

TALES OF THE GROTESQUE AND DUNGEONESQUE

VOLUME II: EXPERT GROTESQUES AND DUNGEONESQUES



A GOTHIC FANTASY COMPENDIUM FOR OLD-SCHOOL FANTASY ROLE-PLAYING GAMES

JACK W. SHEAR

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INTRODUCTION

“Fear? Your pardon, Messieurs, but the meaning of fear you do not know. No, I hold to my statement. You are soldiers, adventurers. You have known the charges of regiments of dragoons, the frenzy of wind-lashed seas. But fear, real hair-raising, horror-crawling fear, you have not known. I myself have known such fear; but until the legions of darkness swirl from hell's gate and the world flames to ruin, will never such fear again be known to men.”

– Robert E. Howard, *“Wolfshead”*

I realize now that this whole Gothic Fantasy thing started for me with issue #307 of the DC comic book *The House of Mystery*. You see, that issue was my entryway to both the Gothic and role-playing games.

The lead story in that particular issue was a continuation of an ongoing serial story called “I...Vampire!” which was essentially a Gothic soap-opera; imagine *Dark Shadows* with karate chops, battles against opium dealers and the KKK, and a love-hate relationship between good guy vamp Andrew Bennett and his lost love Mary (the Queen of Blood!), and you've got the gist of it. The images and themes I first saw in that issue stuck with me, undoubtedly leading me toward a life of horror movie watching and, later, the study of Gothic literature. The seeds of my graduate degree were likely sown with that one glorious pulp rag; who says comic books rot your brain?

That issue also had very fateful ad for an RPG called *Man, Myth, & Magic*. While I never did play that game, its promise of “A world filled with magic and sorcery, demons and monsters” piqued my curiosity, and when I saw an advertisement for something called *Dungeons & Dragons* a few issues later I knew I had to find that thing and give it a try. And thus, many warm summer days were spent indoors exploring imaginary crypts and slaying fictitious vampire lords.

I have a sneaking suspicion that those comics have even informed the way I run adventures as a Game Master. Being the Game Master is a lot like being the “horror host” of a creepy comic book from the 70s or 80s: you start things off with an introduction that sets the scene and you end things with a suitably gruesome description of where things have finished up at the close of the session. In between, you keep things rolling, keep the players interested in “flipping the page,” crack a lot of jokes, and make a lot of bad puns.

So here we are. This book is a continuation of the previous *Tales of the Grotesque and Dungeonesque* volume; beyond this point you will find a variety of rules hacks, new monsters and spells, random tables, and adventure sketches to add as much or as little Gothic atmosphere as you like to your fantasy role-playing games. Since the first *TotGaD* book was published, I've seen it adapted to the *Old School Hack* system, had a mix tape made in honor of Harrowfaust, heard of a group in Brazil that was fitting the setting to the *Dungeon Crawl Classics* RPG, and have received many wonderful compliments on the work I put into my humble supplement. I hope this volume proves to be just as inspirational!

Happy Gaming,
Jack W. Shear

OCCASIONAL HOUSE RULES FOR WORLD BETWEEN CAMPAIGNS

“He have done all this alone; all alone! From a ruin tomb in a forgotten land. What more may he not do when the greater world of thought is open to him? He that can smile at death, as we know him; who can flourish in the midst of diseases that kill off whole peoples. Oh! If such an one was to come from God, and not the Devil, what a force for good might he not be in this old world of ours!”

– Bram Stoker, Dracula

The Meek Shall Inherit – it's a bit odd that characters with high ability scores are doubly rewarded by getting all the usual bonuses and an XP bonus on top of that from their Prime Requisites. Sometimes it's fun to encourage sub-optimal characters by reversing the trajectory of the XP bonus award. (In fact, some players truly enjoy making a “loser” character not just survive, but thrive.) Use the following chart in place of the usual XP bonus percentage rules:

Your Prime Requisites are...	...so you get this percentage of bonus XP
3	+15%
4-5	+10%
6-8	+5

No bonus XP for high ability scores in your Prime Requisites. You've been rewarded enough in life by being born above average. No minimum ability scores requires for entry into any character class, either.

Rites and Rituals – since I tend to cap my games at 10th level for player-characters, higher level spells don't see use—which is a shame since many of them are actually pretty interesting. To put them back in play I rule that those higher-level spells can instead be cast as rituals (for arcane magic) or religious rites (for divine magic). Any caster of the appropriate class can cast a ritual or rite, but the casting takes as many hours equal to the spell's level and the caster must make a Saving Throw vs. Spells to successfully perform the ritual or rite. (If you've got some sort of “failed casting results” random table ready to go, you should definitely use it for a failed Saving Throw for a miscast ritual or rite!) Additionally, I sometimes require that the caster gather rare ingredients or spend money on appropriate material components for the casting. For spells that have an immediate effect, the caster binds the effect to an object and can then release the spell with a standard action. A character may only have one such “bound spell” of a given spell level.

Witches' Hexes – when a character is hexed for good or for ill by a witch, I simulate the effects of that magic by having the player roll twice for all of their character's actions. If they have been hexed for ill (such as by the evil eye) they must take the lower result of the two rolls. If they have been hexed for good (such as a witch's boon) they may take the higher of the two rolls. Reverse this for when low rolls are preferred, etc.

N00b/Hombre/Grognard – this is a fun rule for games that are going to be competitive or outright antagonist between the players, especially if you tell them ahead of time that the adventure is a one-shot meat-grinder and you want to see who will survive longest. When rolling-up their character, each player gets to title themselves a N00b, Hombre, or Grognard. A N00b gets to roll 4d6-drop-lowest for ability scores and their character gets maximum Hit Points + 1d4 extra Hit Points. Unfortunately, a N00b also must be mocked for such a cowardly, cautious choice. A Hombre gets to roll 3d6-arrange-to-taste for ability scores and gets to roll for Hit Points normally. No one should really bat an eye at this. Grognards rolls 3d6-in-order for ability scores and halve whatever they roll for starting Hit Points. Grognards get the grudging respect of everyone at the table for their devil-may-care attitude and if they survive the longest in the adventure they also get indisputable bragging rights.

Life's Thread Cut Short – in general, I don't like dickering about with negative Hit Points and the usual rules for death and dying. Instead, when a character reaches zero Hit Points (or less) their player has the privilege of rolling on the following table to determine their character's fate:

Life's Thread Cut Short Table

d20	Result
1-2	A Second Chance – the character is un-phased by a blow that would fell a lesser creature; they may act normally.
3-5	A Stunning Blow – the character is not killed, but is instead stunned (may take no actions) for 1d4 rounds.
6-10	A Felling Blow – the character is knocked unconscious and must make a successful Saving Throw vs. Death or die every turn until they receive doctoring or magical healing.
11	A Crippling Blow – the character is knocked unconscious and additionally suffers a loss of 1d4 points of Strength, Constitution, or Dexterity (determine which randomly).
12	A Blow to the Head – the character is knocked unconscious and additionally suffers a loss of 1d4 points of Intelligence, Wisdom, or Charisma (determine which randomly).
13-14	A Death-defying Stand! – the character has been mortally wounded and will die in 1d10 rounds unless medical aid or magical healing is obtained. Until that time the character may act normally as they grit their teeth and fight on through the pain.
15-18	The Reaper's Scythe Falls – the character dies. <i>Raise Dead</i> or similar is their only hope now.
19-20	Horrific Demise! – the character is dispatched in a truly gruesome, stomach-churning manner. It's going to take a <i>Resurrection</i> spell to bring them back from beyond the veil. All allies who witness this atrocity must make an immediate Saving Throw vs. Horror.

A Bequest to My Heir – if a player's current character dies, they may nominate their next character to be the heir of the deceased character's fortune. This is particularly appropriate for Gothic Fantasy games because Gothic literature is filthy with strange, unexpected windfall fortunes. The heir receives a starting bonus determined by whatever money, land, or material wealth the deceased character had amassed; the total gold piece value of these items can be taken as any combination of gold or XP by the heir. (Thus, if an heir is left 12,000 gp worth of treasure, coin, and property, it could be taken as 6,000 gp and 6,000 XP or any other combination thereof.) If the surviving members of the party managed to salvage the deceased character's magic items, these are now the property of the heir as well. (Anyone keeping such an item for themselves risks the foulest kind of curse.)



When in Doubt, Just Use Bears – so, the characters go somewhere you haven't yet prepared and you describe some cool, weird-ass monster that you don't actually have stats for: *"At the bottom of the Bone Pit of the Succulent Orb a vast form rises from the sinkhole; its reptilian body glistens with antediluvian slime and its pteroid jaw opens, revealing rows of serrated fangs in what appears to be a most unholy welcome."* In situations like these, I just use the stats for a bear and no one is the wiser. Re-skin appearance, methods of attack, and add special abilities on the fly if you absolutely must...but when in doubt, just use bears.

That ranger guy from that Tolkien book can heal people, why can't my ranger do that? – feel free to substitute the paladin's healing powers for the ranger's spell progression, if you want.

Ectoplasmic – I tend to either be a bit stingy with magic weapons (or I just plain forget to include them in loot piles), so one house rule I use for “spectral” monsters such as ghosts, groaning spirits, poltergeists, *et al*, is that they aren't fully ethereal—and thus aren't only harmed by magical weapons. Instead, my spectral monsters are “ectoplasmic”; they possess a form made-up of an uncanny substance that is the raw physical manifestation of spiritual essence. An ectoplasmic creature takes only half damage from physical attacks, but takes full damage from magical attacks. I use a similar ruling for creatures such as demons, devils, corporeal undead, and any other creature that is usually only damaged by enchanted weapons.

SUGGESTIONS FOR GOTHIC CHARACTER ARCHETYPES

“The passions are the seeds of vices as well as of virtues, from which either may spring, accordingly as they are nurtured.”

– Ann Radcliffe, *The Mysteries of Udolpho*

The first step in most character generating processes is to envision the kind of character you would like to play. Of course, this can be a bit of a challenge for players who aren't intimately familiar with the stock characters and archetypal protagonists that populate the pages of Gothic literature. The purpose of this section is to provide brief descriptions of character types common to the Gothic mode; these descriptions are meant as starting points for players who may not have time to digest the depth and breath of Gothic literature before play begins. Nevertheless, please consider these model archetypes as points of departure or as the raw material for your own imagination—feel free to customize these archetypes as you wish for your own characters and do not feel constrained to slavishly imitate the conventions of Gothic literature!

Beguiling Enchanter – You are a seductive hedonist with the power to bend others to your will. Some characters in Gothic literature possess the uncanny ability to fascinate others and control their thoughts and actions through the power of suggestion. Female enchantresses are generally of the *femme fatale* type; they leverage supernatural power and feminine wiles to leave men powerless against their agendas. In contrast, male enchanters tend to be far more domineering; they control others through a combination of personal magnetism and fear. In both cases, a Beguiling Enchanter's most fantastic powers tend to come from an otherworldly source such as the inherited powers of an unnatural bloodline, inner mesmerism, or the study of the occult sciences of mental domination.

Suggested character classes: magic-user, illusionist

Literary examples: Dionea in Vernon Lee's “Dionea,” Lucas in Dion Fortune's *The Demon Lover*.

Cunning Bandit – You are a condemned criminal who skirts the line between loyalty and selfishness. Faceless bandits are the *de rigueur* threats that lurk in the forests and mountain passes of Gothic literature, but the Cunning Bandit is a different breed. Rather than being a mere footpad or thug, a Cunning Bandit is an artist of the criminal underworld. Such a character might be a cruel thief who pits his skill and devious mind against the laws of polite society or a dashing rogue forced into a life of crime by circumstances beyond their control. In any event, a Cunning Bandit always lives in fear of discovery; since a trip to the gallows pole waits the captured criminal, most Cunning Bandits either take shelter within the underworld of thieves and assassins or make their lairs far from the reach of civilized justice.

Suggested character classes: thief, ranger, fighter

Literary examples: Montoni in Ann Radcliffe's *The Mysteries of Udolpho*, Jack Sheppard in William Ainsworth Harrison's *Jack Sheppard*.

Dispossessed Noble – You are the forgotten or usurped heir of a noble house. The trajectory of many Gothic tales follows the path of the rags-to-riches story, but with a twist: instead of later success being the reward for virtuous living, such characters are usually noblemen and noblewomen who are ultimately restored to their proper station. This restoration is rarely a surprise in Gothic literature; a Dispossessed Noble's aristocratic virtues (honor, kindness, and sensibility) are always already obvious and are intimately connected to the fact of their rank and class. The life of a Dispossessed Noble is one of striving to return to their place at the top of the social hierarchy; such a life inevitably entails discovering the betrayer who caused their disinheritance and bringing them to a fitting end.

Suggested character classes: fighter, paladin

Literary examples: Theodore in Horace Walpole's *The Castle of Otranto*, Ellena in Ann Radcliffe's *The Italian*.

Expert Investigator – You are a delver into secrets best left undisturbed. Expert Investigators are often highly-educated professionals who leverage their knowledge and insights against the world's murkiest mysteries. Proficient in the arts of research, observation, and inference, Expert Investigators rely on their intellects and powers of perception to penetrate the foul enigmas that embroil them. However, the Expert Investigator's natural intellectual curiosity is frequently their downfall; indeed, the quest for knowledge and the drive to understand the unutterable has driven many an Expert Investigator into the waiting arms of an insane asylum.

Suggested character classes: thief, magic-user, illusionist

Literary examples: Sherlock Holmes in Arthur Conan Doyle's *The Hound of the Baskervilles*, Henry Armitage in H. P. Lovecraft's "The Dunwich Horror."

Faustian Bargainer – You are a diabolic sorcerer who trades portions of your soul for earthly power. Absolute power, we're told, is absolutely corrupting—but for the Faustian Bargainer it is the path to power that is fraught with corruption. Some Faustian Bargainers deal with devils for a greater cause, such as being reunited with a lost love, but others are simply hungry for the magical power that trafficking with the infernal world can grant. Faustian Bargainers tend to be cunning, charismatic, and ready to assert their will over horrific, otherworldly beings. However, Faustian Bargainers also tend to be frivolous with their power and their flippant attitude towards their immortal souls often damns them to an eternity of fiery torment.

Suggested character classes: magic-user, warlock, cleric

Literary examples: Manfred in Lord Byron's *Manfred*, Ambrosio in Matthew Gregory Lewis's *The Monk*.

Haunted Necromancer – You are a dabbler in the occult who crosses the boundary between life and death. Contrary to the high fantasy notion of necromancers being skull-clad wizards who conjure up armies of the undead, the Haunted Necromancer found in Gothic literature tends to be a much more subtle form of spell-caster. A Haunted Necromancer might be a spiritualist who conjures the ghosts of the dearly departed during drawing room seances, an occultist who seeks to explore the line between life and death, or a foul sorcerer who has transgressed against the divine order by returning from the grave to pursue their unholy studies. Of course, the nature of their power often make Haunted Necromancers disquieting to be around; at best they have an air of the spectral about them, at worst the morbid atmosphere of the grave clings to them like a personal miasma.

Suggested character classes: magic-user, cleric

Literary examples: Volkert in Ludwig Flammenberg's *The Necromancer*, the Carnby brothers in Clark Ashton Smith's "The Return of the Sorcerer."

Intrepid Explorer – You are a restless expeditioneer driven to seek out untold lands and savage circumstances. Some Gothic tales eschew the horrors of the home front to instead detail the terrors that lurk in the world's unmapped corners. An Intrepid Explorer seeks out those strange and distant locales to conquer them in the name of civilization. Some Intrepid Explorers are motivated by what Rudyard Kipling called "The White Man's Burden," a belief that it was the duty of Europeans to spread their enlightened culture and way of life to the "dark places" of the earth. Others might wish merely to put their names on the map by locating a fabled tomb, a lost treasure, or an unknown tribe. All Intrepid Explorers wish for lasting glory, and hubris is often their downfall.

Suggested character classes: fighter, ranger

Literary examples: Quincey Morris in Bram Stoker's *Dracula*, Leo and Holly in H. Rider Haggard's *She*.

Knight Errant – You are a devoted champion tormented by fleshly desires. Knights Errant are characters who travel to fulfill a lofty quest. The quest is sometimes divinely-ordained; many Knights Errant are inspired to take up the questing life by dream-visions or holy visitations. Nevertheless, despite the often spiritual nature of their quests, Knights Errant are unusually prone to sexual temptation. For example, a Knight Errant charged by a pious monk to seek out and restore a usurped prince to the throne may find himself side-tracked by a beautiful daughter belonging to the house of the usurper. Generally, Knights Errant are recalled to their purpose by a higher power or die with the object of their quest left unfulfilled.

Suggested character classes: fighter, paladin

Literary examples: Frederick in Horace Walpole's *The Castle of Otranto*, the nameless knight in Edgar Allan Poe's "El Dorado."

Monster Slayer – You are a stalker of evil willing to sacrifice your life to rid the world of abominations. Monster Slayers come in two distinct variations in Gothic tales. The first type faces the supernatural evils that haunt the world head-on; these Monster Slayers, much like the mighty woodsmen of fairy tales from which they are descended, fight with brute force and martial prowess. The second type uses all the powers of the mind in the battle against unholy creatures; these Monster Slayers fight with their wits and often outfox their opponents with the latest scientific advances, cunning traps, and superior tactical acumen. However, it should be noted that the path of the Monster Slayer is an unusually lonely one—few Monster Slayers are afforded the luxury of family life and many go to their graves in defense of humanity.

Suggested character classes: fighter, ranger, paladin

Literary examples: Abraham van Helsing in Bram Stoker's *Dracula*, Grégoire and Mani in the film *Brotherhood of the Wolf*.

Pious Cleric – You are a servant of faith whose fervor is contested by grave doubts. Pious Clerics are rarely the protagonists in Gothic stories; rather, they often serve as support for the principle characters by giving wise counsel, reinforcing the beliefs of the righteous, and by helping the downtrodden escape from the clutches of the Inquisition. These characters tend to be monks, nuns, friars, and priests who aid the main actors in a tale and then slip away into the background. That said, there is no reason why a Pious Cleric couldn't be approached as a protagonist in their own right. Certainly, there is room for characters of faith to take center stage in exploring a world fraught with Gothic possibilities. Nevertheless, the prevalence of fallen or corrupted officers of the Church in Gothic literature perhaps gestures toward the major character fault that Pious Clerics possess: they are susceptible to having their faith horribly tested by earthly temptations (such as corrupting power, wealth, or sexuality) or by the fallibility of their own religious convictions.

Suggested character classes: cleric, paladin

Literary examples: Sister Olivia in Ann Radcliffe's *The Italian*, Father Karras in William Peter Blatty's *The Exorcist*.

Veiled Stranger – You are a mysterious agent pursuing an unknown agenda. In many ways, a Veiled Stranger is both the most rewarding and most difficult Gothic archetype to play. Veiled Strangers cultivate the Gothic's aura of the mysterious: they frequently travel under assumed names and invent their own histories. Often, the truth about a Veiled Stranger is left unsolved or unknown at a story's end. In terms of playing a Veiled Stranger, this means taking on a role that is essentially “no role” or at least a role that is constantly shifting and uncertain. Nevertheless, such a character can be quite enjoyable because Veiled Strangers are a bit like spies who adapt and discard identities as if they were nothing more than overcoats. Much like secret agents, all Veiled Strangers possess a goal or hidden scheme; this agenda might be benign (such as exposing a fraudulent prince as a parricide) or it might be malign (such as a burning desire for revenge).

Suggested character classes: thief, assassin, bard

Literary examples: Melmoth in Charles Maturin's *Melmoth the Wanderer*, Carwin in Charles Brockden Brown's *Wieland*, Montessor in Edgar Allan Poe's “The Cask of Amontillado.”

GOTHIC VIRTUES AND VICES

For those who like to have a sense of who their character is before play begins—as opposed to letting a character's personality emerge during play—the following list of virtues and vices might be helpful for defining your character's personality. Each virtue and vice is arranged in a binary pair that represents a possible tension within the character's psyche; divide 10 “points” between the virtue and vice of each pairing to determine the extent to which the character favors the virtue or the vice. For example, a particularly superstitious character might have Reason 3/Superstition 7 or a character torn between chastity and lust might have Faithfulness 5/Lasciviousness 5.

VIRTUES/VICES:

Reason/Superstition – does your character confront the supernatural with the light of reason or do they resort to the ancient ways of folk belief?

Reserve/Passion – does your character exercise control over their emotions or do they give their impassioned impulses free reign?

Restraint/Excess – when exposed to drink, gambling, and other vices, does your character place limits upon their conduct or do they indulge past the satiation of their urges?

Faithfulness/Lasciviousness – are your character's romantic entanglements limited to one beloved object of affection or is your character prodigious with their lusts?

Forgiveness/Vengeance – does your character pass over the many slights offered by the world or do they swear to exact revenge against those who wrong them?

Authority/Liberty – does your character respect the temporal and religious restrictions imposed by the civilized world or do they value their personal freedom of action above all else?

Lawfulness/Criminality – does your character follow the laws of the land or are they inextricably pulled toward the underworld?

Piety/Worldliness – is your character's worldview colored by the hues of spiritual belief or are they instead drawn to the worldly glitter of wealth?

Valor/Fearfulness – does your character confront the world's darkness with bravery or do they cower in the face of danger?

Mercy/Cruelty – does your character temper their conduct with mercy for the weak and defeated or do they exult in the agony of others?

LANGUAGES OF THE WORLD BETWEEN

“The language of excitement is at best picturesque merely. You must be calm before you can utter oracles.”

– Henry David Thoreau

“Language is wine upon the lips.”

– Virginia Woolf

“Language is a virus.”

– William S. Burroughs

Tradespeak (also known as the Common Tongue) – most denizens of the World Between can speak this language, but in the far reaches local languages might hold sway.

Caligarian – guttural and harsh sounding; anyone who knows this language can also understand Ulverlandian and Faustian. Anyone who knows this language may use it to converse with giants. The literature associated with this language is mostly long-form realism.

Faustian – guttural, but charming; anyone who knows this language can also understand Caligarian and Ulverlandian. Anyone who knows this language may use it to converse with giants. Many old folkloric texts are recorded in this language.

Reaverspeech – poetic, but brutal. This is also the main language spoken in the Scavenger Lands and is understood by hobgoblins, bugbears, and trolls. It has many levels of social class-based politeness.

Ghaelian – a language common to sailors and pirates. It is the dominant language of the Ghael Isles and the Islands of Unparalleled Liberty. Many songs are written in this language.

The Jade Tongue – unlike any language of the World Between; requires years of mastery for any non-native speaker. It can be used to converse with snake-men and lizardmen.

Principalian – florid and emotive; anyone who knows this language can also understand Scarabaen, Midianese, and Relmeenosian. This is a popular language for composing revenge tragedies. It is also a popular language for operatic performances.

Midianese – violent bursts of percussive words; anyone who knows this language can also understand Principalian, Scarabaen, and Relmeenosian. Many picaresque novels are written in this tongue, as are popular ballads made famous by troubadors.

Relmeenosian – poetic, but angry-sounding; anyone who knows this language can also understand Principalian, Scarabaen, and Midianese. This is the language of ancient philosophy. This language is often used to compose drinking songs.

Scarabaen – the language of longing; anyone who knows this language can also understand Principalian, Midianese, and Relmeenosian. This is the language of courtly poetry.

Shaeen – flowery and lilting; anyone who knows this language can use it to converse with the fey. Many filthy limericks and tall-tales are written in this language.

Ulverlandian – always sounds condescending; anyone who knows this language can also understand Caligarian and Faustian. Anyone who knows this language may use it to converse with giants. This is the language of war poetry.

The Baroque Logos (also known as the Language of Law) – the liturgical language of most religious writings; it is also the language of ancient scholars. Clerical scrolls are usually written in this language. All clerics, monks, and paladins gain this language for free. Texts written in this tongue tend to be complex and full of obscure allusions.

The Vermillion Scrawl (also known as the Language of Chaos or the Vile Tongue) – the language of arcane magic; it can be used to converse with demons and devils. Grimoires are usually written in this language. All magic-users, illusionists, warlocks, bards, and rangers gain this language for free. Common folk believe that texts written in this tongue drive men mad, and that it is the secret language of seduction.

The Gray Letters (also known as the Language of Neutrality or the Language of Balance) – the language of druids; it can be used to converse with some otherworldly creatures and some of the stranger fey. All druids, bards, and rangers gain this language for free.

Phranatian Battle Tongue – the language that ancient texts of war strategy and tactics are written in; it includes a number of simple words and phrases still used by some generals to give directions to their troops. It also includes a number of written signs used by scouts to give warnings and updates to the armies that follow in their wake.

Vistroi – a colorful, passionate-sounding tongue; the language of the gypsy travelers. Anyone proficient with this language can also understand the verbal component of Sly Patter, but will miss its subtle hand signals and be unable to read its signs. Gypsy songs are always sung in this language because they believe that the mythic importance of their lyrics would be lost in translation.

Sly Patter – a tongue full of slang and clever allusions; the Sly Patter is a thieves' cant and is mostly used among denizens of the underworld. However, lower-class urban dwellers may be familiar with it. Each organized thieves' guild will have its own dialect of the Sly Patter, but they are generally close enough to be compatible. Aside from a verbal language, it also includes a system of hand signals to convey meaning and a lexicon of simple signs that can be left as warnings or markers for other thieves. All thieves begin with this language. Assassins are often proficient in this language as well.

KNIGHTLY ORDERS OF THE WORLD BETWEEN



Knights of the White Raven – this ancient order of knights operates out of the Temple of White Ravens in Scarabae. Though this order's origins are lost to history, legend has it that they were founded by knights who embarked on a doomed crusade to the region now known as the Ruinous Scar. Knights of the White Raven are expected to be devotees of the Lady of the White Way, to protect the innocent, and especially to make continual war against those who serve the Demon Lords of the World Below. However, rumors circulate that the inner circle of the Knights of the White Raven have abandoned their traditional faith and may in fact be secret worshipers of the Vile Lords. There is also a great deal of distrust between the Knights of the White Raven and the regime of Liza VI; the White Raven order possesses a great deal of land and capital, and this threatens the absolute power of the monarch over her sovereign domain.

Knights of the Golden Rays – the Knights of the Golden Rays are one of the newest knightly orders to be founded in the World Between. The Golden Rays order is sworn to do the bidding of Liza VI of Scarabae; they are charged with rooting out insurrection and putting any traitors to the crown to a swift justice. The membership of this order is drawn from young noblemen and noblewomen who display true nationalistic and patriotic fervor, as well as an unswerving devotion to the Sun Queen. Nevertheless, the Knights of the Golden Rays have already attained a reputation for their carousing; when not fulfilling their duties to the queen, they live lives of idle excess and dandyism.



Knights of the Solemn Order – the Knights of the Solemn Order are the third largest, but most independent, of the knightly institutions in Scarabae. Though the Knights of the Solemn Order are centrally organized in Scarabae, theirs is an order of questing knights whose oaths take them far from home. Indeed, it is the sworn goal of every Knight of the Solemn Order to seek the grail once held by an earthly avatar of the Lady of the White way. Knights of the Solemn Order set out in small bands, or sometimes singly, to seek out rumors as to the location of this holy relic.

Knights of the Silent Wisteria – this unusual knightly order was formed at the behest of Farlo Rhem, a merchant prince of the Iron Principalities. The Knights of the Silent Wisteria are charged with the duty of protecting the trade caravans that travel to and from Rhem's open-air markets and bazaars. Of particular interest to Rhem is that the opium shipments that come from the Scavenger Lands remain undisturbed by bandit raids. Membership in the Knights of the Silent Wisteria requires worship of the goddess Astariax, patron goddess of mercantile prosperity.

Knights of the Crab Clan – also known as the “Ghost Eaters,” the Knights of the Crab Clan are an order of sacred warriors from the Island of Jade Mysteries who are charged with putting unquiet spirits to their final rest. Membership in this order requires following a strict regime of bodily and spiritual exercise; it is said that these exercises give the knights of this order the ability to literally consume restless spirits. The exploits of these knights are well known in the Island of Jade Mysteries; indeed, none of that land can refuse them safe harbor or a night's accommodations by tradition.

OTHER ORGANIZATIONS OF THE WORLD BETWEEN



“The thieves have bound the true men. Now could thou and I rob the thieves and go merrily to London, it would be argument for a week, laughter for a month and a good jest for ever.”

– William Shakespeare, Henry IV

Brotherhood of the Yew – the Brotherhood of the Yew is a secret society in Caligari that is devoted to freeing the land from the rule of vampires and penanggalans. The organization's membership is wide; it includes common folk such as barkeeps and inn proprietors who help to gather information, members of Caligari's universities who perform valuable research on how to combat the forces of undeath, and warrior priests and rangers who lead the actual assaults against the unquiet spirits who currently control the nation.

Guild of the Red Hand – this guild of assassins operates out of the Iron Principalities. Little is known about the internal organization of this guild of murderers, but it is known that once an assassin of this guild is set upon a target they will stop at nothing to eliminate their mark. The Guild of the Red Hand is particularly brazen about their activities; they leave a red hand-print behind at the scene of their crimes.

Thrice-Damned Brotherhood – the Thrice-Damned Brotherhood is a strange order of monks who live within a mountain fortress in Scarabae. To gain admittance to this order, a person must suffer from three magical curses at the same time; according to legend, those who join this order are freed from any curses that plague them as well as being made immune to the effects of further curses. The mission of the Thrice-Damned Brotherhood is to seek out cursed magical items, which they then transport to their mountain fortress to keep out of the hands of mortals who would suffer the consequence of their use.

Druids of the Twisted Oak – the Druids of the Twisted Oak are a coterie of spiritual eco-terrorists who live deep within the wild-lands of the Shae Isles. Their avowed goal is to rid the Isles of men who exploit nature instead of living in harmony with it. To that end, they have mastered the rituals that summon the dreaded fey Wild Hunt, which they have been known to set upon logging operations and mining encampments.

Old Graham's Gang – Old Graham's Gang is an informal thieves guild that operates in the cities and towns of Ulverland. The Gang is most noteworthy because of its membership: the rank and file are all children. Once a member of the Gang reaches their seventeenth year, they mysteriously disappear and are never heard from again. The gang is lead by a semi-mythical figure known as Old Graham; few have seen him, but those who have claim that he is an impossibly elderly man who seems supernaturally dextrous despite his gnarled and withered limbs and perpetually stooped posture.

Acolytes of the Arboreal Guard – the Arboreal Guard is a group of mystic yetis who patrol the forests of Caligari. The Acolytes of the Arboreal Guard are a group of druids and foresters who act as liaisons between the much-misunderstood yetis and the people who inhabit the villages near the woods that the yetis protect. Rumor has it that the yetis induct their Acolytes into strange spiritual rites that allow them to see beyond the borders of space and time.

