	+11
Will	+7	+8	+8	+9	+10	+12
Fast Healing	2 HP/rnd	3 HP/rnd	3 HP/rnd	3 HP/rnd	4 HP/rnd	5 HP/rnd
Horns and claws (natural form)	1d4 damage	1d6 damage	1d8 damage	2d6 damage	2d8 damage	3d8 damage
Claws (humanoid form)	1d3 damage	1d4 damage	1d6 damage	1d8 damage	2d8 damage	2d10 damage



Powers

Animal Control - Once per day a vampire can summon forth animals of the night to aid them. Roll 1d4: 1) 1d100 +50 bats*, duration 2d8 rounds; 2) 1d100 + 25 rats*, duration 2d6 rounds; 3) 2d6 wolves** (DCC, pg 431)- duration 2d4 rounds; 4) 1 dire wolf** (DCC, pg 431), duration 1d4 rounds.

* bat and rat swarms occupy a 20' foot radius. Any creature caught in the swarm suffers -4 to all rolls and movement is reduced by half.
** wolves and the dire wolf will follow the vampire's instructions for the duration and then disappear back into the wild, but linger in the area in the hopes for fresh prey.

Shape Change - A vampire can transform into gaseous vapors, a bat (DCC, pg 396), or a wolf (DCC, pg 431) at will. Transforming is instantaneous and incurs no penalty. Ancient or Master vampires are also able to transform into a bat or rat swarm (listed effects above), or a dire wolf (DCC, pg 431).

While in gaseous form a vampire cannot be harmed by any means, although extremely strong winds will dissipate the vampire, reducing their HP to zero; the vampire will reform in their coffin in 24 hours and begin to heal (through fast healing). This form has a movement of 10'/rnd. When the vampire is brought to 0 HP it will instantly become gaseous vapors and flee to its coffin to heal.

Blood Drain - A person that is successfully pinned by a vampire can be bitten and drained of blood. A vampire can drain 1d4 Stamina (temporary) per round. Those that are drained to zero can be transformed into a thrall by the vampire by sharing just one drop of their blood. A thrall is completely loyal and devoted to the vampire. A vampire can also transform a drained target into a vampire by letting them feed on their blood for several minutes. The drained target must have 5HD or more. The newly created vampire rises from their coffin in 1d4 days.

Spider Climb - A vampire can cast the Spider Climb spell (DCC, pg 156) with a bonus modifier equal to its HD. A vampire suffers no adverse effects for rolling a 1-11.

Charm Person - A vampire can cast the Charm Person spell (DCC, pg 131) with a bonus modifier equal to its HD. A vampire suffers no adverse effects for rolling a 1-11.

Immunity - A vampire suffers no damage from normal weapons that are not made of silver or from natural attacks of creatures of 7HD or less. Vampires are immune to mind-altering effects, poisons, diseases, and critical hits.

Weakness

Vampires recoil from the smell of strong garlic, mirrors, and the holy symbols of deities that consider them unholy creatures. This in no way injures the vampire, but keeps them at bay and at a distance of 5'. After the first round a vampire can make a DC 23 Will save to overcome this and attempt to move past the obstruction.

A vampire cannot enter any private home or dwelling without the express permission of the owner. At any time the owner can revoke this permission, at which point the vampire is expelled violently from the dwelling.

A vampire cannot cross running water, and can only be transported across running water in a coffin. A vampire that is submerged in running water takes 2d12 damage per round, and if reduced to 0 HP in this manner is destroyed.

Driving a stake through the heart of a vampire renders the creature immobile. Placing the still-beating heart of an elk atop the vampire's will kill it immediately.

Vampires are terrified of elk and will flee from one should it appear before them (no save).

Vampires abhor sunlight and cannot be in it without suffering an intense amount of pain. The first round a vampire is exposed to sunlight they are staggered and unable to act, on the next round they burst into flames and take 3d10 damage per round until out of the sunlight. There are rumors that master vampires are immune to the effects of the sun, but whether that is true or not is up to you, Judge.

Water Bear

Init -2 **MV** 20'

AC 22 **HD** 10d12+50 **Act** 1d24

AL N **Atk** Bite +15 melee (4d8), Claws +10 (3d6)

SP Thrash, thick hide, Tremorsense 60'

SV Fort +16, Ref +6, Will +4

Water Bears are massive 35' long, 20' tall eight-legged behemoths that resemble ferocious caterpillars, but with bear-like features. The monsters tunnel through the ground beneath the ever-shifting dunes of the Blighted Sands using their clawed appendages. Water Bears seem to reside or stay close to the natural oases found throughout the wasteland, enhancing the mystique that these creatures are responsible for the creations of these pockets of life in the Blighted Sands.

In combat a water bear is a vicious beast that will explode from the sand and attempt to swallow any living creature. If a water bear rolls a critical success the target is automatically swallowed whole (no save). The target can attempt to cut their way out by doing 10 points of damage in a single strike or spell. A swallowed target takes 1d6 damage each round from the corrosive acid in the water bear's stomach. A water bear's hide is thick and coarse, making them immune to natural or physical attacks of creatures with 3 HD or less. Water bears are immune to all fire and ice damage due to their high resistance.

When a water bear becomes enraged it will thrash and roll around on the ground. All within their length and up to 10' away must succeed a DC 14 Reflex save to avoid being crushed to death. Even those that succeed take 2d8 damage from the shockwave and debris caused by the water bear's tantrum.





Wooly Mammoth

Init +0 **MV** 50'

AC 15 **HD** 6d10 + 20 **Act** 1d20 and 1d16

AL N **Atk** Tusk +10 melee (2d8+3), Trunk +10 melee (1d8)

SP NA

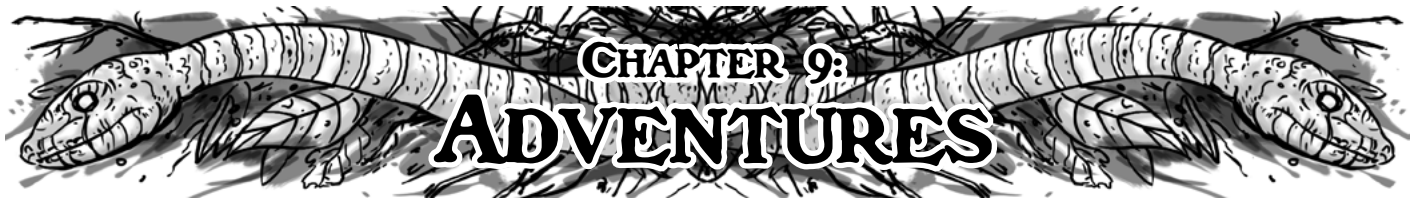
SV Fort +4, Ref +2, Will +2

Wooly mammoths wander the icy plains of the Frozen Wastes of northern Hubris (pg 86). Wooly mammoths travel in herds and are rarely found solitary. For every bull mammoth there are 3d8 females or young docile males and 2d4 babies.

When a wooly mammoth herd is startled there is a 50% chance that they will stampede. A stampeding wooly mammoth herd is terrifying and dangerous; should a person be caught in a stampede there is no save, there is no damage- there is only death.

In combat male wooly mammoths will use their tusks to gore an enemy. Males and females will use their trunk to slap at enemies or grab them and throw them up to a distance of 20'. When a bull wooly mammoth is reduced to one quarter of their HP they rage, ignoring 3 points of damage and receiving +2 to all saves. A raging bull only calms down when danger has passed.

Training - Ingvar warriors train wooly mammoths to be companions and mounts. A successful skill check must be made each week for 4 weeks. Training a female or docile male is a DC 15 skill check. Training a bull male is a DC 18 skill check.



It Came... From OUTER SPACE!!!

A Level Zero Funnel

Introduction

This adventure is to highlight the strangeness of Hubris and that ANYTHING goes in this bizarre setting. What better way to show this than with a horrific encounter with a strange corrupting gas, a meteorite that is really a spaceship, and deadly and nasty technological devices?

This adventure is for 15-20 level zero characters. There are many traps and puzzles in this adventure that result in instant death, but they can be interacted with by choice rather than through force. In all playtests several characters died. One playtest of 28 level zeros was reduced to 7 due to horrific and violent deaths and sheer bad luck! This adventure can also be enjoyed by 1st and 2nd level characters, but definitely should have hirelings to ease the burden of death.

Background

A sleepy village goes about its sleepy boring lives day after day until a meteorite rockets across the sky and crashes in a nearby field. Several people are sent to investigate, but never return. Within hours a green miasma permeates the area, melting and killing all the animals, and corrupting and mutating nearly all of the surrounding population. Only a handful of people seem to be immune to this horrible affliction and have taken refuge in the village's local church. After much infighting, debate, and drawing of straws the PC's band of sacrificial lambs are sent to investigate the meteorite- which can be the only thing that has caused this calamity.

There are still some survivors left in the church should the players decide to go back and "restock," however each time they do this there are 2d2 more corrupted villagers that arrive at the meteorite's entrance (Area A) and all security measures within the spaceship have reset.

Map Key

Farmer's Field

A-The Corrupted Field: The corrupting effect of this strange meteorite is more apparent here than the shambles of your village that you just left. The fields that the local farmers work so hard to tend are withered and strange thick thorny vines with a crimson crown have begun to grow. Several bloated and melted cows are scattered around the field, dead. Gathered around the meteorite are three humanoid forms. Once the torchlight hits their melted, horrific visage you realize with a pang of horror it is farmer Joe, his wife Emma, and their daughter Sally!

