

LAMENTATIONS  
*of the*  
FLAME PRINCESS  
ADVENTURES

# Better Than Any Man



PDF  
EDITION



EXPLICIT  
CONTENT

# War is Hell

**The Swedes are invading!**

**Sorcerers have taken Karlstadt with the aid of unearthly creatures!**

**In Würzburg, the Prince-Bishop schemes to retain control of his domain.**

**... and yet darker forces gather...**

**Thousands - perhaps tens of thousands - will die before the week is out. Can a group of luckless adventurers change the course of the events? Profit along the way? But what can they possibly do against those who consider themselves *Better Than Any Man*?**

*Better Than Any Man* is a deluxe *LotFP: Weird Fantasy Role-Playing* adventure for character levels 1–4. Dungeoneering, wilderness adventuring, investigation, politics and negotiation, many new spells, magic items, and monsters—this one has it all!

*LotFP Weird Fantasy Role-Playing* is the traditional horrific adventure RPG out of Finland that holds nothing back. It is part of the Old School Renaissance family of games, which makes this adventure broadly compatible with dozens of other old school systems.

If you can endure *Better Than Any Man*, look for other *LotFP* adventures and supplements from your retailer of choice!

**†Visit *LotFP* Online at [www.lotfp.com](http://www.lotfp.com)†  
†to download an art-free version of the rulebook!†**

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**LAMENTATIONS  
*of the*  
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# Better Than Any Man

A  
LAMENTATIONS  
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FLAME PRINCESS  
ADVENTURE

BY JAMES EDWARD RAGGI IV

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## Internet Resources

An art-free PDF copy of the full LotFP rulebook can be freely downloaded at the following locations:

<http://www.lotfp.com>  
<http://lotfp.blogspot.com>

If you are new to more traditional rpgs, we recommend the following blogs, which contain much wisdom:

**Grognardia**  
<http://grognardia.blogspot.com>

**Jeff's Gameblog**  
<http://jrients.blogspot.com>

**Playing D&D With Porn Stars**  
<http://dndwithpornstars.blogspot.com>

start from the beginning for best results with this one

## Credits

**Writing** by James Edward Raggi IV. **Editing** by Matthew Pook. **Cover Art** by Cynthia Sheppard. **Layout** by Eero Tuovinen. **Art and maps** by Aeron Alfrey, Gennifer Bone, Ramsey Dow, Alyssa Faden Cartography, Andy Hepworth, Laura Jalo, Anna B. Meyer, Jason Rainville, Jennifer Rodgers, Amos Orion Sterns and Peitsa Veteli. **Filler Bugs** by Laura Jalo and Aeron Alfrey. **Special thanks** to Jeff Richard and Bertram Jänsch for their assistance in researching historical details of the Karlstadt/Würzburg area. Matt Johnsen for use of his Kickstarter account to get this funded.

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# Author's Notes

Welcome to *LotFP*'s Free RPG Day adventure! It isn't what it is supposed to be.

We were told "Include quickstarter rules!" We were advised to create a short introductory/teaser adventure. We were warned to make it suitable for all audiences.

We didn't do that. You know why?

0.

That is the amount of fucks we give about what we're supposed to do.

What we did do is create an expansive, epic adventure bigger than any we've made up to this point. We made it layered and complicated and figured that as a tabletop role-player, you're an intelligent, creative adult who is capable of working things out. We didn't avoid "controversial" content because bowdlerizing our content would be dishonest, lame as hell, not to mention it would misrepresent the rest of the *LotFP* product line. Basically, we wanted to make this the best and most awesome thing we can possibly make with no boundaries. This is role-playing. You can do anything! And so can we.

Because that's what we give a fuck about. And for us, Free RPG Day is all about finding the sorts of people who love the same things we do. So here's a free adventure. If you appreciate it, welcome aboard. If you don't, well, sucks to be you.

The rules will probably look familiar to you in an old school kind of way, but if you look at the details, you'll find it produces more chaotic, more horror-oriented play than the standard epic fantasy fare these sorts of games usually produce. We didn't try to do "like this other game but better," we did "like this other game but different."

If you have questions about this adventure or about *LotFP* in general, we have a message board at [www.lotfp.com](http://www.lotfp.com), as well as Facebook and Google Plus pages where current *LotFP* fans can help you out. You can also email LotFP HQ directly at *lotfp@lotfp.com*.

So enjoy and remember to read Grant Morrison's *Doom Patrol* comics, the *Oglaf* web comic, and the *Perry Bible Fellowship* comic strip; listen to Candlemass, Reverend Bizarre, and early 90s Swedish and Tampa Bay death metal; watch Hammer Horror, 70s and 80s Dario Argento, Dan O'Bannon, and 70s and 80s John Carpenter movies; read stories by Clark Ashton Smith, Clive Barker, Thomas Ligotti, Carlton Mellick III, Ryan Harding, and RE Howard (Solomon Kane and Bran Mak Morn; leave the famous barbarian alone for now...), and yeah, Loveydoveycraft.

**James Edward Raggi IV**

March 5, 2013

Helsinki, Finland

# Using This Adventure

*Better Than Any Man* assumes you will use the *LotFP* system, but that is not required. You can handily use this adventure with other old school systems, and quite easily adapt it to whatever game you happen to be playing. *LotFP* supplements and adventures are good that way. Things you need to know:

- The Armor rating assumes an ascending armor class, with the Armor rating of an unarmored human being 12.
- A movement rate of 120' signifies the speed of an unencumbered human being.
- The average human has 0 Hit Dice (or Level 0) and 1-6 hit points while swords do 1d8 damage and daggers 1d4.
- If your game does not use guns, where it says pistols or muskets simply substitute light and heavy crossbows, respectively.

All the other “wharblegarble” about saving throws, magical effects, etc. is just set dressing that can be understood from context and translated into the game of your choice.



## Quick and Dirty Gun Rules

If your game doesn’t use guns and you want to add them to the game, or you are running *Better Than Any Man* as a one-off, this could be useful:

All guns in *Better Than Any Man* are 17th century flintlocks. They do 1d8 points of damage, have a rate of fire of once per combat (not combat Round, as it takes at least six Rounds to reload), and they ignore five points of Armor.

# Adventure Background

Karlstadt, 1631. The armies of Gustavus Adolphus are advancing through the Holy Roman Empire, and...

## Wait a Minute. History?

The Thirty Years War, Gustavus Adolphus, Catholicism, and Lutheranism and all this real life stuff in a game with magic and other fantastic elements?

Yes! Remember *LotFP* is a horrific game, and to make the unearthly elements stand out as particularly unnatural and awful a more mundane setting is required. Yes, there are monsters, but they are unique entities rather than species cataloged in a bestiary. Yes, there are wizards, but they do not participate in society. Usually. This adventure is about a few that have decided to do so and this adventure will also show why that never ends well.

Essentially the basic setup is “A town of one faith is taken over by unbelievers of a lesser social caste as heretical foreign invaders approach.”

Using real-world terms makes this more powerful. This is not some made-up religion involving deities with too many apostrophes in their name. This is about Roman Catholics and Lutherans and how they see Jesus Christ and your players will take it more seriously because of it. This is not made-up kingdom #1 having a conflict with made-up kingdom #2, this is Sweden invading Germany and the anxieties, fears, and hatreds will need to be expressed in real world terms involving groups that you or your players can identify with.

If you or your players are uncomfortable with this, that is the entire point. This game does not deliver “fun” by encouraging players to feel heroic and successful, it encourages “fun” by allowing the player characters to exercise power of the world through their choices, and having those choices be meaningful due to the consequences that will be suffered by those tagged with familiar,

and perhaps relatable, labels. If it all goes horrible and everyone dies painfully and the players wreck the world, then so what? It's a game. Nobody got hurt. Try to do better next time.

This adventure also delivers “fun” in the same manner as a horror movie that damn near makes you piss yourself in fear right there in the theater. Or at least makes you nervously chuckle since you feel guilty about enjoying horrible things on the screen. Instead of a more-or-less religious war setting, this sort of fun could just as easily have been delivered in the form of an adventure set in the New World with slavery and subjugated natives all over the place, so quiet down, or that's what you get for Free RPG Day next year.

Yes, the core rules have elves and dwarfs and all that, but that is because the game itself is more inclusive of different concepts to help you build the campaign that you want to play. Specific play material, such as this adventure module, is more selective.

There is another reason for using real-world history as the setting for adventures even though only a tiny, tiny minority of people who run this adventure will use the historical setting as written. The adventure involves war and towns and religion, so some sort of setting and background information is needed. By using the real world, the Referee can fill in details not covered by the adventure using any and all available real world sources. Or not, without affecting the adventure, really. It is assumed that a Referee can translate real-world sources to fit an existing campaign more easily than he can convert someone else's invented world to *Better Than Any Man*.

The point is not to get the history correct, or worry about whether the history is correct, the point is to use the history as flavor to allow the players to fill in the boring, undescribed parts with their own knowledge and assumptions so everyone can get on with the actual enjoyable parts of the game.

This adventure employs...

- Historical truth,

- Anachronistic historical truth taken from other times and places from the Thirty Years War and the early-to-mid 17th century in general,
- Historical myth,
- Historical detail which is thought to be true by the author, but actually isn't,
- and pure fiction...

... and it does not distinguish between them. This is a game book, not a tool for learning or teaching history, nor does it seek to encourage or discourage any real world attitudes or actions other than “Buy more *Lamentations of the Flame Princess* books because they're gnarly.”

## Adventure Background

*Better Than Any Man* takes place in October 1631, in and around Karlstadt, a small town outside Würzburg. Situated in the Holy Roman Empire, both the town and the surrounding area have been in turmoil for much of the past 13 years, caught up as they have in the events of the Thirty Years War. Here are the important background details:

The Thirty Years War began almost as a civil war within the Holy Roman Empire. The conflict is often simplified by describing it as a religious war between the Catholics and Protestants, but once foreign powers became involved such distinctions become wholly inaccurate as alliances became less ideologically based.

Six months before this adventure begins, Catholic forces sacked the Protestant city of Magdeburg after a long siege. 90% of the city's structures were destroyed, and over 20,000 of the city's citizens (over 80% of them!) were killed in the violence that lasted for days after the battle proper was finished.

The Swedish army, led by the Swedish king, Gustavus Adolphus, landed in the Holy Roman Empire in 1630 and has been unstoppable in his advance against Imperial forces. Some

say that Adolphus is the savior of the Protestant cause. Some say that he is an opportunist seeking to expand the Swedish empire.

Karlstadt and Würzburg are strongly Catholic after efforts in the 1580s to drive out the Protestant heresy. In recent years, there have been many witch trials and executions; all told, the body count of the Würzburg Witch Trials was among the largest of the entire Early Modern age.

The Swedish army is on the march to Würzburg, which is the region's most important political, religious, and thanks to the Marienburg Fortress, military center. Karlstadt is directly in the army's path, and many fear that the army is keen on taking revenge for the sack of Magdeburg.

Ten days ago, the Group of Seven, sorcerers from in and around Karlstadt, overthrew the town's ruling class and laid down their own law: "There will be No More War." This involves the total disarmament of the people and the closing down of all the churches. No means, no motivation.

The countryside has cleared out, anticipating total devastation at the hands of Gustavus. Those that can have left the region, many having fled to Würzburg, and as a result, Karlstadt has become overcrowded. Only those who cannot leave, and those who would take advantage of them, remain in the outlying farms and villages.

The people are angry, tired, and scared. The Swedes have learned (or will shortly after the adventure begins) of the sorcerous uprising in Karlstadt and have diverted their main forces to take it, considering witchcraft to be worse than intra-Christian conflict or ambitions of empire. The authorities in Würzburg are more than happy to let Karlstadt delay and weaken the invaders.

Before the month is out, tens of thousands of people will be killed as the situation degrades. Can the player characters survive in this environment, and indeed profit from it?

# Running the Adventure

The adventure assumes that the player characters are outsiders, passing through the area for their own reasons. The Referee should know his players and their characters better than any adventure writer ever could. We present the situation and the environment; it is up to you to provide the enticement for the characters to get involved. (Although if they require more than “Hey, there’s some interesting adventure stuff here!” then your players are lame.)

The Referee can start the adventure by rolling 1d8 and, assuming due north is 1 and going clockwise, use that number to determine the side of the map where the player characters begin in the morning of Day 1 (October 8th, 1631).

The Referee needs to make sure that these two ideas are strongly communicated by the first people that the player characters talk to: “Karlstadt was been taken over by sorcerers about ten days ago!” and “The Swedish army is coming! They’re invincible! They’re about a week’s march away!” If they do not want to talk to anyone, well, they must be happy to aimlessly wander around the countryside. Which can still result in fun adventures if you bring random encounters to life.

## The Countryside

Lower Franconia is a largely rural area, with Würzburg the only city of any great size in the immediate area. Although it has been some years since the war directly affected this area, its indirect effects have been strongly felt. Military recruitment and conscription have drained the numbers of fit men available to work; the movement of troops and refugees have spread many diseases far beyond the active warzone, killing off many of the young, elderly, and less than fit; the feeding and funding of armies have placed strong demands on the “peaceful” areas able to supply them; and both the nobility and the well-to-do, desperate to maintain their standard of living amidst all,

continue to press down on the commoners. Even before word of Adolphus's advance into these parts, poverty, hunger, depression, and desperation was the norm.

Even without the idea that the Swedes were out to avenge Magdeburg, the concept of an approaching army is terrifying. A domestic army is bad enough, using the "law" to demand food, supplies, money, and housing for the troops, but a foreign army is believed to be more ruthless. What do foreign kings and generals care about the ability of Franconia to recover after the war?

## What Will Happen

*Click to view*

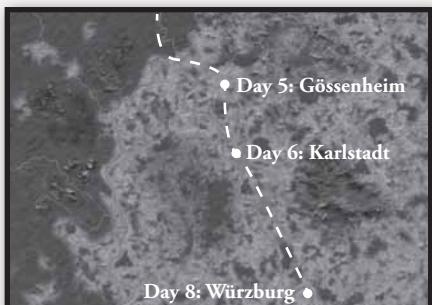
If the party does not change events, the Swedes will enter the area with a force of 30,000 men.

**On Day 5** (October 12th) of the adventure, the Swedish army will roll through Gemünden and camp outside Gössenheim.

**On Day 6** (October 13th) of the adventure, the Swedish army will arrive outside Karlstadt and destroy the existing camp outside the city, executing any that it finds there.

**On Day 7** (October 14th), the Swedish army will divide itself in two. The main force will move on to Würzburg while a secondary force assaults and captures Karlstadt before proceeding to burn it to the ground.

**On Day 8** (October 15), the main Swedish force will arrive at Würzburg and the Marienburg Fortress will be taken, the garrison inside slaughtered. If the Swedes still believe that the Group of Seven's rule of Karlstadt existed without opposition from the Prince-Bishop of Würzburg, Franz von Hatzfeld, then Würzburg will also be utterly destroyed and its citizens slaughtered.



*Schematic of Swedish movement.*

It will cost many Swedish lives, but in their efforts to eradicate sorcery, Goblin Hill will be destroyed, with the *Bürgerfriedensmiliz* headquarters stormed and cleared out, and then after an unsuccessful invasion into the caverns, the entrance and central cavern will be collapsed with a tremendous amount of gunpowder. The Mound will be found and destroyed, the tiger and Schwartz killed. The Infinite Tower will be pulled down, undoing all its interior magic and killing millions throughout its countless levels—the blood will flow to the nearby river in such quantity that the river itself will run deep red for weeks.

News of this heavy-handed treatment of the civilian population will spread quickly, giving Adolphus the reputation as a butcher, even among German Protestants who would otherwise be more sympathetic to him as a conquering hero.

Due to the role of sorcery in exacerbating the war, witch-hunts and witch trials will become more frequent and more fervent throughout Europe, and will target practitioners of more “scholarly” sorcery in addition to the traditionally pagan witchcraft.

Yes, player characters may be safer and wiser to just walk away, but then how are they any different from the helpless children and cowering farmers and blubbering shopkeepers who leave others to face the challenge and mystery and danger and wonder?

## How to Prevent This?

Preventing the Swedish conquest of the region is nigh-impossible. Their army is one of the finest in the world, well-equipped and led by commanders knowledgeable about the latest battlefield tactics.

Saving Karlstadt from utter destruction will involve convincing the Swedes that The Seven rule despite the wishes of the people and that they are tyrannous despots. This cannot be done while there are thousands outside the town wanting to get in. Deposing The Seven will also work (see the Würzburg write-up on page 60 for details on what they are doing to promote this idea).

Saving the civilian population of Würzburg (the Swedish army will have to be completely defeated to keep it from taking

the Fortress and wiping out its defending garrison) will require convincing the Swedes that the Prince-Bishop of Würzburg does not approve of The Seven's rule of Karlstadt. Sufficient "proof" of this would be the garrison of Würzburg mobilizing to retake Karlstadt, but that will not happen because no one realizes that Karlstadt has no real defense against a large force and because Würzburg still believes that it can hold out against the Swedes. The garrison and its commander believe that taking any other action other than shoring up Würzburg's defenses and holding the Marienburg Fortress, such as sallying forth to assault the "wizards of Karlstadt", will doom themselves against the Swedes.

The player characters may come up with many ideas and plots to prevent the situation from being as bad as it could, and the Referee should encourage such things. He should remember that the Swedes are not going to be stopped by any of the factions or forces present in and around Karlstadt and Würzburg, and that outside of The Seven, the armies and cities and churches are led by institutions, not individuals. Assassinating the Prince-Bishop or Gustavus Adolphus or anyone else will not change the ultimate outcome of events in Franconia, just leave different names written in the annals of history.

That said, assassinating the Prince-Bishop and offering his head to the Swedes on behalf of Würzburg would spare that city if the player characters could pull it off. It wouldn't help Karlstadt much though.

Clever players will come up with no end of good ideas which would have a major impact on the course of events. The Referee should let such ideas and their outcomes stand, with the condition that their unintended consequences will undoubtedly make the situation far worse for somebody not immediately involved.

Thus there is no "official quest" to solve the "problem" of the Swedish invasion. It is not a "problem" that is really intended to be solved. Rather it serves as a backdrop and a timer to the player characters' activities in the region.

# The Seven

The Seven are a group of sorcerers who until recently had little contact with each other. Most of them studied their art in secret, almost as a hobby, and mostly as a means of feeling empowered rather than from an actual interest in the forbidden arts. Fearing exposure and persecution, they lived their lives quietly, invisible to most around them.

The war and its consequences then took each of their families away, husband by husband, child by child. Gabriele Bauer, whose husband was a government minister, had access to information that a number of women were going to be arrested on suspicion of witchcraft. Not because their magical dabblings had been discovered, but because in each case, the women had lost their entire families. Such an occurrence could surely be no mere coincidence —something diabolical had to be responsible!

Quickly, Bauer made contact with each of the accused women and in turn, she determined which of them were true practitioners and which were being falsely accused. The falsely accused she left to their fates, but the real wizards she gathered in a group around her and told them what was happening and how they could stop it. Through the use of the spell that Bauer knew, the group could take control of the town and set everything right. The spell was cast. Bauer died instantly, and suddenly, the remaining Seven were the recognized as the proper rulers of the town. Unfortunately, none of the group knew each other at all, and they had no plan for actual governance.

It became obvious from the start that Bauer's spell did not allow the women to abdicate their positions or delegate responsibilities to those who wanted them. The previous authorities looked to The Seven, as they quickly became known, for instruction, while the populace saw them each as equal rulers rather than accepting one before others. The result was that on her own, a single member of The Seven lacked the authority to govern or

make commands. Rather, a consensus was required among the members of The Seven before the populace would accept their decision, otherwise, civil strife would ensue.

Unfortunately, reaching such a consensus is hampered by the fact that the members of The Seven largely have nothing in common, and in some cases actively dislike each other. Thus, inspired by the disgust at their own predicament as well as the war that has been going on in the Empire for over a decade, it has become their practice to come to quick decisions, before going their separate ways. These decisions have so far included:

- In order to prevent crime, cruelty, and suffering, they have outlawed implements of war. No swords, axes, guns, armor, anything that is not designed for peaceful purposes; it is forbidden to own or use such items in the town. Yes, knives and some farming tools are useful weapons, but they are not designed as such; it is obvious to any observer whether a blade is designed as a tool or a weapon. “Daggers” are always weapons. (The Provider, The Reminder, and The Defiler all lost their husbands in military campaigns, and the greater strife of war destroyed all of The Seven’s families.)
- Worship is to be a private affair. Displays of faith in public are forbidden, and asking what faith another belongs to is forbidden. Men of all faiths shall be treated equally under the law and by other men. All houses of worship are to be closed. (The Seven all know that every religion they are aware of—Catholicism, Lutheranism, and Calvinism, mainly, as far as they think about such things, and yes they consider these to be completely different religions; more obscure branches of Western Christianity, Eastern Orthodox, Judaism, or Islam, were not thought to be important

concerns—seems to be hostile towards magic, which is an excuse used to persecute and terrorize innocent women.)

