



COME TO DADDY

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AD
INFERI

CANTO SECUNDO

A MEATY EXPERIENCE FOR BLOOD & TREASURE AND OTHER OLD SCHOOL GAMES

DAWN
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CANTO SE CUNDO

COME TO DADDY



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Words by the author

Most fairy tales end with a "happily ever after"

This is not one of those tales

In Come To Daddy, the characters end up in the clutches of a most evil family of crazy viking mutant cannibal killers and their weird monster creations

The place is also haunted by the souls of some of their unfortunate victims and full of lethal traps for the unwary

Surviving this adventure will take both brawn and brain as well as a major set of cojones

And as if that is not enough, far more sinister things are lurking in the shadows, waiting to be unveiled

Welcome to nightmare on earth

Literally

Welcome to Daddy's Farm

My family's always been in meat

– TORGIL RODBROK, MUTANT CANNIBAL LYCANTHROPE KILLER

Aaaaaaaahhhhhhh – mercy, please!

– ARNE SWART, FORMER MERCHANT

Siri's tale

Happiness had been mostly absent from Siri's life ever since her childhood. It was the predicament of being born as the youngest child in a poor family in the shire of Drakgaard in Eastern Dunkelfrost. There had been a brief period of expectant happiness after she had been sent away to be married to the twenty year older farmer Sigurd Jallarsson at his farm in the hills bordering the cursed Silent Valley.

But life at the farm turned out to be even worse than at home. The crops often rotted and the animals perished away from strange afflictions. Sigurd turned out to be a mean and grumpy drunk, and as the failures continued, he would take out his frustration on Siri, repeatedly beating and abusing both her and the few remaining house thralls.

One of the thralls, a strong handsome fellow named Torgil Rodbrok with strangely canine features was the only one being nice to her and they soon got secretly romantically involved.

When Siri did not become with child, the husband's abuse was increased and Siri often found herself locked in the dark, damp cellar of the house, beaten to a pulp, freezing, silently screaming for salvation and wishing vengeance upon her malicious husband.

No one heard.

Except Mother.

At first, it was the whispers, beckoning. Then Siri found the Tunnels. And the Dark Temple. And Mother let her read in the Book of Dark Wonders, slowly turning the young woman into a cunning Disciple of Nightmares.

Mother told her what she had to do. And on a dark and snowy night, they got old Sigurd drunk and Torgil slew him with his bare hands. They were free.

At last, Siri was happy.

Running the adventure

This adventure might be a bit more challenging to run than NO COUNTRY FOR WEAK MEN (Per Aspera Ad Inferi: Canto I).

The basic theme is a family of mutant cannibals that want to capture and kill the PCs for food and sometimes for conducting their bizarre flesh experiments. In the background, a more sinister power looms – a goddess of Nightmares have returned to our realm, trying to further her cause.

The bad guys' strategy is to make the PCs feel comfortable, using charm, promises and seduction. They will then use stealth, poison and traps to pick the players off one by one. Maybe they invite the players to stay the night, offering a nice dinner (spiked, naturally). When the PCs are asleep, the cannibals sneak into the rooms to kill or incapacitate them. Maybe a family member lures out a PC with hints of romance, only to stab or club them when they are off guard.

You decide.

Read the family's motivations and tactics and make your plans according to the player's weaknesses. Naturally, the family will adapt to the actions of the players.

For inspiration, watch some old 80s horror movies. Those guys always split up and go to explore the dark basement alone. The film CABIN IN THE WOODS from a few years back can also be a good source of inspiration.

This adventure has the potential to become a serious TPK zone, so adjust accordingly if you are using your players' favorite characters.

I ran this adventure as a direct sequel to No Country for Weak Men (same day actually). The players were very suspicious at first, but I played out the family's charm, and not even a six-fingered, banjo playing weird kid could hinder them from eventually trusting the nice family. Unarmed, my crew went to a cannibal banquet and ate spiked sausages and meat stew made from human flesh. And when they had passed out, the cannibal mutants went to work. They did not see that one coming.

Some rules notes for the GM

For Task (or Skill) checks, I use a simple system of varying difficulties, from

very easy to very hard. Each "step" from average is a ± 3 to the target DC. You can of course use the standard system (± 2 per advantage/disadvantage) from the Complete rules instead. Where Heroic Task checks are indicated the format (TASK NAME | DIFFICULTY) is used (example: FIND TRAPS | HARD). If no difficulty is indicated, the DC is average. The same system is also used for ability checks. In the APPENDIX a simple HORROR SYSTEM is included for those so inclined, and suggested Horror Check points are denoted in the text. Use if you like.

Task DC			
Diff.	Unskilled DC	Knack DC	Skilled DC mod.
Very easy	12	9	Save -6
Easy	15	12	Save -3
Average	18	15	As Save
Hard	21	18	Save +3
Very hard	24	21	Save +6

Your characters will surely find themselves without their usual weaponry. As resourceful players do, they will surely find other suitable sharp objects to poke the monsters with. Use the table below as a guideline whenever that happens.

Death by Tablespoon		
Size	Damage	Example
Very small	1d2	Scissors, letter-opener
Small	1d3	Fork, eating knife, file
Medium	1d4	Broken bottle, hammer, chain
Large	1d6	Chair, butcher knife, fireplace poker, small axe
Very large	1d8	Large axe, large club, pick axe

The adventure is designed for 4 characters of 4th to 6th level, but not balanced in any way. Adjust number of foes and their stats accordingly. B&T characters are more powerful than their other OSR cousins, so they should be able to handle tougher opposition. All maps are available in larger format at:

<https://nerdomancerofdork.wordpress.com/loot/>

Setting the scene

Siri's story happened 22 years ago. Now, she and Torgil have a new happy family, created with the blessing of Mother. The other thralls from back then have been taken by Mother and joined the ranks of Ghùleh minions at the Dark Temple.

The family are all cannibals. Eating the flesh of humanoids is what fuels the mutating nightmare magic that Mother provides. Since the Valley is so sparsely inhabited, the cannibals often conduct raids north-west out of the Valley to procure meat. Sometimes they go to the only larger settlement in the Valley – Refuge – along the shores of Skyfall Lake. In Refuge, they sell meat pies, sausages and other fine farm products at the market. And they hunt.

This far, no one has connected the disappearing people with the presence of the nice farmers at the Refuge Market.

The Veil is very thin in the Valley, especially where the Farm is situated. That is why the Elder People placed the Temple of the Door there. And from Beyond the Veil came the Mother of Lies, a malevolent spirit from the Nightmare Lands. The Elder People used to worship her in return for magic power and evil arcane knowledge, but since their downfall the Dark Temple and the Door have been all buried and forgotten.

Until a maltreated young woman awoke the sleeping horror.

Getting the players involved

You can drop this adventure anywhere in your campaign, any time the PCs need a place to sleep in the wilds. Or maybe they are sent to the area to investigate something and end up at the Farm. Maybe they have lost their horses and are out to get new steeds when they find the farm. Try to make them think it's all safe and good, just a routine overnight stay at a nice farmer family en route to something else.

In my game the PCs had lost their horses and most of their gear and were in dire need of food and warmth. The family charmed them and drugged them. However, one PC managed his save and was able to fend the family off until the others came to their senses. If not, they would have ended up in a holding cell to be taken care of later and it would have become an escape scenario from hell.

(Thanks to Yora at Dragonsfoot for advice on this section).

Meet the Rodbrok family

We begin with a description of each member of the family. General behaviour and the initial impression they give is presented, as well as their individual secrets and respective tactics or modus operandi.

The family will be welcoming and charming at first, but they are all homicidal maniac cannibal mutant killers and will stop at nothing to reach their goal.

To hide their various bodily mutations they are covered by a VEIL spell, provided by Siri/Mother. The spell is embedded in a spell matrix in the form of similar tattoos on all family members, and the spell is active at will within the farm and fields areas covered in the surrounding map.

Siri cannot physically leave the confines of the Dark Temple, but through magic she can appear to be anywhere on the grounds by protruding her tentacles and use the VEIL spell.



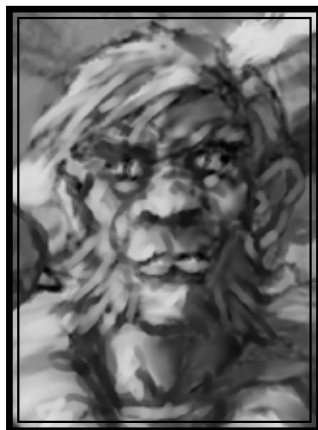
Family Portrait by David Lewis Johnson

Torgil

-the bestial father

PHYSICAL: Age 51. Torgil Rodbrok is a mountain of a man, the very archetype of a Northman farmer-warrior. He is dressed in linen clothes and pelts.

DEMEANOR: Despite his rugged frame, Torgil is a very gentle man. The kind that always have a kind word for everyone and in general he is a very likeable guy. He is quick to laugh and always appreciate a joke. In front of strangers he always plays the patriarch, but in reality it is Siri who runs the family.



SECRETS: Even before he met Siri, Torgil was a lycanthrope – a Were Worg. He was born into the lycanthropic life, and lead a vagrant life moving from farm to farm to hide his killing. Torgil can shapeshift at will, but possesses no other mutations.

MODUS OPERANDI: When problems arise, or in a combat situation, Torgil will shift into animal or hybrid shape to do battle. In hybrid shape he prefers the battle axe and boar spear and fights like the beast he is.

WEAKNESSES: (i) Torgil's greatest fear is to lose his beloved wife. He secretly hates the fact that she has been transformed to a living avatar of Mother, but plays along since he doesn't know what else to do. This has led him to secret studies of old arcane tomes and consorting with the Hag Jezebel to find a cure for his wife. The Rag Doll and the Banishing Ritual is a result of those studies, and he plans to send Mother back to the Realm of Nightmares. At the same time he knows that Siri won't approve and he does not know what will happen to her if he uses the Ritual. Only Torgil and Beatrice the Ghöst knows of the plans.

FAVOURITE HANGOUTS: Forest, Hills, Cleared, Study

TRUE LOOK: Torgil actually looks like he does.

Siri

-the mother of lies

PHYSICAL: Age 41. Siri used to be a quite petite woman. However, being an avatar of the Mother of Lies has changed her physical appearance to an ever-morphing glob of mucus covered, pallid flesh. Her physical body is now permanently co-existing in both the physical realm as well as in the Nightmare Realm and as a result of this she cannot physically leave the Temple of the Door, where she abides with her Ghùleh servants.



DEMEANOR: Siri seems to be the perfect mother: caring and providing for her family as well as guests to the farm. She is open and communicative. At the same time, it is very clear that Siri is the matriarch of the family: her word is law for all in the house.

SECRETS: Over the years since Siri met Mother, they have slowly merged into one being and Siri's body is now a vessel or an avatar of the Mother of Lies. The tremendous powers in her has warped her flesh into a tentacled horror that exists half in this world and half in the Realm of Nightmares. Mother also suspect that Torgil is up to something but haven't been able to detect what yet. In her eyes, he is quite expendable.

MODUS OPERANDI: Siri/Mother can use mind control on all Ghùleh and Scarecrows on the grounds. The Severed Ones cannot be controlled this way and follow their own weird agendas. In the company of strangers Siri sends out tentacles and present an illusion of old Siri attached to the end of the tentacle. The tentacle is always presented through a doorway, hole in the ground and similar, and observant characters might notice this fact. Siri/Mother only engage in combat within the Warrens.

FAVOURITE HANGOUTS: Dark Temple of Mother. Tentacles anywhere.

TRUE LOOK: Siri/Mother is not veiled, but reside in the Dark Temple.

Gerda

-the arcane prodigy

PHYSICAL: Age 21. Gerda is a very attractive young woman in a feral and wild fashion. She is also quite flirty and charming towards both men and women and it is hard not to like or become infatuated with her. She is usually dressed in simple but feminine clothes like dresses and skirts.

DEMEANOR: Gerda plays the role as the good but adventurous daughter. She is clever, communicative and helpful, and she always make people feel special.

SECRETS: Gerda has inherited the gift of Dream Magic from her mother, as well as her former beauty. She uses both to manipulate people to get her will through. Still learning, she is fast nearing the magic skill of her mother.



MODUS OPERANDI: Seduction and magic. Then she calls some of her siblings to do the actual killing, as she detests "wet work".

WEAKNESSES: (i) Despite Gerda's flirtatious demenaor, she is actually afraid of getting emotionally attached to someone. A year ago she secretly fell in love with a young hunter that was captured, but didn't say anything, and he was later turned into a flesh abomination (Severed One) by Jørn. (ii) For this, she secretly resents Jørn and it's only a matter of time before she will break and confront him with this. She still have feelings for the young hunter and will do her utmost to protect him from the PCs. Maybe there's is still a chance to cure him?

FAVOURITE HANGOUTS: Cleared, Study, Basement, Dark Temple, Warrens

TRUE LOOK: Large festering flesh wounds and a strong smell of rosewater. Sometimes a proto-tentacle moves beneath her clothes.

Olof

-the stupid brute

PHYSICAL: Age 20. Olof is a silent giant, used to the hard work on a farm. He is always dressed in a stained and stinky leather outfit with lots of straps, pockets and loops.

DEMEANOR: This huge man is a quiet loner. When not working physically, he is often in the barn tending to the animals or in the toolshed making repairs on tools. Sometimes he sits alone and plays his banjolajka with great skill. He's quite stupid, but adores Hanna and always does what she says.



SECRETS: Olof's special secret is that he is near unkillable. If he is slain by the characters there is always a chance that the next time they look back at his body - it is gone!

MODUS OPERANDI: Brute force. Olof is a very skilled fighter, preferring various blades in combat. In a fight he always strikes to kill.

WEAKNESSES: (i) Olof's greatest weakness is his love of his little sister, Hanna. He will do anything to protect her from harm, including sacrificing himself.

FAVOURITE HANGOUTS: Barn, Tool Shed, Any place outside, Seldom in the house

TRUE LOOK: Olof looks almost as he usually does, but his skin is thicker, paler and he has rotten carious teeth and very long and sharp claws.

Jørn -the silent butcher

PHYSICAL: Age 16. Jørn is a master chef and takes care of the butchering and preparation of meat in the household. He is quite thin and usually outfitted in an old leather apron (actually made from elf skin).

DEMEANOR: Jørn is a quiet and shy boy, very polite and eager to help, and can usually be found in the kitchen or in the food preparation areas. He looks a little odd, but makes up for that by being nice and polite.

SECRETS: His flesh skills does not limit themselves to cooking. Jørn is also the architect behind the various experimental creatures around the area. He likes to vivisection people and combine them in new ways, thus creating new Broken One creatures as well as the Scarecrows. These creations are then given new life by Gerda's magic. The selection and upkeep of these unfortunate souls is also Jørn's task.

MODUS OPERANDI: Jørn prefers using sedative herbs and concoctions to put victims to sleep, then he ties them up and kills them with his very sharp and shiny knives. In killer mode he is all calm and silent and never ever says a word.

WEAKNESSES: (i) Jørn is secretly enamoured with the elf lady he keeps hidden in the attic. This could be used against him. In fact, he is very much into elf ladies and will show a creepy interest towards any such PCs. (ii) He is also deadly afraid of the ghosts in the basement, and will not venture there alone or without the Talisman of Ghost Suppression he keeps around his neck at all times.

FAVOURITE HANGOUTS: Kitchen, Basement, Attic, Seldom outside

TRUE LOOK: Jørn looks like a slimy weasel, with exaggerated facial bristle and a hunching gait. He's drooling and humming a most annoying tune.



Hanna

-the master trap-maker

PHYSICAL: Age 12. Hanna is a bright and cute kid and she seems likeable to most. She is a bit boyish and adventurous, always dressed in a dirty shirt and trousers with a leather bag full of tools slung across her shoulder.

DEMEANOR: Hanna seems to be a happy adventurous kid, always with a trick up her sleeve. Most of the time, she is out with Olof or roaming the fields and woods by herself.

SECRETS: This young girl is very intelligent and a master trap maker as well as a master alchemist. When she is out she is tending the traps most of the time. She also has a pet Worg named Styrbjørn in the barn.



MODUS OPERANDI: Charm people, then lure them into some trap, or into Styrbjørn's range.