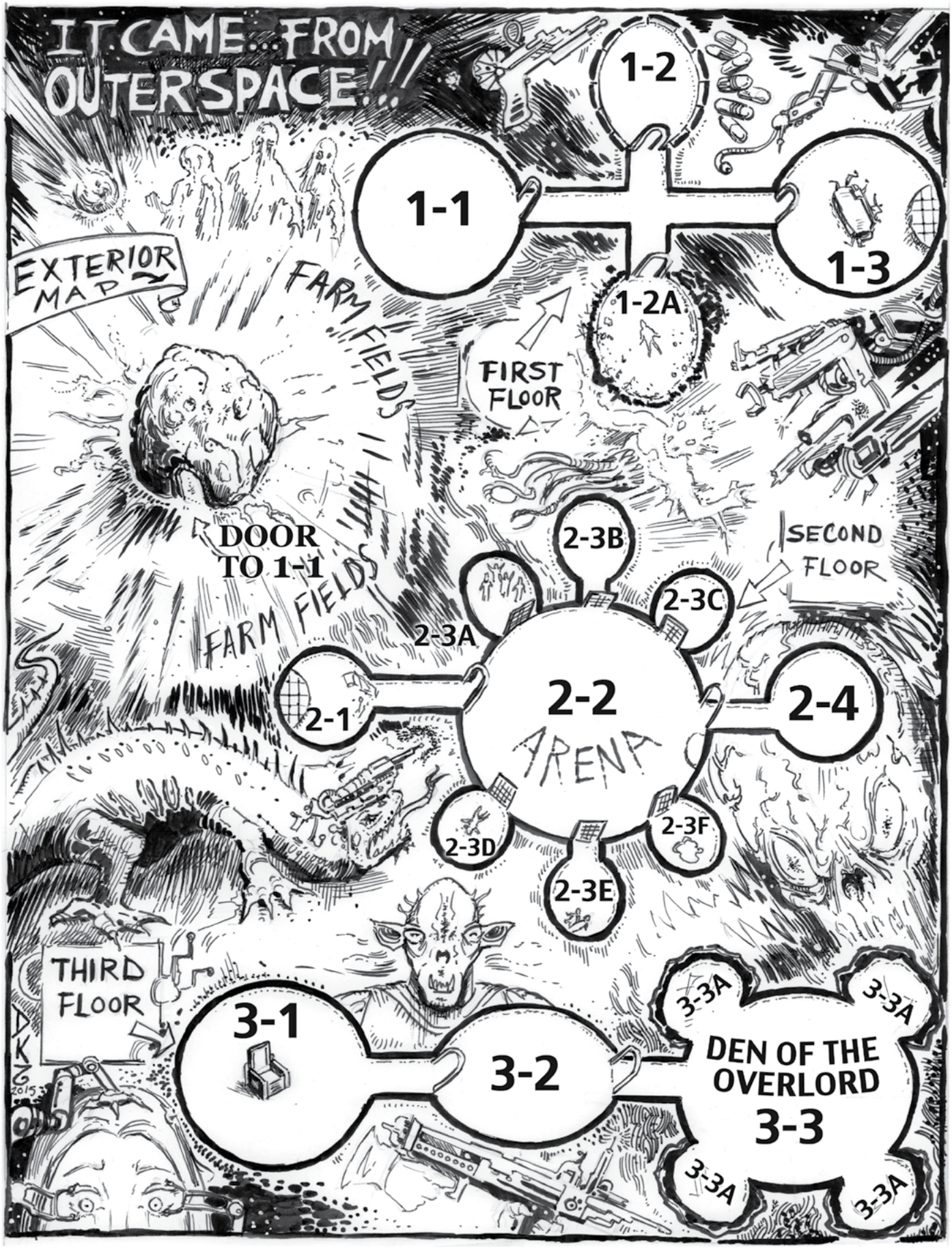
Farmer Joe, Emma, and Sally have all become corrupted by the toxic fumes of the meteorite. This is to highlight the mess that the characters have just escaped from. These horrors attack with reckless abandon.

Corrupted Family (3)

Init -2 **MV** 20'
AC 13 **HD** 10 hp each **Act** 1d20
AL C **Atk** Claws +2 melee (1d4)
SP Vomit
SV Fort +4, Ref -2, Will +0

The corrupted family can spew a corrosive vomit once per day that does 1d8 damage. Make a DC 14 Ref save for half damage.

When any of these horrors are slain they bloat and bubble and dissolve. Targets in a 10' radius must make a DC 12 Fort save or become sickened (suffering -2 to all rolls for 2 rounds, until the cloud dissipates). Once the family has been slaughtered, a loud hissing noise slices through the air and a bright light blinds the characters in the darkness. A large chunk of the meteorite has opened, revealing a door!


IT CAME... FROM OUTERSPACE!!!
1-1
1-2
1-3
1-2A
EXTERIOR MAP
FARM FIELDS
FIRST FLOOR
DOOR TO 1-1
FARM FIELDS
2-3B
SECOND FLOOR
2-3C
2-3A
2-1
2-2
ARENA
2-4
2-3D
2-3F
2-3E
THIRD FLOOR
3-1
3-2
3-3A
3-3A
DEN OF THE OVERLORD
3-3
3-3A
3-3A
DK
2015

First Floor

Room 1-1- The Entryway: This room is large enough to be the size of the meteorite itself! It is apparent that this structure exists in a bizarre realm of space. The alabaster walls are smooth and made of a strong metal which is cool to the touch. Thin glass panels are inlaid into the metal, creating intricate designs throughout the room; streaks of prismatic light lance through the panels of glass. At the other end of the room is a small black panel and what could only be construed as the shape of a door on the wall.

This room is awe-inspiring to simple peasants and villagers of Hubris. This is more advanced than anything they have ever seen or even heard of in the strange tales that are told around campfires.

The black panel allows door access to the next corridor. When a character messes with the panel it activates the security measure. A piece of the wall just above the door rotates to reveal a small black orb which fires a red laser beam at a character (this should target the least lucky character of the group). If a thief class messes with the panel they can avoid this by rolling under their Luck score. The laser will fire three shots after the panel is messed with. Once the laser has fired all three shots, or a thief has bypassed the security through sheer luck, the door will slide open.

Trap: *The laser fires at the unluckiest of the group. +10 to hit, and doing 2d8 damage.*

Room 1-2- Storage Closet: Twelve metal cabinets line the walls of this cramped room. Most of these cabinets are empty. In one cabinet is a curious object (a ray gun), in another are 2d3 1" capsules. The cabinet that houses the ray gun is trapped.

Trap: *When the cabinet door is opened a grey powder bursts into the face of the target. The dust is actually the dehydrated remains of a small ooze. Make a secret DC 18 Fort save for the target. Failure means that the dust has been inhaled and begins eating away at the lung lining. After 30 minutes the ooze has rehydrated and digested enough matter to burst from the character's abdomen and will attack the nearest target. A thief class (or Avarian or Shadowdancer with the appropriate skill) can find and disable the trap with a DC 15 roll.*

Small Ooze

Init -5 **MV** 10'
AC 4 **HD** 13 hp **Act** 1d20
AL N **Atk** Pseudopod +2 melee (1d4 plus 1d6 acid)
SP Acid, Immune to any visual or mind-altering effects
SV Fort +8, Ref -6, Will -6

The ooze is made of acid. Getting hit by the pseudo-pod does an additional 1d6 acid damage. Armor hit by the acid of the small ooze is reduced by ½ the amount of the damage permanently.

Ray Gun

This space age piece of technology is extremely deadly. The weapon has 6 charges before the battery pack is completely depleted, does 2d6 damage, and ignores up to 5 points of Damage Reduction. On a critical failure, in conjunction with the normal fumble roll, the character must make a Luck roll. Failure means that the gun self destructs doing 2d6 damage to the wielder.

Capsules

These 1" capsules have strange effects when consumed. The effect is instantaneous and lasts a number of rounds stated in the description. After the amount of capsules found in the cabinet are determined, roll below to find out the color/effect. A character (aside from an Alchemist) should have no way of figuring out what these do, aside from actual experimentation.

1. ***Red***- This acts as a healing potion (1d6+1 HP back).
2. ***Blue***- The consumer's flesh turns blue and they are able to breathe underwater. This lasts for 24 hours.
3. ***Green***- The consumer takes on a chameleon-like quality granting +4 to Hide checks. This lasts for 2d2 turns.
4. ***Yellow***- The consumer's eyes become bright yellow and allow them to see in complete darkness, even magical. This lasts for 24 hours.
5. ***Black***- The consumer is able to survive in a vacuum and suffer no adverse affects for 24 hours.
6. ***Orange***- The consumer tastes their favorite meal and is immediately full for 24 hours.
7. ***Purple***- The consumer's flesh hardens, granting a

DR of 1 for 24 hours.

Room 1-2A- Storage Closet: This room is much like that described in 1-2. However this room is completely destroyed. The cabinets are damaged and dented. On the floor is a male-looking green-skinned humanoid with white hair; the body bloody and battered.