- No condition of birth will have any bearing on legal status—men, women, locals, foreigners, rich, poor, all will be treated equally under the law. (The Defender hated sumptuary laws, The Joy hated her lack of rights to her deceased husband's estate, The Provider hated that the fact she had a Greek grandmother was often held against her.)
- The law shall not apply to The Seven, who may do as they please. (The Watcher refused to keep her faith private, The Defiler refused to be disarmed, etc.)

Being part of a modern and sophisticated state, Karlstadt's society came almost to a complete halt. Existing laws and their enforcers were thrown out and the new authority has no interest in replacing them. The Joy and The Provider happily settle disputes and answer questions, and because they are the only members of The Seven to do so, their word is considered law. The Joy has a rather jaded view of the world, while The Provider is rather optimistic; this has created the beginnings of a societal split as people of different temperaments choose which to go to for advice and rulings, depending on their existing dispositions.

The town would have immediately fallen into collapse, dissent, and rebellion (the people like their religion, and are frightened of the sudden change in power), but for the one powerful hope—that maybe, just maybe, these Satanic usurpers can indeed protect the citizens of Karlstadt from the approaching invaders. One way or the other, this new regime will not survive the war.

Each of The Seven is a Level 1 Magic-User. They each only have two spells in their spellbooks, *Read Magic* and one unique spell as described below.

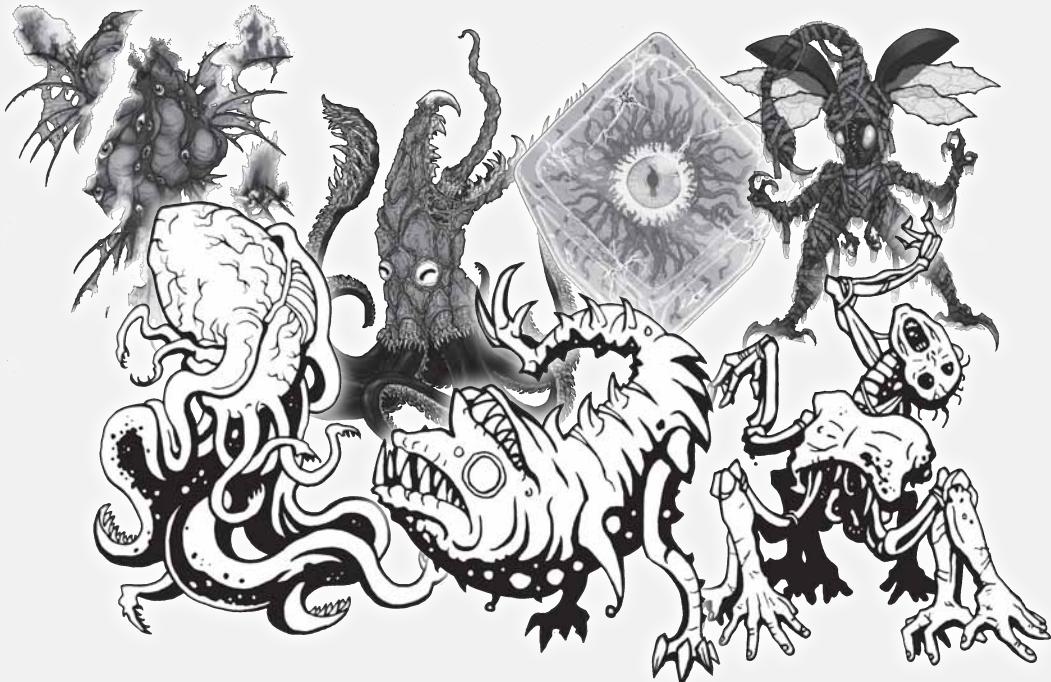
## The Summoned Creatures

Each of The Seven is served by an extradimensional creature (The Watcher has two; The Joy gave hers up) that she seems to have absolute control over and that seems to adore its mistress and will protect her at the cost of its own existence. They do not (cannot?) communicate with their masters.

Note that none of The Seven have the *Summon* spell, nor would they be very likely to control any of these creatures if they did. None of The Seven had these creatures before the casting of The Maker's spell, and afterwards they did, just like they were now the rulers of the town.

So what are these things? Where did they come from? And if there had been no actual summoning or binding rituals... why do they serve The Seven?

(If you answer these questions with answers involving the Insect God, you're being lazy.)



# The Defender

**Griselda Uhrlitz** always wanted to be somebody. A princess maybe, or even a great inspiration to the people like Joan of Arc! Someone that all the women would want to be and all the men would want to marry. It was bad enough that she had to marry so lowly, and then when she became a widow she was sure her social life was just finished! Yet she found out that it just takes a little work and talent to learn magic, and if she did that, just a little bit, nothing serious, it would not make her into an old crone or damn her to hell or anything. Right?

When she became one of the rightful rulers of the town, she was suddenly scared of the responsibility. Now though, she had this fearsome looking thing behind her! She can set herself up as the protector of the people! Nobody would dare stand up to her, because she has got the rest of The Seven backing her up! Who would be stupid enough to cause trouble?

## Be Impressive

Magic-User Level 1

**Duration:** Instantaneous

**Range:** Self

This spell creates, with a flash and some sparkle, a wave of impressiveness surrounding the caster. The caster's body and clothing and equipment are instantly sparkling clean and in perfect order (or impressively soiled, depending on the impression needed, and while it will tidy things up the spell will not repair damage). This will give a +1 per caster level bonus to any Loyalty checks or reaction rolls that need to be made at the time.



## The Defender's Creature

See the description for statistics.

**Morale 12.**

While the creature appears as a brain resting in a tentacle-laden pod, it is actually an adaptive creature which drains the abilities of those around it in order to have any abilities of its own.

This draining of abilities is applicable to whoever and whatever is near (within 100') and takes them for itself and its master. The character or creature with the best Armor rating loses it and both the creature and The Defender

instead have it. The character or creature with the weapon doing the most damage loses it and the creature and The Defender instead have it each. The character or creature with the fastest movement becomes unable to move and the creature and The Defender instead have that movement capability. The character or creature with the most Hit Points loses them (being reduced to 1d6 Hit Points), and the creature and The Defender instead have them as their Hit Points each.

Special abilities or attacks are likewise absorbed. Any character or creature with Magic-User spell capabilities loses them, and the creature and Defender instead have the spell capabilities between them. Cleric spell ability is not absorbed.

Once an "absorbed" character or creature moves out of the 100' range of this ability, they regain their abilities and the creature and Defender lose them (although spells cast by The Defender, or the creature, are still expended).



Illustration by Jennifer Rodgers

# The Defiler

**Emma G  bges** is not quite right in the head. After her husband and children died, she was sure that their ghosts were haunting her. Absolutely positive. All the prayers of the local clergy, all the folk charms of the “wise women,” all the belief in the world did not stop her ghostly visitors from intruding on her life.

Then she learned a bit of magic. She learned how to find them instead of waiting to be found. She’ll teach them to not stay dead...

## Detect Undead

Magic-User Level 1

**Duration:** Instantaneous

**Range:** 30'

This spell allows the caster to identify the location of any undead creatures within 30'. If the undead is not within the caster’s line of sight (behind a door, buried in a grave, etc.), the caster will know that an undead creature is in that direction, but not how far away. This spell will detect invisible undead creatures.

While most Magic-Users casting the spell will get factual information, Emma is a bit delusional, and will pick up false positives. Anyone with her when she casts the spell has a 1 in 10 chance of being “identified” as undead and attacked by Emma.

Illustration by Andy Hepworth

## The Defiler's Creature

**Armor 17, 3 Hit Dice, Movement**

**180' ground 240' leap, 1**

**bite attack doing 1 Hit**

**Point of damage per**

**depth level plus swallows**

**whole, Morale 12.**

The Defiler's creature is the size of a pit bull dog and hops along on its two legs. It can only attack with its lower mouth (its barbed tail is a sexual organ which it will not use in this dimension, while its upper mouth merely recites Chaucer's Canterbury Tales in Spanish).

On a successful hit, the creature will do 1 Hit Point of damage and swallow its opponent whole, no matter the size difference between them.

Inside the creature, a swallowed victim will find an identical creature with the same starting stats. This creature will do 2 Hit Points of damage on a hit and swallow the victim whole, which will result in facing another creature inside which will do 3 Hit Points of damage on a hit and swallow the victim whole, and so on and so on.

Killing a creature after being swallowed causes a character to be vomited up to the next higher level to face a new creature doing one less Hit Point of damage per hit (unless vomited back into the real world, in which case the original creature will be the opponent). The creature has infinite stomachs, so multiple characters swallowed by the creature will face their own individual "creature trees."

If the original creature in the real world is killed, the creature indeed dies, but all of its internal organs vaporize, killing all who were still within it.



Illustration by Jennifer Rodgers

## The Joy

**Ludmilla Röder** has taken up residence in *Zum Erleuchteten Hurenbock* (known before The Seven's rise to power as *Der Umnachtete Pilger*), and has turned the place into a nonstop den of vice. Between the coming of the Swedes and the abolishment of public religion with the rise of The Seven, a good many people believe it to be the eve of Armageddon and some choose to seek all the pleasures that they can until the end. It started innocently, with Röder attempting to establish a haven for those mistreated by the Church, her own brother having been arrested for sodomy and her sister flogged for adultery. The gathering of sexual outcasts in one place had a rather predictable outcome, and within days Röder herself was such an enthusiastic participant that no one could keep up with her.

Here she spends her days and nights, doing her best to ignore the world around her, but with so many visitors to the inn remaining for very long and their tongues being very loose, Ludmilla has actually become the most knowledgeable person in the area and is the only one who knows what is really going on.

Note that she has ceded control of her summoned creature to Ingeborg Stoltz, as the one thing not tolerated in her domain is bestiality (which xenomorphilia would surely count as). (Similarly, necrophilia would probably be frowned upon, but it hasn't yet come up... make a Reaction roll if someone tries it, the sick, sick fuck. Paedophilia would also be a no-no, because it is all about fun here, but keep in mind that the Bavaria of 1631, society has different standards as to what "too young" is. Of course a Referee is free to say these rules do not exist or are not adhered to, and thus make the place really creepy, although there would need to be another explanation for The Joy's creature to be given to The Watcher.) The others disapprove of what she does here, but leave her alone, as closing this place may very well cause a revolt.

If approached and engaged in conversation, Ludmilla can tell a great deal about everything happening in the area. See *The Game of Joy*, on the next page.

## Enhance Sensation

Magic-User Level 1

**Duration:** 1 round/level

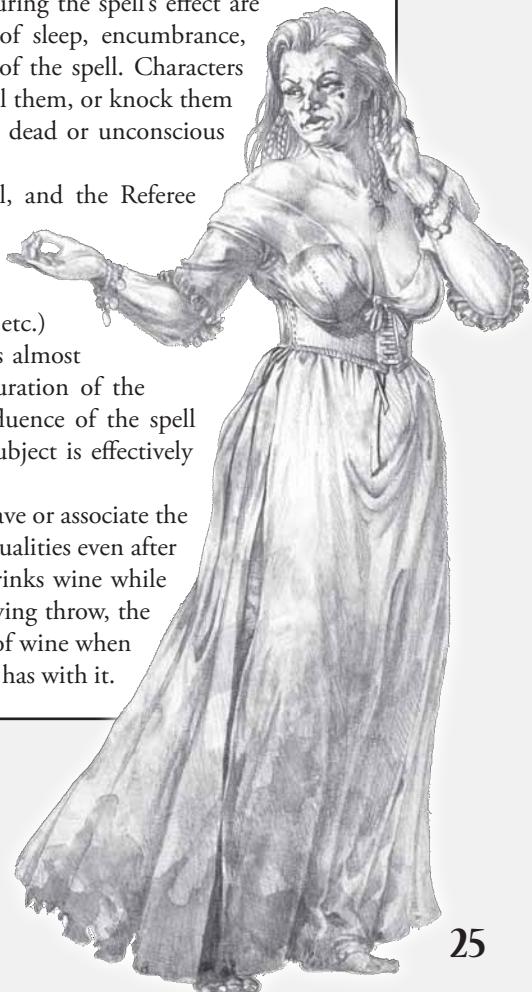
**Range:** Touch

This spell increases the subject's sensitivity to all stimuli, both pleasant and not. All Hit Point losses suffered by the subject during the spell's effect are doubled, as are the effects of hunger, lack of sleep, encumbrance, drugs, and so on, but only for the duration of the spell. Characters who suffer the loss of enough Hit Points to kill them, or knock them unconscious, during the spell's effects remain dead or unconscious after the spell ends.

Positive sensations are exaggerated as well, and the Referee may call for a saving throw versus Magic if the character experiences some intense good feeling (drinking good wine, eating a tasty morsel of food, hearing good music, etc.) with a failure meaning the character becomes almost catatonic, savoring the sensations, for the duration of the spell. Sexual experiences while under the influence of the spell require a saving throw versus Magic or the subject is effectively Charmed by the subject's partner(s), if any.

A devious Referee can make the character save or associate the actions with exaggerated positive or negative qualities even after the spell ends, for example if the character drinks wine while under the influence of the spell, and fails a saving throw, the character will always want to drink that kind of wine when available because of the intense associations he has with it.

Illustration by Andy Hepworth



## The Game of Joy

Ludmilla knows a great deal and will tell what she knows, but there are conditions. The list here shows the information that she knows about the key players in the region and their locations, and the conditions that have to be met for her to talk. “If you want me to give you something, you have to give me something. And I’ve already got a lot. I hope you can handle it...” This will serve as warning to characters and players alike that things are about to get messy, and to back off if that makes them... uncomfortable. If a condition is set out and the deal then declined, The Joy will give no more information on any subject until the established condition is fulfilled.

Several of the conditions involve a random person chosen by Ludmilla. The Referee should randomly determine this person’s gender and physical qualities—it would be hardly fair to just declare the person in question to be the most unattractive or inappropriate match for the character in question. Fun, but not fair.

There is also mention of the, ah, quality of certain acts to be performed. The Referee will have to come up with his own way of determining if a character’s performance is good enough. LotFP purposefully lacks the mechanics for that. It is not FATAL, you pervert.

She knows the real names, home addresses, and the powers of all The Seven’s servitor creatures and will divulge that information in addition to that listed for the sorceress in question if the conditions are met... Though she will only do so if is asked about those details specifically.

## The Seven

### ↑ The Defender

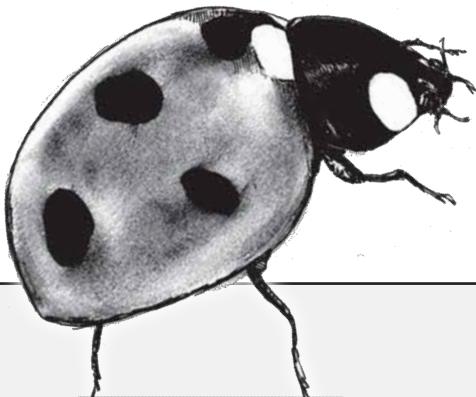
**What she wants:** "Mrs. Prissy Pants? You get her in here and participating, and I'll tell you everything about that thing she walks around with all the time. While she's listening and too busy to do much about it."

**What she knows:** "She can't defend shit. She's just a dabbling know-nothing wanna-be magician like the rest of us. Our spells aren't worth a damn if someone stands up to us, but Uhr-slitz here is such an attention whore she wants everyone to respect and admire her and grovel before her without doing a thing to earn it. Who's been respected and admired now, eh?"

### ↑ The Defiler

"Emma? Fine, you just go have a good time with one of those folks over there. I'll tell you which one. Eeny meeny miny moe..."

"She's deranged. She thinks she's hunting the living dead, but she's only split living heads with that axe of hers."



### ↑ The Maker

"That's supposed to be a secret. Here, let me tie you over this table. You'll be open to the public for an hour... then I'll untie you, and then I'll tell you what you want to know."

"Oh, her. Yeah, I'd never heard of any of The Seven before she contacted me. We were warned that we were about to be arrested, we agreed that it would be good if we were in charge, and then she cast a spell, was dead, and poof, here we are."

### ↑ The Mother

"Oh, you want me telling on old Ulrike? That's dangerous. You have to do something really good before I tell you anything. Put yourself in a grave before sundown and scare the living shit out of Gäßges when she comes crawling about."

"The Mother is full of crap. She's up to something out at Goblin Hill, and it has nothing to do with keeping the peace. Doesn't concern Karlstadt though, so who cares?"

### ↑ The Provider

"You're so bad asking about her. So bad. Looks like you need a whipping."

"I don't know what she's feeding people, but when I eat it, fifteen minutes later I'm hungry again. It's just not good enough sustenance for all the work I do here..."

*continued on the next page...*

*continued from the last page...*

### ↑ The Reminder

“Hmm, that lot of lads/lasses (50% chance of each) seem to be a bit neglected. Go play. If you outlast them all, we'll talk.”

“Magic always has a price. Nothing is for free. If she's being generous in teaching just anyone magic, there's a reason. Something in it for her. Something that won't be so great for her students.”

### ↑ The Watcher

“Ooo that thing with her, not the eye one, is sexy. You get yourself one of those growths her thing gives you so I can lick it.”

“She's holding out on everyone. She's got a small fortune under the floorboards in her house. You can get in there easy while she's lording it over everyone at the gate. You better have a way out of town though, because she'll find you.”

## Other Topics

### ↑ Abandoned Farmhouse

“Pick one of your friends. It doesn't matter which one, but do something entertaining with them...”

“Oh that Gunther. His boys are going to get into trouble, but they can't help but visit Mama Röder for some fun...”

### ↑ Conspirators

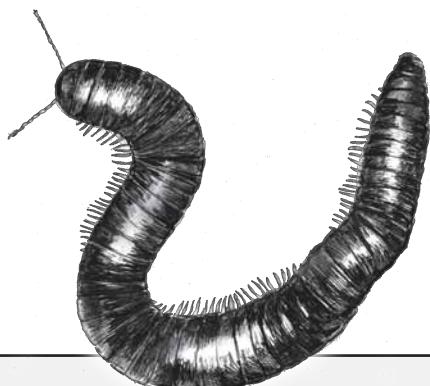
“What are you, informers? Alright then, drop your breeches (if a man) / open your jacket and lift your shift (if a woman). If you're the biggest in this place, I'll tell you.”

“We're legitimately in charge now, according to everyone, but people revolt against legitimate authority all the time, right? It's what people do! Anyway, it's just a bunch of angry men who have a nice stash of weapons. Their password is 'Job' or some nonsense.”

### ↑ Goblin Hill

“Take a shot at the next person who comes in looking for some fun. Go through with whatever they want if they're game. In front of everyone.”

“Oh, there's a back door into her fortress there, a cave on the south side. Take the fourth passage from the right and just keep going up up up.”





## Karlstadt and the Governance Thereof

“I want a lock of The Defender’s hair. Hell, shave it all off if you can.”

“Honey, we never really meant to be in charge. We didn’t realize what was happening. If you haven’t noticed, we’re all nuts. The only people who have any ideas or care at all are The Watcher, who provides the security, and The Provider, who wants to feed people. They’re the only ones who give a crap and are doing anything. If it wasn’t for them, this place’d be a bigger disaster than it is. Nobody’s filling the gaps. Even if we all walked away, nobody else would step up. We’re in charge of this town, and that’s that, because of the magic.”



## The Infinite Tower

“See that guy/girl over there? Make him/her scream louder than he/she has in a week.”

“It’s bigger on the inside.”



## Milizionäre

“Oh that’s messing with Ulrike’s stuff. That’s going to cost you. Come here, give me what you got, and if it’s the best I’ve had all day, I’ll talk.”

“Most of them are deluded fools who think they’re making the world a better place, but there’s some sort of secret order within them, and they’re violent and nasty. You don’t want to mess with them, and you don’t want to surrender to them. Oh no.”



## The Mound

“Whew the bar’s a mess over there. Clean it up. With your tongue.”

“Oh you don’t want to mess with Schwartz. Him and that big cat will mess you up, but good. I think he’s looking for some patsies to work with him though. Being an insane wizard’s patsy sounds fun, doesn’t it?”



## The Old Smugglers Tunnel

“Get Jutte in here. We want some big fun!”

“Here’s the address. Don’t get caught, I don’t want that thing closed up!”



## The Seven’s Creatures

“It’s too quiet around here. I want you to go to the town square and steal a hood off of one of those milizionär’s heads and come back here with it. While naked. Strip.”

“Beats me. They just kind of showed up, nothing we did. They listen and all, but I don’t trust them. That’s why I sent mine away. That and if it stuck around it would end up being part of the festivities here and even I have boundaries.”



## The Swedish

“I’ll give you this one for free.”

“They’re not out for revenge for anything. Adolphus there is building an empire, so he wants these lands as intact as possible. But he hates sorcery, so because we’re a big deal now, that’s why this whole area’s in trouble now.”

# The Mother

**Ulrike Lamprecht** is the ringer of the group. She is not local, originally hailing from Hannover, and her story of being a pig-farming grandmother from Franconia is a lie. She is well-versed in the magical arts (a 3rd level Magic-User) and is aware that the tomb of the Insect God is under this region.