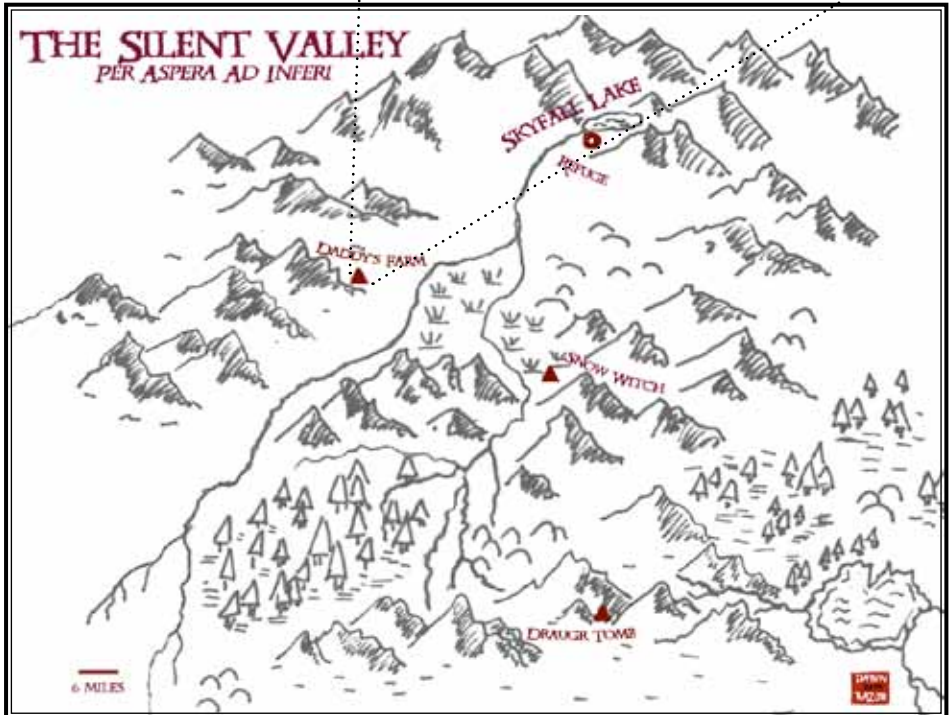
WEAKNESSES: (i) Hanna is afraid of losing her freedom. As a result of this she is suffering from a mild claustrophobia, but will go into the tunnels if necessary. (ii) She also adores her pet Styrbjørn and any threat to him would make her much easier to deal with.

FAVOURITE HANGOUTS: Barn, Tool Shed, Old Ruin, Any place outside

TRUE LOOK: Hanna is very thin, with no body hair. Her jaw is fleeing and the ears are protruding and large. She has the smell of manure mixed with new cinnamon rolls about her.

Welcome to Daddy's Farm

Daddy's Farm is located in the foothills of the northwest mountain range that forms the Silent Valley. Between the hills and the forest a small area has been laboriously cleared and now houses the farm. See Above Ground (p. 35) for encounters when the PCs are moving about in the Farm Area. In the day the monsters stay hidden. At night, or if skulking around by themselves, there will be monsters. Many monsters.



The Farm House

Floor 1

GENERAL: Simple but clean and well kept "upper middle class" farmer home. A faint smell of food always persist on the first and second floors. Nothing obviously suspicious is lying around on casual inspection. Traps on Floor 1 are not armed when the PCs are in the company of family members. At night, or if the PCs sneak around by themselves, all exterior doors and windows might be trapped, as well as the door to the Basement and the stairs to Floor 2 (see section TRAPS in the Appendix),

1. Entrance

This small room contains warm shell clothes, winter boots and various stuff used outdoors.

2. Hallway (basement door locked)

The hallway has a door leading to the east and a stairway in the north end leading up. There is also a small door in the west wall, leading down to the basement. This door is padlocked with 3 oversized locks and has a curious 10 cm [4 inch] hole in the lower center. On the walls are various animal hunting trophies mounted on shining laquered wooden plaques. Careful inspection (FIND SECRET DOORS) reveal several spots on the wall in the staircase area where other trophies were placed, but now only the marks of the plaques remain.

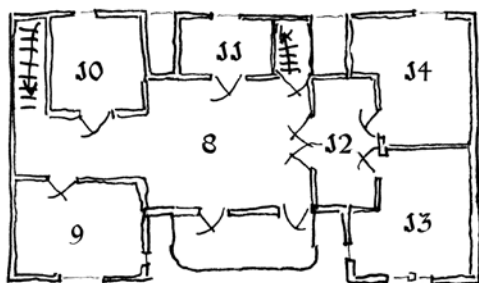
3. Dining room

Most of this room is occupied by a huge massive oak table with 10 sturdy chairs around it. The parent's chairs are larger and more comfortable than the rest. On the east wall is a rack with earthenware plates and mugs, as well as some finer tin mugs. A tapestry with Scandinavian style patterns adorns the north wall (VALUE: 250 gp to a connoisseur of fine crafts).

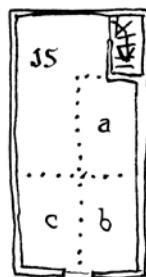
4. Kitchen

The kitchen area has a huge open fire stove and several rough wooden benches for preparing food. The place is full of cooking utensils and pots of all sizes. Dried sausages, meats and vegetables are hanging from the rafters. Along the south and east walls there is a pantry with foodstuffs in boxes and jars (including some gross stuff). There is also 5 and 10-kilo (11/22 lbs.) sacks of flour, root vegetables and salt. This is where Jørn is found most of the time. (If searching the kitchen, roll on KITCHEN TABLE).

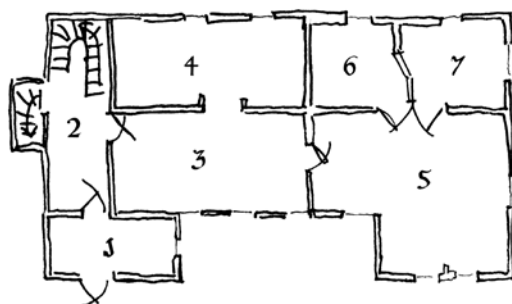
The Farm House map



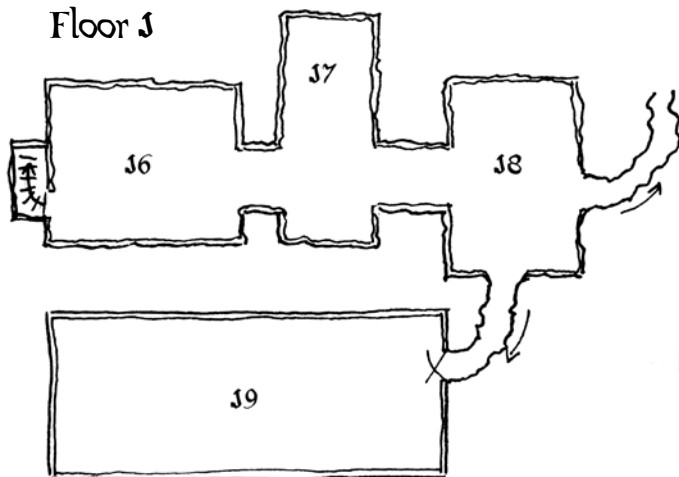
Floor 2



Floor 3



Floor 1



Basement

kitchen Table (d10)

	Pantry	Offal / Benches
1	Pickeled eyes	A finger (1-2 male, 3-4 female)
2	Pickeled gherkins	Ear (1 elf; 2-5 human, 6 dwarf)
3	Corn	Tongue (1 elf; 2-5 human, 6 dwarf)
4	Pickeled fingers	Some teeth (1d12)
5	Pickeled testicles	Gnome nose w/ gold nosering (100 gp)
6	Mushrooms*	Gold ring (430 gp)
7	Flour (moldy)*	Lower leg & foot (dry and gross...)
8	Pickeled carrots	Underarm (1-2 male, 3-4 female)
9	Herbs**	Kidney Pie
10	Seasoning	An innocent heart

*Roll on Drug/Poison Table (see APPENDIX)

**Roll d6 1-2 1 herb, 3-5 2 herbs, 6 3 herbs (for RITUAL)

5. Main room

This is where the family gather in the evenings. The room is dominated by a large fireplace and there are nice chairs with warm wolf pelts to sit on. If the ashes in the fireplace are searched, some charred bones will be found. They are hard to identify, but a successful (IDENTIFY SPECIMEN) will reveal that they definitely are humanoid in origin.

6. Study/Office (locked)

A small writing desk with a lantern among shelves with papers, scrolls and all the paperwork you could think of. Officially, this is Torgil's office but in reality it is Jørns and Gerdas study. No one is ever allowed in here. If the PCs sneak in and search the papers, they find various anatomical drawings, recipes and even some ongoing magic spell research. There are two spell scrolls here: PROTECTION FROM MAGIC and a TREASURE MAP (to the SNOW WITCH in my game).

7. Library (locked)

A reading chair and a small table with a lamp and a sour pipe. Also, lots of crude shelves, surprisingly full of rare tomes on all kinds of subjects, but mostly on plants, animals and the occult. There is also a few very rare books on the HISTORY OF THE NORTH. Hidden among the other books are three magic tomes: ALVIR, VAETTIR OG SATTYGIR by Fafbard Haarfagre (a famous northern

bard); ENDLESS DARK by a certain Karl Bukovskison and CORPUS VIVISECTIONATA by Anna de Coelba-Concinillho y Crepotka (a famous southern sorceress who disappeared mysteriously some ten years ago, see APPENDIX). If questioned about these scholarly books, Torgil explains that he likes to read as he used to be a scribe in a large northern city and besides some customers pay in books. There is also a narrow glass-doored display cabinet with three well-crafted old (and thus costly) PORCELAIN DOLLS (VALUE: 200 gp a piece). The cabinet is locked with a fairly oversized lock. Hidden in the head of one of the dolls is a small silver cabinet key of southern manufacture (it RATTLES when manipulated). The key hole can be found hidden on the side of the doll cabinet, and within is a battered BROWN LEATHER JOURNAL containing Torgil's arcane notes on how to banish Mother as well as a folded scroll with the RITUAL OF BANISHMENT (see HOW TO DEFEAT MOTHER, p. 47).

Floor 2

GENERAL: Nothing obviously suspicious is lying around on casual inspection. The family keeps this floor as "visitor friendly" as possible. Traps as Floor 1.

8. Upper hall

After ascending the very creaky staircase (MOVE SILENTLY | HARD) this is where you end up. The room is largely empty and has a lot of doors. In the center of the room there is a scruffy mat made of a huge bear. The southern doors lead out to a balcony overlooking the surroundings.

9. Master bedroom

A wooden double bed with a canopy and warm bedding with furs and pelts. This is where the parents (or just Torgil really) sleep. Beside the bed is a small bedstand with a pot in it. (25% chance that is has been used. In that case, the supposedly human feces contain hair balls and fragments of bone). If investigated, it is also obvious that only one side of the bed is used regularly.

TREASURE: Hidden under a loose floor board in a leather pouch are: bronze earrings (10gp), silver brooch (100gp), silver necklace (100gp), gold ring (500gp). In a chest under the bed are: a silk cape (10gp) and a cloth-of-gold bodice (250gp).

10. Children's bedroom

Two bunk beds occupy this room. This is where all four youngsters sleep. Olof however, often sleeps in the barn instead. On the floor are three ugly rag dolls dressed in tattered doll clothes. If detect magic/evil is used, one of the dolls radiates powerful magic. On closer inspection, it has a strange silver glyph on its chest. The doll is sentient but will not reveal its powers until necessary. If the PCs take the doll it will try to manipulate them or just run away. Its goal is to guard Mother's phylactery. The doll ended here by mistake, when Olof found it and brought it here as he did not recognize



it's importance. GM NOTE: This is the phylactery of Mother. Be careful to describe the glyph on the doll's chest - it might help the PCs survive this adventure. (More on the phylactery in the APPENDIX).

Nightmare Rag Doll: HD 1; AC 12; ATK 1 cursed cold iron spike (1d3+3); MV 40; F18 R14 W15; XP 250/CL 3; Special - Immunity vs. electricity, fire, acid; Magic resistance (25%); Stealth Move - move without being noticed; Backstab - double damage. Spells - Instill Fear (20' range; as Fear spell; Implant thoughts (touch) - Will save to resist.

11. Lavatory

The washing room consist of a wooden bench with a steel mirror above a wide metal sink and a pitcher of stale water. Beside the bench, there is a small barrel of water. There are no toilet facilities here, as those needs are taken care of outside (or using a potty beside the bed).

12. Antechamber (locked)

This room forms a hallway to the separate "guest" rooms. The sturdy and ornamented double doors seem out of place here and are probably cannibalized from a far fancier home. The locks are also of premium quality (OPEN LOCKS/BREAK DOWN DOORS | HARD). The north and south walls are adorned by

tapestries depicting northern dragons (VALUE: 250 gp a piece but very unwieldy to transport). A closer look behind the tapestries reveals heavy iron rings bolted to the walls as well as a nice selection of stained chains and manacles on hooks.

13. "Guest room" (locked)

This is one of the rooms offered to "guests" at the farm. There are four beds, a few chairs, a small locker for things and a bedstand. The door is very sturdy, with extra metal bands and two heavy locks (OPEN LOCKS/BREAK DOWN DOORS | HARD). Pervy observation holes are hidden in the west and north walls. The windows are nailed shut and on closer observation outfitted with external metal bars to prevent escape. This is not immediately noticeable, as the bars are hidden behind nice country style drapes (VALUE: 100 gp total).

14. "Guest room" (locked)

Similar to room 13, with observation holes in the west and south walls instead. (OPEN LOCKS/BREAK DOWN DOORS | HARD).

Floor 3 (attic)

GENERAL: Pungent smell of decay and misery. THE DOOR TO THE STAIRS IS ALWAYS KEPT LOCKED AND THE TRAP IS ALWAYS ARMED.

15 a–c. Prisoner pens

The third floor is situated over the central part of the house (lavatory to balcony). Thus, the sounds from prisoners will not be easily heard by new "guests" in rooms 13 and 14. The attic is basically one big room with three iron bar lined cells. The non-cell area is equipped with a leather strapped stained wooden table. There is also a cabinet with various old surgical tools in various shapes and levels of sophistication. These are completed with common cooking knives and farm tools.

Cell A holds an armless man, who have also had his ears and tongue removed. He is barely alive (1 hp) and lies unconscious on a flea-ridden blanket [[Reflex save not to contract fleas]]. If contracted, the fleas will be annoying. Roll Fortitude save when using tasks or in combat, casting spells etc. Missed save: -2 disadvantage to task, spell and combat rolls. The man is beyond saving unless the PCs have access to very powerful magic. This is Arne Swart, a merchant from the village Refuge, up north.

Cell B holds a catatonic high elf woman of obvious upper class. She is clothed in a tattered and dirty dress and has had her mouth sewn shut with coarse leather string. If the string is removed she can tell that she has been here for a very long time, after having been taken when traveling quite far south of the Silent Valley. (She is still alive and whole because Jørn is infatuated by her elfin mysteriousness, but of course she is not aware of this fact. If saved, she can help with the escape. Also, Jørn will hesitate to kill her. The rest of the family will not have any such qualms, though).

Cell C is inhabited by three humans (one female and two males) of obvious northern descent. They have all been harvested for various body parts (they might miss fingers or toes, nose or ears, but at least have arms and legs left) and are all in pretty bad shape, except for the youth who is determined to get revenge despite his wounds. The other two victims have large stitches on their respective abdomen, indicating that internal organs might have been removed. The kid can tell that they are the ANDERSSONS from DRAGON HOLD up northwest. They were en route to Refuge to trade when they were taken. The man and woman are his sister and father.

Basement

GENERAL: The basement is dark, damp, cold to the bone and above all – scary as hell. Weird shapes moving in the peripheral vision, lantern- and torchlight not reaching those corners, scuttling and shuffling noises. Those things. Keep the players on the very edge! This is the borderland to the NIGHTMARE REALM, so normal physics need not apply here. The influence of the Nightmare Realm has also made the area a virtual recorder of the emotions of countless victims, creating perfect ground for ghostly activity.

16. Threshold to Nightmare

The contrast from the cosy farmhouse above is striking. The entry to the basement is cold, damp and the light does not seem to penetrate the darkness (all light sources ranges are halved and darkvision is distorted like someone is using a vision jammer). Moreover, the PCs might happen to see through the Veil and get glimpses of the Nightmare Realm as well as of terrible things that has happened in these wretched rooms before (BASEMENT ENCOUNTER TABLE). The room is full of useless junk: old wooden boards, broken furniture, odd farm objects and such. The junk is piled high against the wall in the north part of the room, whereas against the southern wall, there are racks with dried foodstuffs



and jars of pickled food (use KITCHEN TABLE). Should anyone rummage through the junk in the north part, there is a 50% chance that the pile will collapse (REFLEX SAVE or 1d6 damage). Searchers will also find 1d4 TRINKETS from the PRECIOUS TABLE as well as the missing head trophies from the hallway on the first floor (elf, dwarf, human and a somewhat scruffy looking hobgoblin). Just inside the entrance, there's an opened 5 kg (11 lbs.) sack of salt.

17. Enter the Nightmare Zone

Passing between room 16 and 17, the PCs enter the threshold to the Nightmare Realm. Just like area 16, the room is full of junk that needs to be navigated (HALF MOVEMENT RATE). Moreover, the area is inhabited by the ghöst of a small child (BEATRICE) and her spectral dog (SNARL). The girl and dog do not realise that they are dead and hide in a small "hut" under a lot of debris in the north part of the room. As soon as someone enters room 17, the girl will suddenly materialize in front of them, holding a battered teddy bear in one hand and the other (holding a butcher's knife) hidden behind her back. She hates to be disturbed when playing, so she will tell the PCs to go away. If they do not leave immediately, she and the dog will attack to scare them off. Beatrice is the oldest Ghöst here, and as such she can summon and order the other ghösts around.