Crystalline Order of Admixers – though they were once rooted in Ulverland, the Crystalline Order of Admixers was chased from its homeland by the magisters of the Orxham School of Wizardry. (They now reside in secluded guild halls on the Ghael Islands.) The Crystalline Order of Admixers is a secretive guild of alchemists; their stated goal is to discover the secret of eternal life. Folklore maintains that the members of the Admixers were exiled for unlawful experimentation on still-living men and women.

Guild of the Frayed Noose – the Guild of the Frayed Noose is an assassin's guild that views murder for pay as a sacrificial rite that appeases the many death gods of Mord-Stavian. Little is known about this mysterious guild, save for the fact that they are required by their faith to ingest hallucinogenic drugs before stalking their prey and offering their souls to their dark, bloodthirsty deities.

THE SEXUAL PECCADILLOES OF THE GODS

Asthaeton and **Astariax** are married, though oddly they are generally revered in different nations. (Asthaeton is primarily worshiped in Relmeenos and Astariax-worship is primarily found in the Iron Principalities.) Because of this relationship a temple devoted to one often houses at least a small shrine to the other somewhere on its property.

The thousand death gods of Mord-Stavian, such as the **Carrion Marquis**, the **Dismembered One**, and the **Flayed Maiden**, are all part of one incestuous family of gods that are bound together through a divine polygamous marriage. Outside of Mord-Stavian these gods are likely to be considered demons.

The divine **Father Sothack** gained dominion over the seas of the World Between by defeating the demonic **Mother Lothack** in combat; the echoing tumult of that battle is what causes the oceans to be in perpetual motion. They are now grudgingly married. Their children are all colossal sea monsters.

Garm-Gorak is the over-father of the Storm Sovereigns pantheon. The other gods of that religion sprang, fully-formed, from his massive, distended jaws. The gods of this pantheon are all chaste; none permit themselves the pleasures of divine carnality.

Junox and **Skaylex** are married; their children are the oozes and vile fungoid creatures that haunt the realms of men. These two deities are seldom worshiped; it is believed that they were formerly the reigning gods of the people who inhabited the region now known as the Ruinous Scar. In ancient times they may have had more than slime and fungi in their divine portfolios.

Papa Simett and **Mama Lazuul** are married; they have many children who are minor godlings, but the most powerful of their spawn is **Kumo-Thlis**—the One Who Slithers.

Merrihel is unmarried but is said to sexually consort with a number of male and female gods from a variety of pantheons and faiths. She seems to have a particular fondness for **Asthaeton** and **Thanalia**.

Thanalia is unmarried but is said to cavort with the **Gods of the Grapes** (who are all sleeping with each other and anything else that moves anyway) and creatures from the fey realms. She seems to be particular fond of nymphs, satyrs, dryads, and sirens. Her children are the harpies.

Narlathia uses her magic to enchant various male gods into being her sexual slaves for short periods of time, but she always abandons them and causes them great embarrassment.

Slithian Vor and **Matakhan** are married, though their marriage is fraught with vicious fighting. Interestingly, **Hakhan** hates Slithian Vor with all his infernal being. Both **Zzorch** and **Slurge** desire Slithian Vor, but she spurns their advances. Succubi and incubi are the children of Slithian Vor.

DANGEROUS SORCERY: ALTERNATE ARCANIC MAGIC RULES

For GMs who wish to make arcane spell-casting a more risky affair, the following rules will result in a game where sorcerous magic is always fraught with the possibility of things going horribly (or amusingly) wrong. To cast a spell, the character must make a successful Saving Throw vs. Spells to see if they have properly marshaled and controlled the forces of magical power. This Saving Throw gains a bonus or penalty based on the level of the spell-caster and the level of the spell being cast; simply subtract the level of the spell being attempted from the spell-caster's level to find the applicable bonus. This Saving Throw is further modified by the character's ability score bonus or penalty for whichever ability score governs their spell-casting ability. For example, a 5th level magic-user with an Intelligence of 16 attempting to cast a 3rd level spell would get a +4 bonus to their Saving Throw (+2 for level, +2 for Int bonus).

If the spell-caster fails their Saving Throw, the eldritch energy required to fuel the spell fails to materialize (and thus the spell does nothing), but the caster retains the spell's formula and may attempt to cast it again on a subsequent round. However, if the player rolls a 1 for this Saving Throw their character has lost control of the magic they were attempting to harness and must then roll on the Magical Mishap table found below.

A character may also attempt to cast a spell from a scroll or grimoire that is higher than the level of spells they are able to memorize. For example, a 3rd level magic-user attempting to cast a 5th level spell from a scroll would take a -2 penalty to their Saving Throw. Any failed Saving Throw during an attempt to cast a spell of a higher level than the character can normally use results in a roll on the Magical Mishap table.

Instructions for the Magical Mishap Table: roll d66 (roll one d6 for the “tens” place and one d6 for the “ones” place and consult the following table to determine exactly how the spell goes awry. Of course, a GM may wish to use these results merely as suggestions to be riffed off of if they prefer to tailor the results to their particular campaign.

Magical Mishap Table (d66)

11-16	Formulaic Dissipation – as the arcane energy required to power the spell gathers, the caster momentarily loses control of the mental formula that gives the spell its shape. The spell fails to have any effect and counts as an expended spell that must be re-memorized by the caster.
21	Witchlight – the errant magic culminates in a burst of unnaturally-colored light. All creatures, including the caster, within 30' must make a Saving Throw vs. Spells or be blinded for 1d4 rounds.
22	Internal Rupture – the errant magic attacks the caster's body from within, rupturing internal blood vessels. The caster takes 1d4 points of damage per round until they make a successful Saving Throw vs. Spells.

23	Cold Transmogrification – the wild magic of the miscast spell transforms the caster to an immobile stone statue.
24	Mental Maelstrom – the caster's mind becomes a confusion of words, images, and esoteric formulas. Roll a d6: on a roll of 1-3 the caster suffer the effects of <i>Confusion</i> for 1d4 rounds; on a roll of 4-6 the caster suffers the effects of <i>Feeblemind</i> for 1d4 rounds.
25	Fire and Brimstone – flame erupts in a 60' radius centered on the caster; all within that area take 1d4 points of damage and the area gains all the properties created by a <i>Stinking Cloud</i> spell.
26	Opening the Way – the failed spell rends the barrier between the planes, resulting in the summoning of a demon. The level of the failed spell determines the abilities and type of monster called forth from beyond; the effects of this miscast are equal to a <i>Summon Monster</i> spell of the same level as the spell that has gone awry. Any monster summoned by this spell is automatically hostile to all present, especially the caster.
31	Chaotic Corruption I – magical energy twists the caster's body in strange and unnerving ways. The caster obtains a random mutation; have the player roll on whatever random mutation chart suits your whims.
32	Chaotic Corruption II – 1d4 randomly determined beings within the failed spell's range must roll on whatever random mutation chart suits your whims.
33	Arcanum Storm – the weather within a mile changes radically and without warning, even if the caster is indoors or deep underground. A violent storm may appear, or a sudden frost, or blinding rays of sunlight might fill the area. Fortean phenomena, such as a rain of toads, may also occur at the GM's discretion.
34	Swept Along by the Tide of Magic – a tornado of multi-hued wind picks-up the caster and deposits them in a random location. The caster is moved to a location (near or far) of the GM's choosing.
35	The Mind Flayed Open – the caster's mind is flooded with esoteric truths that are too much to bear; the casters loses 1d6 points of both Intelligence and Wisdom.
36	Dissolution of Form I – the caster's body dissolves into that of a green slime. The caster may take any actions available to a slime, but may not cast spells while in this form. The caster reforms into their original shape in 2d10 turns.

41	The Mirror of Fate – the failed spell opens a rift that allows a doppelganger of the caster to slip through from an alternate plane. This doppelganger has the same stats as the caster at the moment of summoning. The double immediately attacks the caster; they will take no action but to attempt to kill the caster. If the double kills the caster, the player may take over the doppelganger as their character; it possesses all of the abilities of the original character, but has a completely different personality.
42	Disgusting Demise – the caster is immediately killed as the magic unleashed by the failed spell tears their body apart, makes them explode in a cloud of gore, or turns their flesh inside-out. All who see this must make an Saving Throw vs. Horror.
43	Dissolution of Form II – the bodies of 1d6 nearby beings dissolve into green slimes. They may take any actions available to a slime, but may not cast spells while in this form. They reform into their original shapes in 2d10 turns.
44	Fearful Ululations – a horrific cosmic music fills the area; all within the effect must make a successful Saving Throw vs. Spells or be deafened for 3d8 rounds.
45	Dragged to the World Below – demonic hands erupt from the floor or ground to grab the caster and drag them down into the World Below. The caster is not dead; rather, they may be rescued if their companions are hale enough to brave a trip into the hellish underworld.
46	The Dead Walk – the cold wind of necromancy blows through the area accompanied by the stench of decay. The errant magic of failed spell summons the restless dead; 1d4 skeletons per level of the failed spell rise from the earth and attack all living beings who are present.
51	Eldritch Detonation – a blast of arcane energy harms all within 120' of the caster. Anyone within that range takes 1d6 points of damage per level of the failed spell; a successful Saving Throw results in half damage.
52	Primal Form – the failed spell has unleashed the primal elements of the cosmos. The caster's body becomes as that of a random elemental. The caster assumes their normal form in 1d6 rounds.
53	Primal Form II – 1d4 random creatures within the vicinity are transformed into a random elemental. They assume their normal forms in 1d6 rounds.
54	Animal Form I – the caster's body is transformed into that of a random animal. The caster assumes their normal form in 1d10 rounds.
55	Animal Form II – 1d6 random creatures within the vicinity are transformed into a random animal. They assume their normal forms in 1d10 rounds.

56	Nightmares Unbound – the errant magic unrestrained by the caster delves into the deepest recesses of the minds of all present, searching out their greatest fears and making them manifest. All within the spell's range are effected as if they had been subjected to a <i>Phantasmal Killer</i> spell.
61	Runes from Beyond – hideously glowing runes appear in the area around the caster. All within the spell's range are effected as if they had been subjected to a random <i>Symbol</i> effect.
62	Psychic Stun – the building power of magic becomes too much for the caster to comprehend; the caster is knocked unconscious for 1d4 rounds.
63	A Great Withering – all plant life within 200' immediately withers, blackens, and dies. All plant creatures within that range take 4d12 points of damage; a successful Saving Throw vs. Spells results in half damage.
64	A Great Souring – all food within 200' immediately rots, molds, sours, or otherwise becomes rancid and inedible.
65	A Foul Disenchanting – all magical items with 60' immediately lose their enchantment and all spell-casters lose the power to cast spells for a day.
66	A Wild Hex – a booming, spectral voice pronounces a dire malediction; all within the vicinity become subject to a <i>Bestow Curse</i> spell.

NEW MAGIC ITEMS

Implement of Casting – These items are among the most common enchanted items. They generally take the form of a wand, rod, staff, orb, or athame. If a magic-user, illusionist, or warlock casts a spell while wielding an Implement of Casting, they receive a +1, +2, or +3 bonus to the Saving Throw vs. Spells to successfully use magic—depending on the strength of the implement's enchantment. (These items are only of utility in games that are using the Dangerous Sorcery alternate magic rules.)

Ravenous Pelt of the Wolfen Mother – This magic item appears to be nothing more than the pelt of a normal wolf. However, once per day it may be cast upon the ground while the word of activation is uttered to transform the pelt into a dire wolf that will fight for the pelt's owner for 1d8 rounds before returning to its normal pelt form.

Bauble of Cautious Wizardry – When this glass bauble is crushed by a spell-caster, it allows them to alter the results of a miscast spell (they change the results on the Magical Mishap Table) by up +1 or -1 in any direction. Greater versions of this magical item are said to exist which give greater control (+/- 2 or 3) over the effects of a miscast spell.

WHIMS OF THE SUBLIME: ALTERNATE DIVINE MAGIC RULES

While divine magic is far more reliable than arcane magic, woe unto the clerics, druids, rangers, paladins, bards, *et al*, who offend their deities! If such a character has acted egregiously contrary to the tenets of their faith or their deity's purview, they must make a Saving Throw vs. Death every time they cast a spell. If the Saving Throw is successful, the spell takes effect as normal; if the Saving Throw is failed, they must roll on the following table to see what doom befalls them.

Divine Doom Table

d20	Result
1-10	<i>Repeat the Holy Words Once More</i> – The caster's spell does not take effect this round, but the spell will go off next round if they spend it continuing to utter the holy words of their invocation. If they choose not to continue their prayers in the next round the spell is lost.
11	<i>Suffer for Your God</i> – The caster's spell takes effect if they are willing to take 1d6 points of damage as an offering of repentance to their deity.
12	<i>Revel in My Fearful Glory</i> – The caster's spell is successful but they are stunned for 1d4 rounds as their mind is filled with an unthinkable divine glory.
13-15	<i>Your Lack of Faith is Disturbing</i> – The caster's spell is lost.
16	<i>Kneel Before My Glory</i> – The caster must immediately kneel and pray to their god for 1d4 rounds or lose the ability to cast spells until they venture to a temple, shrine, church, sacred grove, etc. to repent and pray for forgiveness.
17	<i>Smote by the Divine</i> – The caster takes 2d10 points of damage and loses the ability to cast spells until they venture to a temple, shrine, church, sacred grove, etc. to repent and pray for forgiveness.
18-19	<i>Your Lack of Faith is Offensive in Mine Eyes</i> – The caster's ability to cast spells is lost until they venture to a temple, shrine, church, sacred grove, etc. to repent and pray for forgiveness.
20	<i>Face My Judgment</i> – A divine emissary arrives from the caster's god; the caster must fight this holy champion. If they lose, they permanently lose all divine spell-casting. If they win, they are restored in status in the eyes of their deity.

Note: divine casters who receive their spells from nature deities or primal spirits get a bonus or penalty to their Saving Throw based on the current phase of the moon in the World Between:

1 – New Moon (-2 penalty), **2 – Waxing Crescent** (-1 penalty), **3 – First Quarter** (no bonus or penalty), **4 – Waxing Gibbous** (+1 bonus), **5 – Full Moon** (+2 bonus), **6 – Waning Gibbous** (+1 bonus), **7 – Third Quarter** (no bonus or penalty), **8 – Waning Crescent** (-1 penalty).

SPELLS FROM THE GRAY REACHES

When the Devil would have us to sin, he would have us to do the things which the forlorn Witches use to do. Perhaps there are few persons, ever allured by the Devil unto an Explicit Covenant with himself.

– Cotton Mather, On Witchcraft

Many are the spells found in obscure corners of the World Between. These are but a sampling of the magical oddities that characters in your games may encounter or learn in their adventurous travels!

Eye of Mana Evaluation

Level: Magic-user 3

Duration: Instantaneous

Range: 120'

This spell must be cast upon a fellow spell-caster, such as a cleric, druid, magic-user, illusionist, or warlock. The target of the spell must make a successful Saving Throw vs. Spells; if this Saving Throw is failed, the caster immediately gains knowledge of what spells the target currently has memorized or is capable of casting.

Visage of Bestial Savagery

Level: 3 Druid

Duration: 1 round/level

Range: 0

To cast this spell the druid must strip the face from a freshly slain beast. The spell is cast and the gory beast-face is transformed into a hardened mask that only the caster may wear. When wearing the mask the druid gains a +2 bonus to attack rolls, damage rolls, and Saving Throws. Additionally, the mask makes the caster immune to fear effects. The mask may be prepared ahead of time; the spells duration only begins when the mask is donned. At the end of the spell's duration the mask quickly rots away into nothingness.

Blood of the Xeno-Lords

Level: 2 Magic-user

Duration: 1 round/level

Range: 0

For the duration of this spell the caster's blood is replaced with an acidic liquid that burns when exposed to normal air. Anyone damaging the caster must make a successful Saving Throw vs. Wands or suffer 1d4 points of acid damage from the blood that spurts forth from the wound. A caster may wound themselves in order to make use of the acid's corrosive properties.

Spectral Promenade

Level: 6 Cleric

Duration: Instantaneous

Range: Touch

The victim of this spell must make a Saving Throw vs. Spells; a failed Saving Throw means that the victim is visited by the spectral apparitions of everyone they have ever killed. The following bonuses and penalties apply to the Saving Throw: +1 if victim is Chaotic, -1 if victim is Lawful, -1 – -3 depending on how many people the victim as killed, -3 if the victim has intentionally taken the life of a loved one. If the Saving Throw is failed, the victim immediately gains the Black Melancholia, Murderous Rages, and Prone to Nightmares madnesses. If the victim of this spell has never taken a life it has no effect.

Unction of the Eternally Peaceful Grave

Level: 7 Cleric

Duration: Permanent

Range: 5'

When this ritual is performed over a properly interred corpse—whether buried or sealed in a vault—it insures that the body will not arise as an undead creature, nor can it be raised from death and returned to life. A corpse thus blessed cannot be the recipient of a *Raise Dead*, *Animate Dead*, or *Resurrection* spell.

Curse of the Spoiled Seed

Level: 5 Druid

Duration: Permanent

Range: Touch

The victim of this spell must make a successful Saving Throw vs. Poison or be unable to father or bear children. A *Remove Curse* spell negates the effects of this charm.

Translate Magical Script

Level: 2 Magic-user, Illusionist, Druid, and Cleric

Duration: Permanent

Range: Touch

This spell permanently alters the language that one document (such as a scroll, a book, or a pamphlet) is written in. The document must be written in one of the three primary magical scripts (the Baroque Logos, the Vermillion Scrawl, or the Gray Letters) and can only change that language to one of the other magical scripts. Thus, a scroll written in the Vermillion Scrawl could be changed to the Baroque Logos by means of this enchantment.

“COMMON” GRIMOIRES OF THE WORLD BETWEEN

While most grimoires are unique artifacts that serve as a magic-user's personal spell-book, there are a number of famous (or infamous) books of magic that are in a slightly wider circulation. These books are by no means “common” in the usual sense of the word; rather, an experienced mage may count one or two of them among the tomes in their library or they may infrequently be found for sale in the rare book trade. The first book mentioned in this list is by far the most common—it often serves as the first book from which an apprentice wizard learns the fundamental tools of the arcane arts.

d12	Grimoire
0	<p><i>The Silvered Key and the Golden Circle (by Artemos Orxham)</i> Contains: <i>Read Magic, Dispel Magic, Protection from Evil, Protection from Evil 10' radius</i> Complexity: 8 Study Period: 2 days Total Comp. Rolls: 2 Potency: 10</p>
1	<p><i>Book of a Thousand Eyes (attribute to Christine de Gourmont)</i> Contains: <i>Comprehend Languages, Detect Magic, Identify, Read Languages, Detect Evil, Detect Invisible, Arcane Eye</i> Complexity: 14 Study Period: 6 days Total Comp. Rolls: 15 Potency: 15</p>
2	<p><i>Codex of the Unseen Masters (anonymous)</i> Contains: <i>Invisibility, Levitate, Blink, Infravision, Invisibility 10' radius, True Seeing</i> Complexity: 13 Study Period: 5 days Total Comp. Rolls: 12 Potency: 14</p>
3	<p><i>Thoughts of the Sleeping God (attributed to Klaus von Krast)</i> Contains: <i>ESP, Clairaudience, Clairvoyance, Confusion, Scare, Fear</i> Complexity: 13 Study Period: 5 days Total Comp. Rolls: 12 Potency: 14</p>
4	<p><i>The Breviary of Damnation (attributed to Orlock the Black)</i> Contains: <i>Charm Monster, Animate Dead, Conjure Elemental, Death Spell, Spiritwrath, Magic Jar</i> Complexity: 13 Study Period: 5 days Total Comp. Rolls: 12 Potency: 16</p>
5	<p><i>Tome of the Innermost Light (attributed to Artemisia Geldendorf)</i> Contains: <i>Dancing Lights, Light, Magic Aura, Continual Light</i> Complexity: 11 Study Period: 3 days Total Comp. Rolls: 5 Potency: 12</p>
6	<p><i>Calls to the Unbidden Ones (anonymous)</i> Contains: <i>Summon Familiar, Unseen Servant, Summon Monsters I, Summon Monsters II, Summon Monster III, Summon Monster IV, Faithful Hound, Invisible Stalker</i> Complexity: 15 Study Period: 6 days Total Comp. Rolls: 17 Potency: 17</p>
7	<p><i>The Black Goat's Book of Decay (said to have been penned by Morgath himself!)</i> Contains: <i>Darkness Globe, Ray of Enfeeblement, Animate Dead, Feeblemind</i> Complexity: 11 Study Period: 3 days Total Comp. Rolls: 6 Potency: 15</p>

8	<i>Seals and Circles of Olaf Vandergraff</i> (from the dictations of Olaf Vandergraff) Contains: <i>Shield, Arcane Lock, Knock, Explosive Runes, Fire Trap</i> Complexity: 12 Study Period: 4 days Total Comp. Rolls: 10 Potency: 15
9	<i>Invocations of the Sable Spirit</i> (attributed to the pseudonymous “Lady Invicta.”) Contains: <i>Allure, Charm Person, Amnesia, Suggestion, Repulsion</i> Complexity: 12 Study Period: 4 days Total Comp. Rolls: 10 Potency: 15
10	<i>Dissertation on the Elemental Nature of Flame</i> (anonymous) Contains: <i>Manipulate Fire, Pyrotechnics, Fire Ball, Flame Arrow, Fire Shield, Flame Charm</i> Complexity: 13 Study Period: 5 days Total Comp. Rolls: 12 Potency: 14
11	<i>Runes of Change, Symbols of Stasis</i> (by David Bly) Contains: <i>Hold Portal, Hold Person, Massmorph, Polymorph Others, Polymorph Self, Hold Monster</i> Complexity: 13 Study Period: 5 days Total Comp. Rolls: 12 Potency: 14
12	<i>Treatise of the Three Moons</i> (anonymous, sometimes attributed to Mary Fortuna) Contains: <i>Dancing Lights, Spider Climb, False Gold, Rope Trick, Tiny Hut, Secret Chest</i> Complexity: 13 Study Period: 5 days Total Comp. Rolls: 12 Potency: 14



INSTRUMENTS OF TERROR

Music can be a form of magic in the World Between; these enchanted music instruments are but a sampling of its legendary melodious wonders.

The Viola of Erich Zann – This ancient viola is said to have belonged to a master musician named Erich Zann. According to legend, Zann devoted his later years to studying how the power of music could be harnessed to keep otherworldly evil from entering the World Between. Zann's viola is believed to be imbued with his spirit; indeed, any music played on this instrument gains an unnerving, alien tone. Once per day a musician may frantically play the viola to conjure forth weird music unlike any that can be heard elsewhere. This music has the effect of a *Protection from Evil 10' Radius* spell. Furthermore, once per day the viola can be played in front of a portal to another dimension to seal it. However, portals sealed in this way may re-open in 2d8 weeks.

Kangling of Funereal Power – A kangling is a trumpet made from a human femur. Most kanglingings are used in religious rites meant to pacify a deceased spirit in preparation for its entrance into the afterlife. However, when a kangling is made from the femur of an executed criminal and enchanted according to certain vile rituals it gains the power to summon forth the dead as an undead army. Once per day a Kangling of Funereal Power may be played in such a way as to have the effects of an *Animate Dead* spell.

The Devil's Own Golden Fiddle – Folklore states that this fiddle once belonged to a powerful devil who traveled the lands of the World Between procuring the souls of musicians. This devil would challenge a musician to a musical duel. If the devil won, he claimed the musician's soul—but if the musician won, they would be given this magical golden fiddle. Only one musician managed to beat this devil at his own game; once beaten, the devil disappeared and has yet to be heard from again. However, the stories attached to this fiddle state that the devil will someday return to challenge its current owner for possession of the golden prize. Once per day the musician playing this fiddle may use it to call forth the effects of a *Flame Strike* spell.

Drum of the Thunder Belly Tribe – This bass drum was constructed by a powerful shaman of the Thunder Belly Tribe that harries the Scavenger Lands. It is said to be made from the dried-and-stretched skins of the tribe's enemies. Indeed, when played at a certain rhythm the sound emitted by the drum recalls cries of anguish set to an infernal tattoo. Once per day the drum can be played to make all foes within range of hearing it take an immediate Saving Throw vs. Terror. The drum has been fitted with straps to allow for it to be played while the wearer is moving.

Flute of the Vermin Master – This wooden flute supposedly belonged to a legendary figure known as the Vermin Master. While now regarded as merely an allegorical figure from fairy tales, the Vermin Master was said to be a bard who offered to rid hamlets and villages of their vermin for a price; if he was refused payment after performing his duty, he would instead lead away the village's children—and they would never be seen again. This flute can be used to replicate the effects of the *Repel Vermin*, *Charm Animal*, and *Charm Person* spells, but the *Charm Person* effect only works on children.

CULTS OF THE WORLD BETWEEN



While the religions discussed in the first *Tales of the Grotesque and Dungeonesque* book encompass the mainstream spiritual practices of the World Between, each faith also exists as a series of cults that worship particular aspects of a given deity. These cults might be harmless splinter sects or they might be foul, dangerous coteries who worship only the most warped and hideous aspects of the god they serve. Since the former type is rather boring for gaming purposes, only the latter is described below.

The Cult of Mater Pestilencia – the cult of Mater Pestilencia worships a female aspect of Slurge, Demon Lord of Disease. In the guise of Mater Pestilencia, Slurge is depicted as a thin, leprous woman whose open sores leak a frightful ichor. Among members of this fell cult it is considered a mark of devotion to Mater Pestilencia to cut one's body and allow the wound to fester until it reaches a gangrenous state. Worshipers of Mater Pestilencia believe that their faith in their demonic master will prevent the gangrene from poisoning their blood; those who die of their wounds are judged to have been creatures of little faith. Seemingly average folk have been known to join this cult for two primary reasons: firstly, they give their devotion to Mater Pestilencia in times of plague in hopes that they will be spared the sweep of contagion; secondly, those who wish to see their foes stricken with disease pray to Mater Pestilencia to visit their enemies with horrific wasting illnesses. Beings frequently summoned by this cult include mongrelmen, satyrs, otyughs, and plague spirits.

The Cult of the Red Devourer – the cult of the Red Devourer worships an aspect of the Crooked Moon. In the guise of the Red Devourer, the Crooked Moon is depicted as a bloated, eyeless face whose gaping jaws are festooned with a variety of jagged, blood-red teeth. To become a member of this cult a prospective devotee of the Red Devourer must cannibalize a person who already belongs to the cult; members of the cult believe that to hunt, kill, and eat a worshiper of the Red Devourer honors her by repeating a mythic battle in which she slew and consumed her own godly kin. Furthermore, members of this cult believe that those who eat sentient beings of their own species gain their power and knowledge. Though the requirement for membership in the Cult of the Red Devourer dissuades the squeamish and well-adjusted, in times of famine communities in which the cult is active have become hotbeds of murder and cannibalism as neighbors vie against neighbor to join, as it is believed that the Red Devourer protects the faithful from starvation. Beings frequently summoned by this cult include manscorpions, driders, and purple worms.

The Thirteenth Coven – the Thirteenth Coven worships an aspect of Slithian Vor known as the Brood Mother. In the guise of the Brood Mother, Slithian Vor is depicted as a perpetually-pregnant and swollen-bellied woman whose grin promises lascivious pleasure. This aspect is also sometimes known as the Mother of Monsters, for she represents the spawning of inhuman beasts and frightful slithering horrors. Indeed, only women still capable of bearing children are admitted to this cult. Once they are part of the Thirteenth Coven, its members strive to summon demons from the World Below to mate with willingly; each woman who belongs to the Thirteenth Coven longs to be impregnated with a devil-spawn, for such is looked upon as a boon and a blessing from their demonic goddess. Beings frequently summoned by this cult include incubuses and all manner of male demons or devils.

The Cult of Vivisekt-Ra – the cult of Vivisekt-Ra worships an aspect of Morgath. In the guise of Vivisekt-Ra, Morgath is the Demon God of Vampires. As such, he is depicted as a colossally tall and impossibly pale man of royal visage; his full mustache droops over what could only be called an aristocratic lip. Members of this cult strive to become vampires, as they feel that vampires represent the triumph of undeath over the pathetic state of weak mortal flesh. All members of the cult of Vivisekt-Ra act submissively and obediently to all vampires they meet—they often prostrate themselves before their un-living masters in hopes of being rewarded with the vampire's eternal kiss. Indeed, many vampires exploit members of this cult and use them to further their own schemes. While this cult seldom summons monsters to do its bidding, it does practice ritualized seances to bring forth ghosts that can grant them knowledge of where ancient vampires slumber.

The Cult of Zarott – the Cult of Zarott worships a Beast God of the same name. Zarott appears to his followers in dream-visions as a bat of monstrous size whose eyes burn with a sickly green luminescence. As part of their initiation to this cult, devotees are expected to undergo voluntary crucifixion. Indeed, crucifixion is considered a holy rite that may be endured often by the faithful; it is believed by worshipers of Zarott that it strengthens the mind and will, and that Zarott sends messages and portents to those who affix themselves to the sacred crux simplex. Members of this cult strive for nothing less than the dissolution of civilization. They infiltrate society at all levels in hopes of disrupting its mores and encouraging humanity to return to the brutal state of nature. A well-positioned cult member on a king's council might, for example, help craft policies that will inspire unrest and revolt, while a cult member who is merely a farmer might sabotage the local granary to sow discord and anarchy. Beings frequently summoned by this cult include giant bats and wyverns.

The Cult of the Black Liturgy – the Cult of the Black Liturgy worships an aspect of Narlathia they refer to as She Who Scuttles. She Who Scuttles is depicted as a spider of prodigious size and possessing of three female faces: one a maiden, one a mother, and the last a crone. As part of their ceremonies, members of this cult become drunk and debauched on vast quantities of wine, into which miniscule amounts of poison have been added. In this way, initiates of this cult work to make themselves immune to most common poisons. The goal of this cult is alchemical in nature; they strive to discover a magical poison that transforms the imbiber into a hideous, twisted amalgamation of spider and human. Their mission is literally to remake the human populace in She Who Scuttles's image. Beings frequently summoned by this cult include ettercaps and various spider-like fey creatures. Furthermore, this cult counts upon the assistance of dark elves and goblins.

The Cult of the Sightless Ones – the Cult of the Sightless Ones is a splinter sect that worships the death-gods of Mord-Stavian. As worshiped by this cult, the gods of Mord-Stavian are depicted as robed beings with the heads of insects. However, this cult is looked upon as a heretical abomination by the established theological powers of that nation. To gain entry into this cult each prospective member must undergo an arduous and painful ritual that leaves them blinded; nevertheless, the mystical component of the ritual grants them the ability to sense the world around them with near-perfect accuracy. The mission of this cult is to spread destruction, particularly destruction of the natural world, as this is seen as the righteous veneration of a pantheon of death-gods who wish to see the world of the living crumble into oblivion. Acts that would be considered holy to this cult include summoning a plague of locusts to devour a community's crops, conjuring forth an earthquake to shatter the walls of an ancient city, etc. Rumor has it that the ultimate goal of the Sightless Ones is to magically destroy the sun so that all the people of the World Between might be plunged into eternal darkness—thus destroying the cycle of death and rebirth to usher in pure morbidity. Beings frequently summoned by this cult include mantis-men, bee-men, and wights.