It was Lamprecht who made sure that Gabriele Bauer learned her spell, *A Spell to Grant One's Heart's Desire*, and it was Lamprecht's idea to use it. Lamprecht also created the *Bürgerfriedensmiliz* or "Citizens' Peace Patrol," not to keep the peace, but to support her

work in reviving the Insect God. Her retreat in Goblin Hill is not, as she has told everyone, created at need by the summoned creature that modified the gates and earthworks around Karlstadt, but has been there for a long, long time.

Still as far as anyone knows, she is the widowed pig farmer who now organizes the *Bürgerfriedensmiliz* from the fort in the hills.

Lamprecht has 4 other 1st level spells and two 2nd level spells in her spellbook in addition to *Speak with Insects*.

## Speak with Insects

Magic-User Level 1

**Duration:** 1 turn/level

**Range:** Vocal Range

This spell allows the caster to understand, and be understood by, all insects within earshot. This does not give the caster special influence over insects, or vice versa, it only allows communication. Note that normal insects will have very soft voices and will need to be quite near the caster's ear to be heard.



## The Mother's Creature

**Armor 14, 5 Hit Dice, Movement 30', 1 limb attack doing really weird things (see below), Morale 12.**

This creature appears as a human torso with arms in various stages of bone coverage poking out of it in all directions. It even walks on a pair of its hands. It has a head, stuck sideways on an exposed spine.



Illustration by Jennifer Rodgers

### d12 Hit Location

1. Head
2. Face
3. Shoulder
4. Elbow
5. Palm
6. Chest
7. Back
8. Gut
9. Hip
10. Thigh
11. Knee
12. Foot

Its limbs, not being attached to its torso by a firm skeleton, can attack targets up to 50' away. On a successful hit, it does no damage, but instead attaches a new human arm to the character in a random location.

If the creature is damaged and it successfully attacks, it will instead take the arms of the persons it targets, one arm at a time. This does 1d8 Hit Points of damage to the victim, who must then save versus Paralyzation or go into shock. Adding the arm into its collection will restore 1d8 Hit Points to the creature.

The new limb is instantly wired into the character's nervous and circulatory systems and is for all intents and purposes a new permanent limb. The character will not know how to control it, however, and it will flail and thrash around as familiar thought patterns, conscious and unconscious, now lead to unpredictable results. In response, familiar body parts will operate less effectively as the body attempts to compensate. The character will suffer a 1 point Dexterity modifier penalty for each

limb added. The modifier can be restored at a rate of one point per week as the character learns to use his new limb(s).

Note that current equipment can be destroyed by the attachment of a new arm. An arm being stuck into a character's chest or back will destroy armor worn, for instance. On the plus side, extra arms means that a character can have more equipment to hand, carry an extra shield, or even wield a weapon—once they are under control, that is.

# The Provider

**Jutte Beckman** is a happy, generous woman, the type for whom any setback is a mere opportunity to learn something new and who would gladly give everything she owns if it would help someone get on their feet.

She is also no dummy and knew what would happen after The Seven took over. She quickly arranged for the public square to become a public food distribution area as outside trade was cut off. Using her creature's power to bolster her own efforts, she supplements the little food coming in from outside and feeds hundreds of people per day (splitting "one day's worth of food for ten people" into "one meal's worth of food for thirty people), making sure that everyone gets at least a minimum amount to eat. Or so they think, because what Jutte thinks her *Create Food* spell

What the spell seemingly is:

## Create Food

Magic-User Level 1

**Duration:** Instantaneous

**Range:** 10'

This spell creates a feast—a day's worth of nutritious, filling food for ten people per level of the caster. The food is fresh and must be eaten within a day or it spoils.

What the spell actually is:

## Create Stuff That Seems to Be Food, But Isn't

Magic-User Level 1

**Duration:** Instantaneous

**Range:** 10'

This spell creates a feast—a day's worth of food for ten people per level of the caster. There is one catch—the food is in no way nutritious and provides no calories, but seems delicious and filling to those consuming it. Penalties for starvation will fully apply, but the character will behave as if he is not under the effects of starvation and will not notice as he wastes away. It is impossible to distinguish this false sustenance from real food.

is, and how the spell will appear to anyone studying her spellbook or learning the spell, is different from what the spell actually is.

Jutte herself has been eating only this spell's creations for over a week now and the effects are beginning to show. She ascribes it to exhaustion though, and refuses to accept the idea that she is starving or eating faux food. If and when the Swedes lay siege to Karlstadt and this becomes the only means to feed those trapped in the town, there will be trouble.

Jutte will attempt to recruit any Magic-Users who enter the town into joining her in the duty of feeding the townsfolk of Karlstadt. To enable this, she will allow full access to her spellbook so that the participating Magic-User can learn the "Create Food" spell.

## The Provider's Creature

**Armor 17, 6 Hit Dice, Movement 30', 1 tentacle attack for every mêlée opponent doing  $1d10$ -(number of opponents) damage each, Morale 12.**

The Provider's creature is a ten foot tall thorny tentacle monster that behaves as a magic receptacle. When a Magic-User spell is cast at it (and it must be at it and not just the creature being within the area of an area effect spell), the spell does not leave the caster's mind, but the creature gains the ability to cast it once a day, effective immediately. This effect is cumulative. The spell does not actually affect the creature.

The Provider has been casting her "Create Food" spell at the creature every day, and so as the adventure begins it can cast the spell ten times per day, thus "feeding" one meal to 300 people every day. It is often all those people eat.



Illustration by Gennifer Bone

# The Reminder

**Hedwig Meinecke** did everything that she was ever told to do. Always the perfect lady, she learned how to be the perfect wife and mother, and when she was old enough, married and started a family. Complications from her second childbirth left her barren, and when the rest of her family died, she believed that it was punishment for not being diligent enough. This exacerbated her drive to be perfect at all that she does and her habits are now far beyond the obsessive compulsive stage. Even this was not enough and she still saw herself as weak for her perceived imperfections. Thus she thought that the study of

## Generation Gap

Magic-User Level 1

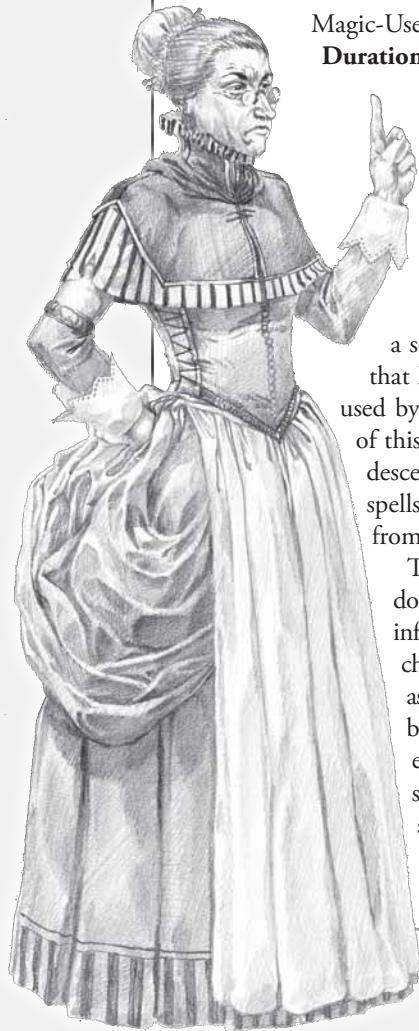
**Duration:** Special

**Range:** Special

This spell allows the caster to imprint memories within his genetic descendants, to be triggered when reading a spellbook specially prepared by the caster. The process of learning how to create this spellbook is done by transcribing this spell into one's own spellbook, therefore it cannot be cast from a scroll nor can it be used out of another caster's spellbook.

Once this spell has been placed in the caster's spellbook, a second spellbook must be prepared. This spellbook (or any that has spells transcribed from this one) can be freely read and used by any of the original Magic-User's descendants (or subjects of this spell, see below) of the same sex as the caster, even if that descendant is not a Magic-User. (While reading or preparing spells has no undue effect, casting any Magic-User spell, even from a scroll, instantly and irrevocably turns the caster Chaotic.)

The actual casting of this spell by the original Magic-User is done on a pregnant woman; this imprints the caster's genetic information on the fetus' genes. This will have no effect on that child, but every one of that child's descendants of the same sex as the original caster must make a saving throw versus Magic at birth or will be a genetically identical to the original caster in every way. Whenever one of these identical descendants casts a spell from the prepared spellbook, that descendant must make a saving throw versus Magic or the original caster's consciousness, from the time of the original casting, will take over the mind of the descendant. The original caster lives again!



magic would help her better manage her life, but the first spell she discovered after learning to read magic was *Generation Gap*, and she now refuses to look at any other spellbook, fearing that it is a trap created by one of her ancestors to possess her.

Now that she is part of Karlstadt's ruling elite and she can demand others do her cleaning, Hedwig performs just two duties. First, every day she casts a spell of "blessing and health" on a pregnant resident (or refugee) in Karlstadt, and second, she spends all the rest of her time cranking out spellbook after spellbook, each containing the same one spell, *Read Magic!* These she hands out to anyone expressing a desire to learn the magical arts—and there are many in Karlstadt right now who do—in hopes that someday, she may live again... and that her descendant will have a family to enjoy.

## The Reminder's Creature

**Armor 16, 9 Hit Dice, Movement 130', 5 attacks: 1 sting, 1 set of large claws, 1 set of small claws, 1 set of foot claws, 1 bite, each doing 1 Hit Point of damage plus a special effect (see below), Morale 12.**

Each attack has a different special effect. All effects are permanent.

- **Large claws:** two of the character's Ability scores switch randomly.
- **Small claws:** roll 1d10-1. This is the new last digit of the character's maximum Hit Point total. If the character already had less than ten maximum Hit Points and a zero is rolled here, he simply blinks out of existence along with all of the equipment that he was carrying.
- **Feet claws:** the target swaps one of his character abilities with that of a random being within 100'. Randomize between an Ability score, the character's maximum Hit Point total, current Hit Point total, set of saving throws, and Attack Bonus with a roll of d10. The creature will only allow a swap with the Reminder if it is beneficial to her.
- **Bite:** changes one of the character's saving throw values. Roll a d5 (d10/2) to determine which one, and d20 for the new value. However, if this improves the character's saving throw, he must immediately make a saving throw against the new figure. If that is failed, add 10 to that saving throw figure.
- **Stinger:** changes the character's experience totals. Roll 1d10-1 for each digit in the character's experience point total. If the leftmost digit is greater than its original amount, the character will only get to keep that new figure if the creature is slain by that character, otherwise it reverts to the digit's original value. If the figure is lower, the character will not lose any levels, but rather simply need that much more to advance to the next.



Illustration by Jennifer Bone

# The Watcher

**Ingeborg Stoltz** is a deeply religious Catholic woman who sees no conflict between magic use and worship, believing that magic is simply a tool as any other. The events of recent years have turned her cold and cruel; she trusts no one, believes that everyone is lying to her, and that everyone around her is deeply sinful and immoral.

She has taken it upon herself to be the guardian of Karlstadt and is head of the town's newly formed "Citizens' Peace Patrol" or *Bürgerfriedensmiliz*. By her command, the summoned creatures have sealed all of the gates into the town bar one and modified the earthworks to prevent any approach to the closed gates. Every day at noon, Stoltz sits on a throne atop that remaining gate and oversees its opening. All wishing to leave the town may do so at that time, but all wishing to enter must gather as she uses her magic to make sure that no tools of violence are brought in.

As Karlstadt's self-appointed guardian, Stoltz will be against any sort of capitulation to the Swedes or the Imperial authorities at Würzburg. She wears religious paraphernalia and carries what everyone assumes to be a Bible. It is actually her spellbook.

## Detect Weapons

Magic-User Level 1

**Duration:** Instantaneous

**Range:** Field of Vision

This spell allows the caster to know who is currently carrying weapons, or wearing armor, if they are within his field of vision when the spell is cast, and where on the person these weapons are being kept. This of course detects hidden weapons, no matter the method of their hiding.

Items which are dual purpose, for example a staff/walking stick, or a crowbar or other blunt tool that could easily be used as a weapon, will also be detected.

## The Watcher's First Creature

**Armor 12, 6 Hit Dice, Movement 30' fly, no attacks, Morale 12.**

This is a tendril-growing eyeball imprisoned in an electrified gelatinous shell in the shape of a seven foot cube. And it flies.

The cubic creature can read the thoughts and memories of anything it looks at, including knowing what inanimate objects have done and what has been done to them. It is not able to communicate with humans however, so when it learns something that The Watcher (or anyone else) should know, it has no choice but to mime its message... difficult when one's body is an eyeball surrounded by a mass of flailing tendrils and encased in a large cube.

As one might expect by the lightning constantly striking across its insides, hitting the cube with a metal mêlée weapon is a bad idea. However much damage is inflicted on the creature, the attacker also takes that much in electrical damage (save versus Magic for half damage).

When struck, the creature also shoots a tendril out at the attacker (which plugs the hole in the shell, preventing caustic liquid from escaping). The attacker must save versus Paralyzation or the tendril wraps around both the weapon used to attack and the arm(s) holding the weapon. This will not only immobilize the arm(s) and prevent the attacker from making any more attacks, it will also prevent the character from moving away. Anyone entangled in the tendrils like so will also be affected if the creature is attacked and discharges electricity.

The tendril itself is **Armor 17** (and metallic, so striking it causes a discharge), **1 Hit Die**.

Those attacking the creature with missile weapons will also have tendrils grab them, but the tendrils grow thicker with distance; add 1 Hit Die per 20' distance of the attacker.

The creature will let its tendrils loose only when those entangled have dropped their weapons, have surrendered, and there are allies waiting to take the prisoner into custody.

If the creature is destroyed, it will explode doing 6d8 damage in a 10' radius, 5d8 damage out to 20', 4d8 to 30', etc. Save versus Breath Weapon for half damage.

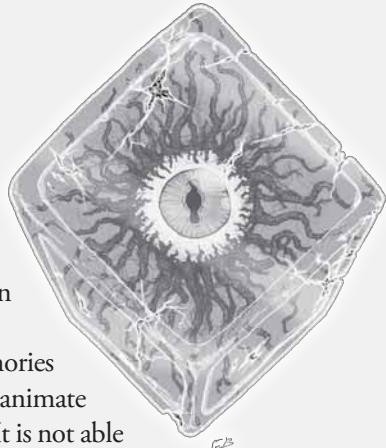


Illustration by Jennifer Bone

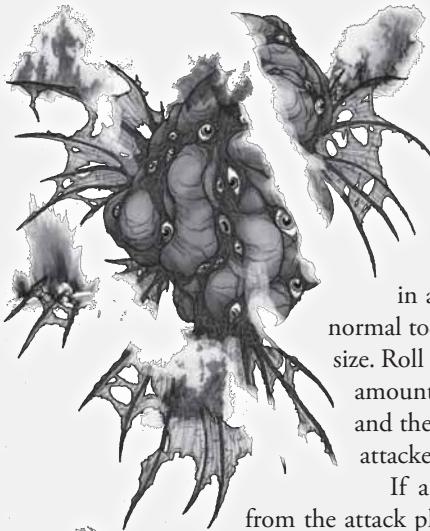


Illustration by Jennifer Bone

## The Watcher's Second Creature

**Armor immaterial, 10 Hit Dice, Movement 180' fly, 1 tumor attack (see below), Morale 12.**

The creature attacks by willing a tumor to grow in a target within 100', and it accomplishes this with a normal to-hit roll. Targets which are hit grow a tumor of some size. Roll 1d4 to determine this tumor's "size factor." This is the amount of encumbrance points the tumor adds to the target and the chances in 6 that, when the character is successfully attacked, the attack hits the tumor.

If a tumor is hit, the character takes normal damage from the attack plus the same damage again as the trauma causes the tumor to release toxins into the character's body. (This will happen every time the character is damaged by an area effect attack as well.) Then the victim must make a saving throw versus Poison, or suffer 1d4 more points of damage.

Keep track of the damage the character suffers due to those failed Poison saves. When the amount cumulatively suffered by that specific type of damage (even if some is healed along the way) equals the character's maximum Hit Points, the character is taken over by the tumor and transforms into a living mass of cancer. Game over.

The victim's tumors have eyes all over them in the same manner that the creature itself does. The creature can see out of the eyes on its victims' tumors.

A tumor can be reduced in size each time a healing spell of any type is specifically cast on the tumor—for each 6 that comes up on the die rolls for the healing spell, the tumor shrinks one size. Such applications of the healing do only affect the tumor and do not heal damage. If a character is exposed to radiation, a saving throw versus Poison will also shrink a tumor one size. Time may also change the size of a tumor. Every month the character should save versus Poison. If the save is successful, the tumor shrinks a size, if the roll is less than half of what would have been needed, the tumor grows one size. When the tumor is at size factor zero, it is gone permanently.

The creature does not technically exist by any measure other than "I can see it!" and so it may sense and move through solid objects as if they were not there. Physical objects pass through it and existing on six dimensions simultaneously (none of them this one except as a mirage) it is even immune to all magic.

The creature is itself harmed by magical attacks made against the tumors of its victims, including physical attacks made with magic weapons. These attacks do damage to both the victim and the creature.

# The Maker

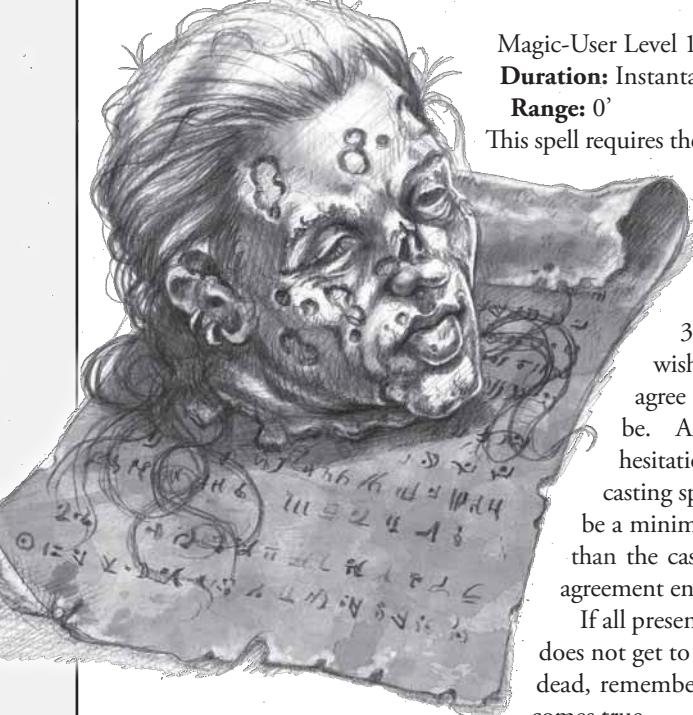
**Gabriele Bauer** is the one that the rest recognize as bringing them together, and it is Bauer that made the sacrifice necessary to bring The Seven to power. She was nobody special, just married to a minor government functionary, and now she has changed the course of history.

## A Spell to Grant One's Heart's Desire

Magic-User Level 1

**Duration:** Instantaneous

**Range:** 0'



This spell requires the caster to commit suicide (willingly—murder or mind control does not activate the spell) to cast. Once the spell is cast, all others within 30' will be granted one wish—if they all immediately agree on what that wish should be. Any dissent, discussion, hesitation, or doubt after the casting spoils the spell. There must be a minimum of four people (other than the caster) present to power an agreement enough to activate the spell.

If all present do agree (and the caster does not get to be part of the quorum—dead, remember?), the wished-for thing comes true.

Wishes can be anything that can be summed up by a simple, clear idea. (“We wish to be the rulers of this town,” for example.) Attempting to add conditions or clauses, or wording the wish in game mechanics terms (wording should be in-character!), causes the spell to fail and the caster to die in vain.

Illustration by Andy Hepworth

# Countryside Encounters

Following are example encounters to spring upon players traveling the countryside. Entering a village should probably trigger an automatic encounter; otherwise there is a 1 in 6 chance, checked twice daily, of an encounter in the wilderness. Replace entries as appropriate.

## Abandoned Children

As the war takes its toll, parents are lost to their children, by death, or abandonment, or forced separation. Sometimes in these situations, the children start to grow up fast. This encounter involves a group of 4d10 children who have learned to scavenge off the land and its people to survive.

The youngest of them will be only five years old, the leader being thirteen or so. Those who are brave enough to gather food and supplies have equipped themselves with some arms and armor, all of it looted, but they are untrained, malnourished, and not yet developed enough to use what mismatched equipment they have found. All attacks made by the children, regardless of the weapon wielded, do only 1d3 damage, and regardless of the armor pieces that they wear, they always are considered to be unarmored.

The children try to move unnoticed and usually try to gather or steal whatever they can easily get. Only when they get really hungry do they become bold, and this is when they are prepared to steal from dangerous looking folks like the player characters.