This alien creature was trying to escape the Overlord of the spaceship. The Overlord threw the alien into the metal cabinets repeatedly, denting and destroying them. In his hand is a damaged ray-gun. The battery pack can be ejected and has 1d4 shots left. On his belt is a strange blue orb. If a person wears this and activates it they become covered by a swirling blue energy and are immune to any damage (but are unable to interact with any objects, except move around) for 2d4 rounds. This only has two charges and after both are used it will spark and smoke (it was damaged in the fight and cannot be fixed).

Room 1-3- Medical Experimentation Room: The alabaster walls seem colder, less friendly than the few rooms of this strange structure that you've visited. The smell of singed meat lingers in the air. Round scorch marks dot the wall at the east end, where an elevated platform rests, an electric blue glass panel making up its floor. In the center of the room is a bizarre metallic bed with several horrific-looking arms and appendages.

Teleporter: The elevated platform is a teleporter that transports the characters to room 2-1. All the characters must do to activate it is step on it. Only one person can be transported at a time. It is important that you describe the electric blue platform, as it will be a hint in room 2-4.

The metallic bed is a surgical table. There is a panel with strange looking symbols next to the bed. These are not discernible to any character, no matter how long they study them. The language and manner is so foreign it is impossible to grasp their complexity (especially with only three symbols to serve as a reference!).
If a character sits in the bed and messes with the panel, it triggers the machine to begin a surgical process. The character must make a Luck roll. If they roll under their Luck the character has somehow managed to gain a "beneficial" surgical procedure. If they roll above their Luck, the procedure is not so beneficial. The character is strapped to the bed as lasers, buzzsaws, and drills go to work.

"Beneficial" Surgical Procedure

Roll	Procedure and Effect
1	***Ventilator:*** The character's lower jaw is removed and a ventilator is installed. They can now breathe in any gas (or underwater) without suffering adverse effects. However they must eat liquefied food out of prosthetic straw attachment.
2	***Alien Hands:*** Large green alien hands are attached to your wrists. You gain a claw attack for 1d4 damage.
3	***Mechanical Eyes:*** You lose the ability to see colors, but you can now see in the dark (not magical) and cannot be blinded by flashes of light.
4	***Quick Healing:*** You are injected with a strange silver serum. Whenever you are injured small nanites bubble under your flesh healing you for 1d3 damage. Electrical damage now does an additional 1d6 damage and causes the nanites to cease functioning for 2d4 hours.
5	***Extra Arms:*** A set of green arms are surgically attached to your sides. You get one extra attack with each at a d14. You now have four arms, congratulations you weirdo.
6	***Enhancement:*** A small box with glowing red and green lights is attached to your chest, head, spinal column, or neck (whatever makes sense for the situation). It will increase one of your Ability scores by 2d2 (to a max of 20). Roll 1d5 for Ability: ***1)*** Strength; ***2)*** Agility; ***3)*** Stamina; ***4)*** Personality; ***5)*** Intelligence

Not-so-Beneficial Surgical Procedure

Roll	Procedure and Effect
1	***Alien Head:*** The head of a green alien is attached on the shoulder of the character. The alien head is alive and shouts and screams in a strange language.
2	***Dead Arm:*** A lifeless arm is attached to your chest. Armor now costs 50% more for you.
3	***Continuous Tracks:*** Your lower half is removed completely and is replaced with a metallic base with continuous tracks (like a tank). It's extremely hard to knock you prone, but your movement is reduced to 10'
4	***Locator Beacon:*** A drill burrows into your brain and inserts a small metallic beacon that flashes red. Now the alien overlords can always find you. You constantly transmit data of your thoughts and experiences. You also permanently lose 1d3 intelligence from being lobotomized.

5	***Bodily Realignment:*** Your head is attached to the body of a large dog with legs of a great ape (movement 20'), one human arm (not yours), and the arm of a green alien (claws, 1d4 damage).
6	***Decapitation:*** Your head is removed and put in a jar of greenish water. You are still alive and can talk, control your body and move around. You must now carry the jar under your arm (or somehow attach it to your neck) at all times. Your body will die in 1d3 hours if separated from head by more than 50'.

Second Floor

Room 2-1- Teleporter Room: The faint hum of the teleporter vibrates through this small room. A door at the east end of the room has been knocked clean off, lying bent and destroyed on the floor. As with the room above, scorch marks dot the eastern wall.

The alien creature had escaped from room 2-2 and the Overlord gave chase, leading to the final confrontation in 1-2A.

Room 2-2: The Arena-The hallway leading from the previous room (2-1) gives way to a large open domed room. There are metal gates at NW, N, NE, SE, S, SW. A large screen rests above a door at the east wall. Next to the door is a white metallic dais with a black control panel with the same strange symbols as seen on the panel in room 1-3.

This is an arena that the Overlord uses for entertainment. During the recent spectacle the alien had managed to get the door to the teleporter room open (2-1) and fled. The moment the characters walk into the room the door behind them closes, the large screen lights up and a silhouette of some large creature can be seen moving. It speaks in a foreign language in a bone-chilling growl. The gate to room 2-3C opens, dislodging a massive lizard with a spiked tail and wearing a strange metallic headdress. It shrieks, "I will gain my freedom! I will win." He fires a laser from his headset. Once he is killed his headset starts to beep and explodes the next round, doing 2d6 damage to all in 5' radius. From room 2-3A several prisoners are cheering the characters and also begging for their freedom.

Techno Lizard

Init +4 **MV** 40'

AC 15 **HD** 3d10 (20hp) **Act** 1d20

AL L **Atk** Bite +4 melee (1d4)

SP Laser Headset

SV Fort +6, Ref +8, Will +3

The techno lizard is able to fire a laser from its headset. After discharging the laser it takes 2d3 rounds before the headset is fully charged and can be fired again (+10 ranged attack, 2d10 damage and ignores 6 points of Damage Reduction).

Control Panel- The control panel is a pane of smooth black glass. In the top right corner a soft red light blips. When touched the panel lights up with 13 different colored symbols. After a moment the orange symbol flickers and then goes out (this is to represent that gate to 2-3C has been opened. All a player needs to do is touch a color. Consult the color below for the effect.

Control Panel Symbol Colors

- ***Neon Red:*** Floor beneath the one pressing the panel splits and rises up like a "V" and squishes the character unless they make a DC 14 Reflex save.
- ***Dark Blue:*** Opens gate to 2-3A
- ***Yellow:*** Opens door to 2-4
- ***Orange:*** Opens the gate to 2-3C.
- ***Grey:*** Opens gate to 2-3F
- ***Purple:*** Opens gate to 2-3D
- ***Lime Green:*** Opens gate to 2-3B
- ***White:*** A white aura surrounds one character (determined randomly) and they must succeed on a DC 14 Will save or come under the control of the Overlord. They will make a surprise attack on the nearest target after all are convinced that they are "normal."
- ***Electric Blue:*** A small bolt of electricity blasts the person messing with the panel in the brain for 2d4 damage.
- ***Pink:*** Opens gate to 2-3E
- ***Dark Green:*** The floor opens between 2-3B and 2-3C and a small rack of weapons appear. There is a polearm, shortsword, mace, dagger, and shield. There is a spot for something small (this is where the alien got the lasergun before making his escape).

- ***Brown:*** Causes slats in the walls to open and large balls on chains to swing back and forth in the room. Dodging one of these requires a DC 12 Ref save. Failure means the target takes 2d6 damage. This may need to be rolled several times if the target is working their way across the room to the door.
- ***Blood Red:*** The floor opens beneath one character (determined randomly) and they must succeed at a DC 12 Reflex save or fall into the darkness and to their death.

Room 2-3A- Pen: The smell of human sweat, blood, and excrement fills the characters' nostrils. Filthy and blood-splattered humanoids greet the characters with enthusiasm. There are four captives in this cell. None recall how they arrived here from their village of No Hope near the Mountains that Crawl. These poor souls have been made to fight and die in the arena for several days. These prisoners are 0-level characters and can help replenish the player's ranks. Roll up the characters per the standard DCC/Hubris rules.