NOXIOUS SITES OF DEMONIC INFLUENCE

“Then, in the ashy sand by the wayside, they drew a threefold circle; and standing together at its center, they performed the abominable rites that compel the dead to arise from tranquil nothingness and obey henceforward, in all things, the dark will of the necromancer.”

– Clark Ashton Smith, *“The Empire of the Necromancers”*

There are places in the World Between that have been the sites of demonic summonings and unholy rites so frequently that aspects of the hellish World Below have begun to contaminate and taint the material plane. The particular characteristics of a “noxious site” correspond to the specific demonic influence that has taken hold there.

Standing Stones of Violet Pleasure – Standing Stones of Violet Pleasure are circles of large standing stones often found on the estates of decadent nobles. These sites are used by worshipers of Slithian Vor as places of human sacrifice and as places to stage orgiastic rites. During the blasphemous rites of Slithian Vor a cauldron filled with narcotic incense is placed at the center of the ring of standing stones; anyone within the cloud of smoke given off by the incense must make a successful Saving Throw vs. Spells each round or suffer one of the following effects:

d8	Effect
1-3	Visions of Lust – You are stunned for one round as visions of sexual depravity inundate your mind's eye.
4-5	Suggestible – You are under the effects of a <i>Charm Person</i> spell with regard to the worshipers of Slithian Vor.
6-8	Overcome with Passion – You spend the next 1d4 rounds tearing off your clothes and cavorting with abandon.

Standing Stones of Violet Pleasure are often guarded by a Demon of Violet Degradation. These demons are violet-skinned, long of limb, and have massive tongues that continually drip viscous fluids.

Demon of Violet Degradation

Movement: 120' (40')

Armor Class: 14

Hit Dice: 3

No. of Attacks: 1 (Attack Bonus +3)

Damage: 1d6 (tongue lash)

Morale: 9

Special Abilities: *Demonic Immunities* – Demons of Violet Degradation are immune to all poisons. *Tongue Lasher* – Anyone hit by the tongue lash of a Demon of Violet Degradation must make a successful Saving Throw vs. Poison or lose 1 point of both Intelligence and Wisdom to the hallucinogenic fluids secreted by the demon's tongue.

Battle Shrine of Hakhan – Battle Shrines of Hakhan are frequently located on battlefields that have seen the worst excesses of human carnage. These sites are used by worshipers of Hakhan as places of personal bloodletting and as places to sacrifice warriors who were taken captive in battle. Within the immediate area of a Battle Shrine of Hakhan all creatures hear the spectral sounds of war drums, battle cries, and the wails of the maimed and dying. Any human who is not a worshiper of Hakhan who finds themselves within the area of influence of a Battle Shrine must make a successful Saving Throw each round or suffer one of the following effects:

d8	Effect
1-3	Visions of Carnage – You are stunned for one round as visions of violence and bloodshed inundate your mind's eye.
4-5	Self-mutilation – You are moved to attack yourself with whatever weapon you have at hand. If you have no weapon at hand, you rend your flesh with your bare hands. In either case, you take 1 point of damage.
6-8	Bloodlust Frenzy – You are moved to attack the nearest creature with whatever you have at hand. You gain a +2 bonus to hit and damage.

Battle Shrines of Hakhan are often guarded by Battering Hounds. Battering Hounds are demonic creatures that look like massive war-hounds who have corroded metal plates fused with their flesh; instead of a head, a Batter Hound instead has a metal battering ram.

Battering Hound

Movement: 160' (60')

Armor Class: 17

Hit Dice: 5

No. of Attacks: 1 (Attack Bonus +5)

Damage: 2d8 (battering ram)

Morale: 11

Special Abilities: *Demonic Immunities* – Battering Hounds are immune to fear effects and fire damage. *Juggernaut* – Anyone hit by a Battering Hound's battering attack must make a successful Saving Throw vs. Death or be knocked prone for a round.

Accursed Sea-Grottoes of Lothack – Accursed Sea-Grottoes of Lothack tend to occur in the shoreline caves where the worshipers of Mother Lothack gather to perform their unholy baptismal rites. Any humans who do not worship Mother Lothack who enter the an Accursed Sea-Grotto must make a successful Saving Throw vs. Spells or fling themselves into the sea. Each round they must make a further Saving Throw to regain control and swim back to shore; if they fail, they must swim farther out to sea (normal drowning rules apply). Accursed Sea-Grottoes are often guarded by ixitachitl.

Boneyards of Morgath – Boneyards of Morgath are places where the worshipers of the Corpulent Reaper gather to perform their profane rituals and ceremonies. These sites are usually places where the dead have been buried *en masse* without the proper religious rites. In a Boneyard of Morgath the skeletal remains of the dead rise and break the surface of the soil as if they were flowers of bone. Within the demonically-tainted area of a Boneyard of Morgath all undead creatures are immune to Turn Undead and *Protection from Evil*.

Obelisk Garden of Zzorch – Obelisk Gardens are most frequently found in isolated clearings where sorcerers gather to entreat Zzorch to bestow arcane power upon them. Strange stone obelisks covered in indecipherable scripts sprout from the ground in these areas as a sign of Zzorch's malign influence. During ceremonies devoted to Zzorch these obelisks emits random rays of crackling energy. If a human who does not worship Zzorch is within the area of an Obelisk Garden during such a ritual, roll each round to see which character is the target of the obelisks' rays. That character must make a successful Saving Throw vs. Spells or suffer one of the following random effects:

d8	Effect
1	Curse of the Unseen Foe – all devotees of Zzorch are invisible to the victim for 1 round.
2	Curse of the Multiplied Foe – all devotees of Zzorch are perceived as if they were the recipients of a <i>Mirror Image</i> spell for 1 round.
3	Curse of the Phasing Foe – all devotees of Zzorch are perceived as if they had the special ability of a blink dog.
4	Curse of the Displaced Foe – all devotees of Zzorch are perceived as if they had the special ability of a phase tiger for 1 round.
5	Curse of Granite Form – the victim is turned to stone for 1 round.
6	Curse of the Altered Form – the victim is turned into a harmless animal for 1 round.
7	Curse of the Prismatic Array – the victim suffers the effects of a <i>Prismatic Spray</i> spell.
8	Curse of Confusion – the victim suffers the effects of a <i>Confusion</i> spell.

Plague Pit of Slurge – Plague Pits of Slurge are places where the foul worship of Slurge has changed the landscape into a blighted area; at the circle of this ring of corruption is a pit of bubbling, pestilential muck. During a ritual invocation to Slurge roll a d6. On a roll of 6 something awful emerges from the pit and attacks any who seek to interrupt the unhallowed rite. What emerges from the Plague Pit? Roll a d8: 1 – Shambling Mounds, 2 – Myconid, 3 – Vegepygmy, 4 – Giant Slug, 5 – Muckdweller, 6 – Algoid, 7 – Green Slime, 8 – Black Pudding, 9 – Gelatinous Cube, 10 – Mud-man.

RANDOM LEGENDARY MONSTER TABLE

d20	The (Descriptor)	+ (Base)	+ Of the (location)	Weakness
1	Angelic	Beast	Abandoned Castle	Alcohol
2	Chaotic	Corpse	Accursed Fortress	Arcane magic
3	Clockwork	Corpse	Ancient Dungeon	Banishing ritual
4	Cyclopean	Dragon	Barrow Mounds	Blessed items
5	Demonic	Drake	Blighted Mountains	Counts rice grains
6	Elemental	Fungus	Burial Grounds	Divine magic
7	Fey	Giant	Coastal Caves	Easily outwitted
8	Infernal	Goblinoid	Deep Forest	Electricity
9	Iron	Golem	Desolate Manor	Fire
10	Leviathan	Hag	Destroyed Temple	Iron
11	Luminescent	Lizard	Fearsome Hills	Keeps heart in jar
12	Necrotic	Ooze	Foetid Swamp	Own reflection
13	Nightmarish	Plant	Forgotten Catacombs	Phylactery
14	Noisome	Raptor	Forsaken Woods	Poison
15	Spectral	Serpent	Haunted Moors	Rare herbs
16	Tenebrous	Shark	Murky Lake	Silver
17	Tumorous	Slime	Old Cemetery	Stake in heart
18	Ululating	Tyrant	Ruined Abbey	Sunlight
19	Undead	Warlock	Sundered Tomb	Water
20	Undulating	Worm	Tempestuous Isle	Weak spot

Sometimes you find yourself wanting to place a legendary monster nearby to some new civilized location that the characters have just arrived at. The characters do what characters do and head to the nearest tavern. As the night wears on, the locals begin to regale the visiting adventurers with tales of the local folkloric monster that haunts some nearby location. But what fell creature is said to reside within close proximity? Roll on this table to find out on the fly.

Instructions: Roll a d20 three times and add the results from the first three columns together. Thus, 3, 5, and 8 yield “The Clockwork Drake of the Deep Forest.” Discard any rolls that don't make sense for the location. If you wish to give the monster a particular weakness, which may or may not be part of the local legends attached to it, roll another d20 and consult the fourth column on the table.

RANDOM WEIRD MONSTER TABLES

Give a monster a base amount of Hit Dice and assume an unarmored Armor Class, then roll four d12s and add up the results from the following tables. Thus, a roll of 4, 9, 6, and 2 would result in a monster with a frost-covered body with a feline head and long, withered fingers that has a petrifying gaze.

d12	Head	Body
1	<i>Ape-like</i> – +1 to-hit	<i>Animate shadow</i> – as per a phase tiger
2	<i>Arachnid</i> – <i>Web</i> attack	<i>Armor Shell</i> – +4 Armor Class
3	<i>Bird-like</i> – peck attack (1d6)	<i>Chitin carapace</i> – +3 Armor Class
4	<i>Canine</i> – bite attack (1d6)	<i>Crackling with lightning</i> – anyone hitting it with a metal weapon takes 1d8 damage
5	<i>Cyclopean</i> – sees invisible creatures	<i>Frost-covered</i> – nearby creatures take -1 to-hit
6	<i>Deformed humanoid</i> – can speak	<i>Iron-plated</i> – +5 Armor Class
7	<i>Feline</i> – bite attack (1d4)	<i>Molten</i> – nearby creatures take 1d4 damage
8	<i>Fleshless skull</i> – fear aura	<i>Muscled simian</i> – +1 damage rolls
9	<i>Horned beast</i> – gore attack (1d6)	<i>Reptilian scales</i> – +2 Armor Class
10	<i>Insect-like with mandibles</i> – spits poison or acid	<i>Shaggy beast</i> – +1 Armor Class
11	<i>Octopoid</i> – mental blast (1d8) and stun	<i>Skeletal beast</i> – half damage from piercing weapons
12	<i>Reptilian</i> – bite attack (1d4) causes disease	<i>Slimy ooze</i> – immune to acid and fire damage

d12	Limbs	Special Ability
1	<i>Bestial claws</i> – 1d6 damage	<i>Ability score drain</i> – 1d4 points
2	<i>Club-like protrusions</i> – 1d8 damage	<i>Breathes fire</i> – as per red dragon
3	<i>Humanoid</i> – uses weapon to attack	<i>Diseased touch</i> – random disease
4	<i>Metal limbs</i> – slam attack, 1d10 damage	<i>Hypnotic eyes</i> – <i>Charm Person</i>
5	<i>Mummified limbs</i> – 1d4 decaying damage	<i>Invisibility</i> – as per the spell
6	<i>No limbs!</i>	<i>Paralytic touch</i> – as per carcass scavenger
7	<i>Raptor claws</i> – 1d4 damage	<i>Petrifying gaze</i> – as per basilisk
8	<i>Reptilian claws</i> – 1d6 damage	<i>Poisonous touch</i> – Save or die
9	<i>Simian</i> – slam attack, 1d8 damage	<i>Regeneration</i> – 1d4 Hit Points per round
10	<i>Whip-like appendages</i> – 1d6 damage	<i>Resistant to magic</i> – 50% magic resistance
11	<i>Withered fingers</i> – claw attack, 1d4 damage	<i>Shapeshifter</i> – <i>Polymorph Self</i>
12	<i>Writhing tentacles</i> – 2 attacks, 1d4 damage	<i>Unholy stench</i> – as per troglodyte

GYPSY FORTUNE TELLING

“The way you walked was thorny, through no fault of your own, but as the rain enters the soil, the river enters the sea, so tears run to a predestined end. “

– The Wolfman

Gypsies may be found anywhere in the World Between. Their caravans and riverboats often arrive without warning and leave just as mysteriously. Wherever they are found, the curious flock to them hoping to have their fortunes told for a handful of silver coins. Gypsies use a variety of fortune-telling methods, such as palm reading, gazing at tea leaves, conferring with a crystal ball, *et al*, but the most favored method at their disposal is to consult a deck of special playing cards. Most of the cards belong to one of four suits (coins, cups, daggers, and skulls) and are numbered one through nine or feature a herald, knight, queen, king, or ace. However, each deck also contains twenty-two pictorial trump cards. These trump cards are considered the most portentous within the deck.

When a gypsy gives a character a reading using these cards, the preamble is always boilerplate, such as “I see a dark man in your future,” “The many roads of life stretch out before you,” or “Beware a chill wind from the east.” However, the reading always ends with the revelation of one of the deck's trump cards. Whether the gypsies arrange this through sleight-of-hand or whether the cards hold the mystical power to arrange themselves is unknown; nevertheless, most denizens of the World Between believe whole-heartedly in the cards' significance.

You may wish to randomly draw a Major Arcana tarot card to determine what this final card entails (tarot cards use the same numbering as this system). Or, if you are feeling particularly crafty, you may wish to either draw your own cards or make use of Google's image search to discover appropriate artwork to affix onto regular playing cards purchased from a dollar store.

After receiving their reading, the character is beset with the weal or woe associated with that final trump card, as listed below. If you would prefer the fortune telling powers of the gypsies to be less accurate, roll a d6 in secret. On an odd roll the character receives the blessing or curse associated with the trump card; on an even roll the card holds no effect at all.

Trump Cards and Their Meanings

0. Laughing Bloody Murder

Image: A bloody-faced jester laughs maniacally.

Meaning: Positive influences favor those who seek adventure.

Effect: The character receives a +2 bonus to all Saving Throws for the duration of the adventure.

1. Witches Rune

Image: A comely witch etches a mysterious rune into a tree with an athame.

Meaning: The thoughts of a self-confident traveler will inspire their compatriots.

Effect: When this character is near, all within the party receive a +1 bonus to Saving Throws vs. Terror and Horror.

2. Scars Flown Proud

Image: A woman's wrist outstretched; a number of scars decorate that wrist.

Meaning: Supportive feminine influences are at work in the current situation.

Effect: The character receives an additional 2 Hit Points when they are the subject of magical healing for the duration of the adventure.

3. Eve at the Mansion

Image: A beautiful woman in opulent finery is the object of everyone's attention at a gala ball.

Meaning: Luck and bounty are with you.

Effect: The character will discover 25% more coins than they would otherwise in any treasure pile they discover for the duration of the adventure.

4. Child King

Image: A youth sits upon a golden throne; in one hand he holds a scepter, in the other he holds a sword.

Meaning: All dealings with authority can be finessed to fit the desired ends.

Effect: When dealing with authorities and social superiors the character is treated as if they had an 18 Charisma for the duration of the adventure.

5. Cabaret Fortune Teller

Image: A gypsy fortune teller gazes into a crystal ball.

Meaning: Money slips through one's hands like grains of sand.

Effect: Any coins discovered by the character over the duration of the adventure will be 25% less in number than they would be otherwise for the duration of the adventure.

6. Romeo's Distress

Image: A broken-hearted Romeo watches in horror as his Juliet is stolen away by bandits.

Meaning: Conflict is on the horizon, but it can be overcome.

Effect: Any action taken by the character to defend a loved one receives a +3 bonus for the duration of the adventure..

7. The Golden Section

Image: A golden mechanical horse stampedes across a verdant plain.

Meaning: All obstacles can be overcome through perseverance.

Effect: The character gains a +3 bonus to hit any being who damages him or her in combat.

8. Opheliac

Image: A woman pulling herself from a tide pool that threatens to drown her in its depths.

Meaning: Courage will be needed to prevail against the things to come.

Effect: The character gains a +2 bonus to damage rolls for the duration of the adventure when outnumbered.

9. The Scarlet Thing in You

Image: A habit-clad nun dismembers a corpse within a lonely cave.

Meaning: Beware isolation and withdrawal.

Effect: The character receives a -1 penalty to all Saving Throws vs. Terror and Horror.

10. In Search of My Rose

Image: A deceased woman lies in state with a red rose clutched between her teeth.

Meaning: Life is entering a tumultuous phase, but this too shall pass.

Effect: Roll a d6 at the start of any encounter. On an even roll the character receives a +1 bonus to attack, damage, and Saving Throw rolls for the duration of that encounter; on an odd roll the character receives a -1 penalty to attack, damage, and Saving Throw rolls for the duration of that encounter

11. The Throne of Agony

Image: A weeping man is seated upon a barbed and bladed throne.

Meaning: The unjust will be held accountable for their actions.

Effect: If the character willingly harms any innocent beings for the duration of the adventure they must make a successful Saving Throw vs. Death or fall victim of a “heart attack.”

12. The Drowning Man

Image: A man clutching his throat as he drowns within a violently raging river.

Meaning: Success in the trials to come will require self-sacrifice.

Effect: Once during the adventure the character may choose to take the damage an adjacent character would take.

13. Dark Entries

Image: A pair of demonic eyes peer from the shadows beneath a darkened archway.

Meaning: Ill influences, possibly supernatural in origin, are at work in the current situation.

Effect: The character takes a -1 penalty to all rolls for the duration of the adventure.

13. Long Live Death

Image: A skeletal reaper cuts down a young man in an empty street.

Meaning: Sudden change is coming.

Effect: Roll a d6. On an even roll the character receives a +3 bonus to Saving Throws vs. Death for the duration of the adventure; on an odd roll the character receives a -3 penalty to Saving Throws vs. Death for the duration of the adventure.

14. The Hair Shirt

Image: A grim-faced monk wearing a hair shirt scourges another monk in a private cell.

Meaning: Circumstances to come will require adaptation and quick-thinking.

Effect: The character, and any character who travels with them, get a +1 bonus to Initiative rolls for the duration of the adventure.

16. Cities in Dust

Image: A city in ruins being consumed by flames.

Meaning: Catastrophe lurks in the near future.

Effect: Any natural roll of 20 made by the character is treated as a natural roll of 1 instead for the duration of the adventure..

17. Halo Star

Image: A star encircled by a halo of blazing light.

Meaning: Divine inspiration will take hold when you most need it.

Effect: For the duration of the adventure the character will be treated as if they had an 18 Wisdom.

18. The Snake and the Moon

Image: A full moon encircled by an ouroboros.

Meaning: Something from beyond the stars has taken an interest in recent events.

Effect: The character, and any character who travels with them, takes a -1 penalty to Initiative rolls for the duration of the adventure.

19. God Damn the Sun

Image: A blazing sun grins knowingly.

Meaning: Contentment and mercantile success awaits the bold.

Effect: One treasure chest opened by the character will contain contents 50% more valuable than it would have otherwise.

20. Day of the Lords

Image: A trio of vampires rise from their graves, their faces spattered with gore.

Meaning: A growing awareness is on the horizon.

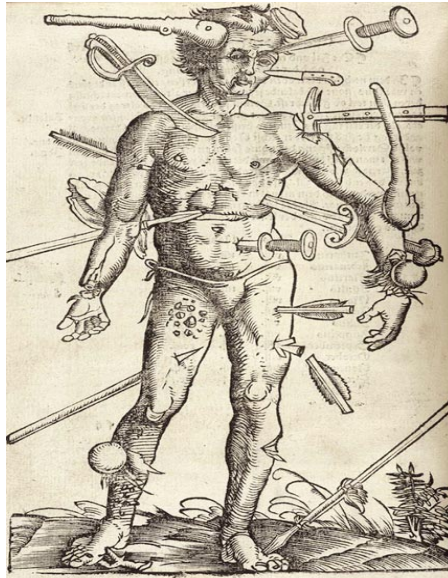
Effect: For the duration of the adventure the character cannot be surprised.

21. Part of Her Creation

Image: A green and gray planet spins in the palm of a goddess's hand.

Meaning: Those who travel will be kept safe by the powers of the cosmos.

Effect: The character gains a 10% bonus to any Experience Points earned during the adventure.



VARIANT VAMPIRE ABILITIES

“Each matin bell, the Baron saith,
Knells us back to a world of death.”
– Samuel Taylor Coleridge, “Christabel”

In general, I don't give undead monsters level-draining powers because I've always felt that is a poor way to model the effects of a vampire's bite or a ghostly encounter as we see it in cinema and literature. Instead, I usually give them ability score drain. After all, a vampire's bite leaves you enervated and listless (a loss of Strength and Constitution) and doesn't make you lose something as nebulous as “experience.”

Of course, I like to mix it up when it comes to the undead. This is especially true when it comes to vampires since there are so many differing literary and cinematic depictions of them out there. When I want to spice-up an individual vampire antagonist, I either roll on the table below or pick an option that suits my fancy.

d20	Variant Ability
1	Blood Lust – once an opponent has been wounded, the vampire gains a +1 bonus to attack and damage rolls, but can never retreat from combat.
2	Caustic Blood – anyone who wounds the vampire in melee combat takes 1d6 points of damage from the vampire's acidic blood.
3	Master of Degeneration – the vampire drains double the amount of levels or ability score points for its type.
4	Master of Stone – the vampire can summon 1d4 gargoyles per day to do his or her bidding.
5	Master of the Dead – any mindless undead under the vampire's control are as difficult to turn as the vampire itself.
6	Master of Tooth and Claw – the vampire can cast <i>Summon Animal III</i> as an 8 th level druid once per day.
7	Mesmeric Eyes – in place of the vampire's usual <i>Charm Person</i> ability, roll 1d6 to determine what power their gaze possesses: 1 – <i>Amnesia</i> 2 – <i>Scare</i> 3 – <i>Hold Person</i> 4 – <i>Fumble</i> 5 – <i>Hypnotic Pattern</i> 6 – <i>Phantasmal Killer</i> .
8	Unconstrained – the vampire can cast <i>Passwall</i> three times per day.
9	Undying Lord – the vampire gains a +1 bonus to all Saving Throws.
10	Unusual Animal Form – instead of transforming into either a wolf or a bat, roll a d12 to see what kind of creature the vampire can become: 1 – raven 2 – great cat 3 – enormous armadillo 4 – war-hound 5 – nightmare 6 – phase tiger 7 – dire bear 8 – giant spider 9 – carcass scavenger 10 – giant wasp 11 – vermin swarm 12 – catoblepas

d20	Variant Ability
11	<i>Alchemical Vampirism</i> – the vampire was not created by the bite of another vampire, but rather attained its vampiric status through alchemical experiments. As such, this vampire is immune to all of a vampire's normal vulnerabilities (sunlight, holy symbols, etc.).
12	<i>Detachable Hands</i> – the vampire's hands can detach as independent crawling claws.
13	<i>Feeds on Energy</i> – the touch of the vampire has the effects of a <i>Slow</i> spell.
14	<i>Master of Darkness</i> – the vampire can cause <i>Darkness</i> at will.
15	<i>Master of the Years</i> – the vampire's touches causes the victim to age 1d6 years.
16	<i>Plague-bringer</i> – the vampire's bite carries a random disease.
17	<i>Spectral Form</i> – the vampire can become ethereal three times per day.
18	<i>Unseen Master</i> – the vampire can become invisible three times per day
19	<i>Unusual Species</i> – the vampire belongs to a non-human species. Roll 1d20 to determine its race: 1 – elf 2 – dwarf 3 – halfling 4 – gnome 5 – drow 6 – merman 7 – goblin 8 – orc 9 – troll 10 – ogre 11 – kobold 12 – hobgoblin 13 – giant 14 – troglodyte 15 – deep one 16 – satyr 17 – gnoll 18 – yeti 19 – snakeman 20 – lizardman
20	<i>Unusual Weakness</i> – the vampire is incapacitated by 1 – music 2 – silver 3 – silk rope 4 – a rare herb 5 – burning incense 6 – the presence of keys



FLESH GOLEM AUGMENTATIONS

“Articulation is not a simple matter. Language is the effect of articulation, and so are bodies. The articulate are jointed animals; they are not smooth like the perfect spherical animals of Plato’s origin fantasy in the Timaeus. The articulate are cobbled together.”

– Donna Haraway, *“The Promise of Monsters”*

For some wizards, a flesh golem is like a classic hot-rod: it is a ripe for customization. However, instead of a flamejob paint scheme or an insane engine block, flesh golems are generally modified to increase their pure killing power.

d10	Augmentation
1	<i>Basilisk Eyes</i> – the flesh golem has been given the eyes of a basilisk; any character looking at the flesh golem must make a successful Saving Throw vs. Petrify or be turned to stone. A character who attacks the golem without looking at it suffers a -4 penalty to attack rolls.
2	<i>Brain Transplant</i> – the flesh golem has been given the brain of a talented individual instead of the brain of a common drudge; the golem retains whatever class abilities the person whose brain has been transplanted possessed.
3	<i>Brute Arms</i> – the flesh golem has the arms of some monstrosly strong creature, such as an ogre or an owlbear; +2 to hit, +2 to damage.
4	<i>Extra Arms</i> – the flesh golem has four arms instead of the usual two; +2 attacks per round.
5	<i>Ghostsilver Shards</i> – the flesh golem has shards of ghostsilver embedded in its knuckles; anyone hit by its slam attack loses 1d4 points of Dexterity.
6	<i>Talon Terror Hooks</i> – the flesh golem has the hooks of a Talon Terror in place of the usual cadaverous hands; re-roll any 1s rolled for damage.
7	<i>Promethean Core</i> – the flesh golem has been animated by a bound fire elemental; three times per day it may expel a <i>Fire Ball</i> as if it were cast by a 5 th level magic-user.
8	<i>Soul Stone</i> – the flesh golem has been animated by a bound infernal spirit; it may use whatever spell-like abilities are native to the animating type of demon or devil.
9	<i>Troglodyte Glands</i> – the flesh golem has been implanted with the scent glands of a troglodyte; any creature who comes near the flesh golem must make a successful Saving Throw vs. Poison or suffer a -2 penalty to attack rolls due to the horrific stench.
10	<i>Troll Blood Infusion</i> – the flesh golem has the blood of trolls infused directly into its system; after 3 rounds have passed since the flesh golem has taken damage, it begins to regenerate Hit Points at a rate of 3 per round.

VARIANT LYCANTHROPE ABILITIES

Wolves may lurk in every guise! Now, as then, it's simple truth, sweetest tongue has sharpest tooth!

– *The Company of Wolves*

Lycanthropes are a bestial, deadly lot; many of them, especially those who prowl the forests of Caligari, possess strange and unexpected abilities.

d12	Ability
1	Black Ring Assassin – the claws of the lycanthrope drip with black venom; anyone hit by the lycanthrope's claw attack must make a successful Saving Throw vs. Poison or suffer the effects of a random poison.
2	Blessed of Hakhan – the lycanthrope is favored by the Demon Lord of Slaughter; re-roll any 1s that come up on the lycanthrope's damage rolls.
3	Bone-shaking Howl – once per day the lycanthrope can unleash a terrifying howl that immediately triggers a Saving Throw vs. Horror.
4	Claws of Filth and Fury – while the bite of a lycanthrope famously carries their horrible disease, this lycanthrope's claws also carry contagion; any character hit by the lycanthropes claws must make a successful Saving Throw vs. Poison or contract a random disease.
5	Impenetrable Hide – the lycanthrope's hide is especially difficult to pierce; it gains a +2 bonus to Armor Class.
6	Legendary Beast – the lycanthrope is hardier and tougher to kill than the average example of its kind; it gains +1 Hit Point per Hit Dice and regenerates an additional Hit Point per round.
7	Lunatic Frenzy – there is a 50% chance each round that the lycanthrope gains an additional attack that round.
8	Packmaster – the lycanthrope holds an uncanny dominion over the world's beasts. Once per day the lycanthrope can cast <i>Animal Summoning III</i> .
9	Ravenous Gaze – once per round the lycanthrope can attempt to paralyze a character with its ever-hungry gaze; the gaze has the effects of a <i>Hold Person</i> spell.
10	Shaman of the Beast Gods – the lycanthrope can cast druid or cleric spells as a member of those classes with a level equal to its Hit Dice.
11	Spirit of a Tainted Nature – the lycanthrope exists partially on another plane of existence. As such, anyone hit by its bite attack runs the risk of having his or her connection to the earthly realm severed; anyone who is bit by the lycanthrope must make a successful Saving Throw vs. Death or die instantly.
12	Stench of the Beast – the lycanthrope is surrounded by a permanent <i>Stinking Cloud</i> .

VARIANT MUMMY LORDS OF MORD-STAVIAN

“The fourteen steps down and the unbroken seals were thrilling. But when we came to handle all her clothes and her jewels and her toilet things - you know they buried everything with them that they used in life? - well, when we came to unwrap the girl herself...”

– *The Mummy*

The mummy lords of Mord-Stavian possess a wide and varied suite of powers that canny adventurers had best prepare for:

d12	Variant Ability
1	Binding Sarcophagus – once per round the mummy may make use of an ability that mimics the <i>Hold Person</i> or <i>Hold Monster</i> spells. Anyone effected by this ability feels like they have been encased in a sarcophagus and buried alive for the duration.
2	Chant of the Damned – in combat the mummy intones a dire chant that gives all within earshot a -2 penalty to all their actions.
3	Dominating Gaze – three times per day the mummy can cast any combination of the <i>Hypnotic Pattern</i> , <i>Charm Person</i> , and <i>Charm Monster</i> spells.
4	Esoteric Secrets of the Pharaohs – the mummy is a master of the occult arts. It can cast spells as a magic-user or illusionist of a level equal to its Hit Dice.
5	Fragrant Resins – the mummy's corpse-like body is covered in fragrant, but highly sticky, resins and incense. Anyone attacking the mummy with a weapon must make a successful Saving Throw vs. Petrify or have their weapon adhere to the mummy's body, rendering it useless.
6	Friendly Guise – the mummy may cast <i>Alter Self</i> at will. Once per day the mummy can cast <i>Polymorph Self</i> .
7	Hieroglyphic Hexes – the mummy's bandages are scribed with powerful enchanted hieroglyphics. These hieroglyphics increase the efficacy of the disease spread by the mummy's touch; all Saving Throws made against the disease face a -2 penalty.
8	Master of Canopic Cats – once per day the mummy may summon 1d6 mummified great cats; these mummified cats have the abilities of normal tiger plus the usual undead immunities.
9	Power of the Pyramids – once per day the mummy can unleash a mental blast that effects everyone within a 60' cone. All within the area of effect must make a successful Saving Throw vs. Wands or be stunned for 3d4 rounds.
10	Reflecting Seals – any spell that is negated by the mummy's Magic Resistance rebounds back upon the caster.
11	Unearthly Step – the mummy may cast a <i>Fly</i> spell three times per day.
12	Venomous Master – once per day the mummy can summon 1d6 giant snakes.