They simply will not trust adults at this point, believing that they can only trust each other after seeing enough of their number cut down in recent days.

**Children: Armor 12, Level 0, Movement 120', Morale 4.**

by Daniel Neffling

d30	Random Encounters
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2.	The Adventurer
3.	Bürgerfriedensmiliz
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## The Adventurer

The player characters are not the only ones foolhardy enough to seek their fortunes in the area. This character is doing just that, and how the player characters are regarded will depend on a reaction roll.

**Adventurer: Armor 14 (leather), Level 1d4, equal chances of being a Cleric, Fighter, Magic-User, or Specialist, 1 medium weapon attack doing 1d8 damage, Morale 8.**

The adventurer will have 1d4x250sp worth of treasure per experience level.

## Bürgerfriedensmiliz

This is the “Citizens’ Peace Patrol” that has been organized by Ulrike Lamprecht, who is one of The Seven and is known as “The Mother.” Patrols consist of 1d6+6 *milizionäre*; men, women, young, old, dressed in the white uniform of the Patrol. They are equipped with 1d10 days’ worth of food and water each along with a lasso or a mancatcher. They are not even armed with a dagger and none of them wear any armor. They wander the countryside looking for those that need saving. “Innocents,” defined as those that are unarmed and in need of aid, are given help and then escorted back to Karlstadt. “Belligerents,” defined as those who are armed or who resist their efforts to give aid, are first beseeched to give up their warlike ways, then firmly asked to give up their arms and armor, and if that fails, targeted for capture and subsequent re-education.

During their initial contact with the player characters, the members of the *Bürgerfriedensmiliz* will be openly and sincerely grateful that they have found more endangered souls that they can save and offer to bring the characters to a place of safety and tranquility. They must drop all arms and armor before being led there, of course. If the characters cooperate, they will be brought to Karlstadt.

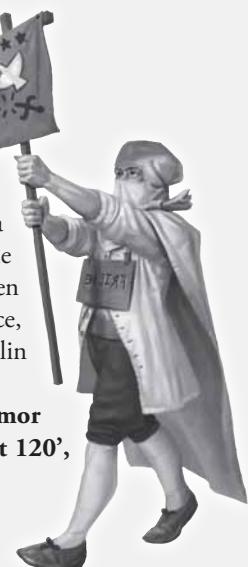
If they do not immediately cooperate, the player characters will be told that by the authority of The Seven, this area has become a no-war zone and all implements of destruction are outlawed. The characters will be given one more chance to cooperate, or will be taken to the “re-education facility” at Goblin Hill (see page 130).

Using only their lassos and mancatchers, they will attempt to “peacefully persuade” those who refuse this offer, although they must make a Morale check if they face resistance by those willing to use deadly force. If this check fails, they will flee towards Karlstadt to report the characters’ location.

If the characters are captured, or if the *milizionäre* fail a Morale check after one of their number has been brought down by force, they will flee to Goblin Hill instead.

**Milizionäre: Armor 12, Level 0, Movement 120’, Morale 7.**

Illustration by Jason Rainville



## A Dark Cult

It is the end of the world and some do not keep their faith and are therefore led astray by those who have never had faith to begin with. The party will come across a group of “cultists”—4d12 of them—who are performing some sort of ritual. There is a 25% chance that it is simply some harmless pagan rite; a 25% chance that they are performing some bloodless ritual to a dark god hoping to gain protection in these dangerous times; a 25% chance that they are sacrificing animals; and a 25% chance that they are sacrificing a pure and innocent person.

**Cultists: Armor 12, Level 0, Movement 120', Morale 6.**

## Fleeing Woman

Due to the aggressive witch-hunt that has pervaded the streets of Würzburg in recent months, many women have fled, and continue to flee, the town. This encounter will be with one such woman who has little more than the clothes on her back. If the encounter is between Würzburg and Karlstadt, there is a 50% chance that she is headed to Karlstadt. Otherwise, she is fleeing the area entirely.

There is a 5% chance that she actually is a Magic-User, Level 1d4. In this case she will be carrying her spellbook.

**Fleeing “Witch”: Armor 12, Level 0, Movement 120', Morale 6.**

## Giant Ants

Ants from the Insect Shrine (page 121) hunt throughout the area looking for new cows for their nest. There is a 75% chance that the ants are hunting the player characters and a 25% chance that they will observe the ants hunting someone else.

**2d6 Giant Ants: Armor 16, 2 Hit Dice, Movement 180', 1 bite attack for 1d6 damage, Morale 8.**

## The Glass Tiger

The glass tiger from the Mound (page 84) hunts throughout the area, killing human prey and bringing it back to its lair. There is a 75% chance that the encounter will involve the tiger hunting the party (it will disengage and return home if it can kill and drag one victim back to the Mound), and a 25% chance the party will see the tiger hunting other prey.

**The Glass Tiger: Armor 15 versus blunt weapons, 20 versus edged and missile attacks, 5 Hit Dice, Movement 240', 1 bite and claw combined attack for 1d10 damage, Morale 10. Immune to fire, cold, electrical, and similar attacks, surprises 4 in 6.**

## Hostile Milizionäre

While most of the *Bürgerfriedensmiliz* patrols are comprised of locals who believe in the cause of peace, one patrol is from the *Bürgerfriedensmiliz* HQ (page 130) and is looking for victims to take back to its base. This patrol is armed and hostile, although it will not attack if there are witnesses.

**3d6 Hostile Milizionäre: Armor 12, Level 0, Movement 120', 1 short sword attack for 1d6 damage, Morale 9.**

## Improvisational Inquisition

Commoners and peasants are not the only people who have been displaced and made desperate and angry. Parish priests suffer this fate as well, and this encounter will be with such a priest and his congregation out to cleanse the countryside of Protestants, foreigners, witches, and other abominations. The priest will demand that any they come across swear an oath of allegiance to the Emperor, Ferdinand II, and to his Holiness, Pope Urban VIII. Anyone who does so will be considered an ally, anyone who does not, an enemy.

Note that the priest is not a Cleric.

**Priest and 3d6 followers: Armor 12, 0 Level, Movement 120', 1 attack with an improvised weapon or farm tools doing 1d4 damage, Morale 7.**

## The Insane Farmer

Isolated farms were the first abandoned in the current strife as families were just too vulnerable to the human predators that became all too common as the war spread. One holdout farmer and his family paid the price for remaining at home—Magnus Persson, a Swedish deserter, came to the farm and slaughtered them all in a fit of intense paranoia. He then began running the farm as his own.

Persson is deranged; he believes that blood will make the crops grow. He dismembered the family and stuck their body parts in the fields, and when anyone comes to the farm, he kills them as well and plants their body parts in the fields. Characters coming across the farm will see

idea by Daniel Neffling

the odd body part planted firmly in the ground and sticking straight up.

Persson may be a lunatic, but he is not stupid. He will only attack lone travelers or pairs of travelers if they seem weak in a fight. If confronted by a group of well-armed opposition, he will not be immediately violent, but instead attempt to play the part of an innocent farmer. Unfortunately, he is ill prepared to play such a role—he speaks only Swedish, he has not cleaned any of the family's blood from the house (the smell is atrocious), and the wife and children's possessions remained untouched in the house. If any group of visitors seems to be suspicious of him, then he will attack.

**Persson: Armor 12, Fighter Level 4, 1 attack doing 1d6 damage (household tools), Morale 12. Persson has 17 Strength. He does have breastplate armor (Armor 16), plus a sword and musket (1d8 damage each), which he will don and ready if he has time.**

## Insect Creature

While there are many unnatural insects in the Insect Shrine, the giant specimens are of more natural types which reject any of the more freakish giants, driving them out into the world to wreak havoc.

**Insect Creature: Armor 12+1d8, 1d8 Hit Dice, Movement 1d12x10' +60' (25% chance for 1d12x10' +120' fly), 1 bite attack for 1d6 damage (25% chance for poison sting doing 1d8 more damage if a save versus Poison is failed), Morale 8.**

## Invisible Insects

The anarchy preceding the Swedish army has allowed the Insect God to extend its influence into the physical world. One result of this influence is invisible, but otherwise mundane insects seeping up through the earth, ready to cause mischief in the world above.

The first time this encounter occurs the player characters should hear a man screaming in the distance. If they investigate, they will find him half-naked, scratching the skin right off his body. "They're all over me, get them off! Get them off!" He had the misfortune of laying down to nap near an invisible ant hill, and the ants have taken advantage. He is digging his nails into his flesh trying to get the unseen bugs off, and scraping his flesh on nearby trees. When he sees the characters, he will charge at them in an effort to get one of their bladed weapons and if they let him he will scrape the flesh off of his own bones until it kills him.

Coming into physical contact with the man will transfer the bugs unless a saving throw versus Paralyzation is made. There is a 25% chance that the man is also a Plague Carrier (see below).

On the second and subsequent instances of this encounter, one or more of the characters (25% chance for 1d4+1 characters becoming infested, otherwise just one will be) will have invisible insects attach themselves to the character and begin crawling and biting. (Details as to how can be made up based on circumstance—flying through a cloud of mosquitos, hitting an invisible beehive, anything can work.)

The insects will cause no damage, but they will create other problems for the character. Movement will be as if one encumbrance level greater, only half a night's sleep will count as rest, and Dexterity modifiers will be lessened by one, and the character will be at -1 to hit in combat. Non-player characters must make a Morale check once per day or be unable to take it anymore, stripping off clothes and diving into the nearest body of water to wash themselves and the insects off.

Getting rid of the infestation will take several hours of bathing and thoroughly cleaning clothes and equipment.

Illustration by Jason Rainville



## Jews

Christendom on the whole in the 1600s was actively hostile to the Jewish faith. Many territories banished them, others required conversion to the dominant local faith (and then often harassing them to make sure their conversion was real, such as was common practice during the Spanish Inquisition), and even those that offer the Jews sanctuary and free worship assign special taxes to them for the privilege. Worse, those authorities that do offer Jews sanctuary often cannot protect them from the ire of the Christian commonfolk.

The Seven have abolished the public practice and demonstration of religion in Karlstadt while making it clear that they do not care what people do in private, and this looks quite attractive to the Jewish community used to abuse, discrimination, and legal sanction. This encounter is with ordinary people (1d8, if more than two appear it is a family unit) making their way to Karlstadt. They carry 1d100x50sp worth of goods and valuables.

There is a 10% that they are Plague Carriers (see below).

## Looters

A group of 3d6 men (all 0 Level, with only a 10% chance of a Level 1 Fighter leading them) is making its way through the countryside looting abandoned homes and villages. They are a disorganized rabble, not serious bandits, and will seek to flee if offered trouble. They have looted goods worth 5d100sp on them, but there is a 25% chance that if anyone attempts to sell these goods in Karlstadt or Würzburg that they will be identified as stolen goods.

## Lost Child

Whether due to violence, disease, or simple disorganization and confusion, it is not unusual for someone to end up alone and on the move. Sometimes, tragically, it is a child.

A child encountered in these circumstances will be scared, hungry, and lost. The child will scream for help upon seeing anyone, and if anyone helps the child it will then consider that person to effectively be the new mommy or daddy. The child will make travel a boor, constantly getting in the way, making noise when trouble is near, breaking fragile equipment, etc. It should greatly test the patience of good-minded folk determined to bring the child to safety, and it should induce the less-than-good-minded to commit the act of childkilling.

There is a 5% chance that this child is a killer with Stealth 5 and Sneak Attack 4, and will play the lost and scared innocent until it can strike one of its rescuers when they least expect it.



## The Mastermind

A master criminal, his foreign benefactor, and their entourage wander the countryside looking for something while avoiding the local authorities and the Swedish army.

He was one of the most successful organized crime figures in the Empire before the landing of Gustavus Adolphus. She is a fraud, using her ability to lie convincingly to establish herself as foreign nobility. Together, they commit atrocity.

Archibald Kohler wears stylish and intimidating black clothing, head to toe, with only his face visible. He does this to cover up the fact that his arm is made entirely of gold (worth 10000sp). It is entirely useless and simply hangs from his side, although of course it is exhausting for him to carry such a weight around. He prefers to travel on horseback so he may rest his arm on the beast as he travels, and searches for a way to restore his arm to normal. He travels with his personal henchmen (the “Head Men”), but has loyal contacts and business associates in every populated center in this region—Karlstadt and Würzburg included.

The Countess Báthory is of Hungarian nobility, traveling the land searching for the secrets of eternal youth... actually, she is Lydia Tsakabikas, an attractive peasant woman from Greece who has made her way through the Balkans and into the Empire. After being captured by agents of the real Countess Báthory, but judged too old to be useful, she escaped, taking some of the Countess’ clothing and personal items on the way. Using this disguise she even fooled one of Báthory’s own bodyguards (“The Brute,” a man with a small mind and large muscles, and slavishly devoted) and has

decided to live it up on the road as best she can. She has hired a number of ex-soldiers—men considered too unbalanced to remain in the military—to handle a number of dobermans, as well as a few servants taken from the gutter. She is completely amoral and after meeting with Kohler (who was immediately quite smitten) has decided that maybe this life can continue indefinitely.

Kohler has no doubts that the Countess Báthory is who she says she is. Anyone who knows of Báthory may discover the fraud; Tsakabikas does not speak Hungarian, does not know that the Countess is married and has three children, and would not be able to name either any of the Báthory family or her husband. Should he learn of Tsakabikas’ ruse, Kohler will be incensed and butcher every member of her entourage at the first opportunity, starting with the Brute and the dogs and finishing, very slowly, with Tsakabikas herself.

The Referee should determine the pair’s goal before they encounter the player characters. The fabled Ant Ruby, one of The Engineer’s devices, or one of the undead creatures from the Infinite Tower are all good choices, but whichever it is when they are encountered, neither Kohler or the Countess have any idea as to where in the area they should be looking. When encountering another group, they will always react in the same way. If the members of the group are obviously competent or numerous and armed, they will avoid the encounter if possible, or behave with courtesy, if unavoidable. If they instead believe their group to be stronger than any that

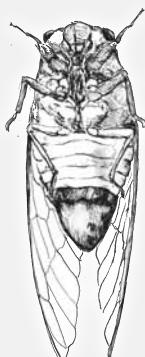
they encounter, then Kohler and the Countess will be domineering and cruel in an attempt to discover what they need to know. They will slaughter very small groups of travelers or groups that seem incapable of handling themselves—the Brute has a very specific diet.

Kohler, the Head Men, and “Báthory” are mounted, the rest walk.

**Archibald Kohler:** Armor 14 (jack, but gets a +3 to Parries by using his dead arm to block), Specialist Level 7, Movement 120', 1 sword attack or 1 pistol attack for 1d8 damage, Morale 6. He has points in Search, Sleight of Hand (for one-handed activities only!), Sneak Attack, and Stealth.

**The Head Men (3):** Armor 14 (jacks), one is Fighter Level 3, one is Specialist Level 4, one is Specialist Level 3, Movement 120', 1 sword attack or 1 musket attack for 1d8 damage, Morale 7. The Level 4 Specialist has points in Search, Sleight of Hand, and Tinkering, the other has points in Stealth, Sneak Attack, and Search.

**“Countess Bathory”:** Armor 12 (unarmored), Level 0, Movement 120', 1 dagger attack for 1d4 damage, Morale 4.



**The Brute:** Armor 14 (bits of chain and plate, here and there), Fighter Level 4, Movement 90', 1 great axe attack for 1d10 damage, Morale 12. Has 17 Strength and 16 Constitution.

**Horses:** Armor 14, 5 Hit Dice, Movement 240', 1 hoof attack for 1d6 damage, Morale 8.

**The Handlers (3):** Armor 14 (thick jacks), Level 0, Movement 120', 1 sword attack for 1d8 damage, Morale 7.

**The Dogs (10):** Armor 12, 2 Hit Dice, Movement 240', 1 bite attack for 1d6 damage, Morale 10 (6 if the handlers are incapacitated).

**The Servants (2d6):** Armor 12 (unarmored), Level 0, Movement 120', 1 dagger attack for 1d4 damage, Morale 7.

## Murdersite

Old scores get settled in lawless times, and tempers flare worse than usual, allowing death to precede an oncoming army as well as follow. Where the player characters come across the body of a single victim, there is an equal chance of it being that of a man, woman, or child.

There is a 25% chance that the characters come across a victim hanged by the neck from a tree; a 25% chance that the victim has been knifed and shoddily buried, a 25% chance that an entire family or clan has been massacred by persons unknown, and a 25% chance that there is a mass grave/great bonfire with dozens, or perhaps hundreds, of corpses heaped in it.

## Plague Carrier

The party comes across a corpse that is obviously infected with plague. There is a 10% chance that this was a soldier of some sort, with weapons and armor still present; a 5% chance that it was an adventuring type, with a 20% chance that such a character was a Magic-User; otherwise it is the body of a commoner who has fallen victim to the plague. If the latter, there is a 33% chance that the body is that of a child. If not a child, it will have some sort of pack or purse to entice the greedy, and there will be money or valuables worth 1d100sp (x10 if it was an adventurer, with Magic-Users having a spellbook containing 1d6+1 first level spells).

The plague has an incubation period of one day, an interval of three hours, infection time two days total, -2 to Constitution as penalties (see the Disease Rules in the Rules & Magic book of

*LotFP Weird Fantasy Role-Playing*).



## Possession

The characters will come across a mutant insect which has a rather nasty bite. There is a 25% chance that the bug can fly; otherwise it crawls on the ground. It counts as having 3 in 6 Stealth (6 in 6 if characters are mounted) and if it successfully hides, it automatically bites a random passerby (horses and other animals count as passersby for this purpose). The victim must save versus Poison.

(If detected before striking, the insect is easily squashed—no rolls necessary.)

If the save is successful, then the victim suffers immediate and excruciating pain coming from the bitten area (foot if it is a ground-based bug, a random location if it flies). The area around the bite will swell—if the bite is to a limb, it will become useless—and the victim will develop a serious fever. The character will move at half speed and suffers a three point penalty to his Constitution modifier for a period of 1d12+12 hours. If the affected area is the head or torso, the character goes into a feverish coma for the duration. After this time, the fever breaks, the swelling dies down, and all is well.

If the save is unsuccessful, then the bug has implanted eggs with the bite. The symptoms begin the same as if the save was made, but after 1d12+12 hours the fever breaks... because the eggs have hatched. Insectoid limbs will grow out of the bitten body part, and then a mouth. If this happens on the torso or the head, the character is no longer in control of the body, and will take 1d4+1 agonizing hours to die—the screams will be heard for miles. If it happens on a limb, the character loses control of the limb to the

## Refugees

growing bug which uses it to help it attack the character's body, cannibalizing it to facilitate its own growth. Damage done to the bug, if it is still attached to the limb of its host, damages the host as well.

**Limb Bug:** Armor 15, 1 Hit Die, Movement 30', 1 bite attack doing 1 Hit Point of damage + save versus infection, Morale 5.

**Whole Body Bug:** Armor 17, 3 Hit Dice, Movement 60', 1 bite attack doing 1 Hit Point of damage+save versus infection, Morale 7.

2d6 normal folk are leaving their homes and heading for what they hope are safer havens. There will be an equal distribution of men and women, adults, and children. They are 90% likely to be Catholic. They are carrying all of their valuables with them, totaling 2d100sp in value.

Depending on where the encounter happens, the refugees may be heading towards Karlstadt or Würzburg.

## Rogue Mercenaries

Armies of the day are strange affairs; there are no standing armies, but rather armies are raised at need, bankrolled by rich men hoping that their investment and service to the ruler in question will pay off after the war in land and titles. The men who enlist in these armies, if it is their choice at all, do so for the promise of loot and booty rather than out of loyalty to a specific cause or ruler.

When their pay goes into arrears (as it always does), when the upcoming battle seems unwinnable, when military discipline becomes too much, or when armies are simply disbanded, sometimes the soldiers just decide to retain their military structure outside of any sanctioned military force. There is a 50% chance that these men are simply foreign mercenaries stranded in a strange land trying to survive with no idea how to get home through hostile territory, and a 50% chance that they are opportunistic thugs who will rape, steal, and murder simply because they can.

There will be 10d20 soldiers in all, with as many camp followers (cooks, wives—or “wives”, and children, etc.) in any such band, and the initial encounter will be with either a patrol of 3d6 soldiers (50% chance), 1d6 camp followers (40%), or with the main camp itself (10%).

**Officer:** Armor 16 (breastplate), Fighter Level 1d6, Movement 90', 1 musket or sword attack for 1d8 damage, Morale 1d6+5.

**Sergeant:** Armor 14 (jacks or buff coats), Fighter Level 1d4, Movement 90', 1 musket or sword attack for 1d8 damage, Morale 1d6+4. Has Strength 15.

**Rest of the Troops:** Armor 14 (jacks or buff coats), Level 0, Movement 120', 1 musket or sword or pike attack for 1d8 damage, Morale 8.