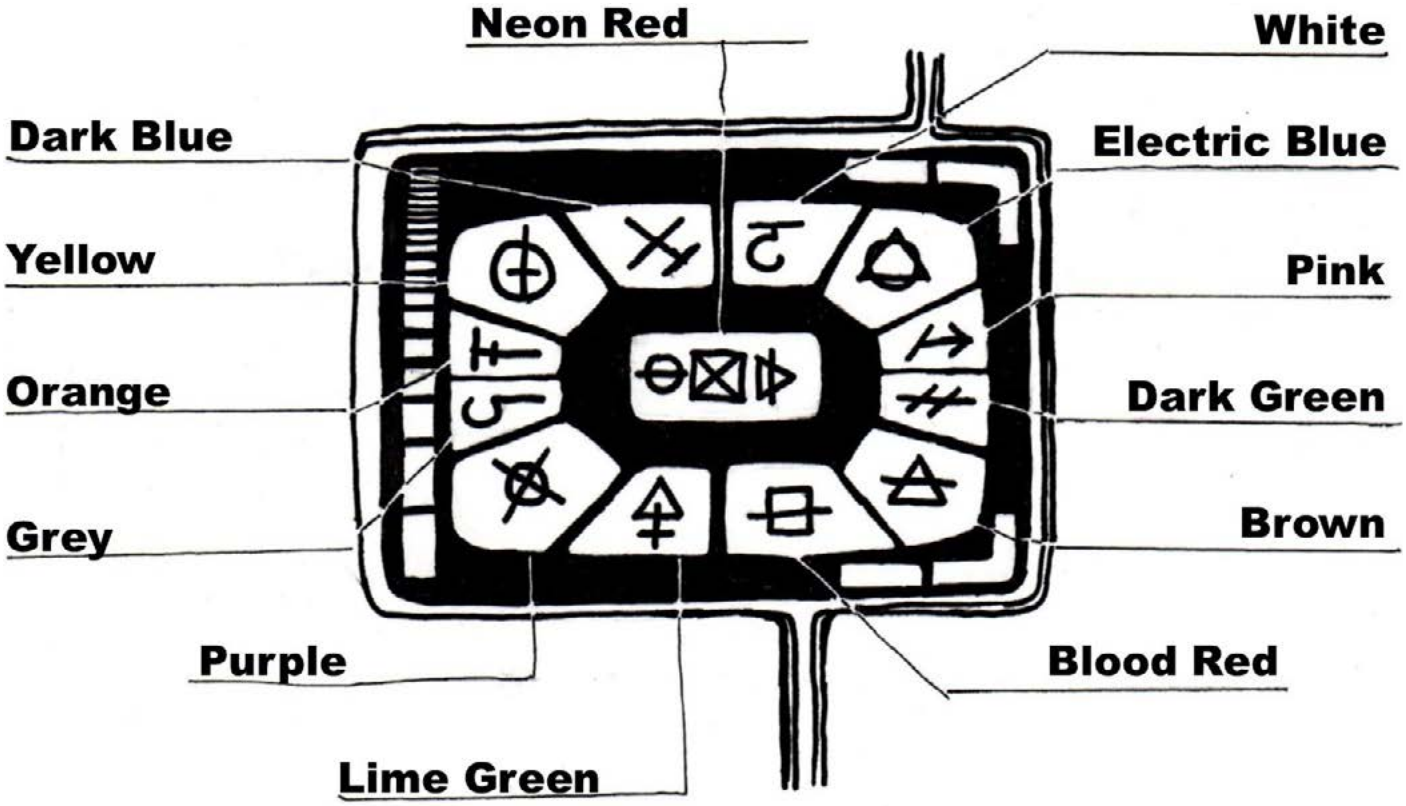
Room 2-3B- Pen: A horrific sight greets the characters' eyes upon entering this pit. A green alien, like the one found dead upstairs, seems to be melding into the fleshy walls. The alien's head is bowed, and seems unconscious.

If any character gets within 5' of the alien, his head jerks up, his eyes roll, and he convulses as if in agony. His stomach opens displaying a maw of jagged teeth. His intestines shoot from the opening to grab up to 4 targets.

Alien Intestine Horror

Init	+2	**MV**	-'
AC	12	**HD**	2d8 (12hp) **Act** 4d20
AL	C	**Atk**	Bite +6 melee (1d8)
SP	Grapple		
SV	Fort +4, Ref -2, Will +6		

The intestines of the creature can grapple a target and pull them 5' a round towards the maw of the alien's stomach. To avoid being grappled the target must make a DC 14 Reflex save. Once grappled the target must make a DC 12 Strength check or hack at the intestine, doing 4 points of damage in a single attack. If successfully damaged the intestine will release the target and then retreat for one round before attacking again.



Room 2-3C- Pen: Grey metal walls, houses Techno Lizard. Nothing else of interest.

Room 2-3D- Pen: Grey metal walls, on the floor is a dead body of a man. He is bloated and smells terrible. He must have died several days ago.

This prisoner was once an alchemist of some renown in the town of Fairweather. If the characters rifle though his possessions they will find the following:

- 1 wheellock pistol with 1d6 shots
- 1 potion of healing (1d6+1 HP)
- One smokestick (pg 58)
- One dagger
- One pouch of black powder (pg 58)
- One journal describing notes of his observations of the Metalphage plague.

Possible findings in the journal:

1. The Plague Doctors of the Scarlet Veil are using the plague to their advantage to experiment on people, creating horrors and monstrosities at the Red Monastery
2. The Metalphage is somehow linked to the Floating Island of Terror
3. The Metalphage horrors must be susceptible to the cold as there are very few occurrences of the plague in the Frozen Wastes.

Room 2-3E- Pen: As room 2-3A, however there are only two humanoids in this room. Both huddle against the wall. These poor souls also can replenish the characters' ranks as 0-level characters. However one of them is actually under the control of the Overlord and will wait for an opportune moment to make a sneak attack against an unsuspecting character.

Room 2-3F- Pen: Grey metal walls and the smell of melted flesh greets the characters' nostrils.

A small ooze waits on the ceiling to drop down on the first target that walks into the room (no save, but ooze must succeed at attack roll).

Small Ooze

Init -5 **MV** 10'

AC 4 **HD** 13 hp **Act** 1d20

AL N **Atk** Pseudopod +2 melee (1d4 plus 1d6 acid)

SP Acid, Immune to any visual or mind-altering effects

SV Fort +8, Ref -6, Will -6

The ooze is made of acid. Getting hit by the pseudopod does an additional 1d6 acid damage. Armor hit by the acid of the small ooze is reduced by ½ the amount of the damage permanently.

Room 2-4- Teleporter Room: The alabaster walls of this room are alive with the streams of prismatic light that lance through the inlaid glass panels. The flashes of color occur at a more frenzied pace in this room than any other. In the center of the room are four elevated platforms; each with a colored glass panel making up its floor; electric blue, green, yellow, and red. Above the platforms is a massive floating screen. As in the Arena (room 2-2) the silhouette of a large creature can be seen moving. The creature again speaks in its bone-chilling growl, its foreign tongue cannot be understood.

Teleporters: Each raised platform is a teleporter. Each color transports the character to a different location. Only one person can teleport at a time.

- ***Electric Blue Teleporter:*** This teleporter transports characters to room 3-1.
- ***Green Teleporter:*** If a character steps on this platform they disappear in a flash of light. The voice on the screen lets out a gruff laugh and the display changes to the character strapped to a medical bed (room 1-3) screaming and thrashing as their innards are removed by the insidious looking robotic arms. Once the character is dead, their arms, legs, and head are removed. Everything is placed in jars and placed on a bench. The screen then goes back to the silhouette.
- ***Yellow Teleporter:*** If a character stands on this platform there is a bright flash of light and then the smell of cooked meat. When the characters are able to see again the cooked remains of their companion are on the platform.

- ***Red Teleporter:*** If a character stands on this platform they gently fade away. The display changes to a cage and the character banging their hands against it, panicked. A moment later a massive three-headed dog-lizard charges up. Each head grabs a part of the character and they are ripped apart and devoured.

Third Floor

Room 3-1- Prismatic Room: This whole room seems to be made of the glass panels that have been seen throughout the rest of the ship. In the center of the room is a single chair made of alabaster metal. At the far end of the room is a black panel on the wall which opens the door to the hallway.

If a character sits in the chair they become immediately strapped in and small robotic arms move from the back of the chair and hold the character's eyes open. The character must succeed a DC 18 Will save or suffer 2d6 permanent Personality loss as they are driven insane by signal overload. If the target is reduced to zero Personality, they have been reduced to a mindless vegetable. If the target succeeds their Intelligence is increased by 2 (max of 18), and their Personality is decreased by 1. They also gain knowledge of alien technology and can roll a d20 for any skill that the Judge feels is applicable in this situation. They can also understand (but not speak) and read the strange alien language that they have been encountering.

Room 3-2- Security Room: This room is made of the same alabaster metal as the rest of the ship, however there are none of the accompanying prismatic lights. The room is bathed in red light coming from large bubble-shaped domes on the ceiling. There is a control panel and a door at the eastern wall. Before the door stands a muscular green alien, wearing a strange metallic vest with a flashing light at its chest, and a ray gun. He fires at the first character that enters the room.

Alien Guard

Init +4 **MV** 30'

AC 14 **HD** 3d10 (12 hp) **Act** 2d20

AL N **Atk** Laser Rifle +4 ranged (2d8 ignores 6 points of DR), Claws +4 melee (1d6)

SP Any strength type roll is made at a d24. The laser rifle has 10 shots.

SV Fort +8, Ref +4, Will +2

Once the guard is killed his chest piece starts to beep and explodes the next round, doing 2d6 damage to all in 5' radius.

Control Panels to Room 3-3: Is trapped with an electrical shock. Any character who touches it must make a Luck roll, rolling under means that they have somehow not set off the security measure and successfully opened the door. If they roll above they are shocked for 2d8 damage. If a character has been infused with alien knowledge from room 3-1 they can make an Intelligence check DC 12 to bypass the security feature.

Room 3-3- Den of the Overlord: This room is slightly smaller than the arena on the level above. The walls here are alabaster and the room is bathed in a red light coming from large bubble-shaped domes on the ceiling. Several monitors line the walls showing events occurring; some places are recognizable from Hubris, others from planets far away. Sitting in the center of the room is a large humanoid with purple skin, large black orb-like eyes, and a pulsating bulbous head.