SOME UNUSUAL GIANT BATS OF HARROWFAUST

“Meditate while awaiting your turn, for it would be extremely difficult for you to get away from me, unless of course you have wings like a bat.”

– The Fearless Vampire Killers

The vampire lords of Harrowfaust frequently have giant bats for their minions. Some vampires have studied alchemy and monstrous breeding over their long centuries; the esoteric secrets gleaned from this study has been used to breed giant bats with strange, and often surprising, powers. If you'd like to put a nasty surprise in the way of your players, roll on the following table to give your giant bats a trick or two.

d10	Unusual Trait
1	<i>Baleful Stare</i> – once per day the bat may unleash a death-dealing stare upon one character; the power of this stare has the effect of a <i>Disintegration</i> spell.
2	<i>Blood-dripping Maw</i> – anyone who comes within 30' of the bat must make a Saving Throw vs. Horror
3	<i>Deadly Keening</i> – once per day the bat can let loose a terrible screech; anyone within 30' of the bat must make a successful Saving Throw vs. Death or die instantly. Any character who passes this Saving Throw is deafened for 2d4 rounds.
4	<i>Double-headed</i> – the bat has two heads; each head may attack with a bite per round.
5	<i>Firebrand</i> – three times per day the bat may breath a gout of flame in a 30' cone; the flames do 4d6 points of damage, but a successful Saving Throw vs. Breath Weapons results in half damage.
6	<i>Gripping Claws</i> – if both of the bat's talon attacks hit, the character must make a successful Saving Throw vs. Death to break free from the bat's clutches. On any round that the character fails to break free from the bat, he or she takes and automatic 3d4 points of rending damage and the bat may attack as normally with its bite attack.
7	<i>Plague-mouthed</i> – anyone bitten by the bat must make a successful Saving Throw vs. Death or contract Chiroptic Plague. Anyone thus afflicted only receives half of the benefits of magical and mundane healing.
8	<i>Poisonous Fangs</i> – anyone bitten by the bat must make a successful Saving Throw vs. Poison or suffer the effects of the Bishop's Complaint poison.
9	<i>Sickening Keening</i> – once per day the bat can let loose a terrible screech; anyone within 30' of the bat must make a successful Saving Throw or take a -2 penalty to all actions for 1d10 turns. Additionally, each character who fails this Saving Throw is deafened.
10	<i>Unseen Assassin</i> – the bat can become invisible three times per day as per the <i>Invisibility</i> spell.

SOME UNUSUAL GIANT SPIDERS OF THE NEVERWHERE

"They had not gone more than a few yards when from behind came a sound, startling and horrible in the heavy padded silence: a gurgling, bubbling noise, and a long venomous hiss."

– J. R. R. Tolkien, *The Two Towers*

Has fighting giant spiders become mundane for your players? If so, roll on this table to see what unusual and surprising ability the next arachnid they face possesses:

d12	Unusual Trait
1	Arachnid Juggernaut – the spider regenerates 2 Hit Points per round and is immune to poison and disease.
2	Blinding Venom – once per round the spider can spout a jet of blinding toxin on any character engaged in melee combat with it; that character must make a successful Saving Throw vs. Breath Weapons or be blinded for 1d4 rounds.
3	Caustic Webs – once per day the spider can eject the equivalent of a <i>Web</i> spell; however, anyone caught in the web takes 1d4 points of damage as the web is made from an uncannily acidic substance.
4	Crystalline Terror – the spider's body is embedded with scintillating crystalline tumors; once per round it may emit a <i>Prismatic Spray</i> as per the spell.
5	Cursed by the Gods – the spider was once a priest of the beneficent gods of mankind, but was cursed with the form of a spider for some blasphemy. The spider can still vocalize as a man and has turned to the worship of dark powers since its fall. It casts spells as a cleric; its level equals its Hit Dice.
6	Hideous Shriek – the spider emits an ear-piercing shriek when engaged in combat; everyone within the vicinity must make a successful Saving Throw vs. Spells or be deafened for 2d10 turns.
7	Lightning Warped – the spider crackles with electrical energy. Anyone striking it with a metal weapon takes 2d6 points of damage.
8	Mechaspider – the spider is part mechanical monstrosity; its Armor Class is improved by 2 points and it is immune to sleep, illusions, and any mind-affecting powers or spells.
9	Petrifying Bite – anyone bitten by the spider must make a successful Saving Throw vs. Petrify or be turned to stone.
10	Polymorphed Sorcerer – the spider was once a human wizard but was permanently transformed into a spider by a wizardly rival. The spider can still vocalize as a man. It casts spells as a magic-user; its level equals its Hit Dice.
11	Scything Mandibles – re-roll all 1s and 2s rolled for damage inflicted by the spider's bite.
12	Shadow Lurker – the spider can choose to engulf itself in an area of <i>Darkness</i> that covers a 30' radius. This pool of magical darkness travels with the spider.

WHAT'S THE DEAL WITH IGOR'S HUMP?

FACT #1: All mad scientists (and many vampires) have a hunchbacked assistant.

FACT #2: That assistant is always named Igor (some pronounce it EYE-gore, some EEE-gore)

FACT #3: Here's the deal with Igor's hump:

d10	Hump Type (hey oh!)
1	Black-Blood Blister – if Igor takes any damage there is a 50% it will rupture his hump, which is, in fact, a giant blood blister filled with the Black Blood of the Earth. If ruptured, the Black Blood takes 1d4 rounds to congeal into a coherent mass that then attacks everyone nearby (use the stats of a Black Pudding).
2	Camel-like Fluid Storage – Igor's hump contains a randomly-generated potion. If Igor is killed without damaging his hump, the characters may be able to siphon it out of him as the least-appealing treasure ever.
3	Demonstone Tumor – Igor's hump is actually a tumor caused by small pieces of demonstone that are embedded in his back. The demonstone causes any spell cast within 30' of Igor to trigger a roll on the Magical Mishap Table.
4	Embedded Meteor – what looks like a hump is actually an meteor from space that collided with Igor's back. The radiation from the meteor has been slowly mutating Igor; at the moment that is least convenient for the player-characters Igor will transform into an evil Shambling Mound.
5	Hardened Bone – Igor's hump is a giant knob of bone. Indeed, Igor's skeleton is hard as iron, granting him a +2 bonus to his Armor Class.
6	Mold Infection – Igor's hump is really a symptom of an inner mold infection. If Igor takes any damage there is a 50% that his hump will explode into a cloud of mold spores (use the stats of a Gas Spore).
7	Psychic Brain – Igor's hump houses a second brain that possesses the mind blast ability of a Brain Lasher.
8	Pus-filled – instead of being a solid mass, Igor's hump is really a pus-filled membrane. If Igor takes any damage there is a 50% chance that his hump bursts open, discharging a thick yellow and green ooze. This pus takes 1d4 rounds to congeal into a coherent mass, which then attacks everyone nearby (use the stats of a Green Slime).
9	Stunted Twin – what looks like a hump is actually the visible portion of Igor's twin brother who failed to develop properly in utero. The hump can detach itself from Igor's body at will to wreck havoc (use the stats for a Gremlin).
10	Tentacle Cluster – Igor's hump is a gift from the Demon Lord Zzorch. It can sprout a multitude of tentacles to attack with; while the tentacles do no damage on their own, they possess the paralytic ability of a Carcass Scavenger.

WHAT IS THE DEAL WITH THIS ANGRY MOB?

Gothic literature is rife with anxieties concerning the uncontrolled actions of mobs, masses, and multitudes. The delusions of crowds are a magnification of our fears; the faceless majority is capable of anything when passions overtake reason and rationality. Here are a few angry mobs that the characters might encounter and interact with.

d8	The Deal
1	<i>Bring the Killer to Justice!</i> – a spate of serial murders have plagued the community, and the crowd believes that it has the perpetrator in its clutches. Of course, this person may or may not be the guilty party, but they are in immediate danger of being pulled limb-from-limb by the incensed mob.
2	<i>Burn Witch Burn!</i> – the mob has identified someone they suspect of being a witch, warlock, or other consort of dark powers. This could lead to a fraudulent trial based on spectral evidence, a dunking in a witch's stool, or a quick roast on a stake.
3	<i>Grave Defilers</i> – the masses believe that their village or town is haunted by a vampire who rises from the grave each night to suck their blood. They have identified a likely culprit (whether recently deceased or not – no matter) and are on their way to dig up that person's corpse and put a stake through its heart.
4	<i>March of the Hungry</i> – abused by conditions of famine, the crowd runs rampant as it attacks the local nobility's food reserves. “Let them eat cake” isn't what they want to hear; any unlucky people of wealth and privilege may face execution in the public square by means of a hastily-erected guillotine.
5	<i>Monster Hunters</i> – the mob believes that a recent death was caused by a monster inhabiting a nearby wild-land or abandoned castle, and has gathered with pitchforks, torches, and weapons to make war against the supernatural horrors of the world.
6	<i>Religious Mania</i> – the crowd has been swept up in the mania of a new religion. The assembled multitude rends its clothing and flagellates itself wildly as it heads to burn down an opposing church or place of worship.
7	<i>Rioting against Taxation</i> – the people are on their way to make a glorious revolution against what they feel to be unnecessary and unjust taxation. They have bricks, clubs, and firebombs at the ready, so the forces of authority had best beware.
8	<i>Stop, Thief!</i> – the mob is in hot pursuit of a thief, who may or may not be guilty of the burglary they are accused of; if the thief is guilty, the extenuating circumstances attached to their theft will fall on deaf ears unless the crowd can be brought to listen to reason or at least delayed until the law can arrive to take charge of the situation.

COMMODIOUS LYE AND THE GRAND GUIGNOLLS

Commodious Lye is a notorious peddler of patent medicines who travels by wagon to and from the backwater towns of Midian. Rumors abound as to how Lye gained the formulas for his patent medicines; some say that he studied with a disgraced alchemist in Ulverland, others claim he is possessed by the spirit of a Ghaelian witch-doctor, while others believe that he was given his formulas by a conjured devil.

While most patent medicines sold in the World Between are little more than bottled swamp water, Lye's tinctures are more effective than most. Lye's most common wares, and their effectiveness, are given on the chart below:

Patent Medicine	Cost	Effects (d6)
<i>Lye's Sanguine Tonic</i>	2 gp	1-4 – no effect, 5-6 – Cure Light Wounds and Cure Disease
<i>Tincture for Female Maladies</i>	1 gp	1-3 – no effect, 4-6 – Neutralize Poison
<i>Lye's Lucky Oil</i>	5 gp	1-2 – -1 penalty to all rolls for a day, 3-4 – no effect, 5-6 – +1 bonus to all rolls for a day

Lye travels with a pack of surgically-modified gnolls that serve as his wagon guards. He usually has 2d6+1 such gnolls at his disposal at any given time. No one knows why these gnolls seek him out, why they follow him with blind obedience, or where they received their bodily modifications. To see what kind of modifications Lye's gnolls have, roll on the following table:

d8	Modification
1	<i>Broken Glass Knuckles</i> – the gnoll has broken bits of glass embedded in its hands; it can attack twice per round for 1d6 points of damage.
2	<i>Cloud of Flies</i> – the gnoll has had a pocket of filth embedded in its body that attracts flies; anyone fighting this gnoll takes a -2 penalty to hit because of the distracting swarm.
3	<i>Flail Hand</i> – in place of one of its hands, the gnoll has a spiked ball and chain; anyone hit by the flail attack must make a successful Saving Throw vs. Death or be knocked down.
4	<i>Iron Fangs</i> – the gnoll's fangs have been replaced with sharp metal teeth; it gains an extra bite attack that does 1d6 points of damage.
5	<i>One-eyed</i> – the gnoll is missing an eye; it takes a -1 penalty to all its attack rolls.
6	<i>Peg Leg</i> – the gnoll is missing a leg; it can only move at half the normal movement rate.
7	<i>Serrated Blade Hand</i> – in place of one of its hands, the gnoll has a serrated sword blade; anyone hit by the blade attack takes an additional point of damage on the following round.
8	<i>Spike Hand</i> – in place of one of its hands, the gnoll has a long, sharp spike; if the gnoll rolls a 20 on its attack roll it impales the character for double maximum damage.

DEMONIC FLORA OF THE GHAEL ISLES

“It is true that most of the time Nature is incapable of producing such depraved, unhealthy species alone and unaided; she supplies the raw materials, the seed and the soil, the nourishing womb and the elements of the plant, which man rears, shapes, paints and carves afterwards to suit his fancy.”

– Joris-Karl Huysmans, *A Rebours*

While most demons take the forms of bestial humanoids, some demons—like those found upon the thrice-cursed Ghael Isles—take the form of warped and terrifyingly mobile plant-life.

Suckleweed

Suckleweed is a mobile demonic plant of a purplish hue that moves itself by means of four leg-like stalks; it also has two long feeder tendrils that end in fanged apertures. The Suckleweed emanates a fiendish purple glow at all times, and it howls in agony when struck.

Movement: 90 (30')

Armor Class: 14

Hit Dice: 6

No. of Attacks: 2 (Attack Bonus +6)

Damage: 1d12 (feeder tendril)

Morale: 12

Special Abilities: *Vampiric Plant* – anyone struck by the feeder tendril attack of the Suckleweed also loses 1d4 points of Constitution. For each point of Constitution drained the Suckleweed regains a like number of Hit Points.

Infernal Crocus

The Infernal Crocus is an immense mobile flower that is renowned for the brilliant orange, red, and yellow pedals that adorn its monstrous face. When provoked, an Infernal Crocus chants a death hymn to its foes.

Movement: 90' (30')

Armor Class: 13

Hit Dice: 7

No. of Attacks: 2 (Attack Bonus +7)

Damage: 2d4 (fiery burst)

Morale: 12

Special Abilities: *Heart of Flames* – twice per day an Infernal Crocus can spew forth a *Fire Ball* as if it were a 7th level magic-user. Infernal Crocuses are immune to all fire attacks.

Wormfrond

The Wormfrond is a mobile plant that is so named because it resembles a gigantic festering mass of writhing, jet-black worms. Despite its size and ungainly appearance, it slithers into combat quickly and silently.

Movement: 180' (60')

Armor Class: 17

Hit Dice: 10

No. of Attacks: 3 (Attack Bonus +10)

Damage: 2d4 (claws)

Morale: 12

Special Abilities: *Sorcerous Plant* – twice per day a Wormfrond may cast *Polymorph Other*. Once per day a Wormfrond may cast *Charm Person*, *Invisibility*, and *Cloudkill*. A Wormfrond gains a +2 bonus to all Saving Throws vs. Spells.

Mucazoid Tree

The Mucazoid Tree looks like a stunted, gnarled tree that is in a state of perpetual rot. Its bark is coated in a glistening layer of mucus-like slime. Its trunk features many mouths that mutter incomprehensible words and randomly titter as if laughing at some unheard joke.

Movement: 120' (40')

Armor Class: 16

Hit Dice: 8

No. of Attacks: 2 (Attack Bonus +8)

Damage: 1d10 (branch smash)

Morale: 12

Special Abilities: *Poison Mucus* – anyone coming into contact with a Mucazoid Tree (for example, if they are hit by its branch smash attack) must make a successful Saving Throw vs. Poison or suffer the effects of Type 4 poison (Sap of Mendes).

Sporepod Cultist

Sporepod Cultists are floating pods covered in unblinking eyes. They serve as conduits for the dark power of Demon Lords and Demon Queens.

Movement: Fly – 210' (70')

Armor Class: 16

Hit Dice: 4

No. of Attacks: 2 (Attack Bonus +4)

Damage: 1d8 (eye rays)

Morale: 12

Special Abilities: *Ordained* – a Sporepod Cultist can cast spells as a 4th level Druid.

MIDNIGHT SOLOMON: A VILLAIN OF THE GHAEL ISLANDS

Midnight Solomon

Midnight Solomon is a witch-doctor who owns and operates a sugar cane plantation on Trulaan, a small island of the Ghael archipelgo. While he is not the official ruler of that island—that title falls to the mayor of Trulaan's largest village—it is widely known that he wields far more power than anyone else in the region due to both his magical abilities and the vast wealth generated by his plantation. Indeed, no one on Trulaan is feared more than Midnight Solomon.

The labor force that works on Midnight Solomon's plantation is comprised almost entirely of zombies he has raised from the dead. The people of Trulaan assume that these workers are but unfortunate slaves that Solomon has imported from abroad as no one dares venture too close to his compound. Although it is well-known that Midnight Solomon is a mage of remarkable power, few realize that his particular specialty is the necromantic arts. He wears a coat made out of bones that is said to make him invulnerable to normal weapons.

Goals: Midnight Solomon wishes to expand his plantation to an extent that would dominate the island. To make this scheme a reality he plans on slowly killing off the stronger folk from the nearby villages to weaken possible resistance and to gain corpses he can animate into an army of the undead. Once he feels his literal death-squad has reached sufficient quantity, he will wage an all-out war against the living men and women of Trulaan. If Midnight Solomon gets his way, he will be the only mortal man left on the island.

Lair: Midnight Solomon makes his lair within an old manor house adjacent to his plantation. His inner sanctum within the manor house is partly a shrine (he worships both Papa Simett and Morgath) and partly an arcane laboratory used for the raising of zombies and skeletons. Within this inner sanctum is a trapdoor that leads to a dungeon that holds both living prisoners and undead creatures in various states of preparation.

Minions: Midnight Solomon has a multitude of zombies and skeletons at his command. He reserves the most hale and hardy of his undead specimens from the endless work of the plantation; these stronger monsters are often experimented upon to give them horrific modifications and grafts that may prove useful in the war to come.

Henchman: Midnight Solomon's right-hand man is known only as the Overseer. The Overseer has the uncanny ability to command and control the undead creations raised by Midnight Solomon. None know his true name, or his face—he goes about his master's hellish business clad in a black cowl. It is rumored that the whip he carries has the power to sap the life from any living creature it entangles. Midnight Solomon has also brokered a deal with a local family of bayou halflings known as the McPoyles; these degenerate fey act as spies and assassins for Midnight Solomon in return for a weekly delivery of fresh milk to their incestuous burrow.

TIKI GOLEMS OF THE GHAEL ISLANDS

“*Evil Things Come in Small Packages*”
– tagline from the movie *Tiki*

Tiki Golems are animated wooden constructs that are used by some halfling witch-doctors to guard their lairs and to frighten gullible natives into thinking that the witch-doctor is a god-made-flesh. They have spindly arms, squat legs, and absurdly large heads; their faces are often carved into grotesque comedic grimaces.

Tiki Golem

Movement: 120' (40')

Armor Class: 16

Hit Dice: 6

No. of Attacks: 1 (Attack Bonus +6)

Damage: 2d6 (headbutt)

Morale: 12

Special Abilities: *Construct* – a Tiki Golem is immune to poison, disease, and mind-affecting powers. *Wooden* – a *Warp Wood* spell, or similar effect, deals 3d8 points of damage to a Tiki Golem. *Intoxicating Breath* – once per day a Tiki Golem can exhale a cloud of intoxicating mist in a 50' spray from its mouth. Roll on the following table to see what kind of intoxicating mist is exhaled by the golem:

d6	Effect
1	Bahama Mama Mist – each character caught in the spray must make a successful Saving Throw vs. Breath Weapons or suffer the effects of a <i>Slow</i> spell.
2	Blue Hawaiian Mist – each character caught in the spray must make a successful Saving Throw vs. Breath Weapons or be demoralized for 2d10 rounds. A demoralized character suffers a -2 penalty to all attack rolls.
3	Captain's Grog Mist – each character caught in the spray must make a successful Saving Throw vs. Breath Weapons or suffer the effects of a <i>Confusion</i> spell.
4	Mai Tai Mist – each character caught in the spray must make a successful Saving Throw vs. Breath Weapons or suffer the effects of a <i>Phantasmal Killer</i> spell.
5	Tropical Storm Mist – any character in the spray takes 6d6 points damage from hail and lightning. A successful Saving Throw vs. Breath Weapons results in half damage.
6	Zombie Mist – any character killed by the Tiki Golem will immediately reanimate as a zombie under the golem's control on the next round.

ENEMIES THAT EXPLODE!

Mucus Gob(lin)

Mucus Goblins look like regular Goblins, except their skin has a pronounced slimy sheen to it. They are not, in fact, fey creatures like the goblins of the World Between, but rather alchemical constructions made by the goblins to serve as decoys.

Movement: 60' (20')

Armor Class: 11

Hit Dice: 1-4 Hit Points

No. of Attacks: 1 (Attack Bonus +0)

Damage: as per weapon

Morale: 12

Special Abilities: *Snot Bomb* – when reduced to 0 Hit Points, a Mucus Goblin explodes into a mass of sticky, foul-smelling slime in a 10' radius. Anyone in the blast radius must make a successful Saving Throw vs. Poison or spend their next round frantically wiping the goo off of themselves. *Construct immunities* – sleep effects, mental effects, etc.



Obsidian Soldier

Obsidian Soldiers are mindless warriors constructed from shards of black stone that are held together by dark magic. Obsidian Soldiers are utilized as foot troops by a number of would-be wizard-kings, but they are sometimes found in the retinues of the Black Warlocks as well.

Movement: 120' (40')

Armor Class: 14

Hit Dice: 1

No. of Attacks: 1 (Attack Bonus +1)

Damage: 1d8 (longsword)

Morale: 12

Special Abilities: *Wave of Mutilation* – when reduced to 0 Hit Points, an Obsidian Soldier explodes in a 30' cloud of black stone shrapnel. Anyone caught in this area of effect must make a successful Saving Throw vs. Breath Weapons or take 1d6 points of damage. *Construct immunities* – sleep effects, mental effects, etc.

Candy Golem

Candy Golems are strange automatons made of rock candy by the gnome confectionmancers of the Darksugar Underhills. They are used to guard the fantastical candy laboratories of the gnomes' odd master, a nattily-dressed man known only as Wilhelm Wonke.

Movement: 60' (20')

Armor Class: 13

Hit Dice: 2

No. of Attacks: 2 (Attack Bonus +2)

Damage: 1d4 (sticky fists)

Morale: 12

Special Abilities: *Delicious in Death* – upon reaching zero Hit Points, a Candy Golem shatters into a pile of completely edible candy. Each inert Candy Golem produces enough sweets for ten servings; when consumed, the remains of a Candy Golem cause a massive sugar-rush, granting the eater the effects of a *Haste* spell. *Construct immunities* – sleep effects, mental effects, etc.

Offal Golem

Offal Golems are mindless constructs made of stitched-together innards.

Movement: 90' (30')

Armor Class: 13

Hit Dice: 6

No. of Attacks: 2 (Attack Bonus +6)

Damage: 2d6 (thump)

Morale: 12

Special Abilities: *Dirty Bomb* – when an Offal Golem reaches 0 Hit Points it explodes in a 30' of intestinal wreckage; anyone within that area must make a successful Saving Throw vs. Poison or contract a random disease. *Construct immunities* – sleep effects, mental effects, etc.

Shadowborn Valkyrie

Shadowborn Valkyries were once human, but they pledged their eternal service to Merrihel, Goddess of Death and Glorious Battle. The goddess uses them to intervene in battles of particular importance. Popular folklore maintains that the Shadowborn are Merrihel's appointed choosers of the slain.

Movement: 120' (40')

Armor Class: 19

Hit Dice: 12

No. of Attacks: 3 (Attack Bonus +12)

Damage: 2d4 (bladed chain)

Morale: 11

Special Abilities: *Shadow Lament* – when reduced to 0 Hit Points, a Shadowborn Valkyrie explodes into a 30' cloud of *Darkness* that persists for 10 rounds. *Shadowplay* – once per day a Shadowborn Valkyrie can use the following spells: *Summon Shadow*, *Dispel Magic*, *Passwall*.

MISCELLANEOUS UNDEAD

“The worst of all things that haunt poor mortal man,’ said I; ‘and that is, in all its nakedness— Fear! Fear that will not have light nor sound, that will not bear with reason, that deafens and darkens and overwhelms.’”

– H. G. Wells, “The Red Room”

Memento Mori

A Memento Mori is a spirit bound to a location such as a crypt or vault. These spirits are usually called forth from the Wailing Labyrinth by a necromancer to guard a coffer of treasure, but they sometimes remain in the World Between of their own accord to safeguard a treasure dear to them in life. They appear to be spectral skeletons dripping with ectoplasm.

Movement: 120' (40')

Armor Class: 17

Hit Dice: 4

No. of Attacks: 1 (Attack Bonus +4)

Damage: 1d8+4 (chilling touch)

Morale: 12

Special Abilities: *Bound Spirit* – a Memento Mori cannot be turned. However, a *Dispel Magic* spell causes the Memento Mori to dissipate; it returns in 1d4 rounds. A Memento Mori takes half damage from all physical attacks due to its ectoplasmic form. *Creeping Chills* – a Memento Mori gains in strength as it fights interlopers; each round after it damages an opponent it gains an additional 1d8 damage die. (After the first time a Memento Mori hits a foe it does 2d8+4 damage on the next hit.) *Undead Immunities* – immune to *Sleep*, *Hold Person*, poison, etc.

Verminous Skull

A Verminous Skull is a human skull that has had bat-like wings attached via sorcery; they are often used as spies and guards by necromancers who worship Morgath, the Corpulent Reaper.

Movement: Flight: 180' (60')

Armor Class: 13

Hit Dice: 1-4 Hit Points

No. of Attacks: 1 (Attack Bonus +1)

Damage: 1d4 (bite)

Morale: 12

Special Abilities: *Vomit of Worms* – once per round a Verminous Skull can vomit a mass of writing worms on a character instead of attacking; the victim of this attack must make a Saving Throw vs. Horror. *Undead Immunities* – immune to *Sleep*, *Hold Person*, poison, etc.

Penanggalan

A Penanggalan is a woman cursed with undeath. During the day, a Penanggalan appears to be a normal human woman. (She often has class levels like a player character.) At night, the woman's head detaches from her body and flies about in search of prey—trailing beneath it a writhing mass of innards that drip horrid acidic secretions. Penanggalan feed off the blood of the living; they use their powers of hypnotism to ensnare mortal slaves and to create their own personal herd of feeding thralls. Penanggalan prefer to make victims of beautiful women—they only feed off of men when no better option is available.

Movement: Human form: 120' (40') Flying head: 180' (60')

Armor Class: 11 (human form) or 13 (flying head)

Hit Dice: as per class level (human form) or human form +4 (flying head)

No. of Attacks: 1 (human form) or 2 (flying head) (Attack Bonus class level +4)

Damage: by weapon (human form) or 1d6/1d4 (bite/acidic tendrils)

Morale: 10

Special Abilities:

Maddening Blood Drain – the bite of a Penanggalan drains 1 point each of Intelligence and Wisdom.

Hypnotic Eyes – the gaze of a Penanggalan have the effect of a *Hypnotism* spell, but any Saving Throw against it has a -3 penalty. If a character has been previously hypnotized by the creature it takes a cumulative -1 additional penalty equal to the number of times it has been hypnotized by the Penanggalan.

Acidic Tendrils – anyone hit by the Penanggalan's intestinal-tendrils takes 1d4 points of acidic damage until they wash off the slime that coats its intestinal appendages.

Horrificing Decapitation – anyone who witnesses a Penanggalan's head detach from its body must make a successful Saving Throw vs. Spells or fall unconscious for a day; thereafter they suffer the effects of *Feeblemind* for an additional three days.

Human Form Immunities – in its human form a Penanggalan is immune to things that usually work against undead, such as Turn Undead, curative magic, holy water, etc.

Undead Immunities – a Penanggalan is immune to sleep, poison, disease, etc.

Hopping Vampire

Hopping Vampires are an unusual species of undead native to the Island of Jade Mysteries. They are said to come into being when an undead creature becomes inhabited by a demonic spirit; the commingling of the powers of undeath and the powers of the World Below result in this strange abomination. Hopping Vampires are easily recognizable due to their elongated fingernails and, of course, their peculiar form of locomotion.

Movement: 90' (30')

Armor Class: 17

Hit Dice: 7

No. of Attacks: 2 (Attack Bonus +7)

Damage: 2d6+3 (Ki-draining claws)

Morale: 10

Special Abilities: *Undead Immunities* – a Hopping vampire is immune to paralysis, sleep, poison, etc. *Obsessive* – if grains of rice are spilled in front of a Hopping Vampire it must stop to count them. *Foetid Breath* – once per round a Hopping Vampire can release a 10' cloud of foul breath; anyone within that area must make a successful Saving Throw vs. Poison or suffer the effects of Gravetree Powder.

La Llorona

La Llorona are the ghosts of women who have abandoned their children in order to be with a man. Once such a woman dies she will be barred entry into the afterlife until she has been reunited with and made amends to her children. Unfortunately, if the woman's children have died before her she is likely cursed to walk the World Between in search of children who no longer exist. A La Llorona will seize upon any child she finds and attempt to carry them off; a La Llorona will mistake any child she encounters for one of her own.

Movement: 120' (40')

Armor Class: 16

Hit Dice: 3

No. of Attacks: 1 (Attack Bonus +3)

Damage: 1d6 (mournful wail)

Morale: 12

Special Abilities: *Ectoplasmic Undead* – a La Llorona takes half damage from all physical attacks and is immune to paralysis, poison, sleep, etc. *Mournful Wail* – in combat a La Llorona attacks by unleashing a terrible, heart-rending shriek in the face of a foe; any foe struck by the force of the wail must make a successful Saving Throw vs. Spells or become demoralized with grief. Such a character takes a -2 penalty to all rolls until they have had a chance to mourn on their own.

Spectral Sparks

Spectral Sparks are a mass of unquiet spirits who appear as a swarm of ghostly balls of luminous light. Legend has it that the spirits who comprise Spectral Sparks were minions of an evil leader in life; while their own misdeeds were not great enough to earn them a return as a more powerful form of undead, these minions are cursed to serve another great malefactor even in undeath.

Movement: 180' (60')

Armor Class: 15

Hit Dice: 3

No. of Attacks: 1 (Attack Bonus +3)

Damage: 1d10 (spiritual burning)

Morale: 7

Special Abilities: *Ectoplasmic Undead* – Spectral Sparks take half damage from all physical attacks and are immune to paralysis, poison, sleep, etc. *Curse of Ages* – anyone hit by Spectral Sparks must make a successful Saving Throw vs. Petrify or suffer the effects of a *Slow* spell.

Awakened Sorcerer of Lang-Tarn

Awakened Sorcerers of Lang-Tarn are spirits of long-dead wizards who possess the animated bodies of corporeal undead creatures. While inhabiting the form of an undead creature, an Awakened Sorcerer gains all of its powers and limitations; thus, it behooves an Awakened Sorcerer to inhabit the body of a powerful type of undead—though it sometimes serves their obscure purposes to take over the body of a minor form of undead (such as a skeleton or zombie) so that they might better pursue their goals without drawing undue attention.