**Horses:** Armor 14, 5 Hit Dice, Movement 240', 1 hoof attack for 1d6 damage, Morale 8.

**Camp followers:** Armor 12 (unarmored), Level 0, Movement 120', 1 dagger attack, Morale 6.

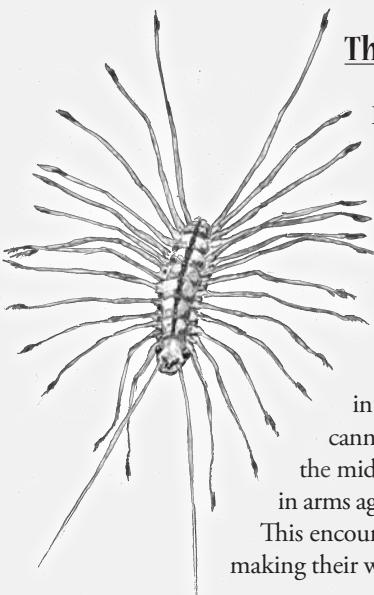
## She Spits on Your Grave

Gender roles for the common folk are not so flexible in this day and age, and when society collapses, things get worse for the “fairer sex.” This encounter will be with one woman who has been badly mistreated, but left alive, and she is out for revenge.

If the player character party includes women, this woman will be open to working with them, but will violently refuse to be left alone with any man. She will also be rude in every interaction with any man and will steadfastly refuse to take orders from a man.

If the player character party includes no women among its numbers, then she will see them as the enemy and use stealth and guile to kill them all.

**Vengeful Woman: Armor 12, Fighter Level 3, Movement 120', improvised weapon attack doing 1d6 damage, Morale 12.**



## The Skinned Man

Once in a great while, healing magic screws up. This is one such case.

A local farmer was savagely attacked by bandits and put up a spirited defense, killing several of his attackers before being overcome. As punishment for his impertinence and daring to do anything other than submit and cower, he was tied down and skinned alive and left to die. Soon after, a Cleric wandered upon the scene and cast *Cure Light Wounds* on the man in an attempt to save him.

It worked. The man's condition was stabilized. Unfortunately, his skin did not grow back. Could not grow back. Thinking that the Cleric had cursed him to live as a freak, he murdered the holy man at first opportunity and now wanders the land, unable to rejoin humanity.

**The Skinned Man: Armor 12, 1 Hit Die, 120' movement, 1 rending attack doing 1d4 damage, Morale 8.**

## The Strangers

For all the talk of religious purity and territorial encroachment, commerce between Christian Europe and the Muslim Ottoman Empire has always been consistent and strong. Rich merchants, noble travelers, and all sorts from each area travel to the other to see exotic locales, learn from a foreign culture, and perhaps make a little money for their trouble.

Every so often, a privileged individual ends up in the middle of a situation in a far-off land that he cannot possibly comprehend. Such a situation is worse in the midst of the Thirty Years War, for when the locals are up in arms against each other, foreigners are at an even greater risk. This encounter is with a group of Muslim travelers from Cairo, making their way south to Venice. Two are merchant partners who

were in the United Provinces—the Dutch Republic—to negotiate trade terms with a local merchant house there, and their three (remaining) bodyguards. They have been through hell just to get here and the merchants themselves are skittish, and the bodyguards are in a “pre-emptive strike” mood after dealing with one too many underhanded Christian highwaymen.

They are all mounted and carry money and goods totaling 1d6x1000sp.

**Merchants (Miraj ibn Zoothur and Ishaq ibn Zoothur):** Armor 12, 0 Level, Movement 120', 1 sword or pistol attack doing 1d8 damage, Morale 6.

**Bodyguards (Sakhr al-Rashid, Ziryab, and Mahmoud):** Armor 16 (breastplate), 0 Level, Movement 90', 1 sword or 1 musket doing 1d8 damage, Morale 9.

## Swedish Patrol

These are advance scouts for the Swedish army. There will be 2d4 of them, all mounted on warhorses and dressed in their coats rather than armor, but armed with horseman's pistols, swords, and daggers.

Their reaction to the player characters will depend on their Reaction roll and of course the characters' actions. As long as the player characters give no indication that they are attached to the Imperial army, the Swedes will not be openly hostile. They will try to get information about the area from the characters.

Unless the characters tell them, the Swedes will not know about Karlstadt for the first three days of the adventure.

After that, they will be aware of, and will attack on sight, any *milizionäre*. Similarly, if they think that they can win, the horsemen will attack on sight any character who looks like he uses magic. Once they are aware of Karlstadt, they will be particularly interested in information about the Infinite Tower (which they will mistakenly believe to be part of The Seven's “plot”) or Goblin Hill.

**Soldiers:** Armor 14, Level 0, Movement 120', 1 weapon attack, Morale 9.

**Horses:** Armor 14, 5 Hit Dice, Movement 240', 1 hoof attack for 1d6 damage, Morale 8.

## Termite Mounds

10' high mounds resembling those in Africa made by termites are beginning to be seen throughout the area. The builders, however, are not termites or any other natural insect, but strange six-legged abominations of the Insect God.

These creatures are scouring the land of all living matter, plant or animal. When encountered, a mound will be surrounded by a “dead” area 2d10x10' in radius.

A mound is quite susceptible to damage, but if attacked, it will cause millions of the things to stream out of the mound. Anyone within 20' must save versus Paralyzation or suffer 1d6 damage immediately and another 1d6 damage per Round spent in the area.

There are no valuables to be found in the mound.

## Traveling Minstrel

Szöllősi Mihály is a Hungarian traveler and troublemaker earning his keep by entertaining in local inns and public houses. He does not have a lot of common sense though, and had no idea that he was headed to a warzone, but here he is.

He is both a conniving opportunist and fiercely loyal to friends. Or, if you will, everyone he meets is a mark to be played for money until they do him an unasked-for-favor, at which point he will be their most strident defender. He has absolutely no skill when it comes to playing the lute that he carries, but he has a pleasant voice and a sharp wit which the customers at the inns and public houses where he plays, seem to enjoy.

**Szöllősi Mihály: Armor 12,  
Specialist Level 3, Movement 120',  
1 sword attack doing 1d8 damage,  
Morale 7.**

## Vengeful Ghost

Tragic ends leave psychic scars on the world... and the player characters have trodden upon an area that has borne old, old wounds.

How did the last encounter, of any type, end up for the player characters?

### **Friendly**

One side or both helped the other without violence, trickery, or malice, both parties ended up happy with the outcome.

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Every member of the party gains a measure of good luck, and one die roll directly involving each character may be changed as that character's player desires.

### **Hostile**

There was conflict, but no deaths.

---

Violence begets violence, and the characters' opponent in their next fight will have double the number of Hit Points that they should.

### **Violent**

Deaths were involved.

---

When will the killing end? Hopefully not soon. The characters' opponents in their next fight will have double the expected Attack Bonus and do double damage.

### **Neutral**

Neither side benefited or lost anything in the encounter.

---

My god, don't these people know how to take advantage of the time they have on Earth? After you live, you die, so do not accept dispassionate interaction or mediocrity. The issue will be forced—the next encounter that the player characters have with anyone will be a fight to the death.

## Vengeful Peasants

The lower classes are powerless in political and military disputes, so they invariably suffer the most. Some progressively-minded individuals take exception to this fact and attempt to address this flagrant injustice by murdering those that they think represent the political and military classes. As far as they are concerned, anyone looking prepared for combat—including wearing any armor at all, having more than a knife on the belt, and so on—is fair game.

The peasants will have set up an ambush on a trail (or in a village, as appropriate) which will involve sending a small child, young woman, or an old man to greet and distract the targets. Then the peasants (2d6x2 of them) will pounce with nets, pitchforks, clubs, and other impromptu weapons. While attacking these people will be making it clear that they blame their victims for the breakdown of their lives, the deaths of their loved ones, and all of the other misfortunes that have befallen them of late. Many of the attacking peasants will be clearly underage; these are desperate, hateful people who are not fighting for a better future, but to avenge their destroyed past.

**Peasants: Armor 12, Level 0, Movement 120', 1 attack with an improvised weapon for 1d4 damage, Morale 6.**

## Wild Dogs

Many domestic animals are being abandoned along with other property in the current situation, and several packs of dogs are now free to roam the land and make their own way. They are hungry, not being used to taking care of all their own needs, and vicious, as various humans have treated them badly in recent days. There will be 2d10 dogs on the hunt, and when encountered by the player characters, there is a 20% chance that the pack is already pursuing some human prey.

**Dogs: Armor 12, 1 Hit Die, Movement 240', 1 bite attack for 1d4 damage, Morale 7.**

## “Valuables”



A number of encounters include valuables being carried. If there is a question as to exactly what these valuables are, the Referee should use the following procedure.

Roll 1d6 to see how many segments the valuables fall into. Determine what category each segment of the valuables are on the following table:

1. Coins
2. Jewelry
3. Household objects made of precious and semi-precious materials
4. Gemstones
5. IOUs
6. Art Objects

# The Settlements

This section is a brief overview of some of the towns and villages in the region. Note that there are many other smaller settlements throughout the region, mostly along the roads and rivers.

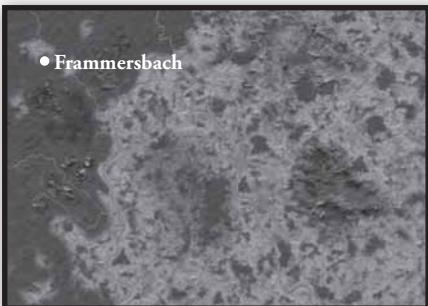
Just because the descriptions here are not in-depth does not mean that these towns and villages lack interesting features. It just means that Würzburg and Karlstadt are the focus of *Better Than Any Man* rather than the surrounding settlements. Nevertheless, the Referee can enrich his game by fleshing out the areas that his players find interesting—and they will always find something interesting about areas which are, by the book, utterly unimportant. Should his player characters become interested in one of these towns or villages, the Referee should refrain from railroading them back into the “main plot” by relocating clues into the areas that they have become interested in. He should instead give each settlement its own unique flavor and let the players enjoy the fruits of their interest and the consequences of ignoring matters elsewhere.

## Frammersbach

A highland community of about 250, Frammersbach is known throughout the region as a supplier of solidly built wagons and wheels. The recent demand from military orders far outstrips the villagers’ ability to supply more wagons, so anyone wishing such goods here will need to pay 2d10 times the usual price to convince someone to “lose” an order to give it to the new buyer. The village is part of the Archbishopric of Mainz, and is not subject to the rule of the Prince-Bishop of Würzburg.

Prices are multiplied by 1d6+1 here.

*Click to view*



*Settlements on the area map.*

## Gemünden am Main

Standing at the confluence of several waterways, Gemünden was once a healthy trading town of about 500. Since it is expected to be the first town in the area in the path of the Swedes, it has been largely abandoned, with maybe 100 people left, most of whom will flee when the Swedes come closer.

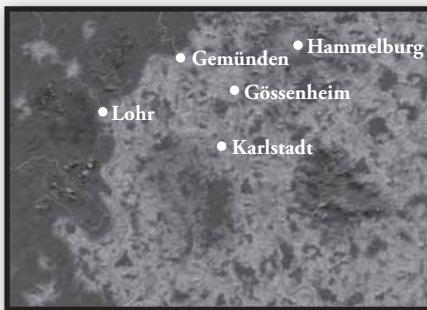
Those here will barter for simple goods, but have more use for tools and equipment than coin right now.

## Gössenheim

This village is almost a ghost town, as it is directly in the path of the Swedish and all the farmers have gathered their families and gone south. Only two dozen people remain... and they are all identical twins that are married to each other. They are slaughtering the pig and sheep herds ("We can't let them feed the Swedish!"). They are very calm. Very polite.

They have nothing to sell and nothing to make purchases with.

*Click to view*



*Settlements on the area map.*

## Hammelburg

Hammelburg is a wealthy town with a regular population just shy of 1000. Nestled comfortably in a lush valley, the town is well known as the biggest producer of wine in the region, and vineyards can be found along the sides of the valley and across the nearby hills. Given its reputation as a wealthy wine producer, its citizens expect the worse of any passing army, and have abandoned the town to seek refuge in Würzburg.

Prices are multiplied by 1d3+1 here.

## Karlstadt

Karlstadt is covered in its own section (page 64).

## Lohr

Lohr is as large a town as Karlstadt, but unlike Karlstadt, is as fervent in its dedication to witch-hunting as Würzburg and fiercely loyal to the Holy Roman Empire. A garrison of several hundred troops stands ready to defend the town's walls, but will not be enough to keep the Swedes at bay. So both the soldiery and the townsfolk are hoping for either relief forces from the west or that the Swedes will bypass them entirely on the way to Würzburg. Meanwhile, with the garrison billeted in the homes of private citizens, tensions are on the rise.

Prices are multiplied by 1d3+1 here.

## Neuendorf

The remaining inhabitants of Neuendorf are very agitated, as they fear that the small farming village lies dangerously close to the expected route of the Swedish invaders. Most of the citizens have fled already, and those left behind are the older and more conservative folks. They think that what has happened in Karlstadt is nothing less than

blasphemy, and if the Prince-Bishop does not have the courage to root the witches out, then maybe Gustavus Adolphus will! As old Frau Foerster will comment, “Why, this is just like what happened down at the old Braach farm all those years ago, a little way cross the river bend.”

Prices are multiplied by 1d6+1 here.

## Neustadt am Main

Neustadt is a village of about 500 people, and it has kept its population more stable in the current crisis than most communities in the region. This is because of the nearby Benedictine monastery.

Over one hundred monks live in the monastery. For the most part, they will not deal with outsiders, but the current Abbot is an old man with a very level head. According to his edicts, the monks take no heed of the oncoming Swedes, believing their success or failure will have no effect on them, though they will be unfortunate for the folks in their way. He thinks that the events at Karlstadt are an affront to the

Lord, and does not approve of the more aggressive actions of the Prince-Bishop of Würzburg. By his command, the monks will aid any that come to the doors of the monastery in distress, but will quietly dispose of “ungodly” items if given the chance. Such items includes magical items and spellbooks.

The monks are aware of the Infinite Tower and the Mound, but will warn any who ask about them that they are both places of pagan power and should be avoided at all costs.

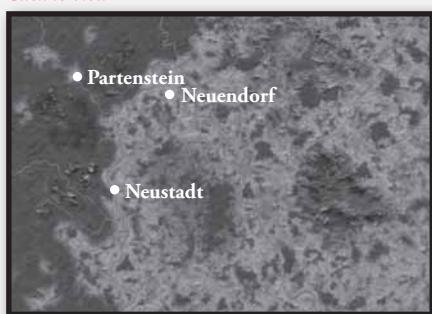
Prices are multiplied by 1d4+1 here.

## Partenstein

This small town of 500 has two notable features, a large gothic church and a small castle garrisoned by 75 Imperial troops. Both because of this protection, and the fact that Partenstein is under the dominion of the Archbishop of Mainz (to the west) and thus outside of the jurisdiction of the Prince-Bishop of Würzburg, the people believe that the Swedes will bypass them, and thus have largely stayed put to continue their lives as usual.

Prices are multiplied by 1d4+1 here.

*Click to view*



*Settlements on the area map.*

## Rothenfels

Another small farming town with an inn for those traveling along the Main. The several hundred people who live here have stayed put, dealing with the passing refugees and vagrants and belligerents as best they can.

The only truly unusual feature of the town is the shadow that falls over it late in the day, as if a great tower to the west was blocking the sun. Anyone looking in that direction will see that no such tower exists; even the one ruin that stands some miles to the west is barely a hundred feet tall!

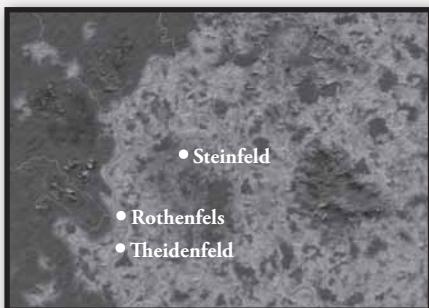
Prices are multiplied by 1d4+1 here.

## Steinfeld

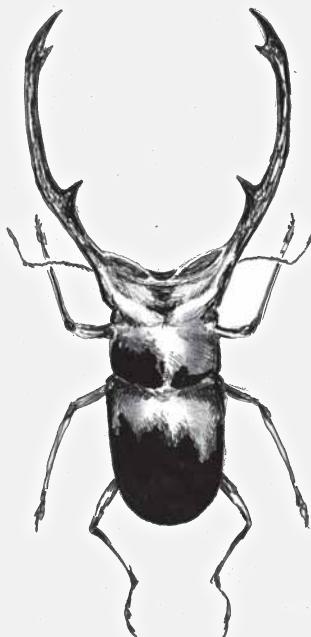
This village has been almost entirely claimed by the swamp, with just a few buildings remaining, each of which stands on a patch of high ground. The former inhabitants are long gone and it is now home to huge, malformed waterskipping insects.

**Giant Waterskippers: Armor 14, 2 Hit Dice, Movement 60' ground 120' water, 1 bite attack doing 1d6 damage, Morale 12.**

*Click to view*



*Settlements on the area map.*



## Theidenfeld

This small town stands on the road south to Stuttgart and is home to 400 people.

Goods here cost 1d6+1 times the normal prices—but that is not important right now.

The circus is in town!

Situated about a half mile out of town, this is a full-blown three ring circus. It has it all—animal acts (with elephants, camels, and even a lion-tamer!), clowns, jugglers, acrobats, games of skill, midgets, a freakshow, everything... but nobody is attending. The stands are empty, the performers perform to no one, the midway workers bark and busk to dusty streets.

Nobody is in much of a mood for the circus, and few here can afford it anyway. Entry is an exorbitant 5sp! Of course, for obvious persons of quality, such as the player characters, entry is free!

## Thüngen

Thüngen is a small farming village that, in the recent turmoil, has been taken over by bandits. They have been extorting travelers heading east of all of their valuables, and plan to clear out when the Swedes get close.

The bandits have the total cooperation of the adults in the village because they have taken all of their children hostage and have imprisoned them in a barn. The bandits have promised that if any villager reveals what is happening in Thüngen, the barn gets torched. If outsiders get

suspicious and snoop around the barn, it also gets torched.

The bandits, in addition to being quite violent and ruthless, are also extraordinarily capricious. Their leader, a man named Dittmar, is a gambler and uses his lucky dice to determine every single one of his group's actions.

There are no goods for sale or barter in the village and if anyone has any, the bandits take them.

## Urspringen

by James MacGeorge

At first glance, this village will seem completely abandoned.

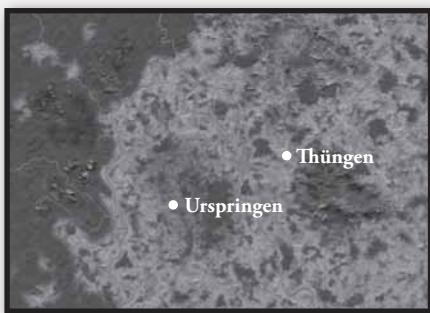
Anyone wandering through the deserted streets will hear cries of alarm coming from inside one of the houses. Inside, they will find a makeshift infirmary. The beds are filled with those either too infirm or too grievously injured to flee. As the player characters enter, they can see that about half of the patients are the source of the cries, agitated and struggling to no avail to get out

of their beds. The other half lie very quiet and unnaturally still.

A man in a white coat, stained with blood, is walking between the beds. In his right hand, stained crimson with blood, is a scalpel. In his left is a rag soaked with an unknown chemical. If left to his work, the doctor leans over a struggling patient and covers their mouth with the rag. The patient's eyes roll back, the body relaxes, and quickly the doctor draws the scalpel across their jugular. They bleed out quickly.

The doctor is Stefan Schweissthal, a young local doctor. He was the only one of his profession to stay behind, hoping to care for those who could not care for themselves in the face of the coming army. Unfortunately, a combination of the strain of caring for so many patients, lack of sleep, and the horror stories he has heard regarding the approaching army, have driven him mad. Despite desperately caring about each and every one of them, Doctor Schweissthal is utterly convinced

*Click to view*



*Settlements on the area map.*

of the righteousness of the task at hand—that the only merciful thing to do is to put his patients out of their misery and thus save them from the depredations that they will surely suffer at the hands of the Swedish army.

He sees the eternal damnation of his soul as a worthy sacrifice to protect his charges, and if confronted, will attempt to

convince others of the righteousness of his actions. He will not attack a non-patient unless attacked first. If left alone, he will turn away, muttering prayers as he returns to his grisly work. When all the patients are dead, he will turn his scalpel upon himself, leaving the infirmary silent.

**Stefan Schweißthal: Armor 12, Level 0, Move 120', Morale 4.**

## Werneck

Werneck is a farming town of about 500 people that serves as a way stop for travelers on their way to Prague. Not many people have left this village, as they consider themselves well out of the way of the Swedish menace. However, another threat keeps them indoors at night—they believe that a vampire has taken up residence nearby.