GM NOTE: If the PCs can find a way to persuade Beatrice not to fight (role-play or TRICKERY roll), the other ghösts will also stand down. Beatrice is aware of the nice porcelain dolls in area 7, and will ask the PCs to get them for her. In return, they will not be bothered by the basement ghosts and she will tell them about (I) Torgil's plans for Mother and about the Rag Doll phylactery (specifically what happens if it is carried through the Door in the Dark Temple), and (II) Jørns fear of the ghösts and his protective amulet (each piece of information requires a separate TRICKERY check). Beatrice never leaves the basement area, and even if the PCs befriend her, the other ghösts in the WARRENS will attack.

Beatrice the Claw Ghöst (Type III): HD 4; AC 15 (silver); ATK 2 spectral claws (1d6) + Hurl object (30 ft/1d8); MV Fly 30; FI4 RI4 WI2; XP 1000/CL 3; Special – Immune to illusions and mind-affecting spells; ECTOPLASMIC – mundane weapons half damage, silver & magic full damage; Can turn invisible at will; Claw of the Spectre – any one hit takes hp damage and must make a Will save or lose 1 Charisma; Vulnerable to holy water/oil (1d10 damage); Allergic to salt.

Snarl the Ghöst Dog: HD 3; AC 15 (silver); ATK Bite (1d8, ignores 2 points of AC); MV 40; FI2 RI4 WI1; XP 750/CL 5; Special – Immune to illusions and mind-affecting spells; Ectoplasmic – mundane weapons half damage, silver & magic full damage; Can turn invisible at will; Howl of Despair – anyone within 30' must make a Will save or flee in terror (1d4 rounds); Fangs of Steel – ignores 2 points of AC; Vulnerable to holy water/oil (1d10 damage); Allergic to salt.

18. Into the Dark

This room looks about the same as room 17. There is a 1 in 6 chance that something happens per minute spent here (BASEMENT ENCOUNTER TABLE). If not befriended, Beatrice can summon 1d4 random type of ghösts that will arrive in 1d4 rounds. The ghösts will enter the Ghúleh warrens in pursuit of intruders, but will never enter the Dark Temple area. Two black entrances to the Ghúleh warrens open up from this room.

TREASURE: Hidden under some debris is a dusty large chest containing 3400 silver and 463 gold. Beside it is: a BATTLE AXE +1 and a JAVELIN OF LIGHTNING as well as a set of PIPES OF PAIN.

19. The Laboratory (locked, trap)

The entrance to the lab is guarded by a rusty and securely locked iron door (OPEN LOCKS/BREAK DOWN DOORS | VERY HARD). Weird moaning and groaning sounds can be heard from behind the door if the PCs take their time to listen. Inside the lab there are work benches, racks of chemical compounds, jars of organs in big glass containers and other gross reanimator stuff. Three

Basement Encounter Table (d8)

	Type	Effect
1	Ghöst type I	1d4 ghosts materializes and attacks
2	Jørn	On his way to/from the basement lab
3	Ghöst type II	1d4 ghosts materializes and attacks
4	Ghuleh	1d4 Ghúleh on their way to/from the basement lab
5	Gerda	Looking after hunter-boy in the basement
6	Tentacle	1d4 of Mother's Tentacles out for prey
7	Ghöst type III	1 per 2 PCs ghosts materializes and attacks
8	Ghöst type IV	1 per 3 PCs ghosts materializes and attacks

strange brass eggs are sitting on a counter. If opened, they contain a yellowish honey-like viscous fluid that smells of cinnamon. On a table In the western part of the room, sorry creatures are shackled to the walls with heavy chains. These are horribly disfigured and dysfunctional experimental creatures that did not turn out the way Jørn wanted. In the northwest corner, a 3×3 m $[10 \times 10 \text{ ft}]$ steel vat with a heavy lid is filled with discarded body parts in various states of decomposition (HORROR CHECK).

TREASURE: A dull-looking short sword is leaning against the north wall. It is a SHORT SWORD +3.

When the vat is opened the sorry creatures get all exited and start dragging their chains as they think it is food time. If the creatures are fed, one of them might talk to the PCs in a curiously weak voice for such a terrible creation (COMMUNICATE | VERY HARD). The creature knows of Jørn's fear of the ghosts and his protective amulet. They also know of the ghost's allergy to salt. The creatures will ask to be set free in exchange for this info. If they are released, they will use the warrens to escape to the surface and try to leave the area.



Vivisection by David Lewis Johnson

Should the PCs decide to attack the creatures, they will fight back ferociously. However, these specimens have only 1 HD of hp left due to their sorry state. There is a chance that Jørn is here: day 10%; night 25%. If he is here there is a 20% chance that he has company (d6 1-3 Gerda, 4-6 1d2 Ghúleh).

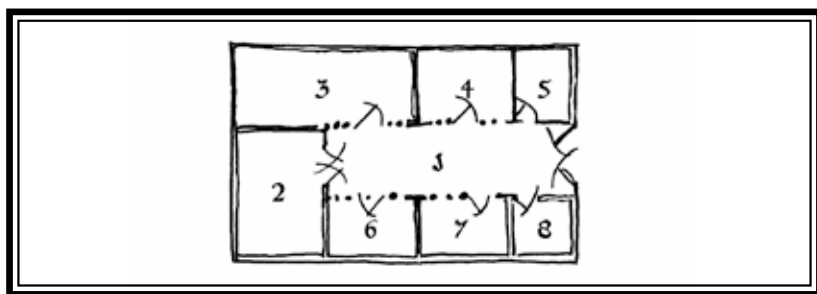
Severed Ones: HD 5 (these ones have only 1 HD of hp left); AC 16; ATK 2 slams (2d8); MV 30; F13 R13 W13; XP 400/CL 5; Special – Immune to most spells (as Flesh Golem); Berserk – each combat round there is a 5% cumulative chance that the creature will go berserk and attack all living.

NB: THE GHÚL WARRENS CONTINUE ON P. 32

The Barn

GENERAL: Simple weather-worn wood structure in some state of disrepair. No sounds from within. Big footprints lead in and out of the main doors (unlocked).

The Barn map



Musty smell of animals mixed with something decaying inside. A ladder to the right of the doors gives access to the 2nd floor where straw is kept. Cold inside.

1. Main aisle

This area gives access to the animal pens and is used to bring the animals in and out of the barn. Straw on the floor. Ropes and tackle on hooks on the walls.

2. Storage

This is where the food for the animals is kept. There is also a large vat with gross meat. Along the south wall are stored shovels, picks and other farm implements as well as a supply of nails, hammers and so on for repairing wood structures.

3. Styrbjørn's Pen

This is where Hanna keeps her pet, Styrbjørn – a huge WORG (1 in 6 chance that he is not here). He is aggressive and always kept a bit hungry. The iron bars are extra thick on this pen. There is a distinct smell of rotting meat and predator lingering. The Worg stays hidden in the dark at the back of the pen only to lash out if someone approaches the pen. If agitated, his howls will be heard all over the area. He is a ferocious creature but obeys Hanna's and Olof's commands like a dog. If Hanna or Olof is threatened there is a 1 in 6 chance that he might break out of his pen to attack the intruders.

Worg: HD 4; AC 14; ATK 1 bite (1d6 + trip); MV 50; F11 R10 W15; AL Chaotic; XP 400/CL 6; Special – A Worg that hits with a bite attack can attempt a free trip attack on the same target.

4. A tame boar

This is an ordinary boar (female). Will not fight unless provoked.

Boar: HD 3; AC 16; ATK Gore (1d8); MV 40; F12 R12 W17; AL Neutral; XP 300/CL 4; Special – Can continue to fight for 1d6 rounds after they have reached 0 hp.

5. Empty

6. A tame boar II

This is an ordinary boar (male). Will not fight unless provoked. Same stats as above.

7. Empty

8. Dead Maiden

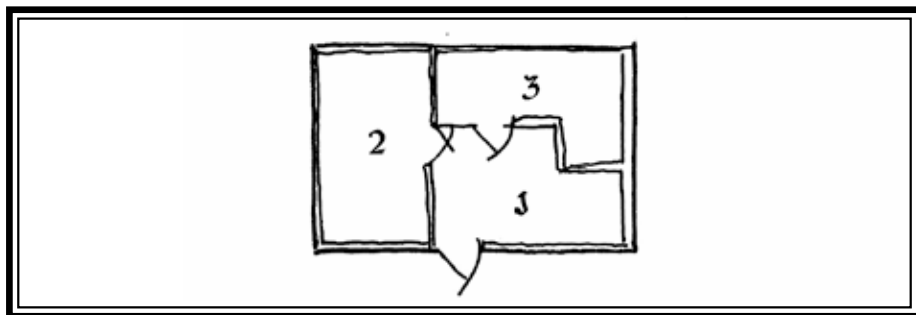
A half decayed corpse is manacled to the wall like an animal. This was a young maiden that Olof took a fancy of. Given his short attention span,

he soon tired of her and left her to die of dehydration and exposure. Hidden in the floor below the desiccated and frozen corpse is HATCH LEADING TO THE WARRENS. It is securely frozen in place and to get through the hatch the characters must first break loose the corpse (HORROR CHECK) and somehow un-freeze the hatch (for example by pouring warm liquid on it).

The Tool Shed

GENERAL: Simple weather-worn wood structure in some state of disrepair. No sounds from within. Big footprints lead to (and from) the main doors (unlocked). 2 in 6 chance that Olof or both Olof and Hanna is present (roll 1d6: 1-4 Olof only; 5-6 both present).

The Tool Shed map



1. Main room (locked)

This is where Olof and Hanna usually hang out. There is table with three rickety chairs and a cupboard with some dirty plates and glasses. Beside the door is a hanger with winter and work clothes. A CROSSBOW stands leaning against the south wall along with a quiver with 1d10 quarrels.

2. Hanna's Workshop (locked)

This is where Hanna makes her traps and explosives. A large workbench, lots of wood and metal tools, a separate table with strange alchemical compounds (liquids and powders). There is also a small desk with parchment and writing utensils and a stack of blueprints that she is working on, as well as several weird tomes of arcane and alchemical knowledge (roll on the CURIOUS TOME TABLE). Studying these blueprints (DECIPHER CODES | EASY) will give the PCs a +2 advantage on attempts to spot, find or disable Hanna's traps. In a small sturdy closet (locked) are also 1d3 satchel charges. The PCs will probably have no clue as how to use them (unless from a place that uses gunpowder), but if they have observed someone using them (or a Boomjack) a successful DECIPHER CODES check will let them deduce how these miraculous weapons may be used.

NEW WEAPON: Satchel Charge: To use these the fuse must be lit and the charge will then detonate within 1d3 rounds. The concussion from the explosion ignores armor within 20 feet. Damage (from explosion center): 0-10 feet 5d6; 11-20 feet 3d6; 21-30 feet 1d6.

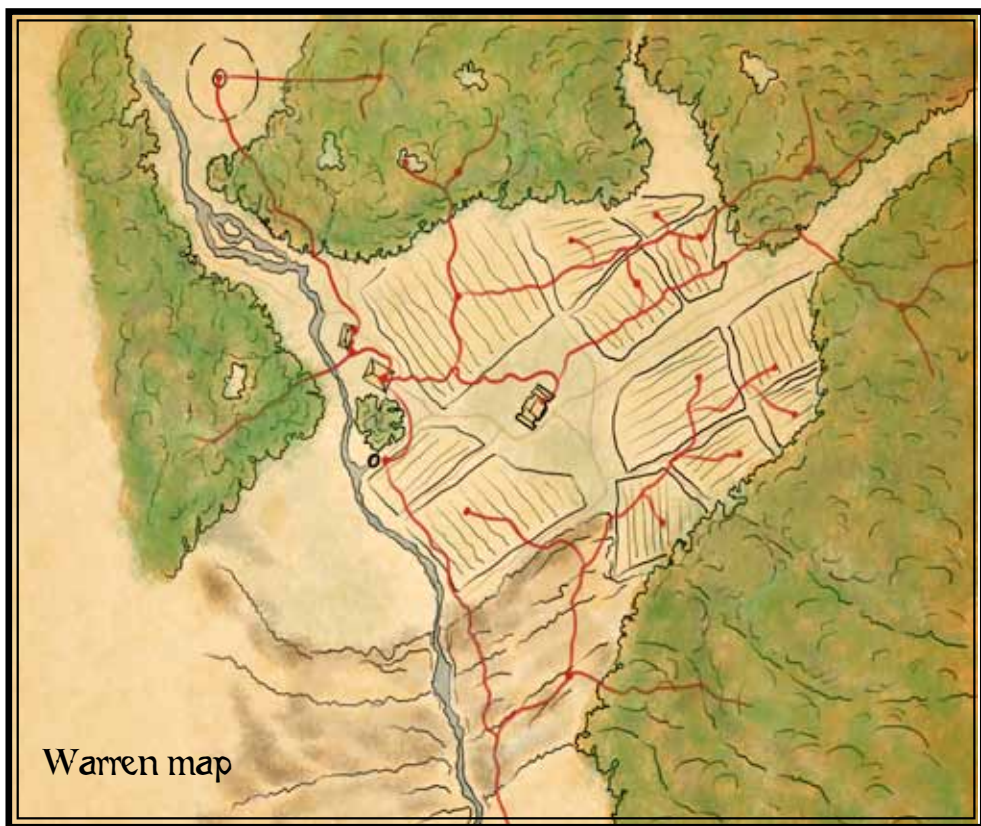
3. Olof's Den (locked)

Dirty and flea-ridden straw mattress with equally flea-ridden blanket (REFLEX SAVE not to contract fleas. If contracted, the fleas will be annoying. Roll FORTITUDE save when using tasks or in combat, casting spells etc. Missed save: -2 disadvantage to task, spell and combat rolls). Hidden under the mattress is a trapped floor trap door (FIND TRAPS | EASY) leading to a dug-out compartment containing the collected stolen goods from all their victims. The trap can be inactivated by detaching the thin steel wire attached to the hatch (REMOVE TRAPS | HARD). A fumbled Remove Traps will set off the trap.

TRAP: The trap door opens upwards and is trapped with a wire that will detonate a hidden satchel charge that will spread parts of the treasure much like a claymore mine, hitting everyone in the room (and people in the doorway) for 3d6 concussion damage plus 3d6 shrapnel damage. Roll a successful Reflex save for half damage.

In a corner, a collection of beat-up (but very sharp) blade weapons are lying in a heap (knives, swords, cleavers etc.) They are all +1 (to hit and damage) due to their perfect balance and immaculate sharpness.

TREASURE: 300 gp; 80 pp; moonstone gem (50 gp); Ruby (1900 gp); Opal (250 gp); Darkwood Statuette (1 foot [30 cm] length, 1 lb [0.5 kg] weight 10 gp); Gold Brooch (250 gp); Gold Tiara (500 gp); Silk Turban (10 gp); Mithral Necklace (1000 gp); Minor Magic Item: Oil of Magic Stone, Marvelous Pigments, Potion of Blur, Circlet of Persuasion and a Wand of Obscuring Mist (8 charges).



The Ghuleh Warrens

GENERAL: All entrances are unnaturally pitch black and light sources reach only half the normal radius. Darkvision is also halved. Everything seem a bit distorted and out of sync. When entering the Warrens, the first 30 m (30 yds.) are located in a border zone between the Worlds, meaning that the PCs co-exist in both the mundane and Nightmare Realms. This frequently gives rise to nausea and hallucinatory glimpses of the Nightmare Realm (WILL SAVE to avoid) which will impose the SICKENED condition on the PCs. The visions are frightening and remind the characters of their utter insignificance in the Void. This happens every time the PCs enter the Warrens, from any entrance. The air in the Warrens are significantly warmer than outside and a bit hard to breathe (almost like in a steam sauna). As the Dark Temple is approached, the temperature rises steadily to almost tropical levels.

The Warrens is a vast network of tunnels between our World and the Nightmare Realms, and was dug out by the Ghùleh. The tunnels are roughly circular in shape and about 4.5m (15 ft) in diameter. Starting about 50 m (50 yds.) into any tunnel, the walls starts to get covered with a clear sticky resin, oddly soft to the touch. The deeper one goes, the thicker the resin layer gets. The map shows the main tunnels in relation to the area map, but there are many more small tunnels existing.

The warrens might lead to the Netherworld, other Planes of Existence, the Darklands of Under or whatever you desire. Use as is, draw a new tunnel dungeon complex or use the WARREN TABLE for those extra tunnels. If the random method is used, there is a 1 in 6 chance of a side tunnel for every 50 yards the PCs move through the warrens (roll on the WARRENS TABLE for specifics).

The only monsters in the Warrens are of the wandering kind: Ghùleh, the occasional Ghöst and the tentacles of Mother. There is a 1 in 6 chance of an encounter per turn spent in the warrens (roll on the WARRENS ENCOUNTER TABLE).