Movement: as per host creature

Armor Class: as per host creature

Hit Dice: as per host creature +3

No. of Attacks: as per host creature

Damage: as per host creature

Morale: 8

Special Abilities: *Grave Wizard* – an Awakened Sorcerer is always at least a 5th level magic-user. *Symbiotic Spirit* – a *Dispel Evil* or *Exorcise* spell automatically destroys an Awakened Sorcerer, but leaves the host creature intact. *Undead Immunities* – immune to *Sleep*, *Hold Person*, poison, etc.

Barnacle'd Whisperer

Barnacle'd Whisperers are the re-animated remains of sailors who have died at sea, sunk to the furthest reaches of Mother Lothack's underwater hell, and returned to impart horrific revelations to the living.

Movement: 90' (30')

Armor Class: 18

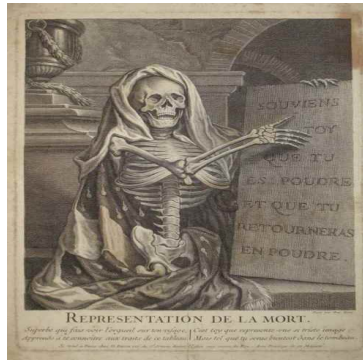
Hit Dice: 6

No. of Attacks: 1 (Attack Bonus +6)

Damage: 1d6 (short sword)

Morale: 12

Special Abilities: *Damnable Secrets* – a Barnacle'd Whisperer continually whispers the dreadful secrets of the grave; anyone who can hear these dreadful revelations must make a Saving Throw vs. Terror. *Briny Death* – anyone struck by a Barnacle'd Whisperer's attack must make a Saving Throw vs. Death or have their lungs fill with spectral salt water; a character must spend the next round expelling this water or drown. *Undead Immunities* – immune to *Sleep*, *Hold Person*, *poison*, etc.



Ghost in the Machine

A Ghost in the Machine is a mechanical construct (which looks something like a large, upturned bucket festooned with wand-like protrusions) that is inhabited by the spirit of savage barbarian from the Ruinous Scar. These monsters are rumored to have been created by some sort of alien “deathless master.”

Movement: 90' (30')

Armor Class: 19

Hit Dice: 5

No. of Attacks: 1 (Attack Bonus +5)

Damage: 2d6 (burning ray)

Morale: 12

Special Abilities: *Annihilate & Destroy* – twice per day a Ghost in the Machine can emit a beam that functions as a *Disintegrate* spell. *Symbiotic Spirit* – a *Dispel Evil* or *Exorcise* spell automatically destroys a Ghost in the Machine, but leaves the host creature intact. *Undead Immunities* – immune to *Sleep*, *Hold Person*, *poison*, etc.

Drowned Sorceress of the Far Moors

In the northern moors of Ulverland it is tradition to seal demon-worshipping witches into wells as punishment for their blasphemy. The witches drown within the well, but sometimes seek vengeance beyond death and return as Drowned Sorceresses. Drowned Sorceresses are pallid, water-logged wretches; their faces are continually obscured by long manes of sodden black hair.

Movement: 120' (40')

Armor Class: 15

Hit Dice: 9

No. of Attacks: 2 (Attack Bonus +9)

Damage: 1d6 (claws)

Morale: 11

Special Abilities: *Spectral Blinking* – a Drowned Sorceress possesses the blinking ability of a Blink Dog. *Accursed Touch* – anyone hit by a Drowned Sorceress's claws must make a Saving Throw or be afflicted by *Bestow Curse*; the curse is averted if the victim tricks someone else into her clutches within 7 days. *Undead Immunities* – immune to *Sleep*, *Hold Person*, poison, etc.

Blood(thirsty) Hound

These undead canines are vampiric wolf-hounds who often serve vampire lords or liches.

Movement: 120' (40')

Armor Class: 13

Hit Dice: 1

No. of Attacks: 1 (Attack Bonus +1)

Damage: 1d6 (bite)

Morale: 10

Special Abilities: *Blood-drinker* – when a Blood(thirsty) Hound bites a victim it regains Hit Points equal to half the amount of damage it has inflicted. *Undead Immunities* – immune to *Sleep*, *Hold Person*, poison, etc.

Animate Hide

An Animate Hide is nothing more than the outer skin of a creature that has been given unlife through a disgusting ritual in which the hide is peeled from a still-living being.

Movement: 90' (30')

Armor Class: 11

Hit Dice: 2

No. of Attacks: 1 (Attack Bonus +2)

Damage: 0

Morale: 12

Special Abilities: *Envelop* – on a successful attack, an Animate Hide envelops its victim; once enveloped, the victim automatically takes 1d4 points of suffocation damage per round. The victim's friends must be careful not to harm the person enveloped by this creature. *Undead Immunities* – immune to *Sleep*, *Hold Person*, poison, etc.

Weirdbeard

A Weirdbeard is the re-animated corpse of a lumberjack that has been possessed by an ectoplasmic spirit of the cold north. Weirdbeards appear to be zombie lumberjacks, save for the fact that a number of writhing, spectral tentacles emerge from their thick beards.

Movement: 120' (40')

Armor Class: 13

Hit Dice: 2

No. of Attacks: 1 (Attack Bonus +2)

Damage: 1d8 (axe)

Morale: 12

Special Abilities: *That Beard is Weird* – in addition to a Weirdbeard's attack, they get 1d4 additional beard-tentacle attacks per round; these attacks do 1d4 points of damage. *Undead Immunities* – immune to *Sleep*, *Hold Person*, poison, etc.

Grim Reaper

Grim Reapers are the undead servitors employed by Morgath to hunt down and kill mortals who prove to be particularly troublesome to the Demon Lord's cult. Grim Reapers are skeletal figures with burning eyes; they are always robed in dark-colored shrouds and they carry fearsome scythes. They sometimes pursue those marked by Morgath for destruction mounted on Nightmares.

Movement: 120' (40')

Armor Class: 16

Hit Dice: 7

No. of Attacks: 2 (Attack Bonus +7)

Damage: 1d10 (scythe)

Morale: 12

Special Abilities: *Morgath's Regards* – anyone hit by the scythe attack of a Grim Reaper also loses 1d8 points of Constitution. *Undead Immunities* – immune to *Sleep*, *Hold Person*, poison, etc.



Forsaken One

A Forsaken One is the undead remains of a child who has died due to being abandoned by its parents. A Forsaken One has a body of shriveled flesh and a skeletal head. (Their heads sometimes resemble animal skulls rather than human.)

Movement: 120' (40')

Armor Class: 11

Hit Dice: 2

No. of Attacks: 3 (Attack Bonus +2)

Damage: 1d4/1d4/1d4 (claw/claw/bite)

Morale: 9

Special Abilities: *Voice Thief* – anyone struck by the bite attack of a Forsaken One must make a successful Saving Throw vs. Spells or lose their power of speech. This loss persists until the Forsaken One is destroyed. If a Forsaken One steals a person's voice, it then gains the ability to speak in that character's voice. *Undead Immunities* – immune to *Sleep*, *Hold Person*, poison, etc.

NEW MAGIC ITEM

Witchboard – a witchboard is a ouija board whose letters have been inked with witches' blood. Its physical form is a thin wooden board: the letters of the alphabet arch across the middle of the board, the words YES and NO reside in the upper corners of the board, and the word GOODBYE is spelled out across the bottom. Such a board is always found in the company of a wooden planchette. Once per day a character may use the witchboard to contact a spirit from the Wailing Labyrinth. The character may then ask the spirit a question, which the spirit will answer to the best of its ability by possessing the planchette and using it to spell out words or to answer YES or NO.



However, for each question the character asks they must make a Saving Throw vs. Spells. Each question after the first adds a cumulative -1 penalty to the next Saving Throw. A failed Saving Throw means that the spirit has resisted the power of the witchboard; it moves the planchette across the word GOODBYE and cannot be summoned again for twenty-four hours. If the player rolls a 1 for their character's Saving Throw, their character becomes the victim of a *Magic Jar* spell as the spirit tries to take over their body.

ZZORCH'S BROOD

“What, if some day or night a demon were to steal after you into your loneliest loneliness and say to you: 'This life as you now live it and have lived it, you will have to live once more and innumerable times more' ... Would you not throw yourself down and gnash your teeth and curse the demon who spoke thus? Or have you once experienced a tremendous moment when you would have answered him: 'You are a god and never have I heard anything more divine.'”

– Friedrich Nietzsche, *The Gay Science*

The Demon Lord Zzorch commands his followers to produce abject monstrosities to plague the people of the World Between. These are but a selection of the terrors his cult has loosed upon the World.

Pumpkinhead

Pumpkinheads have the bodies of gaunt, nearly-skeletal men with great grinning jack-o-lantern-esque heads. An eerie, burning light pours from their eye sockets and mouths. Pumpkinheads are often found acting as bodyguards and sentries for wizards who worship Zzorch.

Movement: 120' (40')

Armor Class: 13

Hit Dice: 2

No. of Attacks: 1 (Attack Bonus +2)

Damage: 1d4 (fist) or by weapon

Morale: 8

Special Abilities: *Arresting Gaze* – three times per day a Pumpkinhead can cast *Hold Person* as a gaze attack in addition to its normal attack.

Scorpiwhale

Scorpiwhales are a chaotic hybrid of killer whales and giant scorpions that were created by sorcerers who follow the Demon Lord Zzorch. Their reason for creating these monsters is unknown, particularly as they seem to have set them free moments after their creation. Whatever their mysterious purpose, Scorpiwhales often haunt the shores of the Islands of Unparalleled Liberty.

Movement: 240' (80')

Armor Class: 17

Hit Dice: 12

No. of Attacks: 1 (Attack Bonus +12)

Damage: 2d10 (stinger)

Morale: 10

Special Abilities: *Poison Stinger* – if a Scorpiwhale hits a creature with its stinger attack they must make a successful Saving Throw vs. Poison or be paralyzed for 1d4 rounds (which can be catastrophic at sea).

Skelemingo

Skelemingos are the animated remains of flamingos. They are sometimes used as assassins by the mages who serve Zzorch; this practice is particularly offensive to the followers of Mama Lazuul, as her cult considers the flamingo to be a sacred animal.

Movement: 60' (20')

Armor Class: 13

Hit Dice: 3

No. of Attacks: 1 (Attack Bonus +3)

Damage: 1d6 (peck)

Morale: 12

Special Abilities: *Undead Immunities* – a Skelemingo is immune to the usual poison, disease, etc. *They Make You Bleed* – anyone hit by the Skelemingos peck takes an additional point of damage on the following round.



Pyrowife

Pyrowives are mutant fire elementals created by the alchemical experiments of Zzorchian wizards. They outwardly appear to be normal human women, but when they wish they can set themselves ablaze with riotous flame. For some untold reason, Pyrowives maneuver within the marriage market to make sure they are matched with men who own vast and ancient estates— which the pyrowife then proceeds to burn down in the name of the infernal Zzorch.

Movement: 120' (40')

Armor Class: 12

Hit Dice: 1

No. of Attacks: 1 (Attack Bonus +1)

Damage: 1d4 (flaming touch)

Morale: 7

Special Abilities: *Start a Fire* – anyone hit by the Pyrowife's flaming touch attack must make a successful Saving Throw vs. Wands or be lit aflame. A burning character takes an additional 1d4 points of damage per round until they are doused or stop, drop, and roll.

Headhunter Worm

Headhunter Worms are large, violently pink worms whose body culminates in a fang-lined maw. Their bodies are covered with replicas of the faces of creatures they have bitten. Headhunter Worms are often used as mounts by sorcerers who serve Zzorch.

Movement: 60' (20')

Armor Class: 16

Hit Dice: 7+1

No. of Attacks: 1 (Attack Bonus +7)

Damage: 1d10 (bite)

Morale: 8

Special Abilities: *Headhunter* – anyone bitten by a Headhunter Worm must make a successful Saving Throw vs. Death or lose 1 point of Intelligence. Furthermore, a character thus bitten loses one of its senses; roll a d4 to determine which sense is lost: 1—smell, 2—sight, 3—hearing, or 4—taste. This sense can only be regained if the Headhunter Worm is slain. Additionally, once a character has been bitten the Headhunter Worm sprouts a face on its body that looks exactly like that character's visage.

Chrono-crone

Chrono-crones are women whose appearance is bifurcated lengthwise down their bodies; the left half of their bodies is withered and old, while the right half of their bodies is youthful and blooming. Chrono-crones are women who were formerly sorceresses who served Zzorch; the transformation into a Chrono-crone is considered the highest reward a woman of the Zzorchian cult can achieve.

Chrono-crones are often magically linked to enchanted clocks. If the clock is tampered with—for example, if the hands of the clock are moved manually—the room first goes black, is then filled with eerie, spectral light, and then the Chrono-crone appears. Chrono-crones summoned in this way will offer to strike a bargain with a group of adventurers, such as providing the effects of a *Haste* or *Time Stop* spell when they most need it, because any tampering with the orderly flow of time does honor to the chaos-loving Zzorch.

Movement: 120' (40')

Armor Class: 14

Hit Dice: 10

No. of Attacks: 2 (Attack Bonus +10)

Damage: 1d4 (claw)

Morale: 6

Special Abilities: *Stasis Touch* – anyone hit by a Chrono-crone's claw attack must make a successful Saving Throw vs. Petrify or be struck with a *Hold Person* effect. *Mistress of Time* – A Chrono-crone can cast *Haste* and *Slow* at will, *Passwall*, *Dimension Door*, and *Teleport* three times per day, and *Time Stop* twice per day.

Bird with the Crystal Plumage

These birds are an unholy fusion of a large hawk-like bird and a crystalline construct. Birds with the Crystal Plumage are filled with multicolored, luminescent liquids. When a Bird with the Crystal Plumage pecks a foe it injects its victim with the magical elixir contained within its body.

Movement: Flight: 180' (60'), On foot: 60' (20')

Armor Class: 17

Hit Dice: 3

No. of Attacks: 1 (Attack Bonus +3)

Damage: 1d6 (beak)

Morale: 5

Special Abilities: *Chaotic Injection* – anyone hit by the Bird's beak attack must make a successful Saving Throw vs. Poison or be injected with a liquid that has the effects of a random potion.

Germ-Free Adolescent

Germ-Free Adolescents are the alchemical children of Nadara, Hygienic Mage of Cerulean Hills. Nadara is both a germaphobe and detests any sort of rebelliousness; as such, producing natural children was out of the question for her—instead, she has grown a “family” of perpetual teenagers via alchemical experiments inspired by the teachings of Zzorch.

Nadara's adolescent children are vastly different from the stereotypical teenager. They always agree with their “mother,” are fanatically opposed to any sort of rebellion or non-conformity, and are obsessed with tidiness, cleaning, and being overly cheerful.

Movement: 120' (40')

Armor Class: 11

Hit Dice: 1

No. of Attacks: 1 (Attack Bonus +1)

Damage: as per weapon

Morale: 6

Special Abilities: *Aura of Banality* – while within 30' of a Germ-Free Adolescent, a character must make a successful Saving Throw vs. Spells to do anything untoward, illegal, or impolite. If the character fails the Saving Throw, they find themselves behaving in what is likely an uncharacteristically pleasant way. If they pass the Saving Throw they may act as normal.

Hatred of Riotous Sound – Germ-Free Adolescents take 1d6 points of damage per round when exposed to loud, discordant music.

Primordial Betrayer

Primordial Betrayers are hunch-backed vulture-men who were formerly shamans serving the World Between's primal spirits, but they betrayed their nature gods and diverted their power to Zzorch. Primordial Betrayers were “blessed” with their current form as a reward for serving Zzorch; they may only eat carrion and often stink of rotting flesh.

Movement: 120' (40')

Armor Class: 14

Hit Dice: 4

No. of Attacks: 2 (Attack Bonus +4)

Damage: 1d4 (claw)

Morale: 4

Special Abilities: *Blinding Gesture* – a Primordial Betrayer may forgo one of its claw attacks to instead make a blasphemous gesture toward a character; that character must make a successful Saving Throw vs. Spells or be blinded for 1d6 rounds. *Summoner* – a Primordial Betrayer can summon 1d4 Shadows per day. Five or more Betrayers working together can summon a Vrock.

Brain in a Jar

Sometimes wizards favored by Zzorch have their brains preserved in jars; sometimes these jars are given enchanted legs with which to move and pursue their strange agendas

Movement: 90' (30')

Armor Class: 15

Hit Dice: 2

No. of Attacks: 0

Damage: 0

Morale: 6

Special Abilities: *Mentalist* – a Brain in a Jar can use *Suggestion* and *Telekinesis* at will.

Ocular Fiend

Ocular Fiends are demonic creatures often sent to the World Between to act as spies and sentries for the leaders of Zzorch's cult. They are dog-like creatures whose bodies are covered in spikes; they possess one large central eye that never blinks.

Movement: 180' (60')

Armor Class: 15

Hit Dice: 6

No. of Attacks: 1 (Attack Bonus +6)

Damage: 1d8 (bite)

Morale: 10

Special Abilities: *Necrotic Bite* – anyone bitten by an Ocular Fiend must make a successful Saving Throw vs. Petrify or take an additional 1d6 points of damage. *All-seeing* – an Ocular Fiend can see invisible creatures, can see through disguises (even magical ones), and is never surprised.

RIFFS ON MONSTERS

One way to make your setting really feel unique is to make your own list of monsters; one way to cheat at this is to do slight variations on already existent creatures by giving them a bit of a makeover. Here are some “monster riffs” from my home campaign:

- Axe Spirit** – Sentient manifestation of violence; like a Ghost, but it can take control of weapons.
- Beastmen** – Bestial men with goat heads; Orc, except they re-roll all ones on damage rolls, spread disease, and often have random mutations.
- Branchling** – Fey humanoid plant-creature who defend the forests from rampant logging; Elf, but has the powers of a Druid equal to its Hit Dice.
- Crypt Keeper** – as Crypt Thing, but instead of teleporting the characters it has a debilitating cackle and makes a lot of puns.
- Dough Boys** – Faceless, dwarf-sized golems made out of gooey dough; Adherer, but with half Hit Dice and damage dice; explodes in a poppin' fresh explosion at 0 Hit Points.
- Dragonian** – Dragonmen who love to fight; Lizardman, but with flame or acid breath that does 1d8 points of damage; might turn to stone when it dies.
- Dragontaur** – A Dragonian torso on a dragon's lower half; Centaur, but with a breath weapon.
- Eladrin** – Really creepy fey nobles; Elf, but with weirder spells, innate teleport abilities, and more HD.
- Ghoul Hands** – Crawling Claws, but with the Ghoul's paralyzing touch.
- Headless Horseman** – Undead horsemen with no head (pumpkin-head optional but recommended—maybe the pumpkin explodes when thrown); Death Knight, except immune to all mind-affecting powers.
- Ice Elemental** – Water Elemental, except it has an aura of cold that has the effects of a *Slow* spell in 30'.
- Jabberwocky** – Dragon-like creature that haunts the odd places of the World Between; Wyvern, except its bite causes *Confusion* instead of a poison effect.
- Mugwump** – Small, reptilian creatures who secrete hallucinogenics; Goblin, except their touch causes effects such as *Phantasmal Killer*, *Confusion*, *Amnesia*, etc.
- Origami Golem** – Goblin, but causes 1d4 bleeding on the round following a damaging hit.
- Plague Spirit** – Sentient manifestations of disease; as Specter, except its touch causes disease on a failed Saving Throw.
- Ratmen** – Small, rat-like creature who serve Slurge; Goblin, except their weapons are coated in filth that causes a minor disease on a failed Saving Throw.
- Shadowborn** – Pale, grim humanoids who are tainted by the Wailing Labyrinth; Drow, but can backstab as a Thief equal to its Hit Dice and can cause *Darkness*.
- Tubercular Shadow** – Shadows of people who died in sanatoriums from horrific diseases; Shadow, except its touch causes disease on a failed Saving Throw.
- Undead Dryad** – Dryad, except with a touch that drains 1d4 points of Constitution.

THE GOTHIC FANTASY DOMAIN GAME

“Better freedom and a chilly road than a warm hearth and servitude.”
– Fritz Leiber, *“The Cloud of Hate”*

In many old-school fantasy role-playing games, when the characters reach 10th level the nature of the game changes from one of adventurous exploration to the maintenance and defense of a domain. This is essentially a change in tone; whereas free-wheeling dungeon delving and general skullduggery was the order of the day, it gives way to the localized concerns of politics, intrigue, and lordship that accompany “settling down.”

The “domain game” level of play is entirely possible for games that skew toward Gothic Fantasy, but for these games “settling down” always comes at a price—and not just the sacrifice of autonomy! Gothic fiction has many examples of characters who have inherited, won, or married into estates that come with a problem to be solved. For our purposes, an “estate” can be any functional building that a character of a given class might gain control over: it could be a castle and the surrounding lands, an outpost or fortress, a wizard's tower, a thieves' guild, a temple or church, a guild, *et al.* Of course, you may use whatever rules you like for the normal administration of such an establishment, but once the characters are in charge of a location you should roll on the following table to see what special problem they will need to deal with.

You Inherited an Estate, but There's a Problem...

d12	Problem
1	Accursed – For some mysterious reason the estate has been cursed and ill-luck will plague any who take ownership of it. This ill-luck can take many forms, and indeed its severity should escalate the longer the curse has been left un-investigated; its effects could include minor accidents that happen on the premises up to madness and death. As to the cause of the curse, perhaps a murder was committed on the estate and the culprit has yet to be brought to justice.
2	Contaminated – The estate is literally plagued with a debilitating disease that eventually sickens all who resides there. The cause of the disease could be traceable to a variety of possible causes: a trio of hags who poison the estate's wells, a clan of wererats who are tainting the meat of the local farms, or a pocket of decaying zombies who are trapped within the estate's water system are all possible causes that will need to be investigated and rooted out.
3	Contested – While the new owner of the estate may assume they have sovereign control over their domain, some other lordling believes he or she has a rightful claim on the territory. The claimant may be mundane (such as a mad prince who believes himself to be the rightful heir to the land) or supernatural in nature (such as a vampiress who has awoken from an ancient sleep to regain her former holdings). If the structure is new, the claimant believes they are due to the land the estate sits on.

4	<p>Disrepair – The estate is in a frightful state of ruin and will require additional expenditure to put into working order. However, the more pressing concern will be to discover why the estate is in such disrepair. Perhaps a family of ghouls who live deep within the dungeons of the estate have taken to raiding the surface levels for wood and stonework, or perhaps the structure is slowly being swallowed by a horrific creature lurking within the land itself.</p>
5	<p>Haunted – The estate is home to a number of non-corporeal undead spirits. These spirits may be banshees, ghosts, specters, wraiths, or some combination of the same. These spirits will harass the new owner of the estate, ruin any important social engagements held there, and will make it difficult to retain staff and servants. The spirits have unfinished business and it is up to the estate's new owner to lay them to gentle rest.</p>
6	<p>Hazardous – The estate is located in a part of the world that is fraught with danger. If the estate is located in a remote part of the world, it could be in danger of attack from barbarians, raiders, or an antediluvian supernatural threat. If the estate is located in a more civilized part of the world, it could be in danger from a thieves guild bent on ransacking it, revolutionaries looking to make a grand political statement, or a supernatural threat of an urban character.</p>
7	<p>Indefensible – While the estate is fine on the face of things, an army or warband of some kind is already marching to lay siege to it. Unfortunately, the estate is poorly garrisoned, poorly positioned for war, lacking in defensive walls and fortifications, lacking in war machines (and crews to man them), or some combination thereof. It will be up to the estate's new owner to innovate a plan to save the estate from certain destruction.</p>
8	<p>Infested – The estate is infested with some kind of vermin. The vermin might be rats, snakes, insects, or something else, but their constant scurrying disrupts all sleep within the estate and has given it a reputation as an unclean and forsaken place. The cause of this infestation will resist mundane treatment; something otherworldly or decidedly sinister (such as a mad monk bent on revenge or a mummy lord using the vermin to spread contagion) will be the root cause to be discovered and dealt with.</p>
9	<p>Meager – The estate has very few resources to draw upon. Perhaps the land around the estate isn't growing enough food to support the tenants—has a vengeful witch placed a hex upon the farmers that only the estate's owner can lift? Perhaps the estate's capital is being embezzled by a dastardly vassal who is using the funds to support a vile demon cult. Perhaps the estate's vineyards have been blighted by an undead evil that has made its lair among the vines.</p>
10	<p>Mutinuous – For some reason, the vassals, servants, and retainers attached to the estate are planning an uprising against their new master. Perhaps they've fallen under the sway of a vile hypnotist who uses them as pawns to gain control of the estate. Perhaps they belong to a witch-cult that has dark plans for the estate. Perhaps they remain loyal to a former owner of the estate and are attempting to drive the current owner mad through fiendish acts of gas-lighting.</p>

11	<p>Unfashionable – For some reason the estate is unpopular with both the locals and the important powers that be. This means that the estate's owner will be neglected, passed by for honors, and robbed of all-important social capital. The cause of this slight could take a variety of forms: the deep woods near the estate harbor a coterie of bandits, a monastery on the estate's grounds is rumored to be involved in blasphemous doings, or the estate itself is intentionally being cut off from social circulation by a villainess who wants it for herself.</p>
12	<p>Ruined – The estate is not currently in habitable shape due to the vagaries of time, war, vandalism, or something similar. Much work will be done in order to set things to right and to make the estate a functional location. What will be discovered amongst the rubble? Perhaps a dungeon still inhabited by all manner of monstrous creatures. Perhaps a cursed treasure that will lead the estate's owner abroad in search of a mysterious hex-breaker. Perhaps a mad uncle, long thought to be deceased, has been inhabiting a ruined tower with his hideous creations.</p>



WHAT TYPE OF HAUNTING IS AFOOT TABLE

“In that single instant, brief and vivid as a landscape beheld in the flash of summer lightning, I saw the moon shining down through a rift of stormy cloud—the ghastly sign-post rearing its warning finger by the wayside—the broken parapet—the plunging horses—the black gulf below.”

– Amelia B. Edwards, “The Phantom Coach”

Many an old home in the World Between is said to be haunted, but sometimes you haven't planned in advance what form a particular ghostly manifestation takes. Here's a table to find out what kind of spectral manifestation is afoot:

What Kind of Haunting is Afoot?

d8	Haunting Type
1	<i>Army of the Fallen</i> – a detachment of spectral soldiers practices formations in the moonlight. Where do they march off to? If followed, they might re-enact a bloody battle—or perhaps they turn on any onlookers and take them to be reincarnated foes.
2	<i>Ghost Watchdog</i> – a spectral baying can be heard each night of the full moon. Is the baying an indication of some forthcoming familial doom or does the spirit-hound indicate where remains lie without proper burial?
3	<i>Haunted Portrait</i> – a certain portrait in the gallery has eyes that seem to follow your every movement. On a special anniversary the portrayed person can step from its frame. Why do they ascend to the attic? If friendly, what knowledge might they impart to those who ask politely?
4	<i>Phantom Coach</i> – at a prescribed time, a ghostly coach arrives at the front gate and the shrouded driver beckons any onlookers to enter within. Where does it take its foolhardy passengers? Do they arrive at a place of adventure or does the coach re-enact a tragic plummet from a jagged cliff?
5	<i>Spectral Footsteps</i> – ghostly footsteps can be heard in a particular hallway all through the night. If the footsteps are followed, where do they lead? Do they end at a secret passage or do they lead below into the crypts where a fiend awaits?
6	<i>The Hidden Nosferatu</i> – a strange moaning can be heard coming from behind a brick wall. If the wall is broken, a vampire will be discovered chained within. It is weak from lack of nourishment, but will offer strange wealth for its release.
7	<i>The Pitter-Patter of Little Feet</i> – a child ghost haunts an obscure staircase. Perhaps this child merely wants to be played with and entertained, or perhaps it rises from the well each night with sodden hair to do worse than mischief.
8	<i>The Rattle of Chains</i> – the sound of rattling chains can be heard to emanate every night from the basement. Someone was incarcerated there, but what will happen if this specter is confronted? Perhaps this person was unjustly locked away and is in need of exorcism, or perhaps they were put away for the safety of all.

WHAT A TERRIBLE NIGHT TO HAVE A CURSE

In *Simon's Quest*, the second installment of the long-running *Castlevania* video game franchise, the coming of nightfall spells a period of increased danger for the game's whip-wielding protagonist; when the moon rises, the monsters become harder and more deadly. Similarly, there are cursed places in the World Between where monsters grow in unholy might as the sun sets. To find out how the foes of men and women who inhabit these accursed realms strengthen as the light goes dim, roll on the following table:

What a Terrible Night to Have a Curse Table

d12	Effect
1	Aria of Mortification – The infernal hooting of owls begins to sound like a chorus calling for blood to be spilled. All monsters may re-roll any damage rolls that come up a 1.
2	Blood Opera – The night air is filled with the terrible sound of the cawing of vultures. All monsters may re-roll any attack rolls that come up a 1.
3	Bloodmoon Dissonance – The moon turns the color of blood, driving the foes of mankind into a frenzy. All monsters gain an additional attack per round.
4	Harmony of Morbidity – The howling of hungry wolves inspires the children of the night to weave through mankind's pitiful resistance. All monsters gain +1 Armor Class.
5	Miasma of the Ancients – A foul mist rises from the land that strengthens the lost and the damned! All monsters gain +1 Hit Dice.
6	Midnight Puissance – The eerie light of the moon guides the fangs and claws of beasts with its sickening rays. All monsters gain a +1 on their attack rolls.
7	Nocturnal Alacrity – A savage wind rips across the land, granting wrathful speed to all the world's terrors. All monsters gain a +10' bonus to their movement.
8	Rondeau of Agony – The haunting sound of ravens in flight fills yours ears like the beating of a war drum spelling the doom of all mankind. All monsters have their spells and spell-like abilities extended in duration by 1d4 rounds.
9	Scourge of Innocence – The night sky deepens to an unholy shades that seems blacker than pitch; this unnerving sight emboldens the creatures of darkness. All monsters gain a +1 bonus to their Morale.
10	Shadow Lamentations – The shadows cast by the moon seem to crawl and writhe as if they had been given hellish life. All monsters gain a +1 bonus to their Saving Throws.
11	Sorrowful Judgment – A dense, choking fog arises to shroud the occult workings of those who serve evil. All monsters have their spells and spell-like abilities extended in range by 50%.
12	Symphony of Ruin – The wind carries the chilling voices of the dead on its unseen waves; this cacophony goads the foes of mankind to strike true into the hearts of the living. All monsters gain a +1 on their damage rolls.