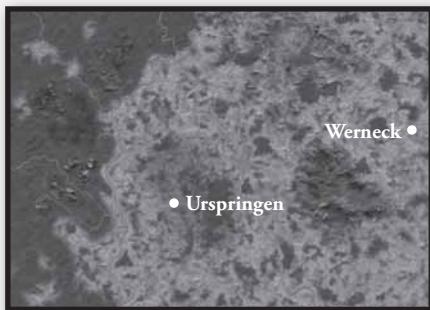
There are numerous abandoned buildings in the area, including some ruined medieval manor houses a few miles in each direction. During the day the villagers gather their torches and pitchforks and conduct inspections of the outlying buildings, but so far they have found nothing. Every night there is another death, a throat torn open, sometimes in a room where people sleep, and nobody hears a thing.

Paranoia is starting to spread, and people are now talking as if the original vampire has already moved on and it is one of the townsfolk who is now hunting their fellows. Widows and widowers, bachelors and spinsters, loners and hermits are all now being harassed, dragged outside during the day to see if they burn in the sun.

The locals will be extremely tightlipped about their problems and will come across as very surly to strangers, but for the one scared child who will notice the adventuring types and ask them for help when he is alone with them.

Prices are multiplied by 1d6+1 here.

*Click to view*



*Settlements on the area map.*

## Würzburg

Würzburg, the regional capital, is a city of over 10,000 people which is defended by the Marienberg Fortress. Besides this, the most important fact to its residents and the refugees that reach its walls is that Würzburg is the only town in the region where life and business continues as usual, primarily due to the unimpeded and as-yet unthreatened trade routes south to Nuremburg, Munich, and other larger cities. It is the only place where valuables can be converted into money, and all sorts of goods may be purchased for only twice the usual prices, although the price of food, animals, and animal fodder is 1d6+1 times the usual rates.

Religious services and public pronouncements have taken an almost apocalyptic tone, as there is total belief in the idea that the Swedish army wants revenge for the sack of Magdeburg. In fact, there has been some diplomatic contact between the Swedish king, Gustavus Adolphus, and Franz von Hatzfeld, the Prince-Bishop of Würzburg. The king has been apprised of the situation in Karlstadt, and believes that not only are the witches of the town in league with Satan, but that they could only exist with the leave of Würzburg. Conversely, the Prince-Bishop believes that this is a trick, as taking Karlstadt would surely weaken Würzburg's forces so as to be unable to offer even token resistance to the Swedes.

Nevertheless, in order to prove that he holds no truck with either witches or Satan, the Prince-Bishop has in response, offered 1000sp for the head of each of The Seven, 10,000sp if the heads of all seven are delivered. These will then be

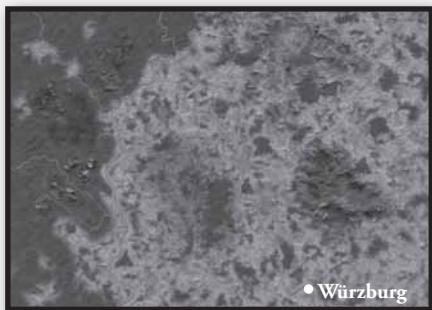
presented on spikes outside of the city to the approaching Swedes as a show of good faith in the fight against Satan that unites even Catholics and Lutherans.

Indeed, this is the only way that Würzburg (and Karlstadt, and the other towns in the Bishopric) will be spared from being completely razed to the ground—irrefutable proof of official sanction and condemnation of The Seven. Note that killing The Seven and presenting their remains to the Swedes independently of the Prince-Bishop and Würzburg will not spare the region, as that will just show proof of the responsible party's dedication to fighting evil. It will not prove that the local government has repudiated The Seven.

Würzburg is otherwise a normal, if slightly overcrowded at the moment, medium-sized city with all of the modern advancements, religious institutions, and structures. The former includes a thriving university, while the latter includes a renowned cathedral and the largest convent in the region.

... and there's one more thing, on the next page.

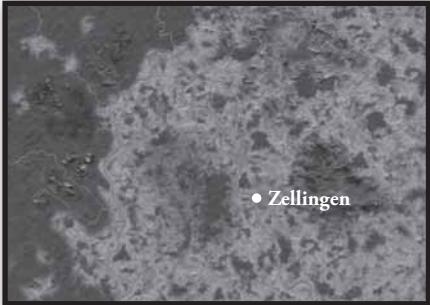
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*Settlements on the area map.*



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*Settlements on the area map.*

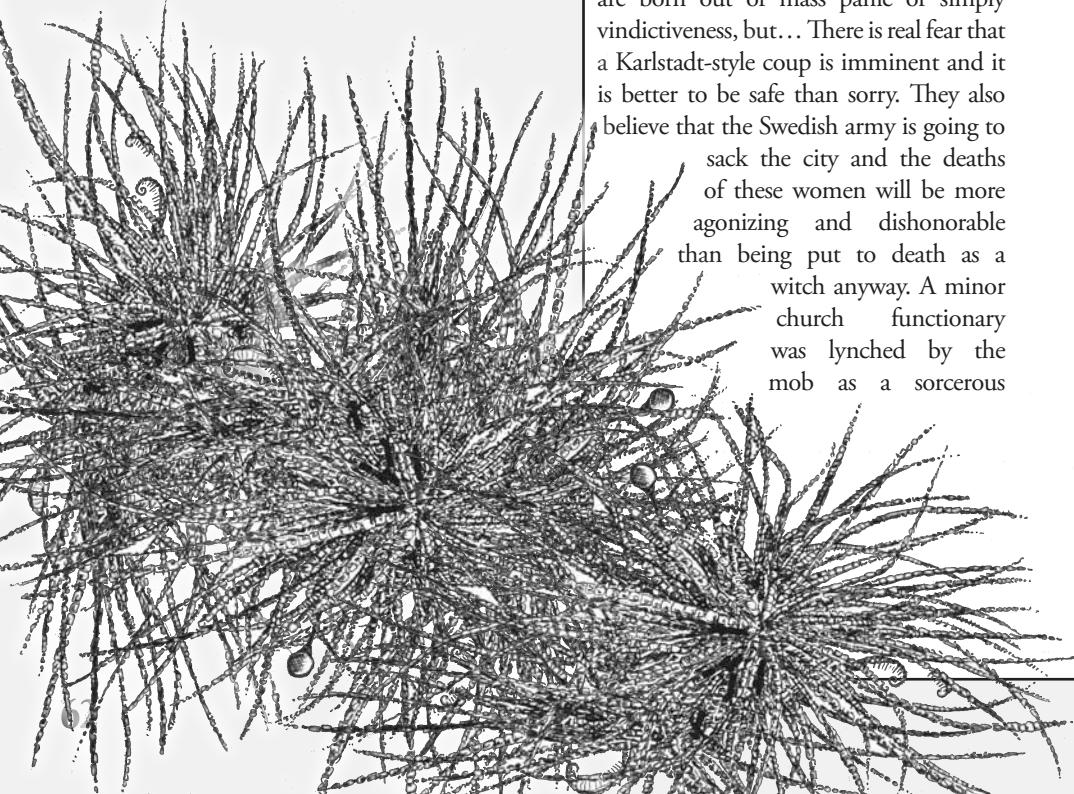
## Zellingen

This small farming town has been largely abandoned as its inhabitants have gone either to Würzburg or Karlstadt, depending on their allegiance and needs. The few dozen that remain will sell simple goods for 3d6 times the usual purchase price.

## The Witch Trials

With the taking of Karlstadt and the approaching Swedish army, it feels like the end of the world. Many in Würzburg are doing what they can to "clear their accounts," so to speak. For some religious authorities this means striking back at the godlessness represented by The Seven and the heretical Protestants from the north. Others are simply settling old grudges.

Accusations of witchcraft, freely flowing even in the best of times, has gotten so out of control these past days that accused women are being herded and kept in pens. There is no time for proper trials, and those in charge of the tribunals are well aware that most of the claims are born out of mass panic or simply vindictiveness, but... There is real fear that a Karlstadt-style coup is imminent and it is better to be safe than sorry. They also believe that the Swedish army is going to sack the city and the deaths of these women will be more agonizing and dishonorable than being put to death as a witch anyway. A minor church functionary was lynched by the mob as a sorcerous



collaborator when he publicly appealed for calm in light of the mass witch accusations. (There are many men being accused of witchcraft, as the witch-craze in this area was quite inclusive, but since men do not fit the profile of the Karlstadt usurpers nor thought to be in special danger of dishonor in face of an invading army, the men are being imprisoned and their trials will be held according to regular procedures after the upcoming siege.)

Once a day a group of 15-20 women is brought to a mound outside of the city and the “trial” conducted. This trial is officiated by the Prince-Bishop Franz von Hatzfeld himself—for the first three days of the adventure, then he flees with his retinue to Cologne—several lesser priests, two dozen soldiers, various legal and political functionaries, and a howling crowd of civilians out for blood.

After arrest, an accused witch is bound quite firmly and brought to a holding pen. Many barns and pig sties outside the city walls have been appropriated for this purpose and the accused are under constant guard. These guards are terrified, both of being killed by advance Swedish scouts obviously itching to murder Catholics, and of their mystic prisoners turning them into toads or worse. Any sudden moves or twitching while imprisoned (and uncomfortably bound, mind) risks a severe beating from a terrified and spectacularly unqualified guard.

The trials are simple affairs. The accused is read the charges against her, and she have the opportunity to plead innocent or guilty. If the plea is innocent, she must endure a trial by ordeal and is repeatedly dunked in a nearby pond until she either pleads guilty or drowns. If she pleads guilty, she is then hanged from a tree—this is generally a quicker death.

The guilty are supposed to be left to rot, being unworthy of a Christian grave, but since the women are arrested and confined and tried without being searched, they often have jewelry or other valuables or simple useful everyday objects on their person. Plus wearable clothes. Their bodies are stripped of everything—sometimes, if the hanging has gone wrong, while she is still alive and asphyxiating on the rope. After the crowds have taken everything from the bodies, children often gather below them for a game of “beat the body with sticks.”

The point where the player characters happen upon this travesty of justice is up to the Referee, but because of the presence of the most important political and religious figure in the city, security will be tight and people who are armed will be noticed and questioned. Attempting to break up the trial or save the victims will result in the characters being branded witches themselves, although the concern at the time will be to get the priests and officials to safety more than to combat the intruders.

# Karlstadt

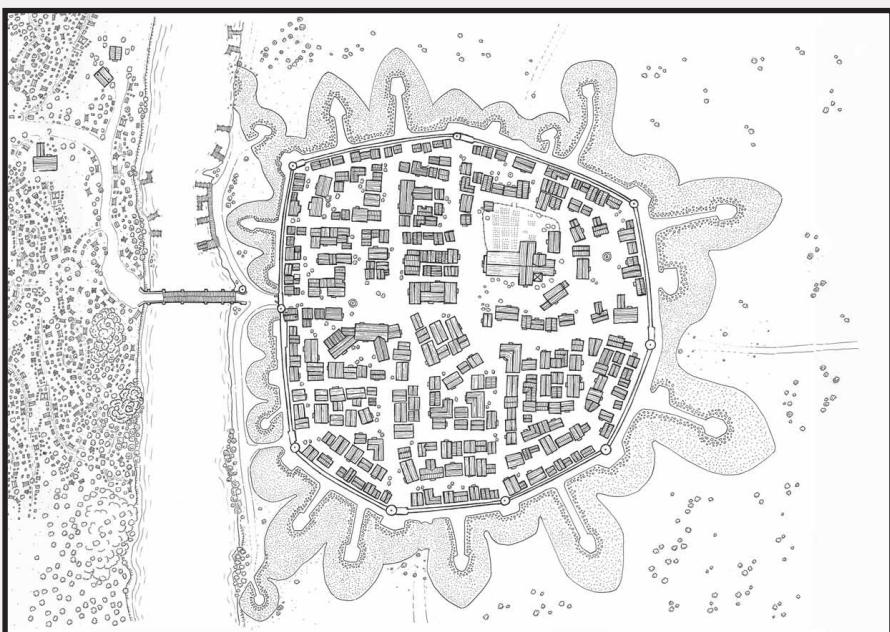
As the home of The Seven, Karlstadt is the center of *Better Than Any Man*. Other locations contain more pure adventure, but it is here that the characters can learn where the other adventures locations are, and where actual weight and “human interest” can be put on the whole thing.

Before The Seven rose, Karlstadt was home to maybe 1500 people. Since then, however, its population within the walls has doubled and several thousand more have gathered outside the town wanting to get in.

What The Seven know, and how the information may be gotten from them, is available in the section about The Seven (page 16), but the populace here has information as well. Use the rumor table if the player characters try to get information from the locals.

The Referee should feel free to add additional rumors, add false gossip, that sort of thing. Some of this information should be available throughout the region, although information specifically about Karlstadt and The Seven should only be available in and around the town.

[Click to view](#)



1. "It's not even summer and there are all these mosquitos. There really have been a lot of bugs around here lately..."
2. "The Swedish are coming, the Swedish are coming! They're going to kill us all! They're heretical followers of Luther, you know! Proof of their diabolical allegiance is the fact that they use those Finnish beasts as weapons! Did you know that Finns fight naked and can't be harmed when they're drunk?"
3. "I wonder why The Seven keep that headquarters out on Goblin Hill? It's a bit southeast of Hammelburg you know. It's supposed to be a wicked place!"
4. "There's a lion or something out there, I've seen it in the swamp once! I was lucky to get away! It stole a lot of people even before all this started; my ma said it was doing that when she was a kid!"
5. "I think Urspringen was wiped out by the plague or something; nobody seems to have gotten out of there alive. Do you know anyone from Urspringen? I don't."
6. "On my way here I passed this farmhouse south of Gemunden. It was utterly haunted, zombies and everything!"
7. "West of Rothenfels is an ancient tower. It's supposedly from Roman times, but they certainly didn't build anything like that even in their own lands! Nobody goes near it, it's creepy."
8. "You're not going to Würzburg looking like that, are you? They'll hang you for sure! You need to fit in!"
9. "I knew The Seven before all this started. There were eight of them. The bunch there is now all hung around with that Bauer woman."
10. "The Mother is the one I don't like! She doesn't even live in Karlstadt anymore. Nobody ever sees her! What good is she doing us?"
11. "The Defiler is the one I don't like. Hanging around the graveyard at night disturbing the dead? It ain't right!"
12. "The Defender is the one I don't like. Dressing all prissy-like, as if she's better than the rest of us! And she's responsible for those things that are running around!"
13. "The Joy is the one I don't like. My wife/husband hangs out in little den of sin and then comes back and has the nerve to tell me gossip from that place. Don't people have morals anymore?"
14. "The Maker is the one I don't like. Changing everything like... what? The Maker? Who's that? That's not one of The Seven and nobody else would give themselves such ridiculous titles."
15. "The Provider is the one I don't like! All of us starving and look at her, she should be ashamed of herself! She's probably hoarding food!"
16. "The Reminder is the one I don't like. It's bad enough we need all this magic stuff to protect us, that's demeaning and damning enough—literally!—but actively turning people to perversion like she does? Somebody should do something!"
17. "The Watcher is the one I don't like. Not only is she a hypocrite by claiming to be Christian while being in league with demons, she also makes sure the people who most need the city's protection are stranded outside! It just isn't right."
18. "It's a real shame that the old smuggler's tunnel was closed up. Where was it? I don't know—north side of the city someplace."
19. "I've heard that some bandits have dressed up like *milizionäre* out in the countryside and are robbing and kidnapping people! They're trafficking people to Venice to sell as galley slaves! It's true!"
20. "I wouldn't stay here, I don't like all this magic stuff, but at least I won't get my neck stretched for having been attacked by bandits. Down in Würzburg, it's a big protection racket, the nobles are getting rich off the situation!"

# Outside Karlstadt

## 1. Refugee Camp

Word about Karlstadt has quickly spread throughout the region and many have come seeking sanctuary. They though are the underclassed—the poor, the oppressed religious and ethnic minorities, the sick, the helpless, everyone who suffers the most during war—that have flocked here, thousands of them now... and with them comes those that prey on them. The con men, the thieves, and those recruiting for some insane cause or another. The well-to-do, the powerful, those that enjoyed the pre-war status quo, and those that graft off of that sort, have instead gone to Würzburg.

The Seven are only concerned with Karlstadt at the moment, keeping that secure and orderly, while out here in the refugee camp it is near anarchy. So far they have controlled the crowd enough to keep it on the correct side of the Main. The *milizionäre* are respected as giving them trouble means never getting into Karlstadt, and so anyone escorted by them will not be bothered by anyone in the refugee camp. This includes shipments of food being taken into the town. Otherwise,

anyone else is only as safe as they can make themselves. Newcomers who seem to have money will be mobbed by hundreds begging for food or medicine or goods to trade for them, or by parents begging them to get their children inside the town.

The people themselves live in makeshift homes and tents, often carts or wagons turned on their sides to provide firm shelter on at least one side.

Once per day a small convoy of merchants (with well-armed guards) travels here from Würzburg to sell goods to the throng. Food and daily-use items are available for 2d6 times the regular prices, with coin being the only accepted means of payment. Weapons and “adventuring” items must be ordered and paid for in advance at a cost of 3d6 times the regular price. Items so ordered are brought in from Würzburg the next day.

Small docks have been set up on both sides of the river north of the bridge, serviced by small boats. Since the bridge is now unavailable for general use, this is the only way across the river for several miles in either direction. The boat owners charge 5sp per person, 10sp per large animal, and 25sp per cart or wagon to transport them across the river.

The lawless nature of the camp means that the violent and the ruthless thrive, taking what they want when they can—always out of view of the *milizionäre*—and setting up mini-fiefdoms for themselves, much like the alpha inmates in a prison. Dealing with one or two of these types

*Click to view*



will make one respected, and less likely to be messed with, as well as gathering a following looking for protection.

Leaving possessions unguarded here is a very bad idea, as even allies will steal the shirt off of their mothers' backs, the situation here is so desperate. Since the player characters are likely to want to go into the town, they will either have to sneak in, or leave all of their weapons and valuables outside as it is quite doubtful that they will surrender them to the

*milizionäre*. Thus they had better leave a strong guard if they expect anything to be left when they return.

The situation in the refugee camp is a humanitarian disaster, made more tragic given that everyone here has complete faith that The Seven will save them from the Swedish, or from oppression in general. It is the general opinion that, "Just as soon as The Seven have seen off the Swedish, you'll see how things improve around here, just you wait!"

## 2. The Bridge

This bridge is guarded by at least a dozen *milizionäre* at all times to keep the crowd from crossing. At the sign of real trouble they will sound the alarm, which will bring one or more of The Seven's summoned creatures within a few minutes.

Every day at 11:30am, after the last of those leaving the town for the day have passed south along the bridge, those wishing to enter the town that day are allowed to walk single file across the bridge. Those wishing entrance are warned that "implements of destruction" will not be tolerated.

At the halfway point everyone and everything, including the occasional cart or wagon, is thoroughly searched.

All weapons are confiscated and those carrying them will be arrested (with the help of the crowd; see below for why). All food and valuables (including coins, gem, jewelry, etc.) will also be confiscated, "for the common good." The town is going hungry, and attracting merchants carrying food is difficult and expensive; the food really does go to feed the town's people and the money does go to bring more food in. There is no corruption in this instance. Those that are visibly ill will be denied entrance, as will children not accompanied by adults. The town is already overcrowded due to the refugees, and it is the job of the *milizionäre* to filter out the least desirable additions.



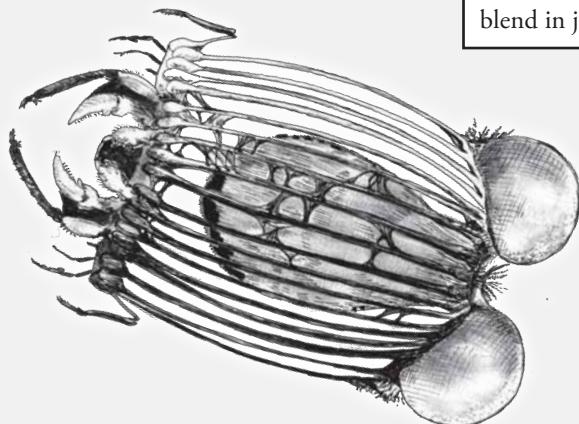
### 3. The Gate

Every day at 11am, the gate is opened and those wishing to leave are free to go. At 11:30am the gate is again closed, and then at noon The Watcher takes her place on a makeshift throne atop the gate, her summoned creature by her side. Those that have been searched at the far end of the bridge are brought before the gate, and The Watcher casts Detect Weapons and looks into the crowd. Anyone with weapons will be singled out and arrested, and if any weapons are detected the gate will be closed for the day with no one let in. This will anger the throng of people that will have collected about gate ready to enter the town, and even though they lack weapons, they are likely to turn on anyone who denies them entry into Karlstadt in this fashion. The *milizionäre* will be far kinder than the mob... subdued smugglers will be taken to the *Bürgerfriedensmiliz* headquarters at Goblin Hill for re-education.