The Tentacles of Mother

Siri/Mother can reach most of her underworld Nightmare Realm (Dark Temple and Warrens areas) as well as the main farm house with her tentacles. However, she can only use her tentacle attack up to 150 m (150 yds.) yards from the Dark

Temple. Further away, she can only present as Siri or spy on the PCs.

Ghùleh: HD 3; AC 12 (silver/+1); ATK 2 claws (1d6 + rend); 1 bite (2d6); MV 50; F12 R11 W12; AL Chaotic; XP 750/CL 5; Special: Semi-incorporeal – half damage from ordinary weapons, defender's AC halved; Darkvision – 60'; Rend – if both claws hit double damage (B&T Complete p. 164).

Mother of Lies Tentacles: HD 12; Each tentacle 10hp; AC 20; ATK 4 tentacles (1d8 + level drain); Tentacle Grab; MV 40; F4 R7 W4; AL Chaotic; XP 3000*/CL 14; Special: Tentacle attack; Tentacle Grab – within 150 yds of Temple, can grab and drag victims towards Temple.

*There is no XP gain for defeating a tentacle, only for defeating the entire creature.

The Warrens Encounters Table (d8)

Monster encountered

- | | |
|---|------------------------|
| 1 | Ghùleh patrol (1d6) |
| 2 | Ghùleh hunters (1d8) |
| 3 | Ghùleh patrol (1d6) |
| 4 | Ghùleh hunters (1d8) |
| 5 | Ghöst (Type II) |
| 6 | Ghöst (Type III) |
| 7 | Ghöst (Type IV) |
| 8 | Mother Tentacles (1d4) |

The Warrens Table (d10)

Minor Tunnel goes:

- | | |
|----|------------------------------|
| 1 | Right 90° |
| 2 | Left 90° |
| 3 | Up 90° |
| 4 | Down 90° |
| 5 | T-fork (horizontal) |
| 6 | T-fork (vertical) |
| 7 | Y-fork 45° (horizontal) |
| 8 | Y-fork 45° (vertical) |
| 9 | Dead end |
| 10 | Blocked way (may be cleared) |

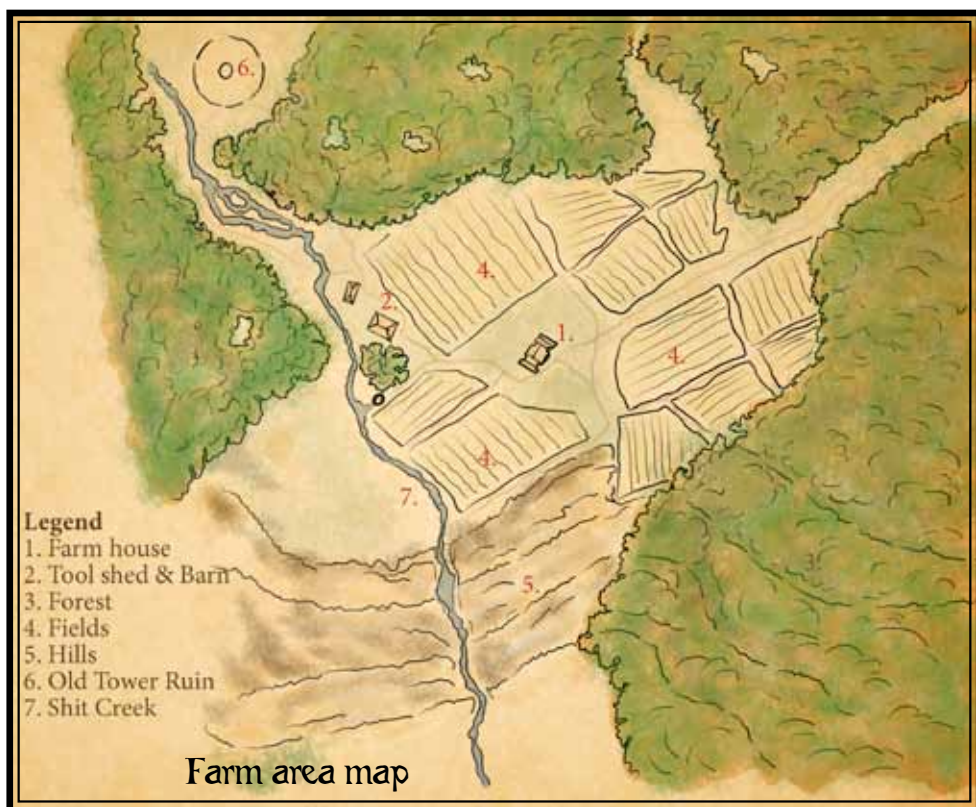


Ghûleh Hunter by David Lewis Johnson

Above Ground

GENERAL: The forest here is dark, tangled and menacing. There is always a feeling that something is wrong and that something is watching. Something evil. The hills are craggy and difficult to traverse. The fields and cleared areas are the only places where civilisation has tamed the wild, but they are also in a state of disrepair and general decay. Hills and forest are half movement due to difficult terrain.

The area above ground can be divided into four different kinds of terrain: Forest, Hills, Fields and Cleared (i.e. roads and areas in proximity to the buildings). It is dangerous to move about outside, roll for random encounters (dio) every 1 to 3 turns (Chance for encounter 1 in 10 (day), 4 in 10 (night) using the ABOVE GROUND ENCOUNTER TABLE).



Forest

The light of the sun never seem to penetrate the thick forest surrounding the Farm and even on a bright day the gloom dominate. Lichen covers the tree trunks and stones and the forest floor is covered in a perpetual layer of decaying leaves and rotting vegetation under a layer of frozen snow. PCs in the forest will also have a looming feeling of being observed (which they probably are).

Hills

The southwestern rocky area is dominated by a rather steep cliff face with little vegetation. It is climbable without mountaineer gear, but icy and full of loose rocks and hidden crevices. And monsters. At night the injury risk for climbers is greatly increased.

Fields

Since this is the land of eternal frost, the ground is covered in snow. Strangely, half dead crops of unharvested corn still linger in the fields, obscuring vision. The man-high corn makes movement in the fields hazardous since the PCs might run into enemies without having a chance of spotting them. It is also easy to get separated under such circumstances. Use your imagination to make a walk in the fields a scary experience.

Cleared

The safest places outside are the cleared areas. Evenso, there are traps and a higher risk of running into a family member or their brood.

Above Ground Encounter Table (d6)				
	Forest [†]	Hills	Fields	Cleared
1	Giant Spider d8	Severed One d6	Scarecrow d10	Severed One d8
2	Scarecrow d4	Scarecrow d4	Scarecrow d8	Scarecrow d10
3	Entrance to Warrens ³	Giant Spider d10	Trap ²	Worg d4
4	Trap ²	Family member [†]	Entrance to Warrens ³	Trap ²
5	Wolf d12	Worg d3	Severed One d8	Evil Doll d2
6	Family member [†]	Wolf d8	Family member [†]	Family member [†]

¹ Family Member Subtable (᠔4)

	Forest ¹	Hills	Fields	Cleared
1	Torgil	Hanna	Gerda	Jørn
2	Hanna	Torgil	Olof	Hanna
3	Hanna	Olof	Hanna + Worg	Gerda
4	Olof	Hanna's Worg	Torgil	Torgil

50% chance that Hanna has her Worg with her

² Trap Subtable (᠔4)

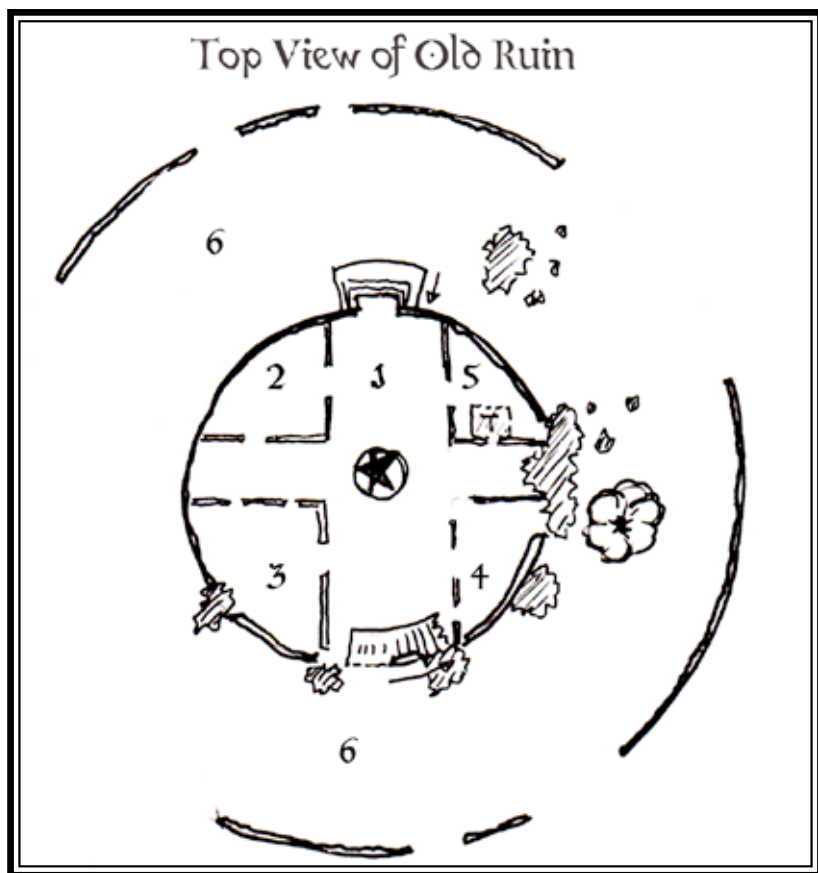
	Forest ¹	Hills	Fields	Cleared
1	Pit Trap	Pit Trap w/ green slime	Pit Trap w/spikes	Sliding chute
2	Pit Trap w/spikes	Pit Trap	Sliding chute	Pit Trap
3	Bear Trap	Alchemical Mine Trap	Rambo Trap	Pit Trap w/ scarecrows
4	Rambo Trap	Bear Trap	Chute w/ razors	Alchemical Mine Trap

³ Warren Entrance Subtable (᠔4)

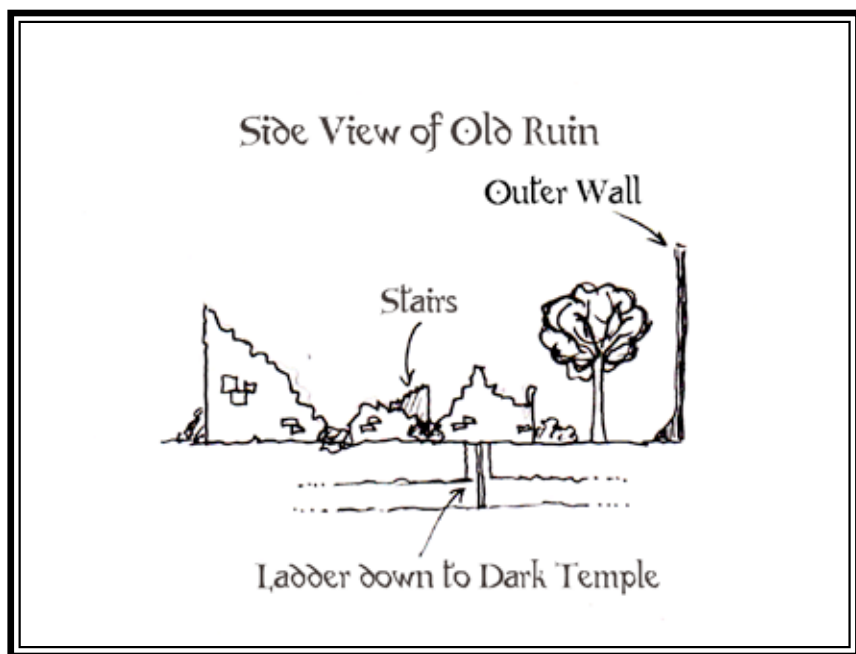
	Forest ¹	Hills	Fields	Cleared
1	Under over- turned root	Narrow cave opening, 1d20 Bats	Hole in the ground	Under woo- den hatch
2	Hole in the ground	Under woo- den hatch	Hole in the ground	Camouflaged hole in the ground, trap ²
3	Camouflaged hole in the ground, trap ²	Crevice in the rock	Camouflaged hole in the ground, trap ²	Under old wagon etc.
4	Hollow tree, guarded by 1d4 Giant Spiders	Sliding chute, damage as falling 20'	Under woo- den hatch	Sliding chute, damage as falling 20'

The Old Ruin

GENERAL: The Old Ruin consist of the decrepit remnants of an outer circular stone wall and a circular stone tower, standing upon a small hill in a forest clearing. As can be seen on the map, most of the structures have crumbled down over time and now only the 1st floor walls are still standing as well as parts of the stone stairs. Lichen, Poison Ivy and other vegetation cover most of the stone and have grown into the rooms. And all is of course covered in a sheet of frost and snow. The place is eerily silent, maybe because the snow is muffling sounds, and no recent animal tracks can be discerned. Doom rests over the place and it registers as vaguely evil for those with such perceptive powers.



The TOWER was created ages ago by the Elder People (see NO COUNTRY FOR WEAK MEN), at the site of the Door and was used as a temple in homage of the DIVINE BEINGS FROM BEYOND THE VEIL. The place was chosen carefully as many ley lines intersect here and the fabric of raw magic is particularly strong. The Tower superstructure was the home and study areas of the Guardians of the Door, whereas the Temple proper was situated below ground. After the downfall of the Elder People, the place fell into ruin until Siri awoke the ancient evil resting in the Dark Temple. The parts above ground has not been used however.



Outer Wall

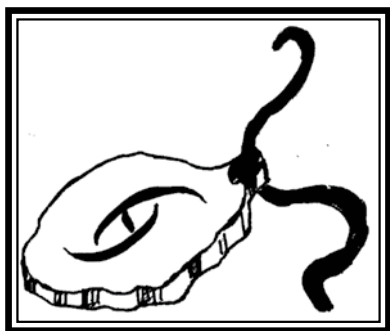
The wall has crumbled to a 0.3–1 m (1–3 ft.) high stone circle except for the most eastern part that is still standing about 10 m (30 ft.) tall.

Tower

No one knows the original size of the Tower and now only the 1st floor walls remain, up to a height of between 3 and 5 m (10 and 15 ft.). The tower interior is full of old stone debris and most of the wooden parts have rotted away long ago (indicating that this place was not always locked in perpetual winter).

1. Central Hub

The central tower area consist of a cross shaped open room with an entrance to the north and a broken staircase to the south. It is dominated by a large statue of a six-armed androgynous warrior figure posing in a regal and slightly menacing way (imagine a FEY VERSION OF KALI/SHIVA wielding short slender scimitars).



The chest of the statue is adorned with the GLYPH OF MOTHER. The yellow metal statue is about 3 m (10 ft.) tall and mysteriously free of snow. When looking away and back at it again, you can swear that it has changed it's pose just a little (the statue does not move).

Also, scattered in this room are the skeletal remains of five dwarves along with their broken and rusty gear. The helmets are dented and the shields broken as if a great battle took place here. One of the corpses are at the top of the stairs, as if trying to escape something. In a small leather satchel near the remains, a YELLOW METAL NECKLACE with an engraving of the Glyph of Mother can be found (wearing this when opening the trapdoor in room 5 will prevent the trigger from going off).

NOTE: Room 2-5 may contain treasure or odd objects from the previous owners or from the dwarf treasure hunters (use the PRECIOUS TABLE, APPENDIX). There is a 20% chance per room for random treasure.

2. Empty Room

Previously used for ritual preparations.

3. Study Room

Previously used for arcane and religious studies. HIDDEN IN THE EASTERN WALL is a niche with a small dull metal box containing a yellow metal amulet on a chain. The amulet is round and engraved with a scimitar. It is magic and the wearer can control the statue with a successful easy WILL SAVE (AMULET OF SENTINEL CONTROL, see APPENDIX).

4. Empty Room

Previously used as scriptorium.

5. Antechamber

This room was used to purify the body before descending to the TEMPLE. A square metal trapdoor marked with the Glyph of Mother is hidden under snow and stone debris. Opening the trapdoor (without wearing the necklace found on the dead dwarf on the stairs) will awaken the six-armed statue which will try to kill anyone within the circle of the outer wall (this is what befell the dwarves). The SENTINEL will stay above ground at all times.

The Sentinel: HD 5; AC 17; ATK 6 scimitars (1d6); MV 20; F14 R13 W12; AL Neutral; XP 500/CL 6; Special – Immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, poison, energy damage and drain; Metal weapons sticks in the body; Weakness: Bad footing.

When the PCs open the trapdoor, a loud hissing sound emanates and a blast of hot air shoot up from the darkness below. The contrast between the ice cold winter above and the tropical heat below is striking.

6. Courtyard

The courtyard is littered with stones from the wall and tower. The stones are piled up at places. There is also a great fir tree east of the tower and many lower bushes and shrubs scattered over the area.