This is the Overlord of this ship. He points at the characters and speaks in the low growl that has greeted them several times before. If the character has been infused with alien knowledge (room 3-1) they understand him. He applauds them for the entertainment and makes a veiled reference that he would expect no less from proper descendants of the Agraldi Dominion.
Aside: *This is to make the characters wonder if Hubris is some strange Petri dish of an ancient alien race. This can be completely ignored if this is not something you wish to have as a possible plot hook in your campaign.*

Overlord

Init +8 **MV** 30'
AC 14 **HD** 4d10 (35 hp) **Act** 2d20
AL L **Atk** Claws +4 melee (1d8)
SP Telekinesis
SV Fort +6, Ref +4, Will +8

The Overlord attacks with his telekinesis ability. The target must make a DC 16 Will save or be affected. **Telekinesis Effects:** ***Throw:*** target is tossed against wall, 1d8 damage and knocked prone; ***Choke:*** 1d8 damage per round until successful save; ***Crush:*** Target is slammed to the ground by force for 1d8.

The Overlord opens combat by tossing one target with telekinesis and then rushes forward for one claw attack. The Overlord can either make one claw attack and telekinesis attack or two claw attacks each round.

When the Overlord falls, sirens begin to wail and the ship begins to shake. The doors to the escape pods 3-3A open in the four corners of the room. The characters must make it to the escape pod in 3 rounds before the doors shut and the pods are ejected.

Room 3-3A- Escape Pods: The inside of these pods look just like large clumps of rock.

The pods all shoot from the rocky surface of the meteorite. The characters see a flash and feel the rumble of the explosion that destroys the strange alien vessel. The escape pods can either crash in a nearby field allowing the characters to dust themselves off and continue their adventure to the nearest settlement or as the Judge you can have them crash land in whatever area of Hubris you desire.



In Her Realm
A 1st level Adventure

Introduction

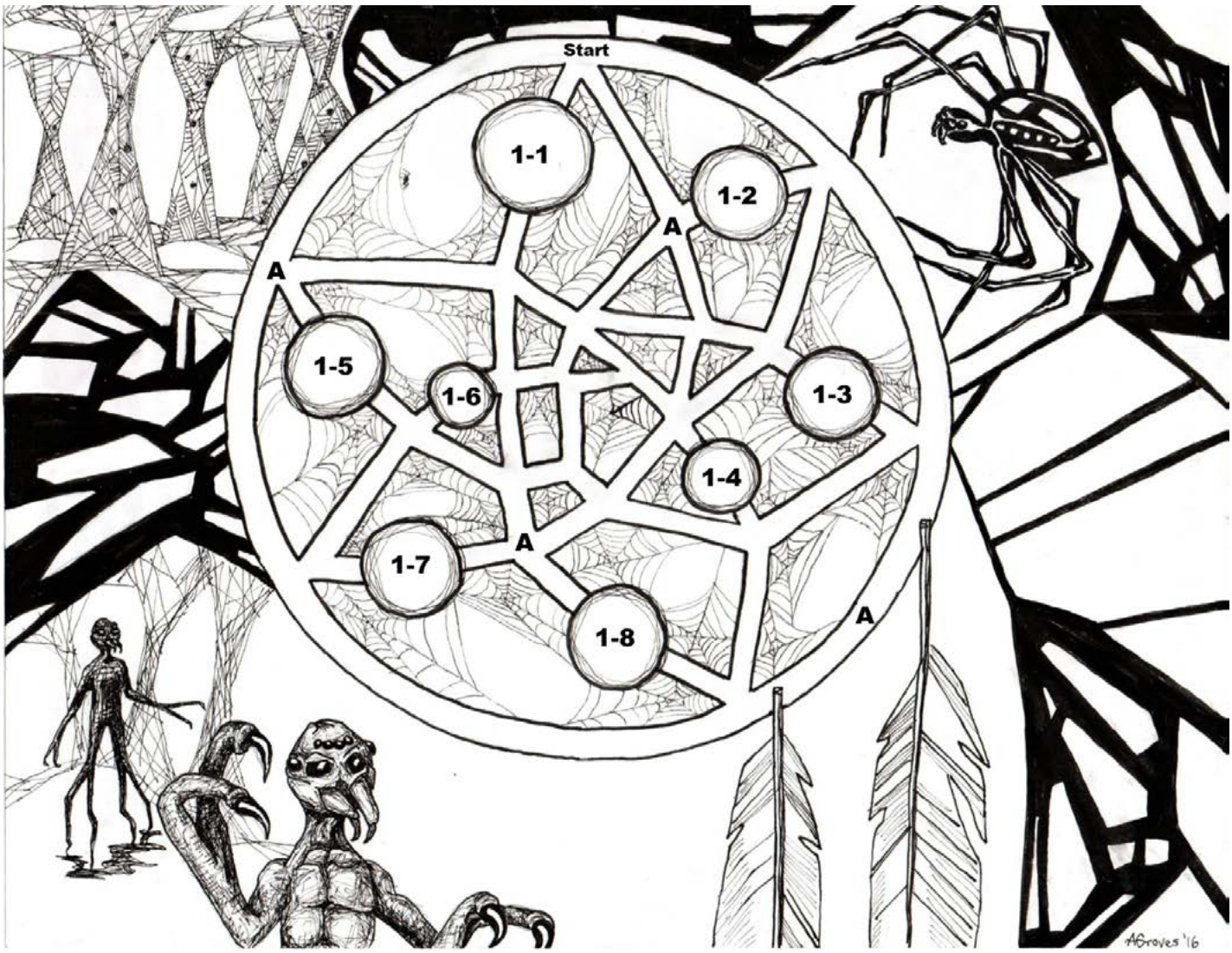
An old hag who worshipped the Spider Goddess nearly all her life has grown thirsty for power and figured out a way to encroach into an area of the Spider Goddess's realm. The old hag must be killed for the pocket to be absorbed back into the realm of the Spider Goddess.

Beginning

On the Great Plains of Unbidden Sorrow (pg 95), lies the small village of No Hope. The village is near the edge of the Mountains That Crawl (pg 123). The closest town to No Hope is that of Glasturbury (pg 104). Three days ago four giant spiders, the size of mastiffs, burst from the rickety cabin of a very unpopular old hag that lives on the outskirts of the village and attacked several villagers. Two people were killed and four villagers were dragged back into the cabin; their cries of terror silenced the moment they crossed the cabin's threshold.

The village elder is offering a reward to anyone who is brave (or crazy enough) to enter the cabin, kill the spiders, and rescue villagers. You find yourselves just outside the door of the old hag's cabin, several of the villagers gathered behind you- clearly terrified and hoping for your success. An eerie silence and unsettling aura rests over the cabin.

You steel yourselves for whatever may come and bravely enter the cabin. The moment the last of you enters, the cabin falls apart and floats away, as though it were all a dream. You find yourselves in a horrible environment, a cylindrical hallway that seems to be constructed completely from spider webs.



Map Key

Think of all of these rooms as threads of a massive spider web. Each room that the group goes into breaks a strand, making this extra-dimensional reality more unstable and brittle. The group can go into 5 rooms before the strain becomes too much. Once the fifth room has been exited, the extra-dimensional reality collapses and comes crashing down around the group, falling away like fragile webs blown away in a wind, revealing the final area (Room 2-1), where the old hag awaits.

A-The Hallways: The halls and rooms of this dungeon are constructed from thick spider webs. The webs move and dance as though large spiders are crawling on them, just on the other side. The clacking of pincers can be heard echoing throughout the dungeon, making listening for approaching attackers nearly impossible (only by critically succeeding on a listen check can sound be determined).

Due to the stickiness of the webs, the movement of those not under the effect of the Spider Climb spell (DCC, pg 156) is reduced by 25%.

The webbing is extremely strong and can take a bit of damage, however characters desiring to cut open the webs will be able to. A DC 18 Strength check or several melee attacks resulting in 10 points of damage will open the webbing. Area affect spells such as Fireball (DCC, pg 216) will open large pockets of the webbing.

The areas of webbing that are opened expose the party to the twisting nether that exists outside of this dungeon. Roll on Tears of Reality Table (pg 337) to discover what has occurred.

Walking through the hallways can gain the attention of a hideous spider that is lurking just on the other side of the webbing. For every 30 minutes in game time roll 1d10; if the result is a 1 then the creature will appear from the other side of the webbing and attack the characters. Roll ld6: 1-3) spider swarm (Insect Swarm, DCC pg 419); 4-5) giant spider (see below), 6) manspider (see below). If the party desires to sleep in any of the rooms or hallways, they run the risk of being set upon by some horrific spider-creature. Roll 1dl0 every hour of sleeping; if the result is a 1-2 then the creature will appear from the other side of the webbing and attack the characters. Roll ld6: 1-3) spider swarm (Insect Swarm, DCC pg 419); 4-5) giant spider (see below), 6) man-spider (see below).

Spider (jumping), giant

Init	always first	**MV**	40'		
AC	15	**HD**	2d6	**Act**	ld20
AL	N	**Atk**	Bite +3 melee (ld6 plus poison)		
SP	Poison, Wall Climb, Webs, Spider Eyes				
SV	Fort +4, Ref +6, Will +0				

Spiders are the ultimate hunters of the insect world, and that holds true to their bigger kin that hunt bigger prey. Giant spiders can be found anywhere: in forests, caves, ruins, even in abandoned dwellings and sewers of the cities of Hubris.

Giant spiders are extremely agile and always go first in initiative unless a PC rolls a natural 20. They are able to climb any wall that isn't slick and/or sheer at a rate of 20'/rnd. Their keen eyes allow them to see 120' in low light, but are extremely sensitive to the sun, suffering -1 to attacks in bright light. Spiders rely on their stealth and ability to remain motionless to ensnare prey; giant spiders gain +5 to sneak silently and hide in shadows. A target must make a DC 15 Reflex save to avoid becoming ensnared in a spider web. Once ensnared a DC 18 Strength check must be made to break free.