### Climbing the Walls

While everything is done to herd the populace toward the bridge and river gate to go in and out of town, player characters are not known for following the rules. The *milizionäre* patrol the walls, but are not particularly well-trained. A single character attempting to get over the walls at night unobserved (during the day, forget it!) has only a 1 in 6 chance of being spotted. Each additional character gives a +1 to the chance of being spotted. Being spotted means an alarm will go up, and anyone attempting to sneak in will be considered a threat. Hope they like dealing with The Seven's summoned creatures.

Once inside, unless the player characters attempt to blend in, their presence will be noticed and the *milizionäre* alerted. There are too many in the town hoping for extra freedoms or food rations for anyone to walk around openly wearing arms or armor, or with valuables and the *milizionäre* not be alerted. Hidden items of course will not be noticed, but sneaking in without intending to blend in just will not work.



# The Streets of Karlstadt

Upon entering Karlstadt, the first impression that visitors have of the town is that it is crowded, very crowded. In the days following The Seven's coup, the population of the town has become swollen and there is just not enough housing for those already in the town, so people have taken to sleeping in the streets. For many, this is as good as life is going to get here. More people want to come in, the buildings are full, and nobody has enough to eat.

## 4. Town Square

This is where The Provider holds her daily feeding of the populace. Tables and benches and fire pits are set up throughout the square. The feast is held daily at three o'clock in the afternoon.

[Click to view](#)



## 5. The Church

Karlstadt's church has been "decommissioned" by The Seven, and what used to be a magnificent Catholic church has been completely cleared out and its contents sent to the refugee camp.

It is now the Karlstadt headquarters of the *Bürgerfriedensmiliz*. It serves as command center and barracks, and the church bells are used to coordinate movement in the immediate area.

## 6. Cemetery

The graveyard has been expanded several times in recent years, and lately unused portions have been dug up to use as mass graves while corpses have been stacked on the floors of the reopened mausoleums that also dot the churchyard. The entire area smells of death. People avoid it.

Except for The Defiler, who earns her name by stalking the graveyard every night, prodding and poking corpses, absolutely convinced that any and all of them are going to stand up and attack the living any time now...

## 7. Uhrlitz House

Griselda "The Defender" Uhrlitz was a well-to-do woman and owns the entire building. It is the only single-residence building remaining in the town, as she has refused to open it up to lodgers and even forbids any of the *milizionäre* from entering. The house is in pristine condition, looking ready to receive important visitors at any time. Uhrlitz is all about the appearances after all.

## 8. The Working Well

Fearing that the underground water sources would be a means for intruders to get in the town (not entirely unreasonable considering The Seven's summoned creatures could find and use such a means for entry, and couldn't anyone have such allies?), all of the wells in

town have been filled with rocks except for this one. Milizionäre stand guard to make sure that nobody fouls the well, and keep unhealthy-looking people away from it. Water is strictly rationed, one bucket per person per day.

## 9. The Black Market

Regular commerce has stopped in Karlstadt, but people always need things and they trade things that they do not need for them. This is where that happens. The Watcher knows that this goes on and she realizes that such activity cannot be completely suppressed so the market exists in a semi-legal state. The summoned creatures avoid this square for the most part, but once or twice a day one of them makes quite a bit of noise while it approaches so everyone has to scatter and thus not be caught. The people and

The Watcher know this is a perverse “we have to keep up appearances” game, but of course the summoned creature would treat any lawbreaking it observes without such understanding.

The market itself operates without coins, and is mainly concerned with household objects. Miscellaneous equipment, though never horses or implements of war, can usually be found here, although it will take a trade in goods equal to  $1d4+1$  times the list price in order to make a deal.

## 10. Zum Erleuchteten Hurenbock

This pub is currently home to Ludmilla “The Joy” Röder and her den of sin. It was previously called Der Umnachtete Pilger before The Seven’s rise to power and was already known as the seediest bar in town.

This place will be busy at all hours, every day. Vomit and excrement and passed-out people will be all over the streets around the building.

*Click to view*



## 11. Smuggler's Den

In the cellar of this home is a secret door behind which a tunnel leads out under the walls and half a mile away from the city before coming up in the cellar of a farmhouse. The farmhouse is abandoned,

and the current owners of this home are not aware of the tunnel. The tunnel itself is big enough for two men to comfortably walk side-by-side.

## 12. Conspirators' House

Not everyone is pleased with The Seven's rule. This home serves as the meeting place for the leaders of a conspiracy, currently numbering almost two hundred in total inside the town walls, that plots to overthrow The Seven. Overwhelmingly Catholic, if not enamored of the Prince-Bishop (else they would have moved on

to Würzburg), the conspirators observe The Seven and their summoned creatures and when they are convinced they know all their weaknesses, they will use the weapons they have hidden away (a dozen or so muskets and a couple of dozen swords, rapiers, hand axes, etc.) to take back the town.

## 13. Bauer House

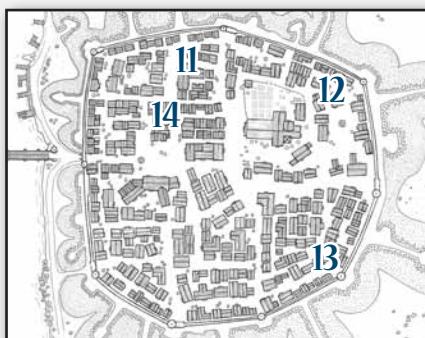
The house at the end of this block has been destroyed, having collapsed in on itself and then the rubble salvaged for other uses. Nearby residents will remember that a woman named Bauer lived here,

but when The Seven took control of the city this house was utterly destroyed by unknown attackers, very odd since the rest of the takeover was done without any violence at all.

## 14. Röder House

After her family's death, Ludmilla "The Joy" Röder lived in a room in this house. She has completely abandoned it and two families now occupy her old room.

*Click to view*



## 15. Plague Alley

There are no exceptions to the restrictions of movement in and out of town, even for the ill. Even when the illness is the plague. The buildings on this street are packed with many dozens of people (men, women, children) infected with the plague and only a very few brave and kind souls are caring for them.

The plague has an incubation period of one day, an interval of three hours, infection time two days total, -2 to Constitution as penalties (see the Disease Rules in the Rules & Magic book of *LotFP Weird Fantasy Role-Playing*).

## 17. Inn/Tavern

Once the most prestigious place for visitors to eat and sleep while in town, this inn has been turned into a hospital for the crippled, the blind, those with broken limbs and other serious injuries, all are housed here. Or truth be told, dumped, because anyone who suffers an injury in Karlstadt and cannot walk or cope on their own is brought to the front door of this building and abandoned. If they try to leave, they are brought back. There are no doctors to care for them as they have all left and gone to Würzburg, but some of the *milizionäre* bring food to them a couple times a day. For the rest of the time they are mostly left alone. If those left here are not given aid soon, this place will soon turn into a mausoleum.

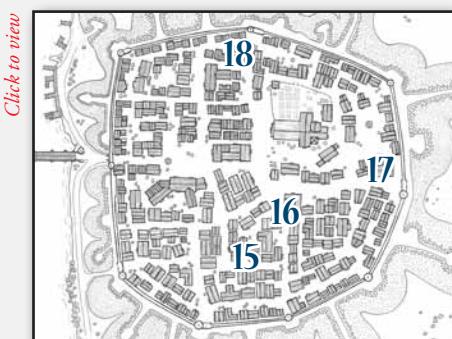
## 16. Musician's Square

With normal daily business having come to a halt and with access to and from the town greatly restricted, people are bored. Everyone has to find ways to pass the time and stay sane, but there are few public outlets for this.

This area of town has turned into a continual street festival, with musicians (well, people playing instruments anyway, they would have to know what they were doing to be called musicians) playing and singing at all hours.

## 18. Gäbges House

Emma “The Defiler” Gäbges lives in a small apartment in this building, and has fortified it as much as possible. The windows and door have been boarded up and reinforced using the remains of the furniture that used to be inside, and these days she sleeps (during daylight hours!) on the bare floor. The place stinks of sweat, as she goes straight to bed after a night of digging through graves, and while she’ll bathe herself every so often, she never cleans this place.



## 19. Guest House

This is a former lodging house that has been turned into a “hospital”—or rather a “prison”—for the disabled. The “patients” kept here are the mentally unstable, which generally means that they fall into two categories. The first consists of those that have legitimately buckled under the stress of what has happened beyond the walls of Karlstadt, and for the most part, these patients ignore the world around them. They either just talk to themselves, remain in a catatonic state, or are otherwise unresponsive. More easily cared for, they are kept in the former guest house’s common rooms, with the *milizionäre* looking after them.

The second category consists of the growing number of people who exhibit aggressive, violent, or hysterical behavior, often screaming about bugs or insects and threatening to harm themselves or others. These patients are restrained in makeshift straightjackets and gagged. The straightjackets keep their hands bound, but are so ill-fitting that many have

*Click to view*



dislocated their shoulders or have rubbed parts of the body covered by the jackets rubbed so raw that they sport multiple bleeding and infected sores. Each is kept on their own in one of the lodging house’s former guest rooms where their screams for help and insistence that everyone wake up before it is too late can be heard in the surrounding streets. *Milizionäre* look after them to make sure they are fed and that their waste is cleaned, but do not like to do so. They are scary.

## 20. Secret Church

Religious gatherings have been forbidden in Karlstadt—under the edicts of The Seven, only private family observance is allowed—but of course in a fiercely religious society this is just not possible. While most grumble, or fume, and follow the rules—especially after early dissenters were quickly martyred—some do not. This is the gathering place for a growing

number of Catholics who refuse to keep their religion private, including two priests who give communion with bread and wine that has been smuggled in from Würzburg.

More people visit the house every day, and 1d6+1 days after the adventure begins, this place will be raided and burned to the ground with everyone in it.

## 21. Beckman House

Jutte “The Provider” Beckman lives and works here. When not preparing the town’s daily feeding, she is trying to arrange the buying of food from the surrounding area, usually at exorbitant prices, and even from as far away as Vienna, Prague, and Amsterdam, or preparing letters and contracts to be sent out at 11am the next day when the gate opens.

## 23. Meinecke House

Hedwig “The Reminder” Meinecke has turned her house into a publishing house. Her assistants crank out mass-produced spellbooks as fast as they can, distributing dozens to the refugee camp outside every day.

Meinecke herself usually has a room full of pupils wishing to learn the magical arts, and she teaches them as best she can.

## 22. Lamprecht House

This is Ulrike “The Mother” Lamprecht’s house, and it is under guard at all times by a dozen *milizionäre* (the armed kind as intruders will discover if they get inside). Lamprecht herself no longer lives here and does not plan to return to Karlstadt.

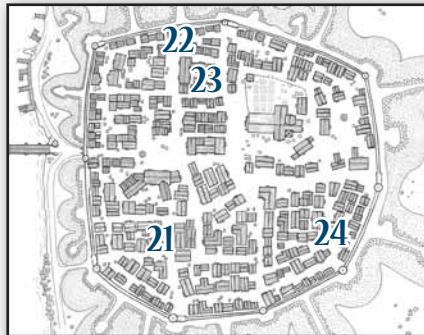
## 24. Stoltz House

Ingeborg “The Watcher” Stoltz’s apartment is a small and functional domicile. Evidence of her religious faith is everywhere, with Bibles, crucifixes, and all of the paraphernalia everywhere, leaving not much room for more practical necessities.

Under a floorboard is a lockbox containing gems and jewelry worth 3500sp.

Note that she lives across town from the gate. When The Watcher walks down the main avenue to and from the gate, people fall silent and get out of the way. Even the lunatics in the guest house-turned-asylum go quiet when she passes.

*Click to view*



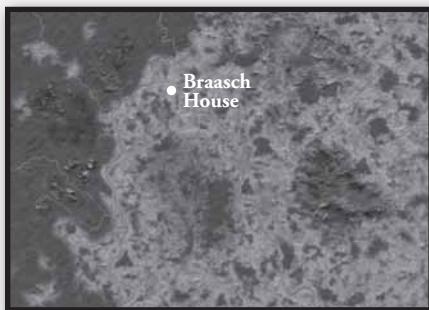
# The Abandoned Farmhouse

For generations, the Braasch family gained respect for the hard work that its members put into their farm while still sending out second sons to find success as soldiers and priests. Over time, the family elders came

to be looked upon as pillars of society and thus gained a little influence within the local community. At some point a generation or two back, the neighboring families became suspicious of their continued success, the suspicions becoming accusations, and then the community turned on the Braaschs. The men of the Braasch family were lynched for practicing witchcraft while the women and children were forced to flee for their lives. Their house was abandoned, their lands subsumed into neighboring farms.

In the current turmoil, a band of criminals has taken this abandoned farmhouse for its hideout. Led by the notorious robber, Gunther Mohl, his gang of hoods recently suffered a crushing defeat at the hands of a regional patrol. Losing all of his horses and most of his men either in battle, or soon after to the gallows, Mohl took his remaining followers and went into hiding to regroup and recruit.

So far, the abandoned farmhouse has proved to be the perfect hideout. It is close enough to Karlstadt and Wüzburg that acquiring fresh supplies and new recruits is possible without undue effort while still being off the beaten track that Gunther and the surviving bandits do not have to worry about random travelers knocking on their door. The fact that the place has a reputation for witchery is just icing on the cake, and Gunther uses this as a further means to deter possible visitors. Which might



*Click to view*

work for scaring off farmers and maybe even the rural authorities, but when it comes to adventurers, this tactic is unlikely to deter their interest in the farmhouse.

The gang never moves outside during the day and goes to great pains to remain hidden during daylight hours. At night, they may be observed moving about the farm, though they never carry light sources anywhere near the farmhouse, or smoke may be seen rising from the chimney. For the most part though, when not actively following some plan or gathering supplies, they try to keep to the cellar rooms. They fear predators and monsters—that damned glass tiger in particular—more than they do being discovered by actual people.

There is a 1 in 6 chance per hour that one of the bandits can be observed. This is either through the windows from afar, or while he is walking towards the wooded area or using the well.

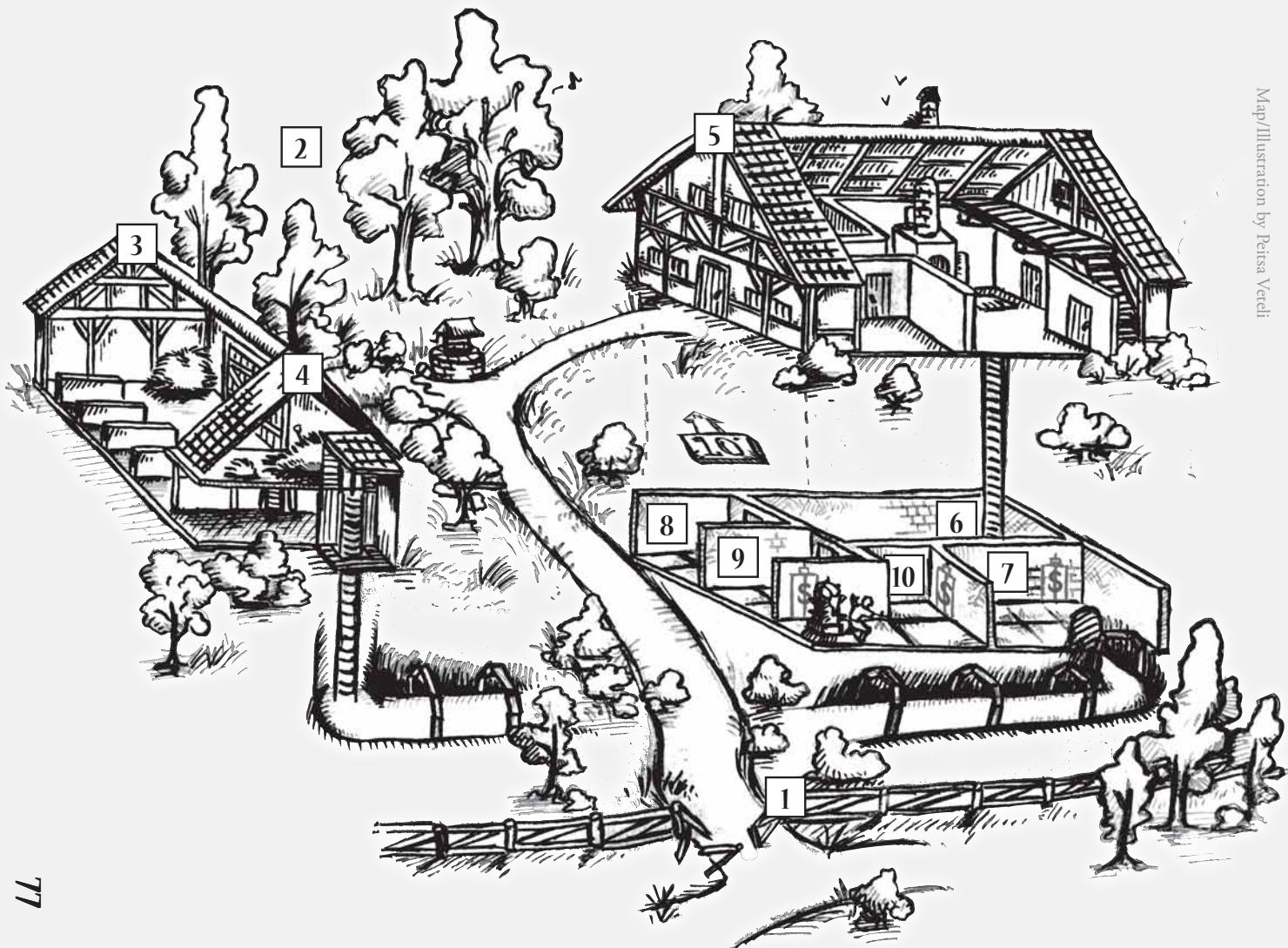
## The Gang

**Gunther Mohl: Armor 14 (leather), Fighter Level 1, Movement 120', 1 sword or dagger or pistol attack for 1d8 damage, Morale 8. Constitution 15.**

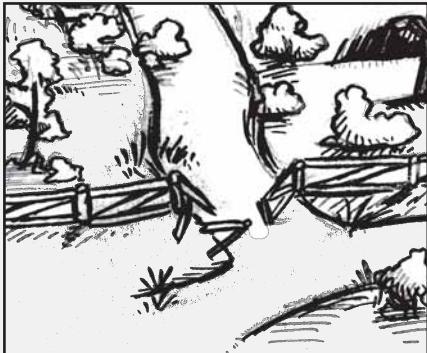
Gunther carries a map that he took from an unmasked *milizionär* who he robbed without knowing who he was. The *milizionär* had himself stolen the map from some unknown explorer and was on his way to deliver it to The Mother. Gunther has scouted the map out himself and realizes that it shows a back-door into the *Bürgerfriedensmiliz* headquarters, but sees no profit (and certainly not low-risk profit!) in raiding the place. If it comes down to it, he will use the map to bargain for his life, identifying what and where the map represents. (This is Player Handout #1 on page 178.)

He also carries a half dozen identical-looking keys. One opens the door to location #9, and one opens the chest in that room. The rest open various chests and doors in hideouts, all far away from here. Gunther knows which key is which simply by feel, but anyone else will have to guess which key goes where.

**Anton, Boris, Carl, Max, Steffen, and Udo: Level 0 Humans, Sword, two Daggers each, Morale 6.**



# Map Key



## 1. Grounds

The fence around the farmhouse is an old paddock fence in pitiful shape. The gate hangs open, broken on its hinges.

The main grounds are overgrown with wild grasses, and it is obvious that the area has not been maintained in many years. However, the trail from the fence to the farmhouse door is clear, as if has seen frequent use of late.

Anyone walking about the grounds will be seen by the lookouts hiding in the farmhouse.



## 2. Trees

The trees in the area are normal in all respects, but 1d4 Rounds after anyone first enters the grounds, there will be an indistinct ghostly moaning sound that comes from both the trees and the barn. Investigating the trees will not discover the source unless someone both climbs the trees and makes a roll as if searching for secret doors.

Succeeding in this will reveal a small copper pipe that's been embedded in several of the trees. This is the source of the sound (see location 9).

The sound will stop 2d4 minutes after any intruders leave the area.

There are also a number of rabbit traps in the area. Anyone searching the area will definitely see some baited box traps. There is a 1 in 6 chance when the woods are investigated that they will find a rabbit which has caught in one of these traps.

### 3. Barn

The barn is in shoddy condition and will begin emitting strange noises at the same time as the trees do. The source of these sounds are copper pipes embedded in the door frames around the entrance. The pipes lead under the ground (see location #9).

All of the stalls are empty, although the place has all the usual farm implements, albeit in poor condition. Anyone caring to examine the structure can see that the support for the hayloft has been recently repaired. The ladder up to the hayloft has not been repaired. If anyone heavier than a child attempts to climb the ladder, there is a 50% chance that it will break under the weight. The resulting fall will only do

1d3 Hit Points of damage to the person who attempted to climb it, but the ladder will be beyond repair.

Behind the barn is the gang's garbage pile, including a fair amount of human refuse.