Within 1d4 minutes after the PCs have entered the courtyard, Scarecrows will congregate to the area and attack the intruders above ground (SCARECROW ENCOUNTER TABLE). Each additional minute spent in the area there is a 25% chance that more Scarecrows arrive. They will not follow the PCs down into the Temple area.

Razorjack: HD 4; AC 13; ATK 2 scythe blades (1d6); MV 20; F14 R14 W14; AL CE; XP 400/CL 5; Special – Immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, poison, energy damage and drain; Evil Gaze – stun victim (Will save negates); Silent Stalker – moves in total silence.

Boomjack: HD 2; AC 11; ATK claw (1d6), Detonation (one-use); MV 30; F15 R15 W15; AL CE; XP 200/CL 3; Special – Immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, poison, energy damage and drain; Alchemical Bomber – suicide explosion 5d6 damage; Silent Stalker – moves in total silence.

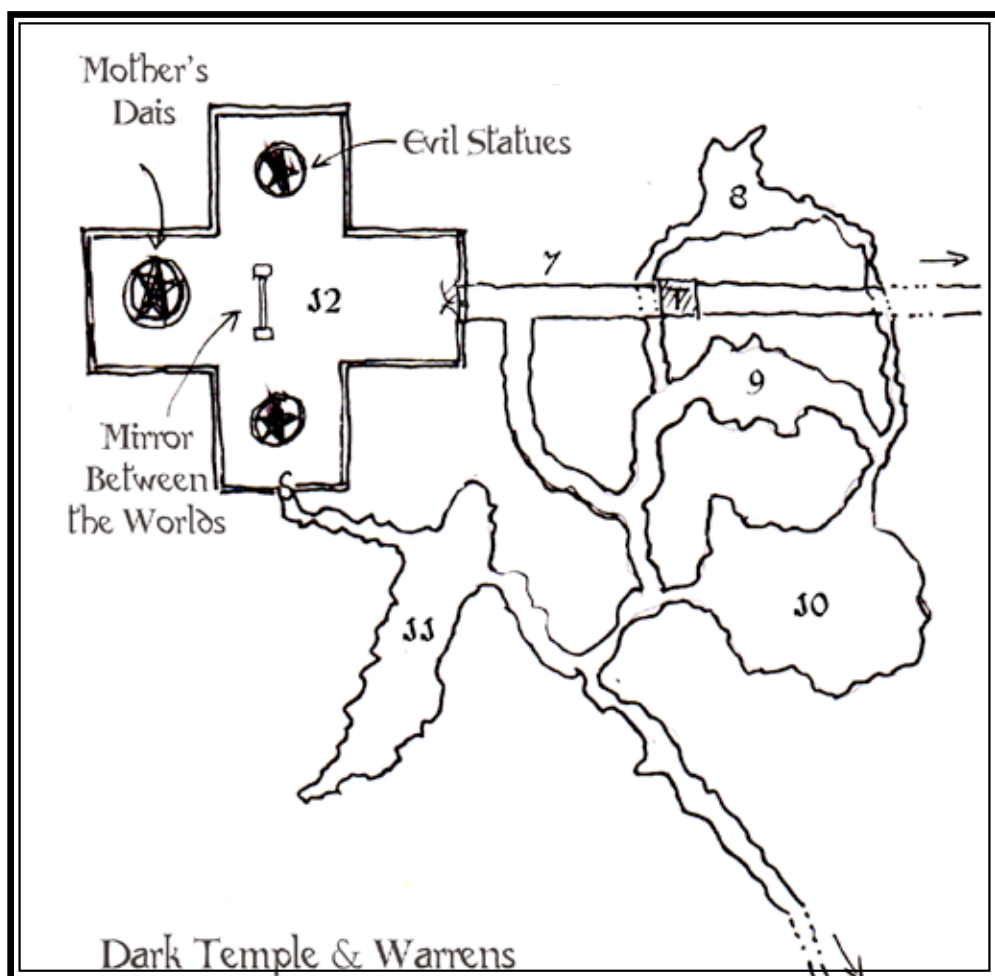
Firejack: HD 4; AC 13; ATK slam (1d6), 2 Fire bombs (1d6/bomb, burns for 2 rounds); MV 30; F14 R14 W14; AL CE; XP 400/CL 5; Special – Immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, poison, energy damage and drain; Grenadier – +2 to hit with thrown weapons; Silent Stalker – moves in total silence.

Scarecrow Encounter Table (d12)	
1-5	Razorjack (1d10)
6-8	Boomjack (1d10)
9-11	Firejack (1d10)
12	Family meeting! (1d10 of each kind)



The Dark Temple

GENERAL: The Temple of the Door is a plus-shaped stone structure situated just below the Tower. It is connected to the vast network of Warrens, but not really part of them. Adjacent to the Temple is also a few larger caverns. The connecting warrens and caverns are pitch black and subject to the same conditions as



described in the Ghûl Warrens section (light sources half radius due to unnatural darkness; darkvision halved range); nausea due to being in the border zone to the Nightmare Realm). The temperature are in the tropical range. This area is fully situated in the Nightmare Realm, even if the PCs might take some time to realize this. Anyone slain here is locked in the Land of Nightmares.

7. Connector Corridor

The ladder from the Tower above leads down to a straight stone-walled corridor that ends in a brass double door to the west and looms on into eternal darkness to the east. There is also a downward sloping corridor to the south.

8. Chamber of Extraction and Purification

Some of those captured by the Ghûleh are brought here to be used in the synthesis of a viscous golden liquid – DREAM ELIXIR. At any given time, 2d12 humanoids are kept here in large metal vats filled with green gelatinous goo. Others are resined to the walls. Brass tubes run from the vats to area 9. Those poor souls still alive are quite aware of their predicament, begging for mercy (HORROR CHECK). The chamber is patrolled by Ghûleh (2 in 6 chance of 1d8 Ghûleh being present at any time).

9. Chamber of Souls

After the purification and extraction step, the yellow dream-goo is shunted here via brass tubes, for further processing in a humming elaborate brass chemo-mechanical machine. This chamber is filled with alien laboratory style machinery and a large number of brass eggs with alien symbols on them. 1d4 Ghûleh are always here tending the machines.

10. Egg Chamber

The prepared soul-eggs are kept here in neat rows until the time that they are brought into the Nightmare Realm through the Door Between the Worlds. Some of the Dream elixir is poured into another contraption that feeds a series of thinner brass tubes leading to Mother in the main Temple and some tubes go into area 11.

11. Experimental Area

This cavern is very hot (45° C) and humid (100% air humidity). The oblong chamber is lined with a softer and not as sticky resin on all surfaces. Some of the resin has been shaped into circular, walled compartments (like baby pools in size) filled with Dream-elixir. At regular intervals humanoids have been resined to the floor (humans, elves, orcs, gnolls etc). They seem to be unconscious and

at peace judging by their expressions. The poor victims are tended by 1d6+2 Ghùleh who are feeding them Dream elixir through brass tubes running directly into the veins and other orifices. Apparently, the Ghùleh are conducting some kind of alien experiment. To what end we may never know.

12. Dark Temple of the Door

The cross-shaped Temple of the Door is the very epicenter of this nightmare. The chamber is dominated by a huge stone archway in the center, flanked by two obsidian statues of unknown origin (looks like a cross between a human and a serpent). Directly opposite the stone arch is a raised platform upon which the abomination that once was Siri sits in majestic grotesquery, staring into the swirls of the Door, surrounded by a 2d10 Ghùleh. Brass tubes come out of the wall and connect directly to the flesh on Mother's right side. The chamber is filled with a low electrical hum and there is a sweet smell in the air, starkly contrasting the horrors in the adjacent areas. The Ghùleh seems almost affectionate towards their Mother, something akin to a dog towards its owner.

TREASURE: In front of the platform is a metal font filled with gems: Fire Opal (900gp), Jade (60gp), Onyx (650gp), 2 Quartz's (160 and 180gp), Ruby (800gp), 2 Turquoises (180 and 60gp), Pearl (50gp), 2 Beryls (650 and 450gp), Agate (10gp), Diamond (1900gp), 2 Obsidians (40 and 20gp) and an Opal (450gp).

Intruders will be attacked by the Ghùleh immediately upon detection. Two will remain to guard Mother. Mother will support using her tentacle and Nightmare Shriek attacks. She will also summon more Ghùleh to the Temple (2d6 new Ghùleh will arrive every minute, up to max 10 per PC). The other family members will also arrive within 1d6+4 minutes (roll for each member and note their respective arrival times). All family members as well as Ghùleh will arrive via the Warren tunnels. The Scarecrows and Severed Ones will also congregate to the Old Ruin area but will not enter the Warrens.

Should the PCs should defeat Mother, the Ghùleh will fade into their own Nightmare Realm. Most of the Scarecrow and Severed One constructs will cease to function since the source of their enchantment has gone. The family will lose many of their powers and with the VEIL spell gone, they will appear as the corrupted mutated abominations they are. Olof will continue the fight, but the rest of the family will try to escape into the wilderness and get revenge another day. Poor Siri will die a horrible death, crushed by her own body weight when the spirit of the Mother of Lies returns to its own domain.

Special note: How to defeat Mother

Chances of defeating the Mother of Lies and her Ghùleh hordes in open combat are slim even if you have a powerful group of adventurers. Add family members to that and those chances diminish even more. This section discusses some different tactics that can be used.

The best way to defeat Mother is to cast the RITUAL OF BANISHMENT. The ritual must be performed quite close to Mother, making it a quite risky endeavour. One method is to close access to the temple in some way and cast the spell from one of the adjacent areas. The Warrens are quite narrow and it is possible to create choke points to keep attackers at bay.

Another tactic is to cast the spell from the ground above. Of course, the PCs will be beset by Scarecrows and Severed Ones but it may be easier to hold them at bay, especially if they have found out that they can control the Sentinel with the amulet found in area 3 of the Old Ruins.

Yet another tactic is to throw the Rag Doll phylactery through the Door. This will dispel Mother's connection with Siri for a period of 1d10 days. Should anyone carry the phylactery to the Nightmare Realm (where the doll loses all enchantments) and destroy it there will equal performing the Ritual. (Beatrice the ghost can tell the PCs about this if they befriend her).

The PCs might befriend Torgil and volunteer to help him get rid of the Mother of Lies in order to get his wife back. Torgil does not know that this surely will kill Siri. Afterwards he would of course be devastated with grief and ferociously attack the PCs in a desperate try to avenge Siri.

Or, you just haul it and ignore the Mother of Lies and her minions for now, glad to have escaped the crazy cannibal mutant viking family (this is what my players did).

If you think that the RITUAL OF BANISHMENT is too easy, have it be a hoax or add needed components that must be included for it to work, maybe obtainable by a tough side quest.

The Ritual of Banishment

Ritual Magic

Ritual Magic can be performed by anyone with the right incantations and ingredients. Chances of success are often increased by havin many participants present in the casting. Ritual casting takes both meticulous preparation and time, and the casters take a great risk as the ritual might backfire if not properly performed with the right ingredients.

The Ritual

The ritual of banishment is a ritual spell that specifically severs Mother's bonds to her avatar Siri, and thus the mundane world. It is written down in full in Torgil's journal, which can be found hidden in his study on the 1st floor in the farm house. The journal describes the things needed for the casting:

- The actual Ritual Scroll
- Blood of a Lycanthrope (can be taken from Torgil)
- The burned ash of an innocent's heart (use your imagination here)
- Salt (lots of it available)
- A silver bowl (a suitable one is in the hidden stash in the Tool Shed)
- Hellebore, Poppyseed and Turmeric herb (Hanna's lab, the kitchen and the basement lab)

The ritual must be performed within 15 m (60 ft.) of Mother, the closer the better. A circle is drawn with salt on the ground and herbs along with the ash is burned while reading the spell. The casters must have sipped a small amount of lycanthrope blood. Casting time is 1d4+3 minutes. The main caster must roll a Will save modified by +2 for each extra caster. Each caster can also sacrifice Con to boost the ritual (+1 for each 2 Con) by slicing themselves and sacrifice blood. The Con loss is temporary and will heal according to the rules. The participants of the ritual cannot fight or do anything else during the casting. Should anyone leave the casting, their bonuses to the roll is removed immediately. If the main caster rolls a fumble (natural 1) on the Will save, the ritual vill backfire. Use whatever cool spell failure method you prefer. Or, you can have all the PCs drawn into the Nightmare Realm.

If the ritual casting is successful, Mother is immediately banished with the effects described in her stats on next page.

PLAYER HANDOUT AVAILABLE AT <https://nerdomancerofdork.wordpress.com/loot/>

A family of Monsters

Note

All family members true outlook is hidden by powerful dream magic (as VEIL spell) during contact with outsiders. They can however choose to show their true selves at will. If the Mother of Lies is banished from the mortal world, the VEIL will dissipate immediately, showing the true horror of the mutant family.

Siri Rodbrok/Mother of Lies

(Bad Dream Aspect of the Goddess of Carnal Pleasure)

Huge Outsider, Chaotic (CE), Super intelligence; Unique

HD 72 hp (12 HD)

AC 20 (10 after Banishing Ritual)

ATK 4 dream tentacles (1d8 each + level drain) + Tentacle Grab

MV 5 (tentacles 40)

SV F 4, R 7, W 4

XP 3000 (CL 14)

The Mother of Lies is the Nightmare aspect of the Goddess of Carnal Pleasure (think Hellraiser kind of carnal pleasure). As she cannot enter the mortal realm, she works through a possessed avatar – Siri. Her Dream Magic have corrupted Siri's body to a gigantic tentacled blob of horror, confined to the borderlands of the Mortal World and the Nightmare Realm. Mother can extrude her dream tentacles to reach all of the farm and warren areas shown on the map, and often use them to project an illusory image of Siri to communicate. She can also communicate mentally with all family members as well as control the Scarecrows and Ghùleh.

SPECIAL NOTE: Mother is a formidable foe and taking her on in open battle is likely to result in a TPK. She has one weakness: the magic rag doll that acts like a phylactery and link between the Nightmare Realm and our world. Destroying the doll (using the RITUAL) or carrying it through the portal in the temple would break the link between Mother and Siri leaving Siri trapped in her avatar body. All magical abilities and level drain would be lost and she would be reduced to a very large but perfectly killable monster. **VARIANT:** If you like, Siri might just disintegrate in an explosion of gore, her mortal soul being unable to keep the Mother-thing's unnatural molecules together.

Special Qualities: Semi-incorporeal – ordinary weapons do half damage and armour protects with half armour points ; Darkvision 120' (no penalty in Warrens); Tentacle attack – physical damage + level drain; Tentacle grab – within 150 yards of the Dark Temple, Mother can physically grab a foe and drag the victim back to the temple at a speed of 30'/round. Treat as grappling attack (Complete Book p. 56). As this attack often involves dragging the victim through narrow burrows underground, the victim often loses items and takes 1d6 damage each round (Fort save negates); Nightmare Shriek (3/day) – Mother send out a debilitating nightmare that crushes the mental essence of any one creature (works as arcane spell Psychic Crush). When affected, the victim is trapped in a Nightmare of his worst fears. After waking, there is a high probability that he will be at least temporarily insane; Mental Control – can give mental commands to all Scarecrows and Ghûleh within the farm area as well as see what they see.

Torgil Rodbrok (Were Worg)

Medium Monstrous Humanoid, Chaotic (CE), Average intelligence; Unique

HD 4

AC 14 (silver)

ATK Animal: 2 claws (1d4) and bite (1d6 + trip)

Human: Battle axe or Boar spear (1d8* or 1d8) *= +1 dam when used 2-handed

MV 50/30 (animal & hybrid/human)

SV F 11, R 10, W 15

XP 400 (CL 5)

Torgil is a natural born Were Worg, meaning that he can transform at will and that the phases of the moon has no sway over him. He also retain all mental control and memories when in hybrid and animal shape. In battle he prefers hybrid form as he can use both human and animal attack forms simultaneously. If the battle goes bad he will flee and come back to do battle another day. His Worg form is a black-furred 300 pound [[135kg]] Worg with bright yellow eyes.

Special Qualities: Immunities – can only be hurt by silver or magic; Lycanthropy – the bite carries the disease (Fortitude save negates); Darkvision 120'

Gerda Rodbrok (Nightmare Spawn)

Medium Monstrous Humanoid, Chaotic (CE), High intelligence; Unique

HD 5
AC 12
ATK By weapon (dagger 1d4) or spells
MV 30
SV F 13, R 13, W 10
XP 500 (CL 6)

Gerda is a thin woman who generally avoids physical confrontation. If threatened, she will use magic or call on the Scarecrows or Severed Ones to do battle for her. She will also try to charm her way out of tricky situations and she has a +2 advantage on such attempts.