RANDOM ITEM TABLE

What is in that chest, in that closet, or in the pockets of that corpse? Roll a d100 and find out:

01 Air Bladder	26 Cane, Wooden
02 Amputation Kit	27 Catapult Diagram
03 Bag of Animal Bones	28 Censer with incense
04 Bear Trap	29 Chain (30')
05 Bedroll	30 Chalk (1d12 pieces)
06 Bells (1d4)	31 Cookpots (1d4)
07 Blanket	32 Crampons (2d4)
08 Blindfold	33 Crowbar
09 Block and tackle	34 Drill
10 Bone Dice (1d4)	35 Ear Plugs
11 Book, Biography	36 Figurine of an Unnameable Being
12 Book, Blank	37 Fishing Net
13 Book, History	38 Fishing Pole, Line, and Hooks
14 Book, Legal	39 Flask of Oil (1d4)
15 Book, Natural Science	40 Garlic cloves (2d6)
16 Book, Novel	41 Grappling Hook
17 Book, Occult	42 Graveyard Dirt (1d4 pouches or vials)
18 Book, Political	43 Hammer
19 Book, Poetry	44 Holy Symbol, Silver
20 Book, Religious	45 Holy Symbol, Steel
21 Bucket	46 Holy Symbol, Wood
22 Cage, Small Iron	47 Holy Water
23 Cage, Small Wooden	48 Hourglass
24 Caltrops (1d4)	49 Human Skull
25 Candles (2d4)	50 Ink (1d6 vials) and Quill

51 Instrument	76 Pouch (1d4)
52 Kite and String	77 Rope, 50'
53 Lantern	78 Sack
54 Lightning Rod	79 Saw
55 Locket (containing the hair of a lost love)	80 Scroll Case
56 Locks (1d4)	81 Shovel
57 Lucky Gypsy Coin	82 Soap
58 Magnifying Glass	83 Specialist's Tools
59 Mallet	84 Spike, Iron
60 Manacles	85 Spyglass
61 Map, Kingdom	86 Stake, Wooden
62 Map, Local	87 Surgeon's Kit
63 Map, Sewer System	88 Tankard
64 Mask	89 Tarot Cards
65 Medicinal Herbs	90 Tarpaulin, 10'
66 Miner's Pick	91 Tea (1d6 pouches)
67 Mirror, Glass	92 Tent, Regular
68 Mirror, Silver	93 Tobacco (1d6 pouches)
69 Mirror, Steel	94 Torches (1d6)
70 Nails (3d10)	95 Trail Rations (1d6 days)
71 Nose Plugs	96 Vial, Glass (1d4)
72 Paper (1d8 sheets)	97 Waterskin
73 Pincers	98 Wax (1d4 pounds)
74 Playing Cards	99 Whistle
75 Pole, 10'	100 Wolfsbane (1d6 bunches of roots and leaves)

WHAT HAPPENS INSIDE THE RED ROOM?

d6	There's always something off about a room painted blood-red, right?
1	<i>Temporal Slippage</i> – when the characters enter this room they see the occupants replay a scene from the past. The occupants of this room cannot leave it; they are doomed to repeat their motions and statements over and over. Whatever happens in this room has no effect on the course of history—it is merely an echo of the past.
2	<i>Dimensional Tapestry</i> – this room contains a pictorial tapestry depicting a scene that occurs somewhere else. The tapestry may be stepped into; it will transport anyone who steps into it to the vista it portrays.
3	<i>Horror of the Waxworks</i> – this room contains a number of wax models of historic figures. When some triggering condition is met the waxwork models will come to life and attack.
4	<i>The Covered Pit</i> – this room contains a pit that is covered by a trapdoor. If opened, the trapdoor will release a vengeful spirit from the pit. Alternately, the pit might contain a mutant alligator or a similar beast.
5	<i>The Family Portraits</i> – this room contains a number of painted portraits whose eyes follow you no matter where you move within the chamber. If addressed, the portraits will answer questions asked of them.
6	<i>The Haunted Desk</i> – this room contains an ancient wooden desk. Inside one of the desk's drawers is a letter from a long-dead man. If a letter to this man is placed within the drawer, a reply from his specter will appear within it the next day.

RANDOM UNNERVING SOUNDS TABLE

d20	Sound	d20	Sound
1	Growling of a large dog	11	Anguished weeping
2	A child's whisper	12	Cries of pain and agony
3	An adult's whisper	13	Something heavy being dragged
4	Hissing of a large reptile	14	The flapping of wings
5	Tortured moaning	15	Intermittent screams
6	The rush of wind	16	A strange ululation
7	Maniacal laughter	17	An incessantly ticking clock
8	Hushed conversation	18	The scrapping of furniture across the floor
9	Heavy footsteps	19	Steady, rhythmic pounding
10	Labored Breathing	20	A child's laughter

GOTHIC ROOM DRESSING TABLE

Roll a few times on this table to give any boring room a Gothic make-over. Think about the connections between the random results; they might start to suggest an idea of what is going on within the larger structure if you're in need of an adventure seed.

d100	Room Dressing	d100	Room Dressing
01-02	A book of gruesome fairy tales	51-52	Alchemy laboratory
03-04	A blasphemous altar	53-54	A statue of a beautiful man or woman
05-06	A book of tales of horror	55-56	A bust of a famous philosopher
07-08	Disturbing family portraits	57-58	A profane idol
09-10	A painting of a saint's execution	59-60	A book on infamous highwaymen
11-12	A painting of the carnal act	61-62	A book on infamous pirates
13-14	A painting of famous massacre	63-64	A fireplace carved with a child's face
15-16	Ancient and rusted suits of armor	65-66	A stone or marble gargoyle
17-18	A chair with built-in restraints	67-68	A painting depicting occult symbols
19-20	An iron maiden	69-70	A fountain with statue centerpiece
21-22	Manacles on the wall	71-72	Thick cobwebs and dust
23-24	A bed that is bolted to the floor	73-74	A disused organ
25-26	A tapestry depicting knights at war	75-76	A wunderkammer
27-28	A tapestry depicting the apocalypse	77-78	A collection of skulls
29-30	A book about infamous villains	79-80	A collection of brains in jars
31-32	A book on religious persecutions	81-82	Art made from toenails
33-34	Guttering candles	83-84	A massive helmet with black plumes
35-36	Ornate candelabra	85-86	A desk etched with words of insanity
37-38	Rotten taxidermy	87-88	A locked armoire
39-40	A bloody dagger	89-90	A brazier burning incense
41-42	An old blood stain upon the floor	91-92	A crate chained shut
43-44	A fresh blood stain upon the floor	93-94	Stained glass windows
45-46	A terrarium with carnivorous plants	95-96	A symbol scrawled in chalk
47-48	A collection of creepy dolls	97-98	A ouija board
49-50	A boon on the history of witchcraft	99-100	Tarot card laid out in a reading

THE IRON PRINCIPALITIES: PETTY PRINCE GENERATOR

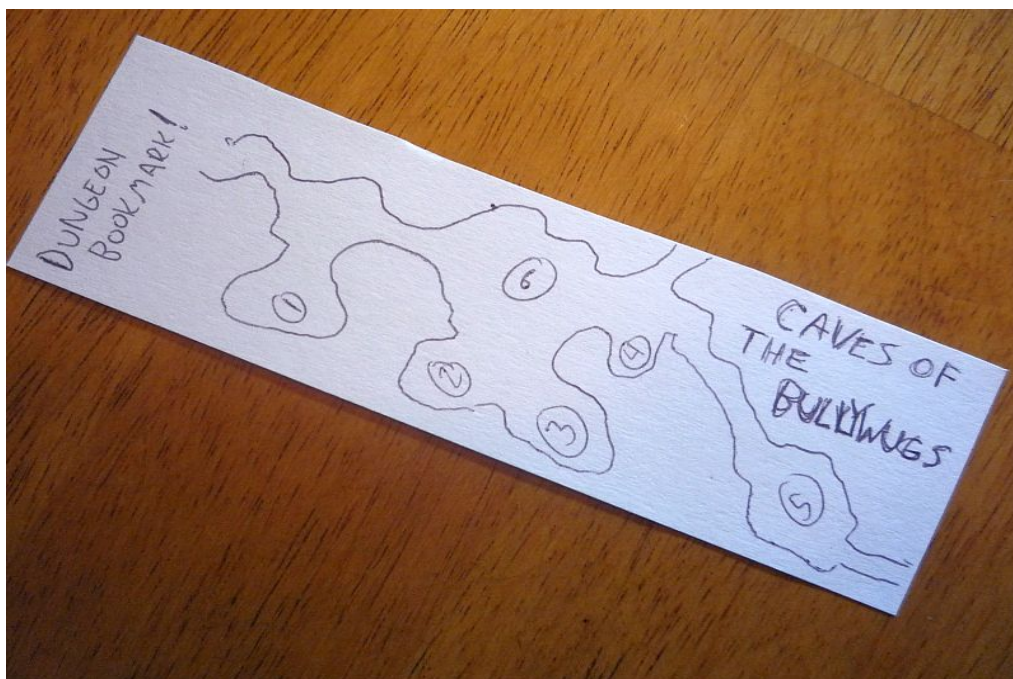
The Iron Principalities are home to many petty princedoms. Roll four d12s and consult the following tables to generate a petty prince on the fly.

d12	Ruler	d12	Ruler's Goal
1	Bandit King	1	Personal glory and adoration
2	Cult Leader	2	To amass wealth
3	Displaced Noble	3	To conquer a neighboring kingdom
4	Knight	4	To crusade in the name of religion
5	Magic-user	5	To drive an ethnic group from the land
6	Mercenary Captain	6	To find an item of great power
7	Merchant Prince	7	To forge a dynasty
8	Monster (hag, demon, naga, etc.)	8	To forge an empire
9	Peasant Revolutionary	9	To make war with a hated neighbor
10	Priest	10	To provide safe haven for their people
11	Tribunal of Equals	11	To start a new religion
12	Undead (lich, vampire, deathknight, etc.)	12	To usher in a new Golden Age

d12	Ruler's Style	d12	Ruler's Quirk
1	Abusive and Cruel	1	Addicted to drink or drugs
2	Decadent and Overly Sensuous	2	Disguised as a member of the opposite sex
3	Fair-minded and Contemplative	3	Easily swayed by beauty
4	Gruff and Businesslike	4	Fascinated by the latest science
5	Imperious Autocrat	5	Gripped by delusion
6	Merciful and Compassionate	6	Mentally controlled by their vizier
7	Noble Poseur	7	Religious fanatic
8	Ostentatious Displays of Wealth	8	Secretly a demon cultist
9	Paranoid and Skittish	9	Secretly a doppelganger
10	Self-sacrificing and virtuous	10	Slated to be sacrificed by a cult
11	Unforgiving and Fanatical	11	Unpredictable temper
12	Weak and Indecisive	12	Unswervingly obeys a moral code

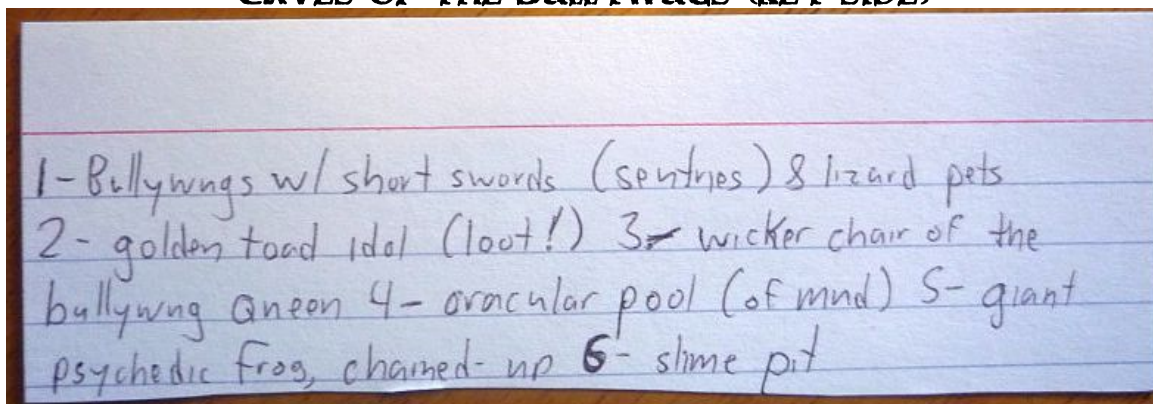
MINI-DUNGEONS ARE FUN TO PUT ON BOOKMARKS

Take an index card and cut it in half. Now you've got two bookmarks to stick in your rulebook of choice. Draw a map on the blank side; make a key for that map on the lined side. Now you've got two mini-dungeons you can run on the fly with little-to-no preparation at a moment's notice. (Or send them in the mail to a friend! Remember the joy of getting actual mail?)

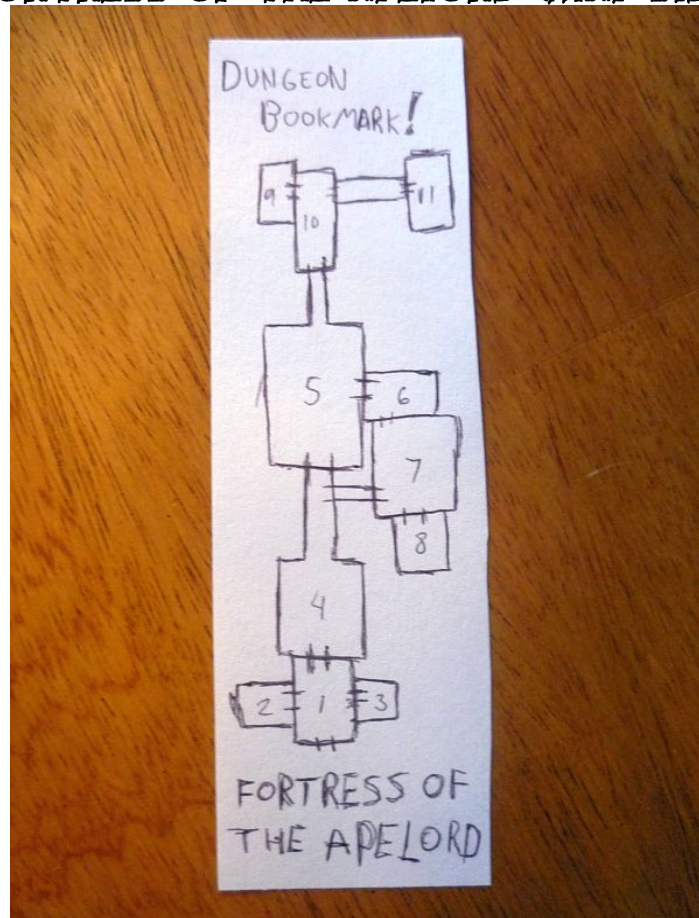


CAVES OF THE BULLYWUGS (MAP SIDE)

CAVES OF THE BULLYWUGS (KEY SIDE)



FORTRESS OF THE APELORD (MAP SIDE)



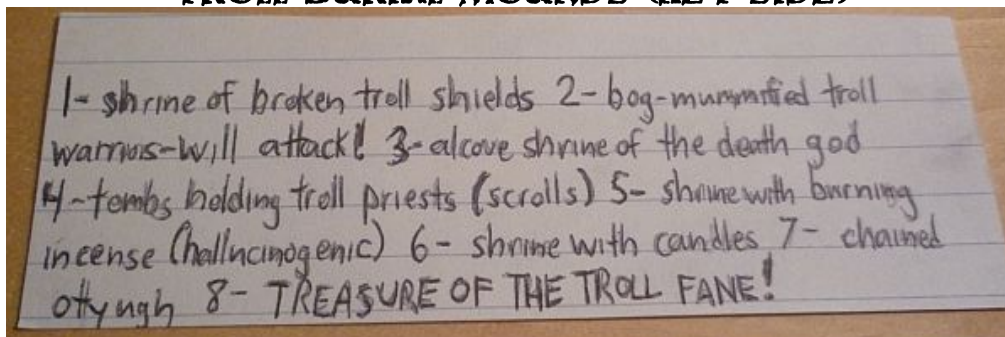
FORTRESS OF THE APELORD (KEY SIDE)

1. Entryway - apes w/ spears
2. Break room for ape-guards
3. Armory - spears & helms
4. Gallery of paintings of former Ape-Lords
5. Throne room - all hail the Ape-Lord!
6. Ape-Lord Bedroom
7. Ape-Lord's wife's bedroom
8. Treasury - golden bananas
9. Lab
10. Chamber of the Ape-Lord's wizard Vizier
11. Library

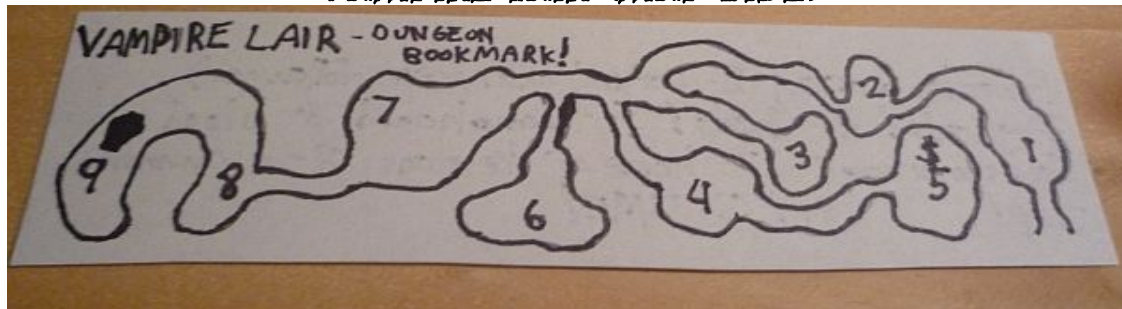
TROLL BURIAL MOUNDS (MAP SIDE)



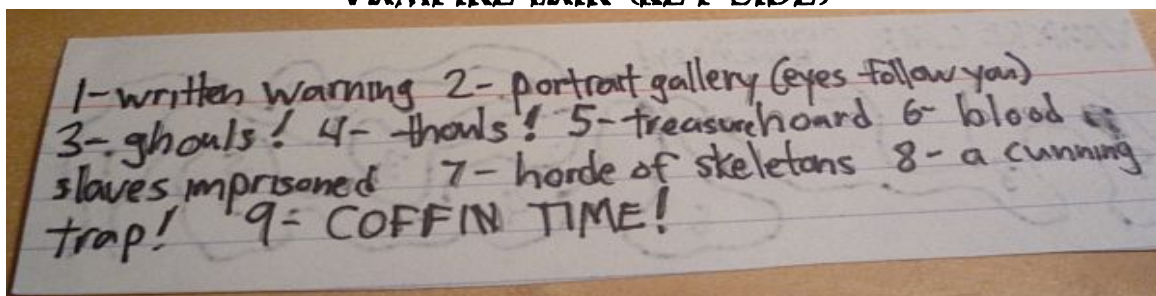
TROLL BURIAL MOUNDS (KEY SIDE)



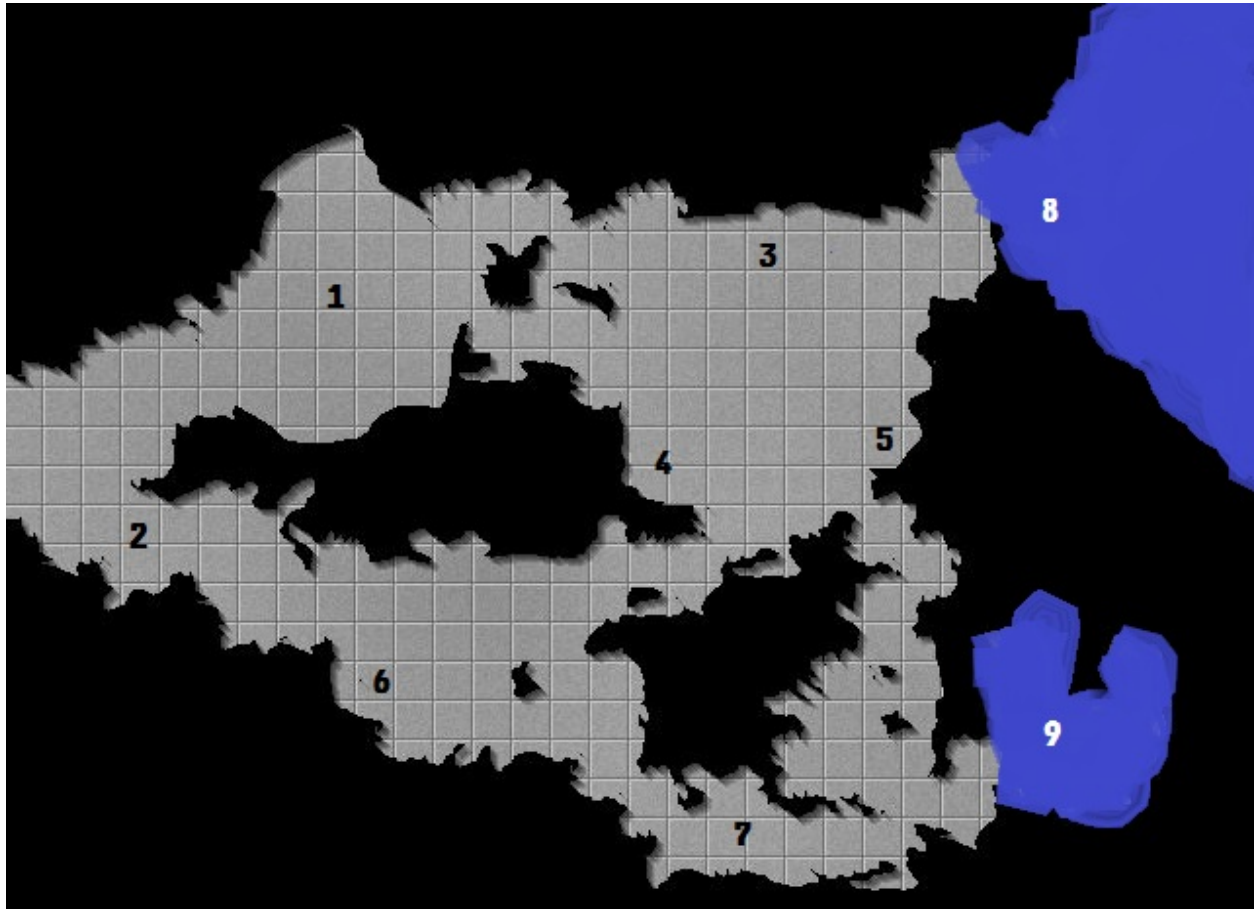
VAMPIRE LAIR (MAP SIDE)



VAMPIRE LAIR (KEY SIDE)



THE CAVE COMPLEX OF THE LOTHACK CULTISTS



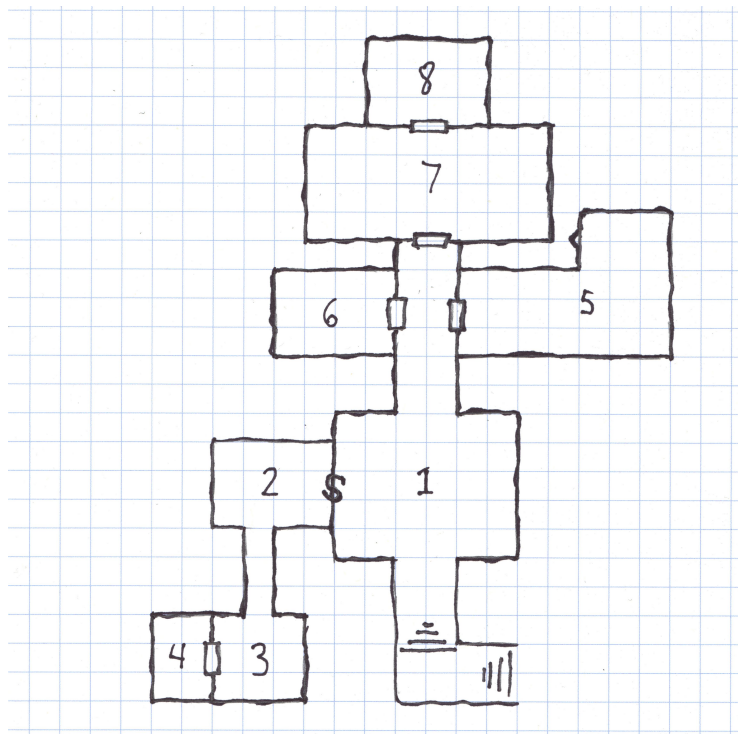
- 1 – 3 Cult Guards** [Move: 90' (30') AC: 15 HD: 2 Attacks: 1 (+2) Damage: 1d8 (longsword) Morale: 10.
- 2** – Pit trap (Save vs. Breath Weapons or fall into a pit of mutating slime).
- 3** – Altar to Mother Lothack, a sacrifice is chained to the altar, before the altar is a **Cult Leader** [Move: 90' (30') AC: 13 HD: 3 Attacks: 1 (+3) Damage: 1d4 (dagger) Morale: 12 Special: Cleric 3] and **4 Cult Members** [Move: 90' (30') AC: 11 HD: 1 Attacks: 1 (+1) Damage: 1d4 (dagger) Morale: 11].
- 4** – Chest full of valuables stripped from previous sacrifices.
- 5** – Wooden cage holding future sacrifices.
- 6** – Lair of Captain Farlos, a **Ghoul** that assists the cult in finding and abducting victims.
- 7** – Alchemical lab, has equipment and raw ingredients, 1d6 preparations of Potion of Water Breathing.
- 8** – Passage slopes into the sea; if the ritual is completed it will summon a number of **Deep Ones** who enter from this area; they will arrive HUNGRY.
- 9** – Underwater chamber guarded by a Giant Piranha; if characters dive down into it they will discover a water-tight chest that contains 2 Potions of Healing, a Potion of Sweet Water, and a Potion of Human Control.

INTO THE CRYPTS OF DRUGULA

The story so far: Let's say the characters have just arrived in a new town—they had been hired to guard a caravan of goods coming in for the Harvest Festival. Since they have successfully seen that job through to its conclusion, they are approached by the town alderman with another offer of employment. The centerpiece of every Harvest Festival is the sale of Abbot-Hill Wine, which is brought down from a local monastery and sold to great profit to travelers who have come to attend the festivities. This year the monks' wine-laden wagon has yet to appear; the alderman will offer the characters a sum of money to go and get the promised win from the monastery.

Over the course of the last year, the monks of Abbot-Hill have fallen under the psychic domination of an ancient evil that slumbers in the crypts beneath the monastery: DRUGULA, a vampire cursed to only be able to drink blood that has been tainted with psychoactive drugs. To prepare a feast for their vampire lord, the monks have been busy spiking their yearly shipment of wine with hallucinogenic herbs. While the characters explore the monastery, lay out appropriate clues so they can piece together the mystery before they confront Drugula and his sinister cult of fallen monks.

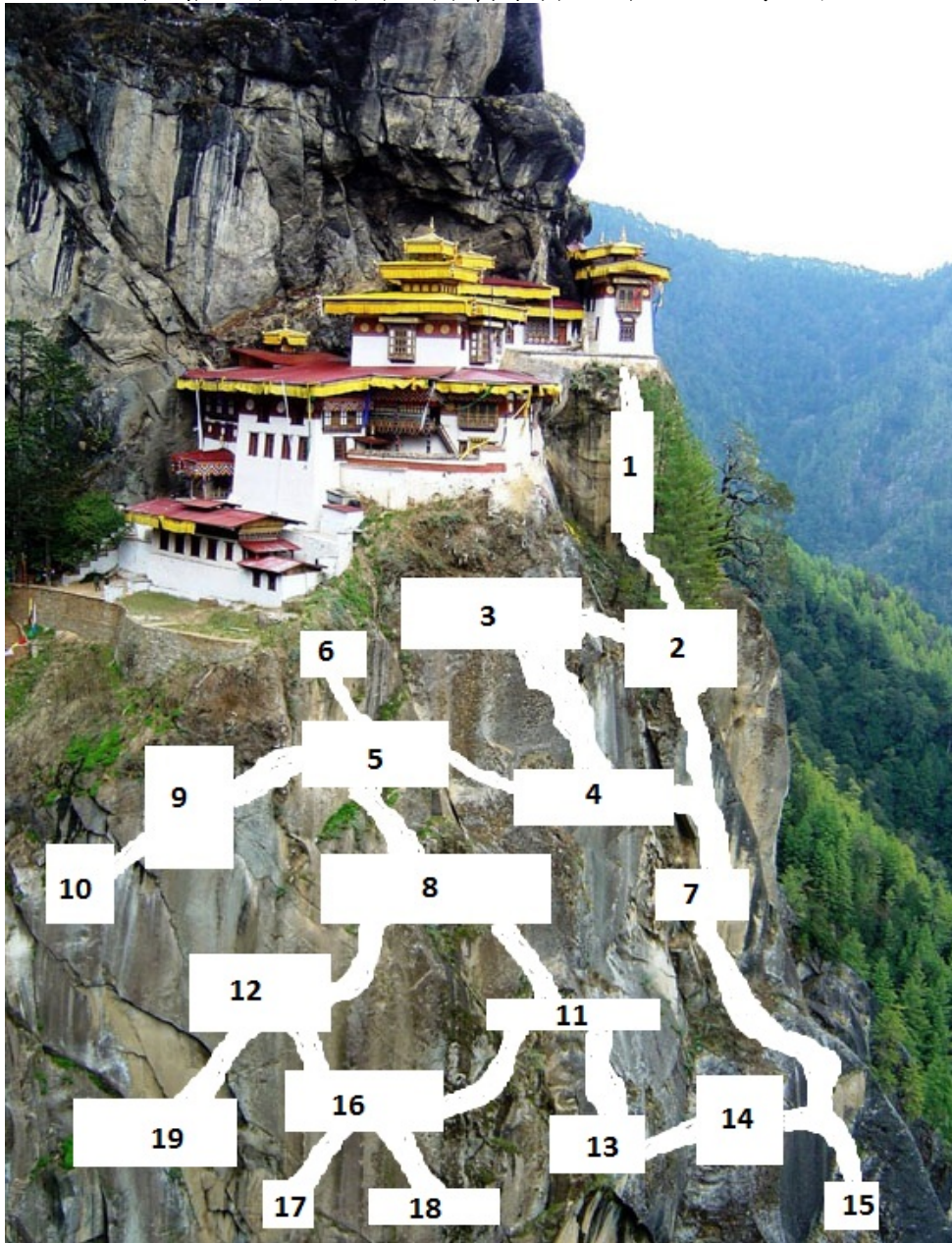
No map of the monastery's upper level has been provided; simply pull a floor plan from the internet if needed. The upper levels of the monastery are utterly vacant and abandoned—play up the eeriness and silence that haunts the refuge. Of course, once the characters enter into the crypts below the monastery feel free to let all hell break loose.