Spider Poison

Spider	Jumping Spider
Fort Save	DC 12
Damage on Successful Save	1d3 Stamina (temporary)
Damage on Failed Save	Muscle spasms (roll one step lower on the die ladder for all physical rolls) for one hour.
Recovery	Normal healing

Man-spider

Init +4 **MV** 30'

AC 16 **HD** 2d8 **Act** ld20

AL C **Atk** Bite +3 melee (ld3 plus poison), Claws +3 (ld4)

SP Poison, Wall Climb, Thick Skinned, Spider Eyes

SV Fort +5, Ref +3, Will+ 1

These anthropomorphic man-spiders are hideous abominations. Scholars and sages believe that they were worshippers who failed or angered the Spider Goddess and have been transformed into these vile creatures.

A man-spider is able to climb any wall that isn't slick and/or sheer at a rate of 10' /rnd. Their keen eyes allow them to see 120' in low light, but are extremely sensitive to the sun, suffering -1 to attacks in bright light. The venom of a man-spider causes a victim to become sluggish. A bit victim must succeed at a DC 14 Fort save or have their movement reduced by 10'/rnd and also suffer -2 to all Dexterity-based checks (including Reflex saves). This effect lasts for 1d4 rounds. A man-spider gets one bite attack or two claw attacks per round.

Room I-I: The ground squishes underfoot as the webs bow slightly under your weight. This circular room is enclosed. At the far end of the room is a gorgeous mirror outlined in a silver frame. There are torch brackets on each side of the mirror. The torches give off a green heatless flame. You do not notice any other exits in this room.

The only way to exit this room is to either go back the way they came or for a character to look in the mirror.

When a character looks directly into the mirror they see their reflection momentarily before it vanishes and is replaced with the visage of the old hag. The character is unable to look away (no save) and watch in horror as the old hag's arms extend out of the mirror, her hands transforming into large spider legs. The character must make a DC 14 Reflex save to avoid being touched. If the character fails, the hag's fingers burrow into their flesh. Onlookers will see the character convulse for a moment and then go still ... then they will hear, "I have tasted this one's mind... and it is weak." The character will turn around to face the group to reveal that their

Tears of Reality Table

Roll Id10	Result
1	1d3 insect swarms (spiders) manifest. Prepare for combat.
2	1 giant spider manifests. Prepare for combat.
3	1 man-spider manifests. Prepare for combat.
4	Foul-smelling ichor drips from the opening, filling the tunnel with noxious gas. All in the tunnel must succeed at a DC 14 Fort save or choke and be unable to act for 3d6 rounds (can cause suffocation).
5	A massive spider-like being hovers before the opening. All targets that see the creature must succeed a DC 16 Will save or suffer -1 Personality (permanently).
6	Looking into the chaos results in gaining a corruption (no save). 1-3) Minor Corruption; 4) Major Corruption; 5) Greater Corruption.
7	For the next hour, whenever a character attempts to speak, spider webs flow from their mouth like drool.
8	A flash of energy envelopes the group. Make a Luck roll- those that succeed gain spider eyes (see 120' in low-light, but suffer -1 to attack in bright light). Those that fail develop cataracts (reducing their vision by 50%). This effect lasts for 24 hours after the affected have left the realm.
9	The target with the lowest Luck score must make a Luck save or be consumed by the energies of the nether, vanishing instantly.
10	2d4 giant spider legs manifest out of the nether and attempt to impale those in the tunnel. Each leg gains +5 to attack and does 1d8 damage.

face has become half man and half spider. The possessed character will launch themselves at the closest companion (use character's stats, but add the poison effect from man-spider, pg 337).

The possessed character can be freed several ways: a cleric can cast Bless (DCC, pg 255) or Protection From Evil (DCC, pg 265), or beseech a god for Divine Aid (DCC, pg 31). Aside from those options a possessed character can only be freed if they are dropped to zero HP and then survive the Recovering the Body (DCC, pg 93). Once the character is free of possession they must roll 1d30 on table 8-1: Contamination From Demonic Possession (pg 274) to see how they have been altered as a result of the hag's presence. The mirror shatters when the possessed companion is knocked unconscious or freed from possession, revealing a hidden passageway out of the room.

If the character succeeds at their Reflex save, a shriek fills the room and the mirror shatters as a man-spider bursts through. There is a flash as a spell-like effect takes place and three copies of the man-spider appear (treat this as if the man-spider successfully cast Mirror Image with a spell result of 16-19 (DCC, pg 183)).

Room 1-2: The ground squishes underfoot as the webs bow slightly under your weight. There is an entryway on the opposite end of the room that is covered in thick webs; two humanoid shapes are entangled in these webs.

On the ceiling of this room are two bloat spiders. They will move stealthily down from the ceiling and attempt to attack a target each.

Bloat Spider

Init	always first	**MV**	30'		
AC	12	**HD**	ld8	**Act**	ld20
AL	N	**Atk**	Bite +3 melee (ld3 plus poison plus eggs)		
SP	Poison, Eggs, Wall Climb, Webs, Spider Eyes				
SV	Fort +3, Ref +5, Will-1				

Bloat spiders are covered in a thick blue bumpy carapace with an overlarge black and purple abdomen. The bite of a bloat spider causes a target to fall asleep for 1d4 hours unless they succeed on a DC 10 Fort save. This duration is usually enough time for eggs that are transported along with the venom to gestate and hatch. After the first save the victim must succeed at a second DC 10 Fort save to fight off the tiny spider eggs that are floating in their bloodstream. If the victim fails the save, the eggs will hatch in ld3 hours, causing horrible pain as tiny spiders burst from their various orifices (treat as insect swarm, DCC, pg 419). The afflicted suffers 2d6 damage (this can kill them). If they fall unconscious from this damage there is no recovering the body (DCC, pg 93). They are dead.

Both of the humanoids are, in fact, human and willing to accompany the group in the hopes of getting out of this nightmare alive. One of the victims has eggs trapped within them and they will hatch in one hour. Treat both as level zero characters.

Room 1-3: The ground squishes underfoot as the webs bow slightly under your weight. The first person stepping into the room must succeed a DC 12 Reflex save or fall through the spider webs. The target receives a second DC 14 Reflex save to avoid falling into the nether and disappearing forever. Comrades may also attempt a DC 15 Reflex save to catch their friend.

The tear in the floor causes the chaos of the nether to be present. Consult table 1-1: Tears in Reality (pg 337) to see what occurs here.

There are seven mummified corpses in this room. Searching through the bodies will reveal 2 healing potions (ld6+ 1 HP), a silver dagger, 2 unused torches, a flask of oil, flint and steel, and 5 gold, 6 silver, and 20 copper. There is also a set of chainmail on one of the bodies. Attempting to take this off will upset an insect swarm of spiders (DCC, pg 419).

Room 1-4: The ground squishes underfoot as the webs bow slightly under your weight. The room is filled with thick cobwebs that stretch from ceiling to floor, causing vision to be obscured and resulting in a -2 to all perception type rolls. In the center of the room, on a dais made of cracked carapace is an ornate helmet that is made entirely of human teeth. The helmet is covered in cobwebs.

The first character in the room must succeed at a DC 12 Intelligence check (or Find Traps skill roll) or become caught by a web-snare trap. On the ceiling there are several throbbing spider abdomens that are spewing out the web snares. To get through the room the character(s) must succeed on three DC 12 Reflex saves. Failure results in becoming ensnared. A character can cut themselves free of the webbing and fall to the ground. Once ensnared a giant spider will appear in 1d3 rounds.

Helmet of Ravenous Teeth

This expertly crafted helmet is constructed completely of human teeth with a frame of leather and wire holding it together on the inside. When a character places the mask over their head, it immediately eats off the wearer's face (no save), causing blood to flow between the cracks of the teeth. The mask is now bonded to their musculature and can never be removed, save with a Remove Curse spell (DCC, pg 289). While wearing the mask, the character is immune to all mind-altering affects, but they also roll all Personality checks one step lower on the die ladder. When the character eats or drinks, the teeth part like a mouth, allowing them to take in nourishment. Should the character ever have the mask removed, all their flesh is gone, exposing tissue, muscle, and bone. The character suffers -2 to all Fortitude saves to resist infections, diseases, etc., and Personality checks are rolled two steps lower on the die ladder.

Room 1-5: The entrances to this room are both covered in thick cobwebs layered in dust.

Pulling the webs back reveal a thick and ancient wooden door. The wooden doors are covered in chains that are connected with a massive padlock.

The padlock can be opened with a successful DC 15 Pick Lock roll.

This room is cavernous and larger than any seen before. A faint light can be seen in the distance. The air is humid and hot. A humming and creaking noise echoes throughout the cavern. Moving towards the light shows a dilapidated old shack with a lopsided porch built on planks. The old hag is sitting in a rocking chair, rocking back and forth. A spider the size of a small dog is nestled in her lap, which she is petting softly.

The old hag will have a small discussion with the characters, but will demand to know why they have intruded on her peace. Where do they come from? What have they brought to offer the Spider Goddess?
Eventually she will get irritated at the intrusion and melt into black goo and meld into the porch. The house will shake and then transform into a massive wooden golem. It will rumble and roar and then attempt to squish the characters.