Spells:

Cantrip (at will): Detect magic, Acid splash, Daze, Read magic

1st level (1/day): Charm person; Sleep, Mage armor

2nd level (1/day): Darkvision; Ego whip

3rd level (1/day): Blacklight

Special Qualities: Control Constructs – Any Scarecrows or Severed Ones within 30 m (100 ft.) will come to aid immediately, traveling at their top speed; Mindlink – at will mental contact with Mother; Darkvision 60'

Olof Rodbrok (Nightmare Spawn)

Large Monstrous Humanoid, Chaotic (CE), High intelligence; Unique

HD 4 (d10 HD)
AC 15
ATK By weapon +3 great strength: rusty sword (1d8+3) or battle axe (1d8+3)
MV 30
SV F 10, R 11, W 15
XP 400 (CL 5)

Olof is a silent brutal killer, skilled with all melee weapons and getting +3 to hit and damage due to his great strength and battle prowess. When reduced to 0 hp he can make a Fortitude save, and if successful he regenerate 1 HD (1d10) immediately. He only dies "truly" after 3 missed saves (5e style).

Special Qualities: Call Animal – Hanna’s Worg will come to aid immediately, traveling at top speed; Mindlink – at will mental contact with Mother; Darkvision 60’; Psychokiller fortitude – when reduced to ohp, make a Fortitude save, and if successful regenerate 1 HD (1d10) immediately. True death after 3 cumulative missed Fortitude saves; Jason strength – +3 to hit and damage with all melee weapons; Silence of the Lambs – Olof is an expert sneaker and all attempts to hear him coming is at double disadvantage (-4).

Jørn Rodbrok (Nightmare Spawn)

Medium Monstrous Humanoid, Chaotic (CE), High intelligence; Unique

HD	3
AC	12
ATK	By weapon (dagger 1d4 + poison)
MV	30
SV	F 15, R 12, W 11
XP	150 (CL 3)

Jørn is a thin, very non-physical person and he generally avoids physical confrontation. If threatened, he will call on his Severed Ones to do battle for him. His dagger is usually coated with type II poison (paralysis), but he keeps all 4 poison types on him at all times.

Special Qualities: Control Constructs – Any Severed Ones within 100 feet [30m] will come to aid their creator immediately, traveling at their top speed; Mindlink – at will mental contact with Mother; Darkvision 60’

Hanna Rodbrok (Nightmare Spawn)

Medium Monstrous Humanoid, Chaotic (CE), High intelligence; Unique

HD 2

AC 13

ATK By weapon: dagger (1d4), rapier (1d6) or Satchel charge
(variable damage, see p. 29)

MV 40

SV F 15, R 12, W 11

XP 100 (CL 2)

Hanna is not afraid of anything and will not hesitate to do battle, but she prefers to use her traps or call on her Worg for such purposes. Another tactic is to sneak on enemies and throw satchel charges at them and then disappear again.

Special Qualities: Call Animal – Hanna's Worg will come to aid immediately, traveling at top speed; Mindlink – at will mental contact with Mother; Darkvision 60', Expert grenadier – +3 to hit with thrown weapons.

New Monsters

Ghûleh (Dream Ghoul)

Medium Outsider, Chaotic (CN), Animal Intelligence; Hive (2d12)

HD 3

AC 12 (semi-incorporeal)

ATK 2 claws (1d6+rend); Bite (2d6)

MV 50 (can run on walls and ceilings)

SV F 12, R 11, W 12

XP 750 (CL 5)

Total number available in this adventure: 10 per PC

Ghûleh are a race of hunched humanoids with jet black shark-like skin, razor sharp claws and maws with long grey fangs. They lack eyes, but see through some other sense. Running on all fours, they move very fast and can traverse walls and ceilings as easily as the floors.

The Ghûleh are faithful Servants of the Mother of Lies, and follow her mental instructions slavishly. They have two prime directives: (i) Protect Mother and (ii) Drag Mortals Screaming to the Nightmare Realm.

These creatures are native to the Realm of Nightmares and are only partly present in the mortal world. As the Warrens and the Dark Temple are parts of the Realm of Nightmares that have manifested in our world, anyone in those areas may interact with the Ghûleh as semi-physical creatures. The Ghûleh are only partly vulnerable to ordinary weapons (normal weapons half damage; silver and magic weapons full damage). Also, armour only provides half AC (round up) against attacks from these monsters. Magic, magic armour and Dex bonuses work as normal.

A favourite tactic is to stalk their prey and try to abduct the PCs one by one into side tunnels.

Special Qualities: Semi-incorporeal – ordinary weapons do half damage and armour protects with half armour points; Darkvision 60' (no penalty in Warrens); Rend attack with claws (p. 164 Complete Book)

Razorjack (Scarecrow type I)

Medium Construct, Chaotic (CE), Non-intelligent; Pack (1d4)

HD 4

AC 13

ATK 2 scythe blades (1d6)

MV 20

SV F 14, R 14, W 14

XP 400 (CL 5)

Total number available in this adventure: 5 per PC

The Razorjack is constructed from junk found at the farm: old wooden boards, parts of furniture, straw etc. The head is made from a large grinning pumpkin. Both hands are replaced with battered but razor-sharp scythe blades used for its attacks. Its favoured tactics is sneaking up on a prey, attacking from ambush and use its Gaze to pacify targets so that it can mow them down in peace.

Special Qualities: Immunities – as construct (illusions, mind-affecting spells, paralysis, disease, poison and necromantic magic - see p. 161 Complete Book); Evil Gaze – the gaze of the Razorjack can Stun (as Stunned condition) other creatures and can be used at will. Targets gets a Will save to resist the effects; Silent Stalker – this creature moves in total silence and victims are highly likely to be surprised if not on the lookout.

Boomjack (Scarecrow type II)

Medium Construct, Chaotic (CE), Non-intelligent; Posse (1d2)

HD 2

AC 11

ATK Claw (1d6); Detonation (one-use) 5d6 (see below; ignores armor 20 ft)

MV 30

SV F 15, R 15, W 15

XP 200 (CL 3)

Total number available in this adventure: 5 per PC

The Boomjack is constructed from junk found at the farm: old wooden boards, parts of furniture, straw etc. The head is made from a rounded large kitchen pot with painted on evil eyes. The hands are usually constructed from old scissors and other sharpened kitchen utensils. Its favoured tactics is to attack ferociously and when surrounded by foes it self-detonates in their midst. The concussion from the explosion ignores armor within 20 feet.

Damage is (from explosion center): 0-10 feet 5d6; 11-20 feet 3d6; 21-30 feet 1d6

Special Qualities: Immunities – as construct (illusions, mind-affecting spells, paralysis, disease, poison and necromantic magic - see p. 161 Complete Book); Alchemical Bomber – the body of the Boomjack is filled with a charge of Firepowder from the Dragon Empire; Silent Stalker – this creature moves in total silence and victims are highly likely to be surprised if not on the lookout.

Firejack (Scarecrow type III)

Large Construct, Chaotic (CE), Non-intelligent; Posse (1d4)

HD 4

AC 13

ATK 2 Alchemist's Fire flasks (1d6/flask/round ×2 rounds) or Slam (1d6)

MV 30

SV F 14, R 14, W 14

XP 400 (CL 5)

Total number available in this adventure: 5 per PC

The Firejack is constructed from junk found at the farm: old wooden boards, parts of furniture, straw etc. The head is made from a large grinning pumpkin. In a large satchel, it carries 8+1d12 flasks of Alchemist's Fire (default 10). It can throw the flasks up to 30 feet with great accuracy (+2 to hit) even on different targets. One of the hands are equipped with flint and steel, enabling it to set the fuses alight at will. Its favoured tactics is sneaking up on a prey and attack from ambush.

Special Qualities: Immunities – as construct (illusions, mind-affecting spells, paralysis, disease, poison and necromantic magic - see p. 161 Complete Book); Grenadier – the Firejack can throw things with great accuracy (+2 to hit); Silent Stalker – this creature moves in total silence and victims are highly likely to be surprised if not on the lookout.

The Severed Ones

Medium Construct, Neutral (NE), Non- to low intelligence; Gang (1d6)

HD 5

AC 16

ATK 2 Slams (2d8)

MV 30

SV F 13, R 13, W 13

XP 400 (CL 5)

Total number available in this adventure: 3 per PC

The Severed Ones are the result of Jørns fleshcrafting projects. In principal, they are like mini flesh golems, constructed with parts from any creature their creator has wanted to experiment with, both humanoids and animals. Not truly alive anymore, they are animated by powerful magics and used to patrol the fields and woods around the farm. They will ferociously attack all perceived intruders, with the intent to kill and bring back the broken bodies to their master. Luckily, they are very unstealthy and their groans and crashing through the terrain can be heard quite easily. A few of these wretched creatures retain a semblance of their former selves and thus some intelligence (15% chance).

Special Qualities: Immunities – as flesh golem (immune to most spells); Berserk – each round in combat there's a cumulative 5% chance that the creature will go berserk and attack all living things (for more on Flesh Golems, see p. 232 Complete Book).

Nightmare Rag Doll (Sentient phylacterium)

Tiny Construct, Chaotic (CE), Average Intelligence; Unique

HD 1

AC 12

ATK 1 by weapon (cold iron spike; 1d3+3)

MV 40

SV F 18, R 14, W 15

XP 250 (CL 3)

Total number available in this adventure: Unique

This creepy doll seems to be made out of rags and hair. In reality it is made from the dried skin of some lesser demon and the silver hair is from a fallen angel. The eyes are made out of the pure distilled terror from a thousand children. The weird silver symbol on the doll's chest is the Glyph of Mother (also carved in many places in the Dark Temple). The cold iron spike is enchanted (+3).

The doll is a focus for the life essence of the Mother of Lies and is essential for

her being present in the waking world. If the doll is tossed back through the Portal in the Temple of the Door, or destroyed by the Ritual of Banishment, the being known as Mother will be immediately banished from our world, back to her terrifying Realm of Nightmares.

This will also leave Siri alone in her bloated mutant body, which will collapse and she will suffocate under her own weight within 2d4 turns (she will fight on though). The Ghûleh will fade back into their own realm and Siri's control over the Scarecrows and Severed Ones will go away immediately.

Special Qualities: Immune to electricity; resistance to fire and acid; magic resistance 25%; Stealthy Move – victims doesn't realize that the Doll just moved; Backstab – double damage

Spell-like ability: Implant thoughts (touch) 1-3/day (target Int 13+ 1/day; Int 9-12 2/day and Int 3-8 3/day).

Evil Doll (variant of Demon Doll)

Tiny Construct, Chaotic (CE), Average Intelligence; Solitary

HD 1

AC 13

ATK 1 by weapon (dagger; 1d4)

MV 50

SV F 18, R 14, W 15

XP 100 (CL 2)

Total numbers available in this adventure: 3 (+max 2 random)

Evil Dolls have been possessed by wicked souls and usually hide some weapon in the folds of their skirt (dagger). Victims are easily surprised by their innocuous looks (surprise 1-3 on 1d6).

The Dolls can communicate telepathically (1 mile range) with 1 to 3 persons per day, and may try to make a Suggestion (effect like the spell). The Doll can also mask it's movement so that victims don't realize that it has moved. If someone is looking directly at the Doll, they get a +5 Will save to realise this. Otherwise it is rationalised away. Finally, the Evil Doll can backstab for double damage.

Special Qualities: Immune to electricity; resistance to fire and acid; magic resistance 15%; Stealthy Move – victims doesn't realize that the Doll just moved; Backstab – double damage

Spell-like ability: Suggestion 1-3/day (target Int 13+ 1/day; Int 9-12 2/day and Int 3-8 3/day).

Sentinel (living statue)

Large Construct, Neutral (N), Low intelligence; Unique

HD 5

AC 17

ATK 6 scimitar attacks (1d6)

MV 20

SV F 14, R 13, W 12

XP 500 (CL 6)

Total number available in this adventure: Unique

The sentinel is a magically animated creature, designed to guard the Temple. Its instructions are to kill all intruders. It will single out one main target at a time and kill it before it moves on to the next, but will defend itself if several foes attack simultaneously.

Weakness: It was not designed for moving on slippery ice and snow, so each round moving in those conditions the statue must make a successful DC 10 roll or slip. If the roll miss by 5 or more, the statue falls (prone condition) and must use the next round to get back on its feet.

Special Qualities: Immunities – mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, poison, energy damage and drain; Stuck in the middle with you – when the Sentinel is struck with a non-magical metal weapon the weapon gets stuck unless the wielder rolls a Will save +2. (Stuck weapons can be retrieved by (i) rolling a successful melee attack roll and (ii) roll a successful Fortitude save directly after).

Ghōsts

Ghōsts are undead spirits often bound to a specific location. They are ethereal or ectoplasmic and appear as partially translucent versions of how they looked at the time of their death. Below are several types of ghōsts, each with different special abilities. When a ghōst is killed or turned it is not destroyed. It just returns to the ethereal plane and usually reforms in 2d4 hours, sometimes much faster.

Moaner Ghöst (Type I)

Medium Undead, Neutral (N), Low intelligence; Solitary

HD 1

AC 15 (Silver)

ATK Hurlled object (30'/1d4)

MV Fly 30

SV F 15, R 15, W 13

XP 250 (CL 3)

Total number available in this adventure: 1 per PC

Special Qualities: Immunities – illusions and mind-affecting spells (Sleep, Hold Person etc.); Weapon resistance – ectoplasmic (mundane weapons deal half damage, silver and magic weapons do full damage); Invisibility – can turn invisible at will; Moan of despair – anyone within a 30' radius must make a Will save or flee in terror for 1d4 rounds. Vulnerable – holy water/oil deal 1d10 damage on a direct hit. Allergy – ghösts are allergic to ordinary salt. They cannot pass a salt line. Also, a fistful of salt thrown at them will make them dissipate but they return in 1d4+1 rounds.

Revulsion Ghöst (Type II)

Medium Undead, Neutral (N), Medium intelligence; Solitary

HD 4

AC 15 [Silver]

ATK Hurlled object (30'/1d6)

MV Fly 30

SV F 14, R 14, W 12

XP 1000 (CL 6)

Total number available in this adventure: 1 per PC

Special Qualities: Immunities – illusions and mind-affecting spells (Sleep, Hold Person etc.); Weapon resistance – ectoplasmic (mundane weapons deal half damage, silver and magic weapons do full damage); Invisibility – can turn invisible at will; Cold hand of Revulsion – anyone hit by the ghostly claws must make a Will save or collapse in revulsion and nausea (for 1 hour). All activity during this time is 2 (combat, tasks and saves). Any type of magical healing will remove the revulsion effects. Vulnerable – holy water/oil deal 1d10 damage on a direct hit. Allergy – ghösts are allergic to ordinary salt. They cannot pass a salt line. Also, a fistful of salt thrown at them will make them dissipate but they return in 1d4+1 rounds.

Claw Ghöst (Type III)

Medium Undead, Neutral (N), Medium intelligence; Solitary

HD 4

AC 15 (Silver)

ATK 2 spectral claws (1d6) and Hurlled object (30'/1d8)

MV Fly 30

SV F 14, R 14, W 12

XP 1000 (CL 3)

Total number available in this adventure: Unique (Beatrice)

Special Qualities: Immunities – illusions and mind-affecting spells (Sleep, Hold Person etc.); Weapon resistance – ectoplasmic (mundane weapons deal half damage, silver and magic weapons do full damage); Invisibility – can turn invisible at will; Claw of the Spectre – anyone hit by the ghostly claws takes ordinary hit point damage and must also make a Will save (each time hit) or lose 1 point of Charisma due to the grisly scars that will never heal fully. Vulnerable – holy water/oil deal 1d10 damage on a direct hit. Allergy – ghosts are allergic to ordinary salt. They cannot pass a salt line. Also, a fistful of salt thrown at them will make them dissipate but they return in 1d4+1 rounds.

Drain Ghöst (Type IV)

HD 6

AC 15 (Silver)

ATK Hurlled object (30'/1d8)

MV Fly 30

SV F 12, R 12, W 11

XP 1500 (CL 8)

Total number available in this adventure: 1 per PC

Special Qualities: Immunities – illusions and mind-affecting spells (Sleep, Hold Person etc.); Weapon resistance – ectoplasmic (mundane weapons deal half damage, silver and magic weapons do full damage); Invisibility – can turn invisible at will; Ability Drain – the spirit touch of these ghosts will drain 1 point of a random ability. The victim must roll a Will save. If successful, the ability drained will heal as described in the rules (p. 58 Complete Book) but at a slower rate (1 point/week). If the save is missed, the ability drain is permanent. Possession – type IV ghösts can possess objects up to medium size, such as scarecrows, suits of armour and also dead bodies (but never living creatures). Vulnerable – holy water/oil deal 1d10 damage on a direct hit. Allergy – ghosts are allergic to ordinary salt. They cannot pass a salt line. Also, a fistful of salt thrown at them will make them dissipate but they return in 1d4+1 rounds.