MAP KEY

- 1 – Antechamber; piles of bones excavated from the former crypts in room #5 lay hastily piled in the four corners of this room; agonized moaning can be heard coming from the wall with the secret door.
 - 2 – Torture chamber; a man lays on a rack, his intestines pulled from his abdominal cavity; he is the only monk of the order who refused to bend to Drugula's will; he can give the characters a good idea of what to expect in the rest of the crypts; he will beg for the characters to kill him.
 - 3 – Treasure chamber; the rings, necklaces, amulets, etc. taken from the exhumed corpses have been placed in a large (and locked) treasure chest; if the chest is messed with, the penanggalan in room #4 awakens and attacks.
 - 4 – A **Penanggalan** lays sleeping in a bucket.
 - 5 – The “distillery”; this room is where the monks have been adding hallucinogenic herbs to casks of wine; it is full of funnels, packets of herbs, casks of wine, stoppers, etc.
 - 6 – Wine barrels; the monks have been storing the finished products of their wine-additive labor in this room.
 - 7 – Profane altar; this room has been arranged with altars, braziers, etc. so that the monks might worship Drugula like a god; there will be **2d6 Monk-cultists** in this room chanting to awaken Drugula from room #8.
 - 8 – Drugula's burial chamber; Drugula lies in his coffin, but could be awakened by the cultists in room #7; he is a **Vampire** whose touch as the effects of a *Confusion* spell—it causes the victim to have a psychedelic trip.
- Note:** the monsters and treasure in this adventure have been left unstatted so that the GM might better tailor it to the characters in his campaign.

CHAOTIC CATACOMBS BENEATH THE TEMPLE OF ZZORCH



Note: All passages are navigable by the rickety ladders they contain. The cultist who reside here can teleport to any chamber whose name appears in italics at will. The **Crypt Thing** who rules the upper stories can teleport a foe to any room marked in italics as well.

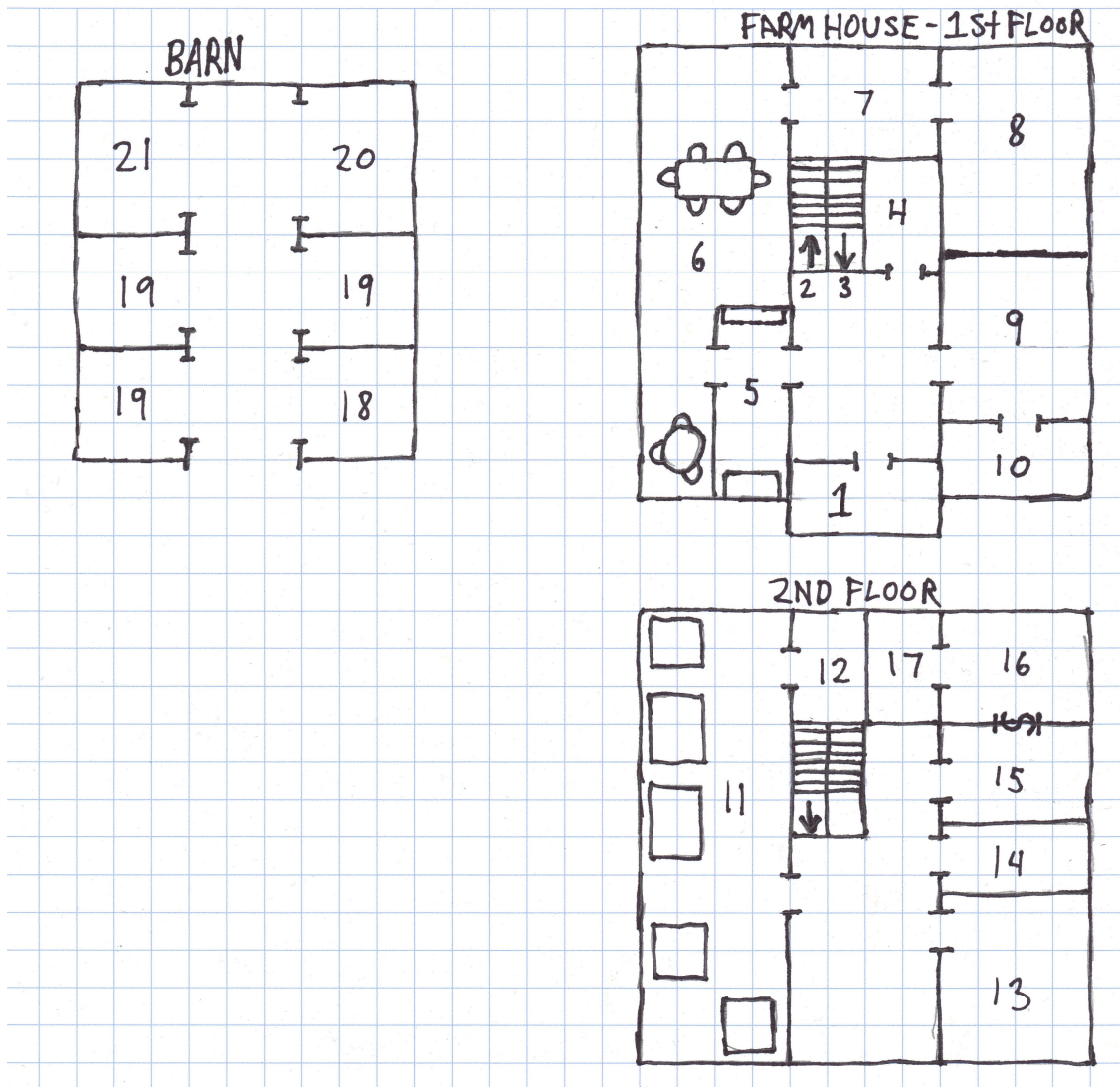
MAP KEY

- 1 – Hand-crank elevator.
- 2 – *Room of Golden Ornamental Splendor*; 4 gold statues of fantastical hounds—each has rubies for eyes; if the rubies are pried out the statues animate as **Gargoyles**.
- 3 – *The Mystery of the Three Chests*; 3 locked treasure chests: the leftmost one is trapped with a poison gas canister, middle one contains hoard class XX , and the rightmost one is full of rat skulls.
- 4 – *Ocular Gallery*; this room contains fifty glass jars filled with pickled eyeballs.
- 5 – This chamber is empty, but feels strangely damp and humid; any food carried by the characters instantly rots away and any water carried becomes brackish.
- 6 – *Aviary*; this room contains a birdcage with a dead vulture locked with—its corpse is diseased (Saving Throw if touched), but there is a key underneath its body.
- 7 – This room is empty save a locked iron box (key in room #7); inside iron box is a scroll containing the *Lightning Bolt*, *Shocking Grasp*, and *Invisible Stalker* spells.
- 8 – *Feast of Death*; A ghostly host sits at a long table eating spectral food; if crept around they do nothing; if interrupted **3 Ghosts** attack those that disturb them.
- 9 – A single statue adorns this room; it is of a comely woman—she repeats anything spoken in this room immediately after it is said. She clutches a dagger in her right hand (it is a dagger +2).
- 10 – Behind a tapestry depicting the ghostly feast happening in room #8 is a hole containing treasure hoards IX and XIX (x3).
- 11 – Narrow room; characters must crawl on their bellies while in this chamber.
- 12 – *Room of Holy Symbols*; this room has a holy symbol on a golden chain from each major religion of the World Between hanging on the walls. If one is removed there is a 25% chance that it transforms into an **Ankheg** and attacks; if it doesn't transform, it merely functions as a normal holy symbol.
- 13 – *Jelly Pantry*; this room contains many shelves, each lined with a variety of jellies, jams, and preserves. They are of gourmet quality and will fetch princely sums at the right culinary market.
- 14 – Each time this room is entered a random sound fills the space; the sound changes with each entry; use Random Unnerving Sound Table.
- 15 – A **Black Pudding** lies in wait at the bottom of this pit-chamber.
- 16 – Five taxidermied **Ogres** reside within glass cases in this chamber. They animate and attack anyone not wearing a holy symbol from room #12.
- 17 – A swirling portal of energy coalesces against one wall; if entered, it transports the character to the Ruinous Scar.
- 18 – Hoard class XX (x5) and 5000 gp lays scattered across the floor.
- 19 – *Owl Bear Petting Zoo*; the **Owl Bears** who live in this chamber are completely docile.

OL' SAWYER FARM

The story thus far: the characters might arrive at the Sawyer farm for many reasons – perhaps they have been paid to track down a missing wife and the trail ends here or perhaps they are merely lost and have accidentally turned up on the Sawyers' doorstep.

The Sawyers are an inbred family of **Demon Boars**. The clan is led by Pa Sawyer (who has 2 HD more than the usual Demon Boars); other members include: Jimmy Sawyer (who has a pet catoblepas named Vern in the barn), Isabelle Sawyer (daughter/wife who safeguard the family's valuables), and Dumb Pete (the little brother). The Sawyers use their powers and brute force to abduct strangers, bring them to the farm, and turn them into sausages.



MAP KEY

- 1 – Porch; wind chimes made of human and animal bones decorate this grim entryway.
- 2 – Stairs going to the second floor.
- 3 – Stairs going to the basement; the basement has no interior walls and has a dirt floor; it is full of decomposing corpses and possibly cages holding still-living future victims if the GM wishes.
- 4 – Hall closet; mops, buckets, and a glass jug of acid.
- 5 – Kitchen; stove, meat grinder, pantry; Isabelle Sawyer might be in here cooking human sausage (wouldn't it be grotesque if she played the hostess and offered some to the characters?).
- 6 – Dining room; the chairs in this room are all covered in human leather—rangers and druids might notice that something is odd about them.
- 7 – Sitting room; empty except for a series of family portraits done in oil paints; each portrait shows a family member holding a hog.
- 8 – Parlor; couches, bookcases, etc.
- 9 – Pa Sawyer's bedroom; he sits in his room, smoking and reading most days and leaves the work to his children.
- 10 – Pa's library; only has cookbooks that deal with preparing human beings for consumption.
- 11 – Holding pens; five metal cages in which people intended for the meat grinder are kept; they are bound and gagged and terrified; the door to this room is always locked.
- 12 – This chamber houses a variety of torture implements (knives, brands, whips, etc.) as well as restraints and gags.
- 13 – Jimmy and Dumb Pete's room; bunk-beds; Dumb Pete is usually in here reading a penny dreadful.
- 14 – Hall closet; mops, buckets, etc.
- 15 – Isabelle's bedroom, secret door in the wall.
- 16 – Isabelle keeps an armless, legless, and tongueless man in this room for her own amusement.
- 17 – The coins, jewelery, and other valuables stripped off the family's victims are stored here.
- 18 – Tack room; shovels, rakes, axes, saddles, etc.
- 19 – Horse stalls.
- 20 – Animal feed and hay.
- 21 – Jimmy's **Catoblepas**; Jimmy is usually in here grooming his pet.

ADDITIONAL AREA IDEAS:

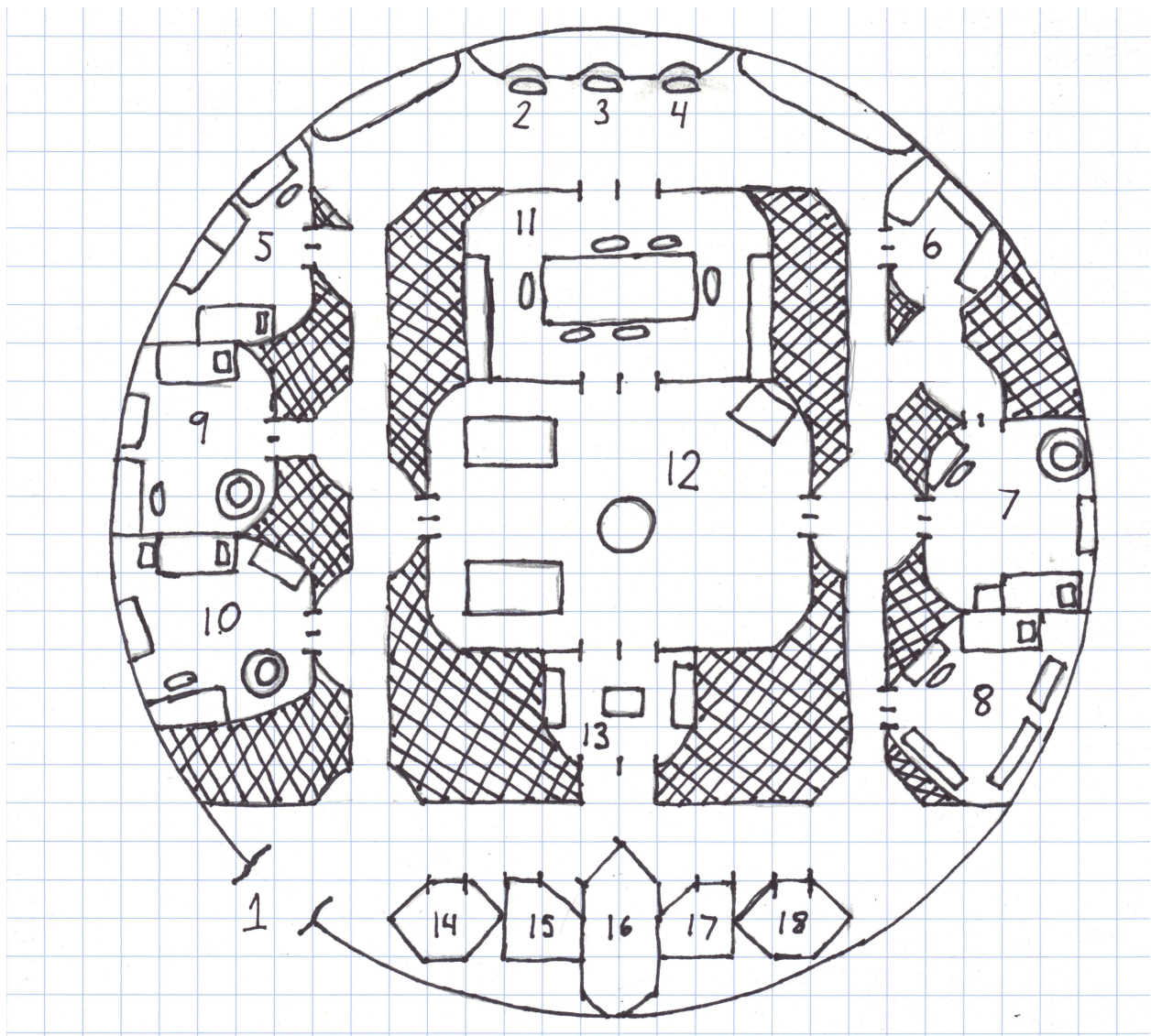
Crematoria – when entered the cremains animate as an undead Dust Devil.

Plundered Burial Grounds – the headstones have been assembled into a Stone Golem.

DOWNED CHARIOT OF THE SPACE SPECTER

The story thus far: The characters encounter a wealthy merchant or wizard who tells them that a week ago they saw a “great metal chariot” plummet from the sky. The wealthy merchant or wizard will pay them handsomely if they bring him or her back any strange and unusual trinkets from the metal chariot, wherever it has landed. Finding it shouldn't be a problem as the thrusters are still giving off an eerie pulsation.

Of course, the “great metal chariot” is a downed spaceship. The reason why it has fallen to the World Between is that the captain contracted Space Madness during the voyage and attacked the other two crew members. He killed both of them, but in the ensuing struggle with the ship's medical officer the ship was thrown off course, whereupon it crash-landed in the Scavenger Lands.



MAP KEY

- 1 – There used to be a door here but it was wrenched off in the crash, leaving a jagged hole; the bodies of two crew members clad in alien garments lie in a pile by the door (they were placed here by the barbarians in #12).
- 2 – The Medical Officer's chair and console; this console has lost power and does nothing, no matter what buttons the characters press.
- 3 – The Captain's chair and console; this console is sparking wildly; if anyone touches it they take 1d8 points of damage; at the GM's whim it may be possible to start and pilot the craft from this console still; the characters might go on a voyage with the ship to places unknown, or perhaps they can harness the thrusters as some sort of siege weapon.
- 4 – The Science Officer's chair and console; most of the controls on this console are broken beyond repair, but there are five color-coded switches here that are still operational; the green switch opens the door of containment bay #14, the blue switch opens the door of containment bay #15, the red switch opens the door of containment bay #16, the orange switch opens the door of containment bay #17, and the yellow switch opens the door of storage area #18.
- 5 – Sick Bay; there is a mechanical bed in this room as well as cabinets full of useful sci-fi medical technology such as anti-venom shots, pain killers, and healing dermal patches; of course, it should be difficult for the characters to decipher what any of this stuff is.
- 6 – Storage closet; this room contains five space suits with respirator helmets; any character wearing a respirator helmet can travel wherever there is no oxygen and is immune to gaseous attacks.
- 7 – Spare sleeping quarters; bed, shower, desk, empty closet.
- 8 – The Captain's sleeping quarters; the barbarians living in #12 have piled pieces of metal debris in front of the door; inside is a bed, a shower, a desk, and closets containing the Captain's personal effects; this room is also haunted by the Captain's ghost:

SPACE SPECTER

Move: 120' (40') AC: 15 HD: 10 Attacks: 1 (spectral touch +10) Damage: 1d10 Morale: 12
Special: *Space Madness* – anyone touched by the ghost loses 1d4 points of Wisdom and must make a successful Saving Throw vs. Spells or suffer the effects of a *Confusion* spell. *Undead*.

- 9 – Officer's quarters; bed, shower, desk, closet with personal effects.
- 10 – Officer's quarters; bed, shower, desk, closet with personal effects.

11 – Mess hall; dining table, chairs, food replicator (still functional), closets containing plates and silverware made of an unknown material.

12 – Recreation room; billiards table, air hockey table, card table, arcade machine in corner; the barbarians have set up a tent in the lower right-hand corner of the room; the barbarians will investigate any noises they hear as the characters explore the ship.

If the characters want to gain control of the tribe they must appoint one of their number as their champion, who must then face-off against the current barbarian chief on the arcade game in the corner. The game is a Capcom-like fighting game; to resolve the contest, the GM and champion roll a d20 each round; this roll is modified by Dex bonus/penalty (the chief has a +2 bonus); whoever has the highest roll three times vanquishes the other in the game and gains leadership of the tribe.

BARBARIANS

Move: 120' (40') AC: 14 HD: 5 Attacks: 1 Damage: 1d8 (axe +5) Morale: 7

13 – Food storage; contains enough food to prepare 3d12 days worth of preserved rations.

14 – Containment pod with green door; contains three many-armed insectoid xenofoms who defrost within 1d4 rounds and begin to search the ship for anything living to kill and eat.

INSECTOID XENOFOMS

Move: 180' (60') AC: 17 HD: 7 Attacks: 4 Damage: 1d6 (claws +7) Morale: 9

15 – Containment pod with blue door; contains d6 laser rifles.

16 – Containment pod with red door; contains a slaving xenofom with a shark-like head and centipede-like legs; it defrosts in 1d6 rounds and begins to search the ship for food (living or not).

SHARK-HEADED XENOFOM

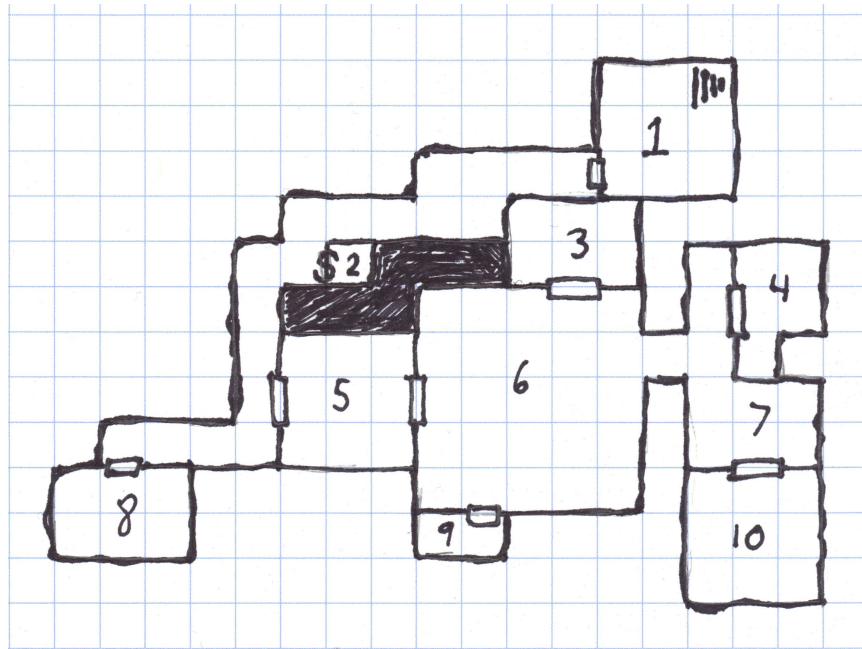
Move: 90' (30') AC: 15 HD: 11 Attacks: 1 Damage: 3d6 (bite +11) Morale: 10

17 – Containment pod with orange door; empty!

18 – Containment pod with yellow door; contains 1d4 suits of space navy-issue kevlar armor.

MONTONIO'S UNDERWORLD

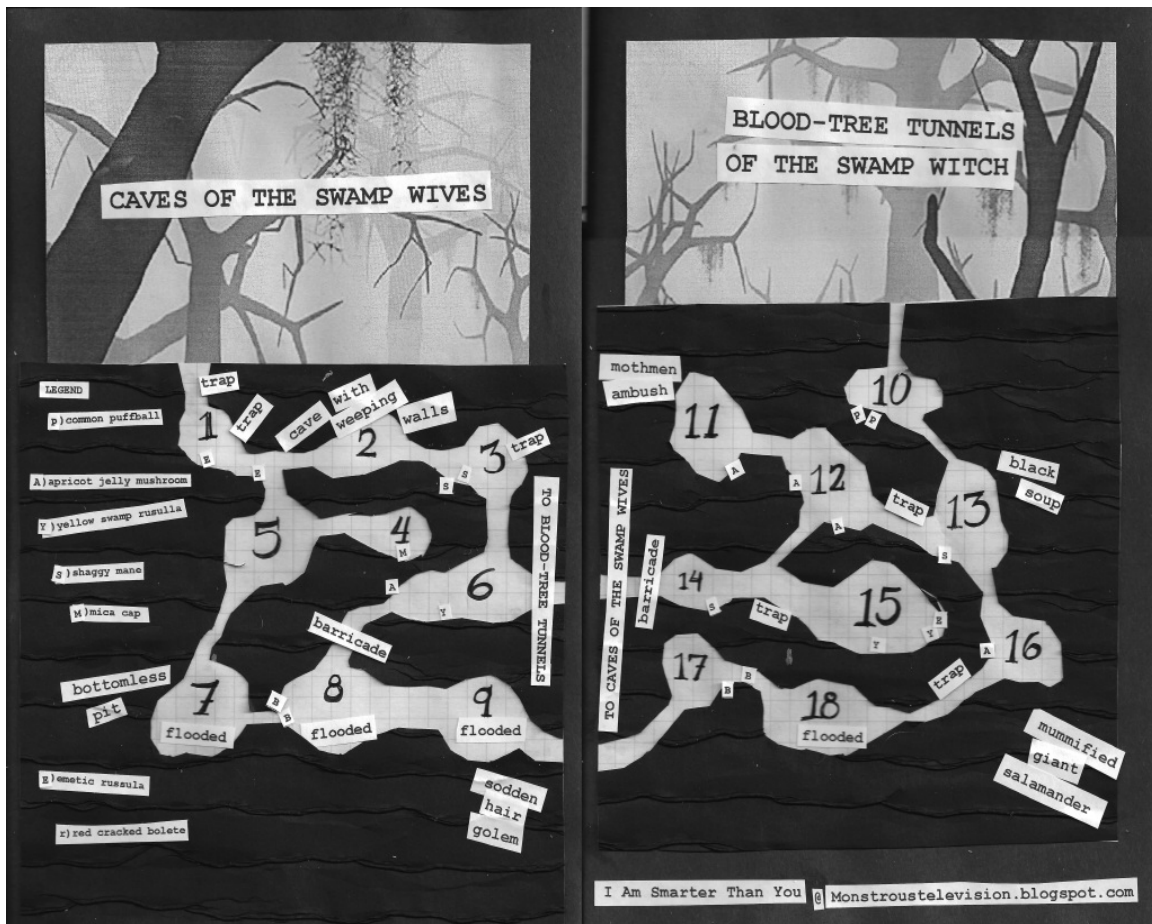
The story thus far: Outwardly, the monk Montonio appears to be a pious penitent who professes the faith of the Lady of the White Way. Secretly, he is the leader of a gang of bandits and he plans to resurrect an ancient mummy to be his ever-living bride! Montonio's gang has kidnapped an innocent young woman whose life essence is to be used to rouse the mummy from her sleep...can the characters infiltrate Montonio's underworld lair in time?



MAP KEY

- 1 – Stairway into the lair; words written in the Sly Patter identifying this as a bandit's hideout.
- 2 – A secret door; Montonio keeps his gang's ill-gotten gains within.
- 3 – This room is used for initiation into the bandit gang; items such as daggers, candles, and blindfolds can be found within.
- 4 – Montonio's chamber; he keeps a variety of poisons in vials in his desk.
- 5 – Caper-planning room; this room has a table and chairs; many maps lay on the table; this is where the gang plans its illegal exploits.
- 6 – Barracks; this is where the gang sleeps; there will be 2d4 bandits sleeping off hangovers at any given time.
- 7 – This door has a poison needle trap.
- 8 – This is where the gang keeps its various costumes, disguises, and the tools of their trade.
- 9 – Prisoner chamber; the young victim will be manacled to the wall within this space. (You know what would be wild? If the young woman wasn't what she seemed at all and the characters had to deal with TWO villains. What if she is a succubus, or an altered medusa, or can give birth the shadow monster babies?)
- 10 – The mummy's sarcophagus.

CAVES OF THE SWAMP WIVES AND BLOOD-TREE TUNNELS OF THE SWAMP WITCH



This map and its keys was a joint project between

Ian Johnson [who made the map and who blogs at monstroustelevision.blogspot.com]

Jack Shear [who keyed the Caves of the Swamp Wives and who blogs at talesofthegrotesqueanddungeonesque.blogspot.com]

and

Joey Lindsey [who keyed the Blood-Tree Tunnels of the Swamp Witch and who blogs at metalvsskin.blogspot.com].

MAP KEY FOR CAVES OF THE SWAMP WIVES

- 1 – The entrance to the Caves of the Swamp Wives is decorated with the tortured remains of four previous intruders. One of the corpses hanging from the ceiling is conspicuously dressed in finery and festooned with what appears to be expensive jewelry. However, this corpse is trapped; if anyone attempts to tamper with the corpse or tries to strip it of its wealth, the corpse falls apart and 1d6 poisonous snakes emerge from the human wreckage to attack the ne'er-do-wells.
- 2 – This is the Swamp Wives's larder. The walls weep with moisture. Upon the wooden shelves of this room are jars and bottles of pickled swamp snake—the only food consumed by the Swamp Wives. One bottle contains a brine that is a fiery red in color instead of the usual muddy yellow of the others. If a character drinks from this bottle it will act as a potion of healing; however, they must make a successful Saving Throw vs. Poison to keep the foul, burning liquid down to receive its healing effect.
- 3 – This chamber is the kitchen of the Swamp Wives. A perpetually-boiling cauldron of pickled swamp snake stew is in the center of the room, and a stack of firewood lies in the corner. Any character who tastes the stew runs the risk of being subjected to a random poison effect. Additionally, the Swamp Wives can unerringly track anyone who has tasted their stew.
- 4 – This is the Swamp Wives' lair. There is a 50% chance that each Swamp Wife will in this chamber when the adventurers stumble upon it. The Swamp Wives are Yisandra (ghoul sea hag), Maralla (vampire night hag), and Serenta (penanggalan green hag).
- 5 – This is the library of the Swamp Wives. The Swamp Wives have collected books on a diverse array of topics, such as history, herbalism, and the natural sciences. They also have a stockpile of popular novels that feature chivalric love stories. Most of the books are mouldering and have limited re-sale value because of their condition. The books that are in the best condition are the spell-books of the Swamps Wives; there will be 1d4+3 grimoires to pillage.
- 6 – This chamber is piled high with empty glass vials, retorts, and other disused alchemical apparatus.
- 7 – This chamber is flooded; the water is waist-high. Anyone entering this chamber will be attacked by 1d8 mutant lamprey eels.
- 8 – This chamber is flooded; the water is chin-high. Down at the bottom of this chamber is the combined treasure hoard of the Swamp Wives. Wealth should be randomly-rolled as per the treasure types of the Swamp Wives, but also within this hoard is the Mask of Black Dreaming—an item that, when worn while sleeping, grants the wearer prophetic dreams.
- 9 – This chamber is flooded; the water is chin-high. Lurking at the bottom of this chamber is a sodden hair golem, which will grab the heaviest-laden character and attempt to pull them to the bottom of the chamber to drown them.

MAP KEY FOR BLOOD-TREE TUNNELS OF THE SWAMP WITCH

The Tunnels are made from living ROOTS of Blood-trees guided into their current shape. Upon touching the wall, there is a 2 in 3 chance any creature painlessly loses 1 hp per round as the roots absorb blood. On the 3rd consecutive round touching the same spot, the roots will ensnare the creature, requiring significant force to break free. On the 4th consecutive round touching the same spot, the creature loses 1 CON point per round until freed from the roots. At 3 CON the creature is released under the roots' control, with its only desire to put other creatures in the roots. CON points and sanity are regained with food and sleep.

10 – This humid, dank cavern is dominated by PUFFBALL MUSHROOMS covered in tiny spines. Interspersed are dead, naked bodies. If disturbed, the mushrooms release a 5 ft cloud of spores in the area (save fails: blindness for 1d4+1 rounds / passes: 1 round of coughing.) There is no path through the mushrooms, but profuse vines hang from the ceiling. The vines break 1 in 6 times they are grabbed, but are otherwise useable for swinging across the mushrooms without disturbing them. Some of these vines may be blood-tree roots. Swinging over the mushrooms takes 3-6 vine swings. If all the mushrooms are destroyed in the left half, a secret path to area 11 can be found.

11 – This room is piled high with mouldering clothing of all types. 3-6 Immature Mothmen use areas 10 and 11 and are immune to both mushroom spores and blood-tree roots. The Mothmen swoop from the ceiling and gain surprise, immediately attacking anyone entering area 11. They will place any creature affected by their Hypnotic Wings against the wall for the roots to feed on. They have coincidentally never encountered the Swamp Witch. One beautiful JELLY MUSHROOM grows here, which if eaten negates the effects of roots, puffballs, or Hypnotic Wings.

If a party does not attack for a full round and is not interested in their "treasure", the Mothmen immediately stop attacking and attempt to have a pleasant conversation; they are desperately lonely. They will explain that they were sent by their tribe as sacrificial husbands for some Swamp Brides, but lost their map to the Swamp Brides' caves and found these tunnels instead. Their "treasure" is clothing gathered from dead bodies in the swamp and tunnels. This clothing is their food.)

IMMATURE MOTHMEN: AC 9 or 11; MV (as human, same flying); HD 1 to 4; AL N; **ATTACKS:** normal spear or: HYPNOTIC WINGS - save or be immobilized, staring at wings. New save when damage is taken, every 3 rounds if damage by ROOTS.