House Golem

Init	always last	**MV**	10'		
AC	4	**HD**	4d10+10	**Act**	ld20
AL	N	**Atk**	Smash +10 melee (2d10)		
SP	Construct, Resistance to Non-magical Weapons, Vulnerable to Fire				
SV	Fort NA, Ref -5, Will NA				

The house golem is an animated house or structure created by means of dark magic, oftentimes housing the mystic energies of a wizard. A house golem is a construct and thus immune to disease, poisons, and mind-altering effects. Weapons with a +1 bonus or higher do normal damage, but non-magical weapons only do half damage. Due to being made of old dry wood, a house golem suffers double damage from fire.

When the creature is destroyed they can hear the high pitched scream of the old hag amongst the clatter of the house crumbling down around itself (defeating this will have an effect on the final encounter- see Room 2-1, pg 342).

Should the group look through the remains of the house they will discover ld8 gold, ld24 silver, and 2d30 copper pieces, a ruby worth 10 gold, and a small cylindrical metal rod, roughly 7" in length and 3" in diameter. It is constructed of a black metal with a spider web pattern etched into it.

Rod of the Web

This rod starts with 2d3 charges to cast the Spider Web (DCC, pg 196) spell. When the rod is used treat the spell is if a 22-25 spell result was rolled. Once all charges are expended then the rod melts into a thick glob of webbing.

Room 1-6: The ground squishes underfoot as the webs bow slightly under your weight.

The first person stepping into the room must succeed a DC 12 Reflex save or fall through the spider webs. The target receives a second DC 14 Reflex save to avoid falling into the nether and disappearing forever. Comrades may also attempt a DC 15 Reflex save to catch their friend.

The tear in the floor causes the chaos of the nether to be present. Consult table 1-1: Tears in Reality (pg 337) to see what occurs here.

A decrepit, ancient statue rests in the middle of the room, surrounded by murky blackish water. The statue consists of the upper body of an obese human female and the lower body of a large spider. The female's head is pointed skyward, her back arched as though in the pleasure. From a distance, slight movement can be seen on the statue. Upon closer inspection the movement is revealed to be thousands of tiny spiders pouring from the statue's nipples; a trickle of blackish water oozing from the woman's open mouth, leading down to the pool below.

Should anyone be brave enough to drink the water, they must succeed a DC 14 Fort save.

Should the imbiber succeed, they suffer momentary pain as their arms explode in a shower of ichor and blood to be replaced by large spider legs. These legs do 2d4 damage and grant + 2 to all climbing checks. This effect lasts for ld3 hours before the carapace of the arms dries up, cracks, and falls off, revealing the imbiber's original arms. However, the character will have disgusting wiry hair on their arms forever.

Should the drinker fail their saving throw they become violently ill and suffer ld4 Stamina damage (temporary) and are unable to move for 1 hour.

This substance cannot be bottled and transforms into tiny biting spiders should anyone try.

Room 1-7: This large circular room is constructed like a stadium, leading down three tiers to a flat bottom. Indecent moans and sounds of pleasure echo throughout the room. You see three slabs of stone, about waist high, on the bottom level, each with a humanoid shape covered in thick webbing resting on top. The shapes are writhing and moving gently; the moans seem to be issuing from these three figures.

These figures do nothing to the approaching party; they simply exist in this state granted to them by the Spider Goddess. Cutting open the webbing reveals a dusty skeleton and several small scurrying spiders. The moment the webbing of one figure is cut open the sounds and movement of these beings cease. Suddenly spirits manifest, translucent and terrible. No matter how much damage is thrown at these beings, they cannot be killed unless the skeletons on the stone slabs are blessed or destroyed. A skeleton can be destroyed by dealing 4 points of damage to it.

Wrathful Spirit

Init +2 **MV** 30'
AC 12 **HD** NA **Act** ld20
AL C **Atk** Claw +0 (ld4+ 1 point of Stamina drain)
SP Un-dead traits (stamina drain upon touch)
SV Fort NA, Ref +3, Will +5

These creatures were once living worshippers of the Spider Goddess who have been granted a form of eternal ecstasy by their dark deity. When disturbed they become malevolent spirits that attack the living, destroying those who encroached in their reward. A target touched by a wrathful spirit must succeed a DC 12 Fortitude save or suffer a -1 to their Stamina permanently. The only way to kill a wrathful spirit is to destroy or consecrate their remains.

Room 1-8: This cavernous room has numerous 20' spider webs weaved in the shape of an hourglass funnel. Metallic-looking fist-sized beads are either falling up or down in the funnel. Closer inspection of these beads reveals that they are actually metallic spiders.

Slicing open any of these hourglass funnels causes a deluge of these metallic spiders. A target must succeed a DC 14 Reflex save to avoid becoming caught in the deluge. If a target fails the save, Roll ld4: Even) time forward- target ages 3d6 years; Odd) time backwards-

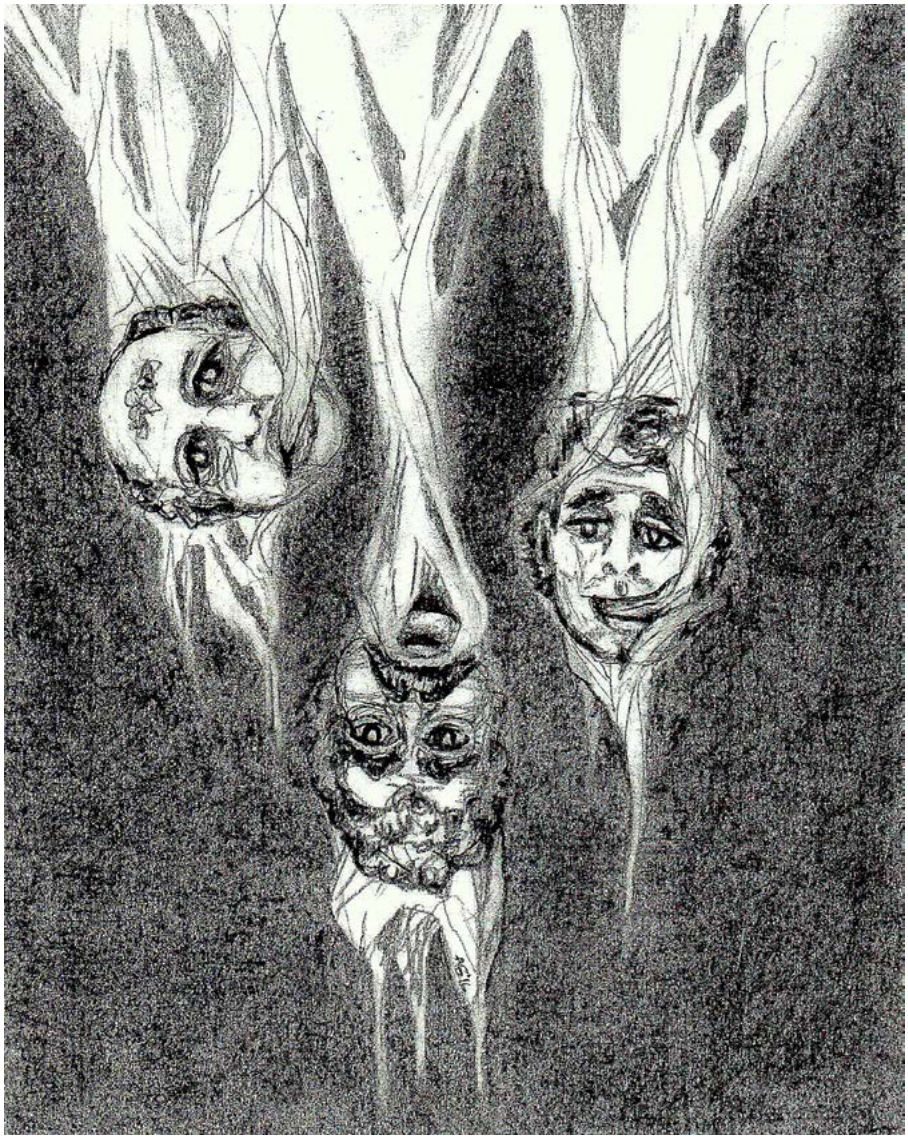
target de-ages 3d6 years. A brave person willing to suffer these effects can bottle up some of the spiders and use them on another target at a later date. The "time spiders" in the vial are diluted and thus only affect a target by 2d6 years rather than 3d6.

Standing in between two of the hourglass funnels is an ornate wooden door. The door has three doorknobs going horizontally across the middle of the door. Each knob is carved with intricately detailed face. The door is in the middle of an open area, not attached to any wall. Should a character walk up to the door to open it (or even just to examine), they attract the attention of the servants of the Spider Queen. These three disembodied human heads descend from the pitch black ceiling; webs spewing from their mouths. Their descent ceases once they get to eye level with the tallest member of the group. These heads roll oddly, like pinwheels.

These heads all resemble the carved faces of the doorknobs. The first head resembles doorknob 2, the second head resembles doorknob 3, the third head resembles doorknob 1. These three servants are chatter boxes and will want to talk to the characters at length about their adventures, etc. If pressed about the door, they will state that the knobs must be turned in a particular order, and failing to do so will result in dire consequences. The heads then state a riddle:

Head 3: "My knob is always turned first, except if there is another knob that needs to be turned before mine."

Head 1: "My knob is always turned first, and turned twice in a row."