Ghöst Dog

Medium Undead, Neutral (N), Animal intelligence; Solitary

HD 3

AC 15 (Silver)

ATK Bite (1d8) + ignore 2 pts of AC

MV 40

SV F 12, R 14, W 11

XP 750 (CL 5)

Total number available in this adventure: Unique (Snarl)

Special Qualities: Immunities – illusions and mind-affecting spells (Sleep, Hold Person etc.); Weapon resistance – ectoplasmic (mundane weapons deal half damage, silver and magic weapons do full damage); Invisibility – can turn invisible at will; Howl of despair – anyone within a 30' radius must make a Will save or flee in terror for 1d4 rounds; Fangs of Steel – bite attacks ignore 2 points of AC. Vulnerable – holy water/oil deal 1d10 damage on a direct hit. Allergy – ghöst dogs are allergic to ordinary salt. They cannot pass a salt line. Also, a fistful of salt thrown at them will make them dissipate but they return in 1d4+1 rounds.

Appendices

A. Horror & Madness

To increase the "bad horror movie" aspect of this adventure, some simple optional rules are suggested here. I want to reduce "bean counting" so the principle is: Horror trigger \rightarrow Saving throw $Y/N \rightarrow Y$ =no effect/ N =effect

I. Super Simple Horror Rules

When encountering something horrific or scary, the GM might ask the PCs to roll a Horror Check to see if they can stand the horror or if they break. The Horror Check is a simple Will save, modified by whatever the GM deems suitable.

Successful save – no Horror effect whatsoever

Missed save – the PC is affected as if struck by the Fear spell

Fumbled save (natural 1) – the PC is affected as if struck by the Confusion spell.

II. More advanced but still simple Horror Rules

As above, when encountering a fear or horror situation the GM calls for a Horror Check (Will save).

Successful save – no Horror effect whatsoever

Missed save by less than 5 – roll on the Minor Horror Table (p. 60)

Missed save by 5 or more – roll on the Major Horror Table (p. 61)

Fumbled save (natural 1) – roll on the Madness Table (p. 62)

MINOR HORROR TABLE – these consequences take effect immediately and lasts for 1d10 rounds or minutes. Minor Horror effects are initial consequences of being frightened or shocked.

MAJOR HORROR TABLE – The Major Horror effects are longer term effects that lingers on for 1d10 days. While under the influence of a Major Horror effect, roll a Will save each time something potentially scary/dangerous happens. If successful, nothing happens. If unsuccessful, the PC must act out his Major Horror Table effect. Major Horror effects are later reactions of the mind after being frightened and can be seen as quirks or ways of coping with the unfathomable.

Minor Horror Table (๓๑๒)

	Type	Effect
1	Oh shit, run!	You run away from the object of your fear. 50% chance that you drop what you are currently holding. Frightened condition.
2	Teaspoon of Thin	Your muscles relax in horror and you soil yourself. -2 to Charisma based rolls and -2 to sneaky stuff. You smell. Very uncool condition.
3	If I don't move they can't see me!	You cower in a corner, trying to be invisible. Stunned condition.
4	Frozen	You are paralyzed by fear. Paralyzed condition.
5	It's all a joke, right?	You laugh hysterically, your mind blocking what has just happened. Stunned condition.
6	I should be so lucky	You retreat into your own mind, letting things slide, just standing there. Comatose condition.
7	Magic mushrooms	You see things. Weird things. Act as per the Confusion spell.
8	Shake dog, shake	You tremble in terror, but struggle on. Disadvantage (-2) to all tasks but you're still in the game.
9	We're all gonna die!	You fall to the ground, unable to act. Prone condition.
10	Going medieval	You cope with your fear by aggression. Attack the enemy without any thought of safety. Effect as Charge, but no need for the long run.
11	They're everywhere!	You attack the one nearest, friend or foe. Can't know for sure, right? (1-3 right; 4-6 left). Effect as Charge, but no need for the long run.
12	Where's the toilet?	Your body revolts. You throw up from fear and feel nauseated. Sickened condition.

Effect lasts 1d10 rounds or until taking damage (or minutes if the GM says so).

MADNESS TABLE – The Madness effects are longer term and more or less permanent unless cured. While under a Madness effect, roll a Will save each time something could potentially trigger the madness. If successful, nothing happens. If unsuccessful, the PC must act out the Madness effect. Madness effects last until cured. This can be done with magic (Cure Disease, Heal, Restoration) or long-time care in an asylum or cloister.

Major Horror Table (d12)

	Type	Effect
1	Avoidance	You avoid all situations that might remind you of the scary one, even if this means that your friends will hate you. -4 to initiative, -2 to Int, Wis and Cha.
2	Call of nature	When something potentially scary/dangerous comes up, roll a Will save. If missed, nature is calling. Big time. NOW! (-4 to initiative, -2 to Int, Wis and Cha).
3	Game over, man!	It's no use. They will win anyway. Might as well light a fire and sing some songs. You have utterly lost your motivation. Roll a Will save to overcome your resistance every time something remotely hard needs to be done.
4	Hang up	The humming will keep them away. Disadvantage (-2) to all Cha and Wis based tasks. Sneaky stuff does not work so well either. And your friends will be very annoyed.
5	The drugs don't work...	The voices disappear when you drink/use drugs. You must use alcohol/drugs every day. Will save (-5) to avoid use (once per day). Act as per the Sickened condition. Disadvantage (-2) to Con, Int and Wis while under the influence.
6	Germ, germs, germs!	Meticulous washing of hands/feet/other will keep the fear in check.
7	Cause I'm worth it!	Life's short. Better spend 'em while you have 'em. Throw away your money like there's no tomorrow. You always buy the most expensive options, buy beer for strangers, pimp your equipment etc.
8	Death incarnate	Attack. Now. Better them than us, right? You rage in battle, with no regard to safety. Tactical disadvantage: -2 to AC.
9	Nervous tics	Involuntary muscle spasms makes motor tasks hard. Disadvantage (-2) to Dex (-4 to fine work like opening locks etc).
10	I won't make it...	Low sense of self-esteem. Disadvantage (-2) to Con, Int and Wis, as well as Will saves.
11	Panic attacks	Stress triggers panic attacks. -4 to initiative, -2 to Int, Wis and Cha.
12	Phobia	Something has scarred you mentally (GM choice) and in similar situations you relive the event. When triggered you have -4 to initiative, -2 to Int, Wis and Cha.

Effect lasts 1d10 days. When stressed, roll a Will save. In unsuccessful, play out the Major Horror effect.

Madness Table (d12)

	Type	Effect
1	Addiction	You drink/use drugs to keep your demons at bay and are constantly on the hunt for more. -1 to all rolls while under the influence and -2 when you haven't used!
2	Insomnia	You can't get no sleep. On waking, roll a d12: 1-6 no game effects; 7-12 no gain from the rest period (i.e. max 1hp back, no new spells etc).
3	Nervous wreck	Your nerves are laid bare. -6 to Horror checks.
4	Self-starvation	You contol the uncontrollable by denying yourself food. Lose 20% of your hp (round up) while starving.
5	Changed personality	Your old self was weak. Now a new stronger you have emerged. All personality traits are completely reversed (if neutral you must choose side).
6	Liar, Liar!	You contol the uncontrollable by compulsively telling lies, even to friends and when not necessary. -4 to Cha when they find out!
7	Nightmares	You're plagued by terrible nightmares. You are OK physically, but mentally drained. -2 to Reflex and Will saves. You must roll a save when concentrating and casters have a 10% risk of miscasting their spells.
8	Odious behaviour	You develop disturbing habits: talking to yourself, saying obnoxious things to the King, fart in the presence of the Queen etc. -4 to Cha.
9	Fear of the Dark	They come from the darkness. You keep them at bay with light. On waking, roll a d12: 1-6 no game effects; 7-12 no gain from the rest period (i.e. max 1hp back, no new spells etc). -3 to all rolls if you find yourself in the dark.
10	Obsessive compulsion	You take control over what you can and create rituals that must be performed or something bad will happen. All actions take double time (i.e. you can only act 1 of 2 rounds). If hindered from doing your rituals, you freeze and are -2 to all rolls until you can do the ritual properly.
11	Megalo-phobia	Something has scarred you mentally (GM choice) and in similar situations you relive the event. When triggered you must roll a Will save to stay in control. If missed, roll on the Minor Madness Table for effect.
12	Delusion of might	All enemies must fall before you. There will be no defeat. You can never back down from danger by any means. In reality, you have -2 to Str, Dex and Con due to your overconfidence.

Madness effects last until cured. When stressed, roll a Will save. In unsuccessful, play out the Madness effect. Madness can only be cured with magic (Cure Disease, Heal, Restoration) or long-time care in an asylym (if available in your world). LONG-TERM MADNESS IS MEANT TO BE USED AS INSPIRATION FOR ROLE-PLAYING IN CONTRAST TO MINOR AND MAJOR HORROR EFFECTS THAT GIVE MORE GAMEY DISVDVANTAGES IN CERTAIN SITUATIONS.

B. Traps

Some new and variant traps by trap master HANNA RODBROK. The traps are broken down into indoors and outdoors variants.

Indoors

I have intentionally left placing of indoors traps up to the GM. There are only a few stationary traps in the adventure. Rather, the GM can place or roll randomly for traps during play. In the day (or in the company of family members) no traps are active. In the night, or with the PCs skulking around on their own, all windows and doors would potentially be trapped. Roll up and place traps beforehand or roll as the PCs advance through the house. There is a 50% CHANCE OF ANY DOOR/WINDOW TO BE TRAPPED and 80% CHANCE THAT THE TRAP IS ARMED.

Indoors Trap Table (d6)		
Roll	Type	Effect
1	Guillotine trap ¹	Spring loaded big blade (2d6 damage)
2	Poison gas trap ²	Pressure plate activated, fill 3m ³ (10ft ³) w/ Type II paralysis poison
3	Fire trap ¹	Pressure plate activated, alchemical fire burn (2d6 damage for 2 rounds), this fire can't be put out with water!
4	Fusillade trap ¹	1d8 high velocity spikes coming your way! (1d4 damage/spike)
5	Razor trap ¹	Very thin spring loaded blade (2d6 damage, ignores 2 points of AC)
6	Poison spike trap ³	Spring loaded spike (1d3 damage + Type IV lethal poison (2 saves allowed))

¹Reflex save for half damage

²Fortitude save negates poison effect

³Reflex save to avoid spike. If hit Fortitude save to negate poison.

Outdoors

Outdoors traps can be encountered if rolled on the encounter tables. Since the PCs probably will not be actively searching for traps in those situations I would allow a "passive" chance to spot them beforehand, using (FIND TRAPS | HARD) in the day and (FIND TRAPS | VERY HARD) in the night.

Outdoors Trap Table (d6)		
Roll	Type	Effect
1	Bear Trap ⁴	Spring loaded metal jaws (2d6 damage + Crippled condition). Can be loosened with a total Str of 30.
2	Pit w/ spikes ^{1,5}	Covered hole 3m (10ft) deep with 1d6 spikes (1d6 damage/spike)
3	Rambo Trap ⁴	Bent tree loaded plate w/ 1d4 large wooden spikes rising from the ground (1d10 damage/spike)
4	Alchemical Mine Trap ¹	Pressure plate activated, 6m (20ft) burst radius (3d6 damage) Damage decrease 1d6/ 3m (10ft) over burst radius
5	Pit w/ 2 Sca-recrows ^{4,5}	Large covered pit 3m (10ft) deep with 2 Razorjacks waiting. All within 1.5m (5ft) must also save or fall into the pit
6	Pit w/green slime ^{4,5}	Large covered pit 3m (10ft) deep with a large patch of green slime covering the floor. All within 1.5m (5ft) must also save or fall into the pit

¹Reflex save for half damage

²Fortitude save negates poison effect

³Reflex save to avoid spike. If hit Fortitude save to negate poison.

⁴Reflex save to avoid entirely

⁵Falling 3m (10ft) does 1d6 falling damage + 1 in 10 chance of Crippled condition

C. Poison & Drugs

The Blood & Treasure Complete rules have a simple and neat system for poison. Here I present some new poisons and drugs for this adventure. The roman numerals denote the poison class from BLOOD & TREASURE COMPLETE (p. 49).

Drug/Poison Table (d12)		
	Type	Effect
1	I. Sleep	Sleep 1d6 turns
2	I. Sleep +	Sleep 1d12 turns
3	I. Upper narcoticum	Agitated; -2 to all Int, Wis & Dex tasks, 1d6 turns
4	II. Downer narcoticum	Sluggish; -2 to all tasks, 1d6 turns
5	II. Paralysis	Paralyzed 1d6 turns
6	II. Paralysis +	Paralyzed 1d12 turns
7	III. Hallucination narcoticum	See through the veil 1d6 turns. You see all ectoplasmic and otherworldly creatures. Roll WILL SAVE or suffer like FEAR spell (variant: Horror check)
8	III. Mild poison +	1d12 hit point damage
9	III. Mild poison	1d6 hit point damage
10	IV. Aggro narcoticum	Aggressive behaviour. Roll WILL SAVE or direct anger towards friends
11	V. Dreamwalker narcoticum	You are instantly transported to the Nightmare Realm; 1d10 turns. Body remains unconscious in the real world. If you come back, roll a Horror check with a -6 modifier.
12	IV. Lethal poison	1d6 Con damage/round until dead

A successful Fortitude save will halve the effect (or negate totally – you decide).

D. New Magick

Items

AMULET OF SENTINEL CONTROL

This is a small yellow metal amulet on a chain. The amulet is round and engraved with a scimitar. It radiates magic and the wearer can control the SENTINEL statue with a successful EASY WILL SAVE. Control lasts for 1d12 rounds, after which a new save must be rolled.

MAGIC RAG DOLL

See p. 58, Evil Rag Doll phylacterium

Spells

DREAM GATE

Level: Magic-User 6

Range: Touch

Duration: Instantaneous, up to 24 mundane hours

You move yourself or some other creature to a dream realm. If several willing persons link hands in a circle, as many as six can be affected by the dream gate at the same time. The caster must know of his intended destination, or he will appear in a random dream. Also, the accuracy as to a particular arrival location in the dream realm is impossible and you will appear 5 to 50 miles (1d10 x 5) from your intended destination.

DREAM SANCTUM

Level: Magic-User 5

Range: Unlimited

Duration: 2 hours/caster level

The caster opens a portal to his own dream realm and withdraws to a place of security and peace. Only the caster is affected. Each 2 hours spent in the dream sanctum will restore 1 spell level and character level hit points.

DREAMSEEKER

Level: Magic-User 6

Range: Unlimited

Duration: Instantaneous

Material component: An important personal belonging of the subject

The caster can find someone by searching in a dream. When the subject is found, the caster can then follow the subject into the waking world even if it is across the continent.

DREAMWALKER

Level: Magic-User 5

Range: Unlimited

Duration: 1 hour

The caster can leave his own dream and enter the dreams of others. Entering the dream of a willing or unknowing subject is automatic. However, in order to enter the dream of an unwilling subject the caster must succeed with a DC 15 roll (modified by his Charisma bonus), and the dreaming subject may resist with a Will save. Inside the other person's dream, the dreamwalker can remain undetected and choose to just observe (the subject will not notice) or interfere with the dream or even contact the subject.

SHORT NOTES ON DREAM MAGIC (SOMNOMANCY)

- These dream spells will only transport the dream self to the location.
- The physical body will remain oblivious and highly vulnerable in the mundane world (treat as comatose condition).
- In order to enter the dream of an unwilling subject the caster must succeed with a DC 15 roll (modified by Charisma bonus), and the subject may resist with a Will save.

Rituals

See p. 49: RITUAL OF BANISHMENT

Curious Tomes

The CURIOUS TOME table (p. 79) contains 20 new books for your game. Some are indeed magic books or spellbooks, but most are conveyors of more mundane lore. Many of these books are usable by all classes and further contain secrets man was not meant to know, leading to a certain risk connected with studying them. Some optional rules for reading occult tomes are suggested below.

Book sizes

To give an impression of the relative sizes of books you can use the descriptors below. You decide weight/encumbrance.

SMALL – Pocket book size
MEDIUM – A5/US Junior Legal
LARGE – A4/US Letter
HUMONGOUS – A3/US Tabloid (or larger)

Tome format block

A standardized book statistics block looks like this:

TITLE: DECIPHER DC; Time to read (written in language); Effects after reading, Horror Check modifier to roll; usable by class. Size.

Reading Ye Olde Tomes

When the PCs have found old books, they may STUDY them if they know the language they are written in. To get the boons from the book, a successful roll vs. the book's DECIPHER DC* must be made (DECIPHER CODES). If the roll is missed the time indicated (time to read) is used anyway. After that a new study period may be tried again (any number of repeats is allowed). A SUCCESSFUL DECIPHER CODE ROLL MEANS THAT THE PC HAVE LEARNED THE KNOWLEDGE IN THE BOOK. Some books are so evil that they demand a HORROR CHECK, sometimes with a negative modifier to the roll. A missed Horror Check is handled according to the Horror rules (APPENDIX A). *See DC rules, p. 7

Book descriptions

ALVIR, VAETTIR OG SATTYGIR: DC VERY EASY; 1 day (written in Imperial common); Knowledge (Fey) +3 bonus, Combat (Fey) +1 bonus; Horror check +9; Any.