12 – A few more Jelly Mushrooms grow here. The northern wall is dominated by a huge, floor-to-ceiling bookshelf. The books are histories, novels, and plays from long-dead societies and folio collections of rare art prints. 1 in 10 chance any book checked is hollowed out, actually containing a tragic gothic romance. There are also several children's books with strong female heroines. There is one comfortable chair, cracked and dirty. Anyone picking up one of the SKULLS interspersed as book-ends is attacked by it; see area 17.

If more than 2 creatures walk between areas 12 and 13 at the same time, the whole floor collapses and everyone on it falls into area 17. This is detectable as a pit trap by trap-detecting types. 6 people can fit, single file, before it collapses. If collapsed, the only passage is by holding onto Blood-tree roots.

13 – A boiling kettle of shiny black liquid bubbles over a fire. Any creature looking into, touching, or eating it spends the next hour moping vocally about their choices in life. Affected creatures just want to lean against the wall and cry. A save is allowed for every round they are slapped by another person, with cumulative +1s per round slapped. The effect takes place even on characters who have previously saved. A SHAGGY INK MUSHROOM grows from the wall. Disappearing ink can be milked from it while it is alive or the first round after it is picked.

14 – A cluttered laboratory, jammed with shelves piled high with ponderous tomes of magical research, jars and flasks full of noxious powders and liquids, bizarre apparatuses, open flames, and tiny caged humanoids, living and (un)dead, about the size of a thumb. If too much of the equipment is disturbed, disembodied hands attacks from the clutter. The shelf blocking the tunnel at the back cannot be moved without at least 6 rounds of contact with blood-tree roots and at least two creatures of exceptional strength. If the liquids or powders are consumed, they produce random potion effects, or make you feel bloated. Alternatively, any potion consumed causes one to switch places and sizes with a tiny, caged humanoid.

15 – LAIR OF THE SWAMP WITCH. One side of this cavern has a four-poster bed, a large, comfy chair, and a dirty, scarred table littered with books and candles. The other side is a mushroom garden, full of yellowish, normal-looking mushrooms. There is a 3 in 4 chance the SWAMP WITCH Albixa (Dusk Hag Revenant) is here. She is lonely, and wishes to engage newcomers in conversation as long as possible. Coincidentally, she is completely unaware of the Mothmen using areas 10 and 11. If attacked, she will activate EMETIC MUSHROOMS which float over intruders' head on clouds of noxious methane and pour acidic blood on them.

She is not hostile, but will be towards anyone who damages her laboratory or garden. She has many items infused with magic power from her experiments. She only cares about areas 12, 14 and 15. If engaged in conversation, her topics are: her dreams of the future that she misinterprets as ancient history, history she has read about or experienced, her hated sisters who she "exiled" long ago, her beloved salamander, and the herbal medicinal needs of the local town, who consult her on a regular basis. If she is pleased with someone, she will grant them "dreams of wondrous history" - prophetic dreams for 1d6 nights.

16 – Jelly mushrooms (see area 11) and Puffballs (see area 1) grow here. There is a case full of decaying scrolls and trinkets that falls over toward the Puffballs when first touched. Its door is extremely creaky. There is a pristine magical ring with a red ruby that contains the essence of an evil chaos sorcerer; he cannot cast spells, but can communicate telepathically and will try to convince anyone he contacts that there are vast riches in area

If the case is not in its original position when the tunnel between 16 and 18 is entered, the tunnel collapses and anyone on it falls into the water in area 18. If more than 10 minutes is spent here, Blood-tree Zombies are released from the walls (see 17). There are several empty slots, with a note saying "Borrowed from down the corridor, will return soon." The note is so old it crumbles after being read. If the salamander is mentioned, the ring sorcerer will claim Albixa stole it from him. If the ring is mentioned to Albixa, she will just exclaim, "What a mistake HE was!"

17 – Emetic Mushrooms float up and vomit acidic blood (digested from the roots) on anyone who ventures here, with increasing frequency toward the back tunnel. The ground is littered with old bones, weapons and armor eaten away by acid, and gold pieces. Two hungry kobolds named Bon are trapped in a raised niche in the wall, and will give a magic knife and bracelet to anyone freeing them. They might know where a treasure hoard is buried in the swamp above. The floor here is littered with Skeleton Heads, and there are a few Blood-Tree Zombies that want to push people to the walls.

SKELETON HEADS: AC 7 or 13; HD 1; ATTACKS BITE 1D6

BLOOD-TREE ZOMBIES: AC 10; HD 2-4; ATTACKS PUSH, GRAPPLE, PUNCH/BITE 1D3

18 – This chamber is flooded with greenish liquid that smells of the acid vomited by the Emetic Mushrooms. Vines hang from the ceiling; they can be used to swing across, but break 2 in 6 times. There is a 50% chance any vine grabbed is a Blood Tree Root. In the water is a Mummified Giant Salamander. He attacks anyone making noise or near the water. He will not attack anyone paralyzed by fear at seeing him, but nudge them toward the root-wall with one of his attacks.

MUMMIFIED GIANT SALAMANDER: AC 6 or 14; HD 8-16; ATTACKS 3: BITE 1D8 CLAWS 1D4; anyone seeing SAVE VS FEAR (FAIL: paralyzed for 1-4 rounds)

MAP KEY

A – A fresh pool of blood.

C – Covered pit trap; non-deadly, but anyone who falls through lands in a pile of rotting corpses.

E – Eerie scratches upon the walls, as if someone were trying to claw their way out.

I – Invisible crossbow mechanism loaded to fire a poisoned bolt; look out for the trip wire!

1 – Serial Killer's Trophy Room; preserved heads, flesh-suits, and the earthly treasures taken from victims. Whatever the characters are after could be in here.

2 – Haunted Operating Theater; inhabited by ghosts of victims who were experimented upon; they may wish to guide the characters to their murderer (the Morgue-Dweller in #3) to gain vengeance by proxy; if the characters are unwilling to seek out the Morgue-Dweller they use *Magic Jar* or some other form of possession.

3 – Morgue-Dweller's Lair:

Morgue-Dweller

Morgue-Dwellers were serial murderers in life who have been brought back in a state of undeath by the will of Morgath. These creatures look like skeletal remains with chunks of flesh adhering to their frames here and there; in a Morgue-Dweller's chest cavity is an abnormally-long, pulsating tongue. This tongue fills the chest and spills out of the creature's mouth.

Movement: 120' (40')

Armor Class: 17

Hit Dice: 9

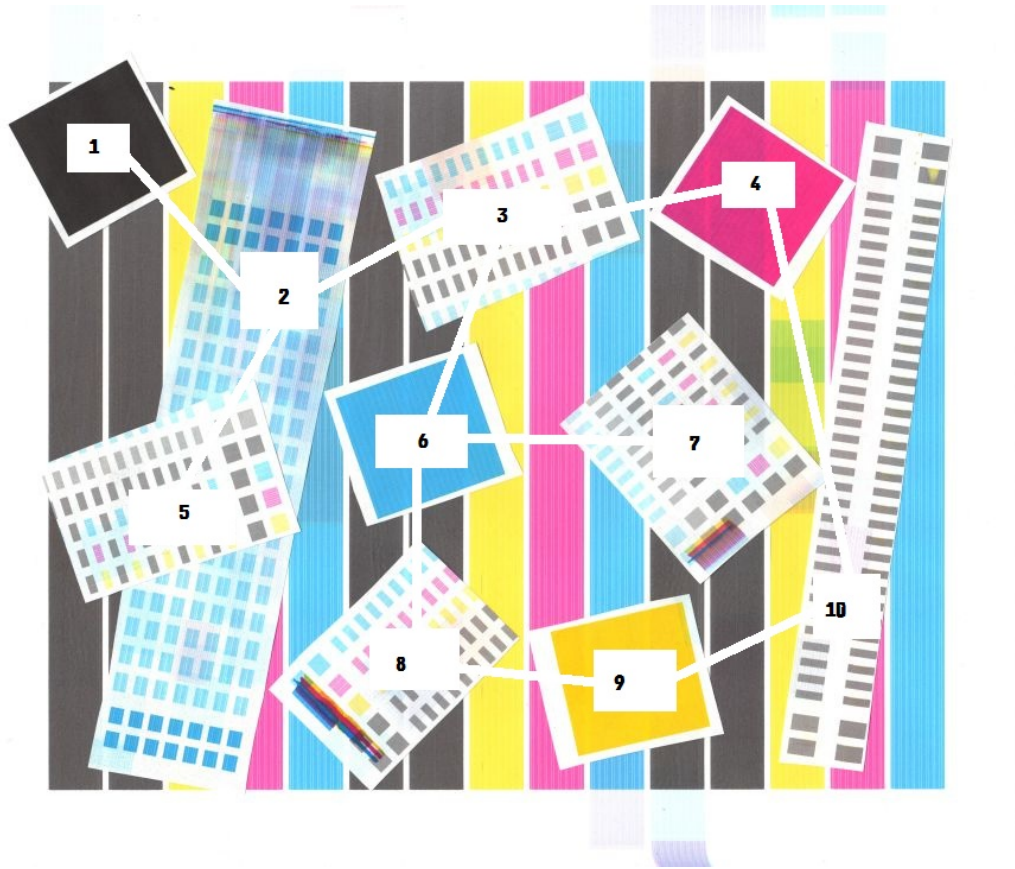
No. of Attacks: 3 (Attack Bonus +9)

Damage: 1d8/1d8/1d6 (claw/claw/tongue lash)

Morale: 12

Special Abilities: *Paralytic Saliva* – anyone struck by a Morgue-Dweller's tongue lash attack must make a successful Saving Throw vs. Paralyze or be paralyzed for 1d6 rounds. *Undeath's Herald* – anyone killed by a Morgue-Dweller immediately rises again as a zombie under its control. *Undead*.

PRISMATIC VOID OF THE BRAIN LASHER'S INCOMPREHENSIBLE QUEEN



You can find inspiration for a “dungeon” just about anywhere. When my printer malfunctioned and I had to print a bunch of test images, I decided to cut them up and make an adventure out of the resulting scrap papers.

MAP KEY

- 1 – Heideggerean Room; hold your Being into the Void.
- 2 – Brain Lasher Tenement; a Burroughsian apartment building, crying brain lasher babies.
- 3 – Mugwump Opiate Lab.
- 4 – Red Room; a cryptic dwarf will tell you that “That gum you like is going to come back in style.”
- 5 – Den of the Brain Lasher Queen and her animate brains-in-jars servants.
- 6 – Blue Room; full of experimental jazz musicians mid-jam.
- 7 – Chamber of the Over-Brain.
- 8 – Warp Field; shifting prismatic walls, random prismatic sprays, why are the walls melting??
- 9 – Yellow Room; has a bed, but god-damn there is something moving in the wall-paper.
- 10 – Jacob's Ladder; leads to the docked craft of an ancient astronaut or maybe to the locked cell of an imprisoned god.

APPENDIX A: THIEVES GUILD GENERATOR

STEP 1: Roll three d12s to generate the guild's specialty, general resources, and access to special resources:

d12	Guild Specialty	General Resources	Special Resources
1	Mugging	Poor	Non-existent
2	Breaking & entering	Poor	Non-existent
3	Pickpocketing	Poor	Non-existent
4	Riverboat piracy	Fair	Poor (1 special item)
5	High-seas piracy	Fair	Poor (1 special item)
6	Extortion	Fair	Poor (1 special item)
7	Drug peddling	Average	Fair (1d2 special items)
8	Gambling & wagers	Average	Fair (1d2 special items)
9	Smuggling	Average	Fair (1d2 special items)
10	Forgery	Wealthy	Average (1d4 special items)
11	Banditry	Wealthy	Average (1d4 special items)
12	Fencing stolen goods	Hideously flush	Flush (1d8 special items)

STEP 2: Generate the locations and security of the guild's hideouts, halls, and safehouses. A typical guild has 1d4 such locations, but add +1 to this roll for each level above fair that the guild possesses in general resources:

d12	Location	Security
1	Underneath a tavern	Everyone knows about it
2	Within a noble's home	Everyone knows about it
3	Within a workshop/factory	An open secret in the underworld
4	Beneath a front business	An open secret in the underworld
5	Within the sewers	Few know of it
6	Within a private residence	Few know of it
7	Cave system outside of town	A well-kept secret
8	Abandoned fortress or tower	A well-kept secret
9	In a moored boat	A well-kept secret
10	Within an inn	Known only to the guild
11	Within a forest or other wilderness	Known only to the guild
12	Hidden in plain sight	Known only to the guild's leadership

STEP 3: Roll four d20s to determine the guild's leadership, its organization, the strength of its leadership, and the style of its leadership:

d20	Leadership	Guild Organization
1-2	Guildmaster	Centralized
3-4	Guildmaster	Centralized
5-6	Guildmaster	Centralized
7-8	Guildmaster	Cohesive
9-10	Guildmaster	Cohesive
11-12	Guildmaster	Cohesive
13-14	Guildmaster	Factionalism
15-16	Democracy	Factionalism
17-18	Council (1d4+1 members)	Internal warfare
19	Inhuman guildmaster	Internal warfare
20	Inhuman council	State of anarchy

d20	Leadership Strength	Leadership Style
1-2	Strong control	Cruel & despotic
3-4	Strong control	Cruel & indifferent
5-6	Strong control	Cruel & populist
7-8	Moderate control	Indifferent & despotic
9-10	Moderate control	Purely indifferent
11-12	Moderate control	Indifferent & populist
13-14	Weak control	Just & despotic
15-16	Weak control	Just & indifferent
17-18	Weak control	Just & populist
19	Losing control	Anarchic & capricious
20	No control	Anarchic & capricious

STEP 4: Roll five d20s to determine the guild's relationship to the local law, the merchant's consortium, the assassins guild, local beggars, and non-guild thieves.

d20	Local Law	Merchant Consortium
1-2	Persecution & brutal suppression	Open warfare
3-4	Persecution & brutal suppression	Strong opposition
5-6	Vigorous hassling	Strong opposition
7-8	Vigorous hassling	Standard opposition
9-10	Standard opposition	Standard opposition
11-12	Standard opposition	Standard opposition
13-14	Standard opposition	Weak opposition
15-16	Bribery & indifference	Weak opposition
17-18	Bribery & indifference	Powerless submission
19	Corruption & collaboration	Thieves guild has infiltrated the consortium
20	Corruption & collaboration	Consortium has infiltrated the thieves guild

d20	Assassins Guild	Local Beggars	Non-Guild Thieves
1-2	Hostile	Hostile	Persecution
3-4	Indifferent	Hostile	Persecution
5-6	Indifferent	Indifferent	Persecution
7-8	Indifferent	Indifferent	Hostility
9-10	Indifferent	Indifferent	Hostility
11-12	Indifferent	Favorable & friendly	Hostility
13-14	Favorable & friendly	Favorable & friendly	Indifferent
15-16	Favorable & friendly	Collaborative	Indifferent
17-18	Collaborative	Collaborative	Indifferent
19	Collaborative	Collaborative	Co-operative
20	Hopelessly entwined	Hopelessly entwined	Co-operative

STEP 5: Roll a d20 to determine what kind of supernatural or fantastical problem plagues the guild.

d20	Fantastical Thieves Guild Problem
1	The guild has stolen “jewels” which are, in fact, monster eggs. Now they're hatching.
2	The guild has stolen an item from a reliquary that has cursed them with an urge toward charity.
3	The guild has been cursed by a wizard; their curse makes them steal junk instead of proper valuables.
4	There is a poltergeist within the guild hall that is hiding their ill-gotten gains.
5	There is a doppelganger impersonating guild members and framing them for crimes they did not commit.
6	The guild's leadership has contracted a mania for religion; they demand the guild members sacrifice an untenable amount of stolen treasures to this new god.
7	The watch has acquired the services of a stolen-goods-sniffing hound.
8	Long ago the guild's leadership sold their collective souls to a devil for protection from the authorities; the devil has now re-appeared to collect his infernal bounty.
9	Something inhuman is murdering guild members one-by-one.
10	The guild has petrified a treasure-laden monster, but does not know how to un-petrify it.
11	The guild's leadership has been cursed; whenever they touch gold it turns to lead.
12	The guild has a map to fey treasure in the Ardenwold, but has no idea how to travel into that magical realm.
13	A rift to a rival guild's hall has opened in one of the guild's safehouses.
14	The guild has acquired cursed coins that scream the names and locations of who has stolen them. They have no idea how to get rid of them, as smelting them didn't work.
15	One of the guild members is a vampire who can walk by day, but which is it?
16	One of the guild members is under the mental influence of a brain lasher.
17	One of the guild members is a hag wearing a skin-suit made from that now-dead member.
18	The authorities have made a pact with a devil to clear out the thieves guild.
19	The merchant consortium have made a deal with a devil to clear out the thieves guild.
20	The thieves guild really shouldn't have stolen that mummy's sarcophagus.

APPENDIX B: RANDOMIZING A STRANGE LAND

The Land of Golgathonia Is...

- Built upon the ruins of the Funereal Temple of Oske
- A sky-island built by the ancient Order of Psychonauts
- Dangerously near the awakening Hellspire Volcano
- Built upon the back of a colossal cadaver grub
- Nestled within a valley between the bodies of two dead gods
- Carved into the side of an enormous skull

The Land of Golgathonia Is Ruled By...

1. A coven of wax witches
2. A feudal-minded slime lord
3. A conspiracy of briar-masked men
4. The Shadow Harlequin
5. A sapient difference engine
6. The Father of Flytaurs

The Land of Golgathonia Has a Yearly Festival Honoring...

1. The Orphan Saint
2. The madwine berry harvest
3. He Who Shakes the Sun
4. The King of Forgotten Sorrows
5. The coming of the fire-rains
6. The Masqued Procession of Occasional Penitents

The Land of Golgathonia Is Troubled By...

1. Resentful doughboys
2. Knowledge-hungry owlmen
3. Arboreal giants
4. Crepuscular rakshasa
5. Desiccated bandits
6. Glass golems

The Prevailing Mood in Golgathonia Is This Foreign Loan-Word...

1. Ennui
2. Saudade
3. Toska
4. Jouissance
5. Litost
6. Schadenfreude

The Prevailing Fashion in Golgathonia Is...

1. Rather smart unisex tweed jackets
2. Psychedelic togas
3. Medieval glam
4. Bouffants and tough-looking leathers
5. Black lace and thick black eyeliner
6. Crushed velvet the color of wine

The People of Golgathonia Worship...

1. A magical portrait of a beautiful man
2. Erishnaghal, goddess of lunar flight
3. The Overbrain, a tripartite psychological god comprised of Id, Ego, and Superego
4. Toshe Naway, trickster god of beaches and barbeque
5. The Fallen Star of the Eternal Firmament
6. A yearly-elected demi-urge

The National Dish of Golgathonia Is...

1. Crab broil pasted in brain lasher paste
2. Potato and sahaugin chowder
3. Catoblepas steaks seasoned with underdark peppercorns
4. Cockatrice tacos supreme
5. Ghoul's tongue in aspic
6. Black pudding puddings & mash

The People of Golgathonia Are Afraid to Go To...

1. The abandoned bungalows of the lizard men conquistadors
2. The Night House of Par-Lagone
3. The Dread Battlefield of the Spittle-Ghosts
4. The Eye of the Gray Prince
5. The Dark Library of the Lost Machine
6. The Opera House of Meng-Tarathia

The Currency in Golgathonia Is...

1. Highly polished glass marbles of varying weights
2. Chips of obsidian marked with silver etchings
3. Dinosaur teeth
4. State-printed books of poetry
5. Bits of rare snake skins
6. Golden badges worn on the lapel to signify wealth and status

It is a Crime in Golgathonia...

1. To speak to a dog
2. To leave a tip for a bartender
3. To talk about the weather
4. To fly a kite
5. To smile at a child
6. To woo with flowers

When in Golgathonia You Might Travel By...

1. Ethereal bathysphere
2. Ghost train
3. Steam-horse pulled coach
4. Clockwork wings
5. Giant snail-drawn chariot
6. Highwheel made from dragon bones

APPENDIX C: RANDOM WIZARD'S TOWER

STEP 1: Give the wizard's tower a name or use the following table to determine its title.

d12	The (Adjective)	(Noun) of (insert Wizard's Name)
1	Looming	Tower
2	Dreaded	Laboratory
3	Oracular	Sanctuary
4	Panoptic	Fortress
5	Cyclopean	Spire
6	Sorcerous	Steeple
7	Enshrouded	Hall
8	Black	Citadel
9	White	Manse
10	Magnificent	Bastion
11	Fell	Stronghold
12	Secluded	Fastness

Roll two d12s; rolls of 4 and 8 would generate “The Panoptic Citadel of X,” for example.

If you don't have a name for your wizard, you can roll for it on this table.

d20	Random Wizard Name	d20	Random Wizard Name
1	Orfeus or Orfia	11	Zeria or Zerio
2	Melango or Melangela	12	Erathia or Eraster
3	Sersey or Sersus	13	Iraal or Iraalia
4	Katya or Katrick	14	Rhaldeus or Rhaldeia
5	Marlinius or Marlinia	15	Calabish or Calabisha
6	Horodius or Horodia	16	Araldo or Araldia
7	Snetch or Snetchnia	17	Balto or Balta
8	Brambleford or Bramblefordina	18	Amar or Amarith
9	Zaster or Zastria	19	Sholtar or Sholtara
10	Phoulus or Phoulotia	20	Imogrand or Imograndia

STEP 2: This wizard is really into...

d12	Theme	d12	Theme
1	Necromancy	7	Seances
2	Things Man Was Not Meant to Know	8	Demonic pacts
3	Apotheosis	9	Mutational magic
4	Biological experimentation	10	Orgone magic
5	Black masses	11	Golem construction
6	Planar travel	12	Raising an army

STEP 3: A wizard's tower is usually designed to be foreboding of aspect so as to scare away any potential interlopers. Roll on the following table to determine what keeps the locals away.

d10	Foreboding Aspect
1	The main entrance is shaped like a demon's maw
2	The area leading up to the tower is a perpetually skeletal forest
3	The area near the entrance is a forest of corpses impaled on wooden stakes
4	A storm continually rages over the tower
5	The area around the tower is subject to Fortean weather phenomena
6	The area around the tower is subject to spectral howling at all hours
7	Horrific illusions near the entrance
8	Skeletons wander the area near the tower
9	The bodies of former interlopers hang from the trees
10	The area around the tower smells of the abattoir

STEP 4: The wizard's overall aesthetic style is...

d10	Aesthetic	d10	Aesthetic
1	Cluttered and disorganized	6	Baroque
2	Neo-classical	7	Neo-gothic
3	Minimalist, everything-in-its-place	8	Cthulhoid, tentacular
4	Overly refined; decadent	9	Ascetic and monkish
5	Gaudy; nouveau riche	10	Rustic and charming

STEP 5: A wizard's tower has 1d4+1 levels (or 2d4+1 levels in the case of especially powerful wizards)

STEP 6: A wizard's tower contains the following levels:

A – the wizard's private chambers (bedroom, kitchen, dining area, etc.)

B – the wizard's library

– randomly roll for the rest of the levels; each level will have a series of related rooms –

d20	Level
1	Ritual chambers – incense, braziers, permanent summoning circle
2	Mutational experiment laboratory – vivisection equipment, animals in cages
3	Alchemical laboratory – alembics, retorts, strange and rare ingredients in vials and jars
4	Scrying chambers – mirror pools, crystal balls, tarot cards, books on divination, entrails
5	Necromantic laboratory – bones, flesh, stitchery, dreadful tomes
6	Cages and holding pens – humans, animals, wooden or metal cages, whips, locks
7	Henchmen's quarters – rough quarters, some gold and silver, weapons, dice and cards
8	Enchanted portrait galleries – talking portraits, portraits the step from their frames
9	Musical room – self-playing instruments, enchanted musicians
10	Trophy room – stolen goods, broken wands from wizardly duels, treasure on display
11	Wunderkammer – medical oddities, natural history specimens
12	Operating theaters – operating tables, scalpels and saws, blood stains
13	Extra-dimensional rooms – dimensional doors, portals, gifts from otherworldly beings
14	Igor's chambers – manacles, rough clothes, foulness
15	Concubine's chambers – pillows, chained men/women/both, willing slave, succubi
16	Harem chambers – pleasure consorts, spearwives, orgiastic cult
17	Apprentice's chambers – minor books of the occult, minor magical baubles
18	Treasure vault – gold, silver, art works, precious gems
19	Observatory – telescope, astrological charts, hymns to those beyond the stars
20	Torture chambers – the rack, thumbscrews, the iron maiden, whips, manacles

STEP 7: The wizard's tower is primarily protected by...

d12	Protection
1	Complex mechanical traps (roll 1d4 to determine the most common type found in the tower: 1 – gaseous attacks 2 – tripwires that fire crossbows 3 – doors and chests trapped with poison needles 3 – descending spiked ceilings 4 – triggered blast of fire)
2	Crude mechanical traps (roll 1d4 to determine the most common type found in the tower: 1 – pitfalls 2 – deadweights 3 – pots of boiling oil 4 – poison spear)
3	Magical traps (roll 1d4 to determine the most common type found in the tower: 1 – trap releases monster from stasis 2 – fiery explosions 3 – curses 4 – petrification)
4	Misguiding illusions (roll 1d6 to determine type: 1 – illusory wall 2 – phantom sound 3 – illusory image 4 – illusory image that causes terror 5 – illusory image that causes horror 6 – illusory image with phantom sounds)
5	Summoned demons (roll 1d6 to determine the demons' general methodology: 1-2 – brute force and battle 3-4 seduction and misdirection 5 – demonic possession 6 – magical hindrance)
6	Hired mercenaries (roll 1d6 to determine the type of mercenaries: 1-2 – bandits 3-4 – sellswords 5 – berzerkers 6 – fallen knights)
7	Charmed beasts (roll 1d10 to determine the most common type: 1 – cadaver grub 2 – umber hulk 3 – basilisk 4 – medusa 5 – cockatrice 6 – manticore 7 – griffin 8 – otyugh 9 – lycanthrope 10 – ankheg)
8	Necromantic servitors (roll 1d10 to determine the main type of necromantic servitors that follow the wizard's commands: 1-3 – skeletons 4-6 – zombies 7-8 – ghouls 9 – wights 10 – wraiths)
9	Hauntings (use the What Type of Haunting is Afoot Table on page 75)
10	Riddle-based traps (roll 1d4 to determine the riddle's method of delivery: 1 – sphinxes 2 – <i>Magic Mouth</i> spells 3 – fey creatures 4 – talking oil paintings)
11	Enslaved humanoids (roll 1d12 to determine the main type of enslaved humanoids in service to the wizard: 1 – kobolds 2 – goblins 3 – orcs 4 – hobgoblins 5 – bugbears 6 – gnolls 7 – ogres 8 – trolls 9 – dwarves 10 – elves 11 – halflings 12 – lizardmen)
12	Created monsters (roll 1d6 to determine type: 1 – golem 2 – homunculus 3 – clockworkian 4 – living statue 5 – caryatid column 6 – gargoyle)

STEP 8: The wizard's tower is secondarily protected by → roll again on the previous table, discarding a matching result; this secondary method of protection will simply be less prevalent than the primary method generated in **STEP 7**.

Some Associated Tables

d6	Don't Touch That Because...	You Knocked That Over And...
1	It's a mimic	Now it's eating through the floor
2	It's cursed	Now it's smoking
3	It's a disguised ooze	Now we hear strange chanting and ululations
4	It's an illusion	Now we seem to be somewhere else
5	It's poisoned	Now the tower seems to be falling apart around us
6	It's going to explode	Now a secret door has opened

d6	Odd Room Features	Abortive Experiments
1	Unusually high ceiling	Half-owl, half-boar (owlboar)
2	Wall covered in runes	Shadow shedu
3	Choked with furniture	Gollum-shaped golem
4	Everything is one color	Hybrid blink dog/hellhound
5	Everything is striped	Hybrid medusa/gorgon
6	Naked portrait of the wizard	Half-ettercap, half-drider (spiderman)

d20	What's In the Wizard's Dustbin?	d20	What's In the Wizard's Dustbin?
1	Infernal dictionary	11	Bent forks
2	Gelatinous flesh	12	A broken skull
3	Old love letters	13	Multicolored prisms
4	Unhatched, monstrous eggs	14	Catgut
5	A snake made of human teeth	15	Pile of cinders
6	Empty bottles of perfume	16	Insect husks
7	Rusty razor blades	17	Shattered globe
8	A small casket	18	Empty hourglass
9	Soap cask	19	Drained wine bottles
10	Pipe cleaners	20	Misplaced keys on keyring

Which Literary Wizard Am I Ripping-Off for this NPC?

This table is useful for generating a wizardly foe for the player-characters, a sorcerous mentor for a magic-user, or any magic-using NPC you might need.

d20	Which Literary Wizard Am I Ripping-Off for this NPC?
01	A demon-spawned mage for whom time runs backwards; destined to have all of his carefully-laid plans foiled.
02	A minor goddess of magic with the propensity for transforming her foes into swine.
03	A wizardly duke who plans on renouncing magic because he now believes that it smacks too much of diabolism.
04	Albino sorcerer-king who has abandoned his doomed empire to certain ruin; he is possessed by the demon-sword that both keeps him alive and kills all he loves.
05	Cruel, raven-haired wizard who is an arrogant master of alchemy; he is obsessed with a lost love who he would like to revive via necromancy.
06	Evil schemer who has sundered his own soul; his skin is pale and snake-like.
07	Evil witch who has control over an army of winged subhumans.
08	Fey temptress who plans to use magic to ensnare the attentions of a great king; she plans on mothering a child by the king to establish her own magical dynasty.
09	Gossipy mage who trades in information; is rumored to have an odd number of eyes.
10	He claims to be a powerful wizard, but is instead little more than a stage magician.
11	Hooded, taciturn wizard who is off indeterminate gender; may be Baba Yaga.
12	Kindly wizard in gray robes who smokes a churchwarden pipe; he is in fact an otherworldly creature despite pretending to be a bit simple and rustic.
13	Patrician wizard with long white hair and beard; he seems to have his apprentice's best interests at heart, but in truth he is using him or her as a pawn against dark forces.
14	Picaresque wizard who cares more for carousing than study; loves prismatic spells.
15	Precocious, forehead-scarred child wizard; protected by the ghosts of his parents.
16	Secretive schemer who plan on bending a king to his will so that he might rule as the power behind the throne.
17	Weak, black-robed wizard with strange eyes; he plans to become powerful enough to defeat a goddess and take her place as a divinity.
18	White-haired mage who constantly brags about the number of powerful sorceresses and goddesses that are in love with him; he is, of course, an absolute liar.
19	White-haired mage who seems like a senile bumbler, but is rumored to be quite powerful and purposeful; in fact, he is insane and should be locked-up.
20	Wizard-detective who really, really wants you to know how film noir he is.



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