Head 2: "No matter what these other two say, MY knob is always turned first. My knob is also turned a second time, and it's always last."

The correct sequence of turning the doorknobs is: 2, 1, 1, 3, 2.

If done correctly the door will open and reveal a rickety and brittle stone pedestal with a book covered in cobwebs. This book contains the spell *Patron Bond* (DCC, pg 148) to the *Spider Goddess* (pg 182) and her 1st level patron spell *Summon Spider* (pg 185).

Should the knobs be turned in the incorrect order, the door will open to the twisting nether and a set of giant spider legs will grab whoever turned the knobs and pull them through the door. That's it. There is no save or dodging, the character is dead. Sometimes bad things happen when you mess with cosmic beings...

Room 2-I: The Lair of the Old Hag: After the extra-dimensional reality gives way and falls apart a large spherical room with a diameter of 50' is revealed. The room is constructed of a mix of rickety wooden boards, brick, and thick webbing, blending and weaving together. In the middle of the room is a massive, disgusting spider egg sack that stretches 10' in diameter. The egg sack is suspended by four thick web strands which connect to smaller egg sack nodes (roughly 2' in diameter) in the room. The smaller egg sacks twitch and crackling noises can be heard.

Once the above description has been read (or summarized) the massive egg sack twitches and a hoarse voice fills the room, "You have interrupted my ascension! I will not allow you to thwart what I have strived for all my life! Kill them! Feast on their blood, my pretties!"

Coming from the other side of the massive egg sack is a giant jumping spider and a man-spider (see stats below).

Small Egg Sack Nodes: Each round roll ld4: on a 1 the egg sack releases a spider swarm (Insect Swarm, DCC pg 419). Each node has an AC of 10 and 10 HP. Once a node has been destroyed, it bursts in spray of green goo and the thick strand suspending the massive egg sack snaps. Once all 4 nodes are destroyed the massive egg sack falls to the ground (see the Old Hag below).

Spider (jumping), giant

Init always first **MV** 40'

AC 15 **HD** 2d6 **Act** ld20

AL N **Atk** Bite +3 melee (ld6 plus poison)

SP Poison, Wall Climb, Webs, Spider Eyes

SV Fort +4, Ref +6, Will +0

Spiders are the ultimate hunters of the insect world, and that holds true to their bigger kin that hunt bigger prey. Giant spiders can be found anywhere: in forests, caves, ruins, even in abandoned dwellings and sewers of the cities of Hubris.

Giant spiders are extremely agile and always go first in initiative unless a PC rolls a natural 20. They are able to climb any wall that isn't slick and/or sheer at a rate of 20'/rnd. Their keen eyes allow them to see 120' in low light, but are extremely sensitive to the sun, suffering -1 to attacks in bright light. Spiders rely on their stealth and ability to remain motionless to ensnare prey; giant spiders gain +5 to sneak silently and hide in shadows. A target must make a DC 15 Reflex save to avoid becoming ensnared in a spider web. Once ensnared a DC 18 Strength check must be made to break free.

Spider Poison

Spider Jumping Spider

Fort Save DC 12

Damage on Successful Save 1d3 Stamina (temporary)

Damage on Failed Save Muscle spasms (roll one step lower on the die ladder for all physical rolls) for one hour.

Recovery Normal healing

Man-spider

Init +4 **MV** 30'

AC 16 **HD** 2d8 **Act** ld20

AL C **Atk** Bite +3 melee (ld3 plus poison), Claws +3 (ld4)

SP Poison, Wall Climb, Thick Skinned, Spider Eyes

SV Fort +5, Ref +3, Will+ 1

These anthropomorphic man-spiders are hideous abominations. Scholars and sages believe that they were worshippers who failed or angered the Spider Goddess and have been transformed into these vile creatures.

A man-spider is able to climb any wall that isn't slick and/or sheer at a rate of 10' /rnd. Their keen eyes allow them to see 120' in low light, but are extremely sensitive to the sun, suffering -1 to attacks in bright light. The venom of a man-spider causes a victim to become sluggish. A bit victim must succeed a DC 14 Fort save or have their movement reduced by 10'/rnd and also suffer -2 to all Dexterity based checks (including Reflex saves). This effect lasts for 1d4 rounds. A man-spider gets one bite attack or two claw attacks per round.

The Old Hag

When all four nodes have been destroyed and the mas-

sive egg sack crashes to the ground, the thick webbing unravels and falls to the ground, revealing the upper body of the old woman, however her eyes are blood red, and she has thick mandibles coming out of her mouth, which has been torn from ear to ear. The torso of the old hag is connected to the head of a thick, hairy tarantula.

The Old Hag (Transformed)

Init +6 **MV** 60', Climb 60'

AC 18 **HD** 6d6+4 **Act** ld20

AL C **Atk** Bite +3 melee (ld6 plus poison), Claws +3 melee (ld3)

SP Poison, Wall Climb, Webs, Spider Eyes (+4 to Notice checks), Spellcasting +8

SV Fort +3, Ref +6, Will +4

The old hag will cast Summon Spider (pg 185) in the first round and then either bull rush or cast a spell at a caster that is evident or has cast a spell at her (knowing how dangerous magic is). The old hag will then focus on clerics and finally melee classes.

The old hag knows the following spells: Level 1- Magic Missile (DCC, pg 144), Magic Shield (DCC, pg 146), Summon Spider (pg 185); Level 2- Scorching Ray (DCC, pg 193), Spider Web (DCC, pg 196).

When the old hag dies, her corpse will utter a curse at the one that dealt the final death blow.

Curse of Skittishness

"In the grips of fear,
Shall you be,
For you are the one
Who has ended me.
Regret this, you will
Until an ogre do you kill."

The target of this curse suffers -2 to Luck and is in a constant state of anxiety and agitation. They twitch and constantly look over their shoulder. The target makes all saves to resist fear or surprise checks at a -2. This curse remains until the afflicted kills an ogre.

Once the old hag is dead a manifestation of the Spider Goddess appears before the characters. When the Spider Goddess appears, it can be in whatever form the Judge desires. Is she a giant spider? A human female joined at the torso with a spider body? A beautiful humanoid? A humanoid body with half a face of a beautiful woman and the other half is a horrid spider? Etc.

Regardless all male characters must make a DC 15 Will save or grovel at her feet, begging for pleasure, and pleading allegiance to her (clerics of Law receive +2 to this save).

The Spider Goddess will thank the group for removing this irksome tumor from her realm. She will not answer many questions, and becomes terse and bored if pressed.

For slaying the old hag, the Spider Goddess grants several boons.

- Each character is granted the boon of Luck (Permanently increase their Luck score by 1).
- She will let them live.
- She will deliver them from this realm, back to their native plane.
- Spiders will not harm them (unless the group attacks the spiders) for one lunar cycle.
- She presents them with a set of armor for a character to wear.

Chitin Armor of the Spider

This chitin armor is made from thousands of crushed spiders. There are eight long spider legs that come off the back, near the wearer's spinal cord. These legs wrap to the front, around the wearer's ribcage. The eight legs allow the wearer to climb walls as a spider at a speed of 20'/rnd. Additionally, when an attacker fumbles a melee attack against the wearer, the eight legs get a free attack (+4 atk, 1d6+4 damage). AC 4; check penalty -3; Fumble die 8.

Conclusion

The characters emerge from the dilapidated cabin of the old hag, back into the village (no time has passed for the villagers). Once the last character exits the structure, it collapses into a 6' deep sinkhole. The characters are free to continue on their merry way.

Appendix N
(AKA Yummy, Tasty Inspiration)

Books/Authors
Alice in Wonderland and Through the Looking Glass by Lewis Carroll
Conan the Barbarian, Kull, and Solomon Kane by Robert E. Howard
Goblins in the Castle by Bruce Coville
HP Lovecraft stories
Scary Stories to Tell in the Dark by Alvin Schwartz

Anime
Bleach (season 1)
Full Metal Alchemist
Inuyasha
Princess Mononoke
Record of the Lodoss War
Samurai 7
Trigun
Spirited Away

Comics
B.P.R.D.
Conan the Barbarian comics
Hellboy
Heavy Metal Magazine
Warlords of Mars

Movies
Army of Darkness
The Blob (1988)
Conan the Barbarian
Conan the Destroyer
The Dark Crystal
Evil Dead 1 & 2
Hellraiser 1 & 2
Invasion of the Body Snatchers (1978)
Labyrinth
Legend
Night of the Living Dead (1968)
Pan's Labyrinth
Princess Bride
Pumpkinhead
Scorpion King
Tetsuo Iron Man
John Carpenter's The Thing
13th Warrior
300

TV
Game of Thrones
Dr. Who
Pirates of Dark Water
Warehouse 13

Music
A Perfect Circle
Anthrax
Black Sabbath
Cannibal Corpse
Iron Maiden
KMFDM
Metallica
Ministry
Motorhead
NIN
Ozzy Osborn
Pantera
Rob Zombie
Slayer
TOOL
White Zombie

Songs
Burning Inside - Ministry
Pet - A Perfect Circle
Raining Blood - Slayer
Vicarious - Tool
War Pigs - Black Sabbath

Music Videos
Die by the Drop - Dead Weather
First of the Year (Equinox) - Skrillex
Lights - Interpol

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Elder Scrolls V: Skyrim
Final Fantasy VI
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Lunar: The Silver Star
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HUBRIS

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