This book was penned by the famous northern bard Faþbard Haarfagre, describing his travels with infamous monster hunter Gerhardt of Trynn. It especially describes various Fey and their curious habits, as well as their martial techniques and tactical preferences. Fey secrets are also revealed. Small leather bound book with yellowed pages.

DE CORPORIS MOBILVM: DC HARD; 1 day (written in Imperial common); Manual of flesh golem craft; Horror check -3, Arcane and Divine casters.

Written by Physick-Meister Franck von Schteyn of Sachsenburg, this abominable tome is covered in a suspiciously human like leather, and smells very bad. Its yellowed pages are littered with badly scrawled magical and alchemical notes. The book describes the process of the construction of a

flesh golem. Medium size.

MODERNSKI RABOTNIK: DC AVERAGE; 1 day (translated from Kyralian, written in Imperial common); Manual of scarecrow craft; Horror check 0, Arcane casters.

Written by Piotr Slaad of Kyralia, this plain-looking tome describes the process of making various kinds of animated scarecrows. Gospodin Slaad was looking for a cheap solution for manual labor for his masters when he wrote this treaty. Cheap materials, type printed, simple binding quality.

IA! IA! IA: DC HARD; 1 day (translated from ??, written in southern Imperial common); Knowledge (Far Realm) +3 bonus; Horror check -9, Any.

Written by a certain Kadath Mal of unknown origins. The tome is small and plain looking, bound in fine leather with embossed gold patterns and text. The contents however, describes a realm far bleaker and terrible than any Hell. The book also hints that the Elder People (Fey Elves) had knowledge of and actually worked on opening a gate to this realm. A crude map to their main temple is provided, but it is very hard to actually understand the author since the book is clearly written by a madman.

UNKNOWN TITLE: DC AVERAGE; 1 day (written in eastern Imperial common); Knowledge (Lycanthropes) +3 bonus, Combat (Lycanthropes) +1; Horror check 0, Any.

Written by a certain Vuk of eastern imperial origins. The rather large tome is written by hand in a very old fashioned style, complete with illuminations. Vuk was probably a monk or other religious scholar. The book describes the curse of lycanthropy and various ways to deal with these unfortunate beasts. The conclusion is that even if you might feel sorry for them, as most did not choose this path voluntarily, they must be eradicated from earth without mercy.

DUNKELFROST SAGA: DC VERY EASY; 1 day (written in Northern); Knowledge (History of the Northlands) +3 bonus; Horror check +6, Any.

Rimbjørn Frostasson wrote this book. It is a description of the bloody history of the Nortmen, bound in the hide of some frost beast.

INCUBUS SOMINIAE: DC VERY HARD; 7 days (written in draconic); Knowledge

(Dreamlands) +3 bonus, Spells: Dream, Dream Gate*, Dream Sanctum*, Dream-seeker, Dreamwalker*; Horror check -6, Wizards and sorcerers.

This book is square shaped and bound in glyph engraved fine leather. It has an almost etheric air to it and was written by a certain Louis Cyphre whose name suggests a southern Imperial descent, but no one seems to have heard of him when asked for. It is written in arcane Old Wyrnish and hard to understand even if fluent in draconic and contain lore of dream magic and five very rare dream spells.

ENDLESS DARK: DC VERY EASY; 1 day (written in northern Imperial); Knowledge (The criminal underworld) +3 bonus; Horror check 0, Thievish classes.

The infamous scoundrel Karl Bukovskison wrote this journal while incarcerated in Frostbite Hollow, the worst prison dungeon in the northlands. Legend says that a powerful inmate wanted the book and bribed the guards to bring Bukovsikson quill and paper. The medium sized book is of poor quality and very badly written. Still, it gives valuable information on thieves' and beggars' organisations, bribable people of high standing and even some light shunning cults. A prize for a rogue.

ENCYCLOPEDIA MONSTRORUM XIII: DC VERY EASY; 2 days (written in high Imperial); Knowledge (Monster type) +3 bonus, Combat (Monster type) +1 ; Horror check 0, Warrior classes.

The Encyclopedia Monstrorum was written as a cooperative venture by many scholars with the help of brave warriors (to test the theories). There are currently 23 bands in this series. The books are humungous in size and are too large to haul on adventures and are usually only found in the most important of libraries. The student may study one monster type (aberrations, undead etc.) at a time, memorizing it's particulars and earn a +3 to task rolls and +1 to combat rolls. However, only one monster type can be memorized at a time. Switching to a new monster type requires a new study period and that the student forget the previously memorized monster type.

ON YE CUBIC ANGLES: DC EASY; 5 days (translated from Iryptian, written in high Imperial); Knowledge (Arcane) +6 bonus, -2 to resist spells by caster; Horror check -6, Arcane classes.

Shirin Karno was an Iryptian scholar and priest who devoted her life to

the study of the corrupt and long forgotten sorcerous science of the Crypt Kings of the Sandlands. The translated book is of medium size and of very good quality. A peculiarity is that it is read backwards. The book is the definitive work on sorcerous geometry and mathematics. The knowledge in the book increases the wizard's knowledge in all areas arcane and furthermore makes his spellcasting stronger, imposing a -2 penalty on the saving throws of those resisting his spells.

CREATURA INFERNALICA: DC AVERAGE; 1 day (written in Imperial); Knowledge (Infernal matters) +3 bonus, Combat (Infernal) +2; Horror check -6, Priest and paladin classes.

The most pious monk Frater Swucco dedicated his life to write this book. It is a medium sized, fully illuminated book of very high quality and its waxed paper makes it the perfect companion on travels. The book concerns all matters infernal, demonical as well as devilical. It is also enchanted and will scream very loud when something chaotic comes within 30 feet of it.

PHANTASMA LOGICA: DC EASY; 1 day (written in Imperial); Knowledge (Incorporeal undead) +3 bonus, Combat (Incorporeal undead) +1; Horror check -6, Any.

Written by Rinaldo de Paza, a well-known ghost hunter from the Imperial south. This book is of small size, well bound in black shark skin and discusses incorporeal undead from an experienced monster hunter's view.

CORPUS VIVISECTIONATA: DC HARD; 1 day (written in Imperial common); Manual of flesh golem craft; Horror check -3, Arcane and Divine casters.

Written by Anna de Coelba-Concinillho y Crepotka, a famous southern sorceress who disappeared under curious circumstances. De Coelba was not only a successful sorceress but also a most beautiful woman and mistress to several princes and kings in the south. It is said that the king of Sapain will pay a handsome reward to anyone who can shed light on her disappearance, as she was meant to be his wife and queen in that realm. It is not known if de Coelba was aware of these plans or if she consented to them.

INFERNALICON: DC HARD; 10 days (translated from Azabik, written in Imperial); Knowledge (Infernal matters) +6 bonus, Combat (Infernal) +3, Spells: ARMOR

OF DARKNESS, SUMMON MONSTER III, SUMMON MONSTER IV UNHALLOW; Horror check -9, Priest and paladin classes.

The demented writings of the mad Azabian scholar Yussuf Al-Azaf. This is the definitive work on chaos and the Far Realm. Very few of these books are left as the Orders of Law track them down and destroy them as soon as they surface. This copy has seen a lot of wear and shows signs of fire damage. The book is of small size, looks innocent and has an aura of evil and it is very dangerous to read, if sanity is important. The book also contain 4 evil spells.

THE DREAMER: DC AVERAGE; 1 day (written in Imperial); Knowledge (Dreams and Dream Realms) +3 bonus; Horror check +3, Any.

Famous actress Anthonia La Vey wrote this book. Most scholars rejected it as a drug-induced fantasy at the time, but it does hold some secrets on the matter of dreams and dream realms, a subject almost no one knows anything about anymore. The book is medium sized, bound in garish materials.

NUMERA DIABOLICA: DC HARD; 2 days (translated from Infernal, written in high Imperial); Knowledge (Spatial geometry of Planar Gates and the Planes) +6 bonus, Disadvantage – the owner of this book will be hunted by infernal beings; Horror check -3, Arcane and Divine casters.

The seminal work on the mathematical base of planar gates and other matters of the planes. The author, Freiherr Otter is said to have disappeared without a trace shortly after having presented the thesis at the Scholar Society in High Haven. Apparently he was driven mad by the hardships of research as his home was found in a total mess with all sharp corners "rounded off" and strange diagrams on the walls. It is said that the only thing that was found was a partly burnt shoe of exquisite design. Medium sized and very simple book, very academic.

DIE HEXENAXT: DC EASY; 1 day (written in Imperial); Knowledge (Witches, hags and other similar creatures) +3 bonus, Combat (Witches, hags and similar) +3 ; Horror check 0, Warriors, Rogues and Priests.

Die Hexenaxt was written by Inquisitor Voxram Schleich of the ORDER OF THE HAMMER and deals with all matters regarding witches, hags and their kin. Invaluable for a monster hunter. This copy is a small field ver-

sion of the book, ruggedly bound for a life in the backpack.

ARCANA GLACICA: DC AVERAGE; 1 days (written in northern Imperial); Knowledge (Cold survival, Cold magic, Cold monsters etc.) +3 bonus, Combat (Cold monsters) +1; Horror check 0, Any.

This tome discusses all matters regarding snow, ice and cold. From survival to magic and would be invaluable to a ice druid or elemental of cold. Written by Jezebel Wytsh in a talented and informal way. The book has a dedication on the first page:

TO MY DEAR AND BELOVED TORGIL. LOVE, ALWAYS. JEZEBEL

Also, tucked in the end of the book is a crude map of the Silent Valley with a location marked with an x. The book is of medium size and of good quality. GM NOTE: This book was given to Torgil by Jezebel the Snow Witch long ago. Apparently they have been lovers at some point. The map shows her location and can be a lead-in to Part 3 of this series of adventures. It is also she who helped Torgil with the Ritual of Banishment and the Evil Rag Doll, but that won't be known to the PCs unless Torgil tells them for some reason.

VALVAE MULTIVERSA: DC VERY HARD; 5 days (written in broken Imperial); Knowledge (Spatial geometry of Planar Gates and the Planes) +9 bonus, Disadvantage – the owner of this book will be hunted by planar beings; Horror check -6, Arcane and Divine casters.

This humongous book is very hard to carry and very hard to understand. Partly because of the language, partly because of the hard to understand subject. It is about the universe and how to travel to other planes, and the author introduces the concept of a "multiverse". GM NOTE: The book was written by a tiefling scholar in the planar city of SIGIL in the OUTLANDS, and brought here by some planar traveller. The book is worth a fortune to the right people, as it's wholly unique in the world. How it ended up in this godforsaken place in a total mystery. Any wizardly type will know of its uniqueness after reading.

NORTHERN DELIGHTS: DC VERY EASY; 1 days (written in common Imperial); Knowledge (Cooking, Hunting and Nature) +6 bonus; Horror check +9, Any.

This is a cook book written by famous northman cook and gourmand Carl-Jan Borisson of Dragon Hold. This interesting gentleman is the owner of several taverns and inns, all named BOSSE'S TAVERN/INN and has entertained most royal houses in this part of the world. The book is hand-noted with changes to the recipes, mostly in the meat area.

Curious Tome Table (d20)

Book	
1	Alvir, Vaettir og Sattygir by Fafbard Haarfagre
2	De Corporis Mobilvm by Physick-Meister Franck von Schteyn
3	Modernski Robotnik by Piotr Slaad
4	Iä! Iä! Iä! by Kadath Mal
5	Unknown title by Vuk
6	Dunkelfrost Saga by Rimbjörn Frostasson
7	Incubus Somniae by Louis Cyphre
8	Endless Dark by Karl Bukovskison
9	Encyclopedia Monstrorum XIII by various, edited by Pater Zlecht
10	On Ye Cubic Angles by Shirin Karno (transl.)
11	Creatura Infernalica by Frater Swucco
12	Phantasma Logica by Rinaldo De Paza
13	Corpus Vivisectionata by Anna de Coelba-Concinillho y Crepotka
14	Infernalicon by Yussuf Al-Azaf (transl.)
15	The Dreamer by Anthonia LaVei
16	Numera Diabolica by Freiherr Otter
17	Die Hexenaxt by Voxram Schleich
18	Arcana Glacica by Jezebelle Wytsh
19	Valvae Multiversa by unknown author
20	Northern Delights by Carl-Jan Borisson

E. Treasure

Precious Table

When the PCs search a place or when indicated in the text, roll once on the PRECIOUS TABLE on p. 81. The table is intended for some extra motivational and helpful things when the GM deems appropriate. If you do not own a d30 I suggest using a d3 to indicate tens and a d10 to indicate factors.

When the PCs have found a unique item, cross it off as it will not be found again. Re-roll if same result come up again. Weapons and armor have a 30% of being of used .

Used armor & weapons

Armor and weapons from the Precious Table have a 30% of being rusty and battered. Treat as USED ARMOR (p. 69 NOD Companion) or assign:

ARMOR: (1d4) 1: -1 to AC due to wear; 2-3: -2 to stealth due to squeaky armor; 4: -2 to Dexterity based tasks due to stiff armor joints.

WEAPON: (1d4) 1: -1 damage; 2-3: -1 to hit due to badly balanced weapon; 4: 50% chance of breaking if hit in battle.

F. Damage & Healing

This adventure is very deadly. To enhance your PCs chances of survival I suggest using the alternative damage, death and healing rules in the Core rulebook. I think these rules also helps to emulate the slasher genre better, where the protagonists often take massive amounts of damage and still survive to blow Jason to hell. I also suggest a little more generous healing:

Alternative healing rules for B&T

Long rest	8 hrs, heal PC level hp+CB. No strenous activity.
Short rest	30 min, heal 25% of hp lost in latest fight +CB. Fortitude save required. Gradually harder*
Total rest	24 hrs, heal 3 × PC level hp+CB. Bedside rest under medical care.

*Each consecutive short rest is -3 to Fort save roll. CB = Con bonus.

Precious Table (d30)

All locations

- 1 Purse 1d12 gp
- 2 Short Sword, silvered
- 3 Silver letter opener 50 gp
- 4 Snow shoes
- 5 Satchel Charge
- 6 Arcane Scroll, roll d12: 1-4 minor, 5-10 medium, 11-12 major; use core book
- 7 Vials of Acid in bandolier (1d6)
- 8 Rare Magic Tome; roll on Magic Tome Table
- 9 50 feet silk rope
- 10 Ring of Invisibility
- 11 Creepy Porcelain Doll w/ lifelike eyes (not animated)
- 12 Meat Cleaver +1 (non-magic)
- 13 Witch Hunter's Journal, roll on Magic Tome Table
- 14 Divine Scroll, roll d12: 1-4 minor, 5-10 medium, 11-12 major; use core book
- 15 Rusty Chain Armor; see using used armor rules
- 16 Map of Traps (1 House; 2-3 Outside; 4 Warrens) Find Traps 2 diff. levels easier (i.e. Hard becomes Easy)
- 17 Well-oiled Rapier in fancy scabbard, +1 superior quality (non-magic)
- 18 Light Crossbow w/ 1d10 bolts
- 19 Divine Scroll, roll d12: 1-4 minor, 5-10 medium, 11-12 major; use core book
- 20 Warhammer, Holy, +2d6 damage vs chaos/evil
- 21 Potion of Neutralize Poison
- 22 Wooden Marital Aid (1d4 damage)
- 23 Ring of Invisibility
- 24 Pouch of dry tobacco; roll on Poison/Drug Table (ignore lethal results)
- 25 Potion of Cure Moderate Wounds
- 26 Porcelain Eye , Darkvision 30' 1/day when held in hand
- 27 Salve of Cure Serious Wounds (3d6+3) 1d4 doses (smells awful, -2 to stealth)
- 27 Rusty longsword, +1 immaculate sharpness (non-magic)
- 29 Vials of Angel Water (2d6 dam.) 1d4 uses (works as Holy Water)
- 30 Frock of Casting (dorky frock, foes will laugh and gets +2 to initiative). Adds 1d3 spell slots while worn (roll d6 separately per slot | 1-3 1st level; 4-5 2nd level; 6 3rd level)

G. GM Aids

Since the number of foes in the adventure are limited you can use the iMonster Roster™ to keep track of how many monsters you have "used up".

Compute the number of available foes in your game and note in the Available column. Then tick them off in the Number defeated column. Das ist groovy, ja?

iMonster Roster™			
	Type	Available	Number defeated
1	Ghúleh 10/PC		
2	Razorjack 5/PC		
3	Boomjack 5/PC		
4	Firejack 5/PC		
5	Severed Ones 3/PC		
6	Nightmare Rag Doll 1		
7	Evil Doll 3 (+2 random)		
8	Sentinel 1		
9	Moaner Ghöst 1/PC		
10	Revulsion Ghöst 1/PC		
11	Claw Ghöst 1		
12	Drain Ghöst 1/PC		
13	Ghöst Dog 1		
Compute the number of available foes in your adventure and note in the "Available" column. Tick off defeated foes in the "Number defeated" column.			

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