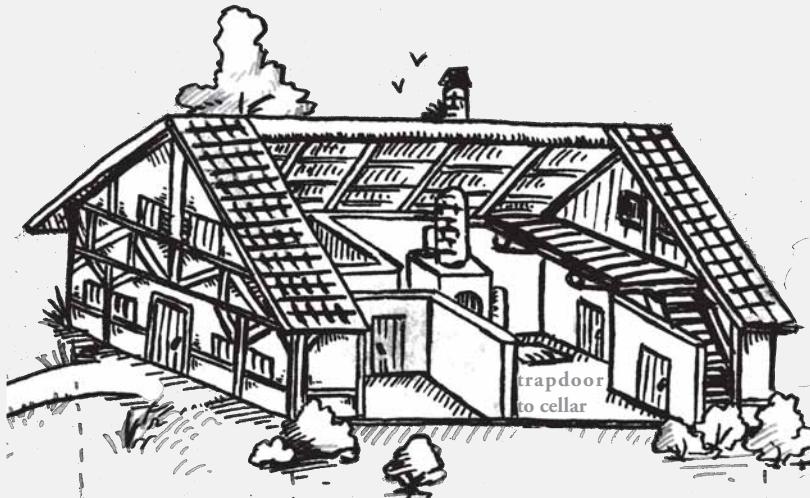
### 4. Hayloft

Instead of hay, the hayloft has been filled with plant material—leaves, light branches, and grass of all sorts has been piled up in here. Once someone climbs up to the hayloft, be it by ladder or other means, two “zombies” will rise up from under the mess and loudly moan and swing their swords.

These are actually two members of Gunther's gang, made up with flour and dirt to look like zombies. They are really hoping just to scare people away. If a fight happens—and it will be great fun if the first character up is a Cleric who tries to turn these “undead”—the “zombies” will hang back from the edge of the hayloft so that

they cannot be targeted by missile fire from the barn floor. Of course, as soon as either of these pretenders suffers a single wound, their ruse will be revealed. If they are outnumbered in the hayloft, the “zombies” will dive back under the plant material and try to make a run for it through the secret panel. Similarly, if one falls in battle, the other will also make a run for it.

The secret panel opens to reveal a ladder built behind the barn wall. It leads down underground into a tunnel that goes to location #7. The secret panel has a bar that any fleeing gang member will lower after passing through to give him time to run away.



## 5. Farmhouse Main Level

The ground level of the farmhouse is mostly deserted, with some debris in all of the rooms. The only exception is the kitchen which shows signs of frequent use. The hearth has fresh ash in it and a large, empty cauldron hangs over it. Neither the cauldron nor the number of pots and pans that dot the kitchen show signs of rust, but the implements need cleaning and there are food crumbs on every surface.

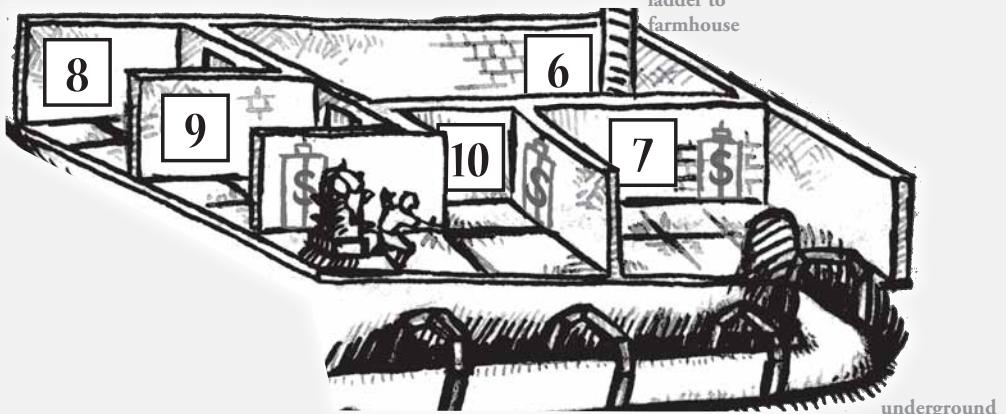
The top of the trapdoor has a rug nailed to it which overlaps the edges, so the door itself is not visible. This is unlikely to fool anybody, but at least the gang has made the effort to hide. The trapdoor opens to reveal a ladder down into the cellar.

There will always be a couple of men on the upper level watching out of the windows. If they see someone, they will do their best to stay hidden while alerting their fellows below.

## 6. Cellar

This is the gang's main hangout. The only furniture consists of a large table surrounded by a number of chairs though a rack and a few chests hold some jackets, boots, and other outdoor clothing. A lantern usually hangs from a hook in the wall, but individual gang members often have their own light as well. Unless the gang has been warned of possible intruders, the table will be cluttered with half-eaten meals, dice, coins, and/or playing cards. Otherwise, the gang will quickly clear this away.

If there is any warning about intruders, then this is the room where the gang will make their stand. The way down from the kitchen will leave an aggressor terribly exposed, and the men will take advantage of that.



## 7. Secret Hideout

Gunther knows that his boys are hardly the strongest bunch of folks at this time, and the farmhouse is an exposed location. If all else fails, the gang will retreat here and hide. Kept in this room are a number of short logs, several heavy wooden benches, a small table, and four chairs. There are also several bedrolls, a lantern and oil, and a supply of iron rations.

There is something of a beetle problem as the bugs seem to swarm out of cracks in the west wall—actually a secret door to #10.

The door to the secret tunnel cannot be locked from the tunnel-side, but because it opens into the room, it can effectively be blocked by moving some of the heavy furniture in front of the door as well, and one of the logs is the perfect shape to wedge between the door and a side wall.

Just outside in the secret hallway are a number of buckets that serve as the gang's toilet facilities during the day. At night they are dumped out behind the barn. The smell from these buckets is difficult to miss, although the buckets will be difficult to see in the pitch black of the tunnel.

## 8. Barracks

Originally a storage room, it has been converted to a makeshift barracks by the men. A couple of Gunther's men are effective carpenters, and so a few bunk beds have been constructed here. A number of footlockers have various personal effects.

## 9. Command Room

The door to this room is always locked.

This is Gunther's own room, and along with his bed and desk there is a locked chest with a poison needle trap (save versus Poison or take  $3d4$  Hit Points of damage). The chest contains the group's treasure, which is  $d6x100sp$  in various denominations (mostly copper and some silver). If the proper key is used on the chest, the trap will not go off.

Also in this room are a number of holes in the west wall, about head-high. These are copper tubes that lead to the trees and barn, and they can be used to communicate back and forth. However, at present the gang just uses them to attempt to scare intruders away by making ghost sounds when people are around (see locations #2 and #3).

There is a bit of a bug problem on the south wall as in room #7, again indicating the location of a secret door to #10.



## 10. Secret Shrine

The gang does not know that this room exists. Inside in the southwest corner is a small blood-stained altar dedicated to the Insect God. The altar is a stone block with ant head carvings all over it. It was the worship of this god that damned the Braasch family and caused the menfolk to be lynched and the women and children to be run out of the area in the first place.

Also dwelling here is the animated corpse of **Old Man Braasch**: Armor 15, 2 Hit Dice, Movement 90', Bite and claw attacks doing 1d8 damage, Morale 12. Anyone damaged by the creature must save versus Paralyzation or be numbed by the cold touch of death; they suffer -3 to initiative rolls for 1d20 Turns.

Old Man Braasch will not leave his chamber except under extraordinary circumstances. It cannot be Turned unless the Turning Cleric is between it and the insect altar.

## One Possible Caper

Gunther and his men often visit Karlstadt and Würzburg. They do so in order to look for potential victims who will be easy to rob, to recruit new members into the gang, to gather fresh supplies, and to seek female companionship.

At some point early in the adventure, Gunther's men will visit the camp around Karlstadt and encounter a family of seemingly well-to-do refugees that includes several children. Acting on their own initiative rather than on Gunther's orders, they will kidnap a child, and leave a ransom demand.

The ransom will be for 1000sp, which is to be put in saddlebags of a pony and the pony led out by a single individual to the farmhouse and tied up

Illustration by Jason Rainville





in the barn. The one bringing the pony must then leave and stay out of sight of the farmhouse for two hours. Only then can he return. When he does, the child will be sitting on the pony.

The gang thinks that they are being so clever. Since they can move between the cellar and the barn without being seen, they figure that they can get the money, and then deliver the child, who be tied up, blindfolded, and gagged, with no one being the wiser. When Gunther gets wind of the plan—which will be when his men show up with the child that they have kidnapped, he will be furious. Why lead anyone to the property at all?

Back at the refugee camp, the parents will offer a reward of 50sp to anyone who will get their child back, as they have lost almost everything and cannot afford the ransom. (The mother will need to do very degrading things to raise even that much money.)

In this case, if discovered and truly threatened, the gang will retreat to the cellar and make a stand there. If the intruders are coming through the tunnel from the barn, the child will be stashed away in location #9, but if the intruders are coming in via the house, the child will be stashed in location #7. Wherever the child is kept, it will be crying and screaming during any fight, as Gunther is not going to spare a man to mind the child. The child will not be able to open the locked door to escape location #9, nor will it be aware of any of the secret doors to exit #7.

If Gunther is defeated, his men will surrender, but just as the battle is winding down, the walking corpse will pop out of location #10 and grab the child. The child's cries will momentarily change to one of absolute mortal terror before going suddenly silent, and any conscious gang members will look freaked out and suddenly be concerned for the child.

Criminals and robbers and child-nappers though they be, Gunther's crew are not the type to harm or wish harm upon a child. They will continue to defend themselves if attacked, and afterward will be interested in escaping, not cooperating with, intruders, but when the child is threatened they will be concerned for its welfare rather than in fighting or double-crossing the party.

From the time of the scream, both the player characters and the gang will have 2d6 Rounds in which to save the child. Old Man Braasch wants to relish his upcoming feast and will take his time in killing the child.

However, if Old Man Braasch is not confronted in half the total time, the child will be injured—how severely and horrifically will depend on how close the child is to the Round during which it will die. Details of this are left to the Referee based on his group's level of tolerance for this sort of thing. The ghoul will of course ignore the child to deal with new threats once one of the secret doors to its lair is opened.

# The Mound

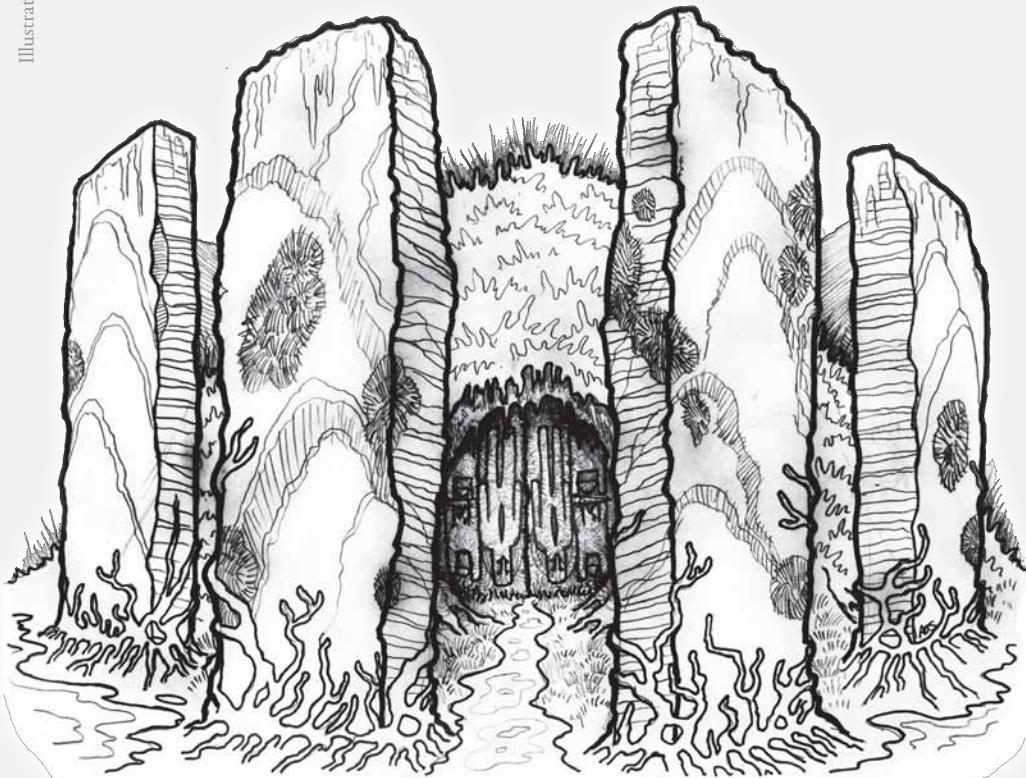
The mound is a former holy place of the old cult of the Insect God located deep within the marshes of the area. It has long fallen into disuse, and is now inhabited by a rather odd fellow...

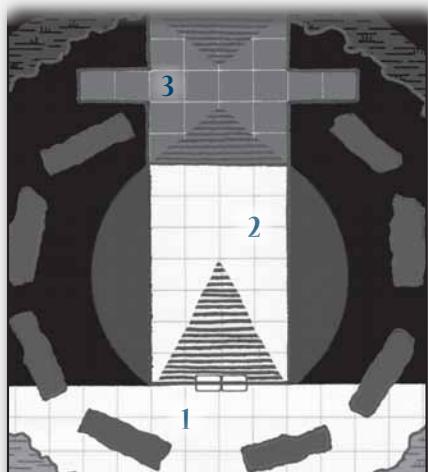
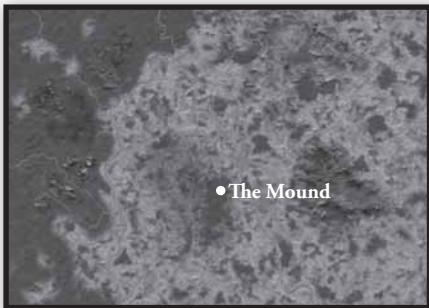
## 1. The Circle

Illustration by Amos Orion Sterns

Protruding from the surrounding swamp is an earthen mound that sits on a dry patch of land. It is surrounded by eight standing stones, while two stone doors are set into the south side of the mound, one of which is open (inward) halfway.

The top surface of each stone has a carving in the shape of an insect on it. Clockwise from the one o'clock position they are an ant, a bee, a moth, an earwig, a cockroach, a cricket, a dragonfly, and a fly.





## 2. The Corridor

Immediately inside the doors, stairs go down to a stone corridor that passes underneath the swamp. It does leak a bit, making everything damp, cold, and slippery along the corridor.

## 3. Oil Pit

Here the passage floor appears to be covered with an inky, opaque substance which disguises the stairs that go down and back up from the dip. The dip is at its lowest 5' below the corridor floor. The oil seeps in through cracks in the floor.

If ignited—which will happen if any fool tries to cross carrying a torch or other open flame—it will explode, filling the corridor 60' in either direction, including out of the front door, with a fireball that does 3d10 Hit Points of damage (save versus Breath Weapon for half damage) and destroys all flammable material. Anyone covered in oil, such as those who walked through the oil pit, suffer an extra 1d8 damage. The fireball will not harm the statues hidden in the side alcoves if their coating has not been damaged.

The side alcoves in the pit are only three feet high, so they are completely hidden by the oil. At the end of each alcove is a small jade ant sculpture fixed to the wall. They are worth 100sp each, but require a Tinkering roll to dislodge without damaging them. A damaged sculpture loses 1d100% of its value. Carrying one of these sculptures will double the chances of a random encounter within the Caverns (see page 104) and the Insect Shrine (page 121).



## 4. The Circle of Life

The copper plaque on this pedestal is engraved with writing that is in no language currently spoken. If deciphered with the help of a sage, or magic, it will read as per the sidebar.

A great ring rests on its side on the pedestal. Engraved around the ring's outer edge are cross-sections of young girls who are each in the process of giving birth feet-first to a young girl of the same age, who is also giving birth feet-first to a girl, who is giving birth to a girl, who is...

### **Battlemaster Talon**

#### **Berrycrusher**

**425 – 510**

*Slew forty-seven of the Tall Ones' women and children with his bare hands and later led the battle which drove Those Who-Wear-Shoes from the Realm of the Peaceful Ones.*

## 5. The True Self

The copper plaque on this pedestal is engraved with writing that is in no language currently spoken. If deciphered, it will read as per the sidebar.

The statue on the pedestal is of a young boy, normal and clothed from the waist down, but the upper body is positioned as if taking off a shirt—only instead of clothing, it is his own skin that the boy is removing.

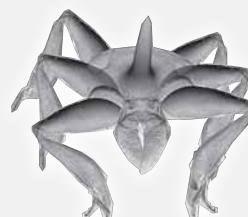
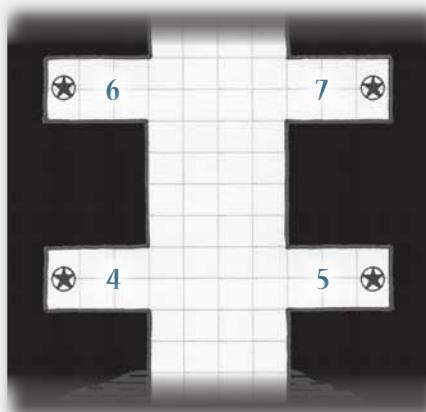
### **Saint Eversky**

#### **Sparrowslayer**

**644 – 683**

*Martyr for The Folk against those who would spread the religion of the Tall Ones. Killed by the savage Religions of Man after heroically burning down one of their temples and all inside.*

*Click to view*



## 6. Rumors

The copper plaque on this pedestal is engraved with writing that is in no language currently spoken. If deciphered, it will read as per the sidebar.

The statue on the pedestal is of a boy on all fours, his bare back covered in other boys' faces which have been seamlessly inserted into it.

**Alderman Toony  
Rabbitmangler  
712 – 831**

*Glorious initiator of pogroms against the Tall One infiltration of our fair society. Successfully lobbied for the banishment of those more than forty inches in height and ever vigilant inquisitor to cleanse the community of those who were rightfully banished, yet hid in defiance of just law.*

## 7. Social Anxiety

The copper plaque on this pedestal is engraved with writing that is in no language currently spoken. If deciphered, it will read as per the sidebar.

The statue on the pedestal is an action scene—it is that of a terrified, handless boy being strangled and pummeled by a half dozen pairs of childrens' hands scrambling all over him.

**Master Giblets  
Shorttallonestalker  
900 – 1002**

*Courageous leader of the party that discovered that the Tall Ones had learned the honored art of agriculture, and commander of the expedition to foil the efforts of Those-Who-Wear-Shoes to rise from barbarism.*

## The Statues

Each of the “statues”/“sculptures” detailed here is a recent addition to the Mound, as the statues that were originally here have been taken outside and thrown into the bog. The original pedestals, each a five foot tall sculpted granite block, and their name plates still remain, and will

hopefully be a source of great confusion to any intruders.

The current statues are all “sculptures” of human children that have been “artificially” reassembled and preserved (see the notes about Willibald Schwartz and the *Plastination* spell at the end of the chapter).

## 8. The End of the Corridor

Unless intruders have been extremely careful—very careful is not enough!—they will have by now caught the attention of The Mound's occupant—Willibald Schwartz (see page 90). If they have been extremely careful, and if Willibald Schwartz is sleeping (1 in 4 chance; he keeps no regular hours), and if the glass tiger is absent (1 in 3 chance, unless it was followed here), then intruders can enter this area unnoticed.

Otherwise, Schwartz will be waiting for his “guests” here, with the glass tiger in tow if it is present.

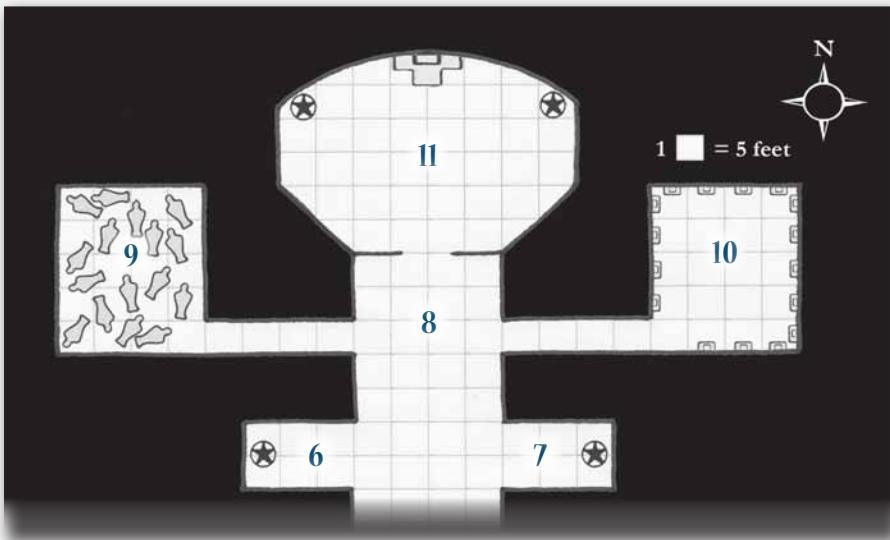
## 9. Sarcophagus Room

This room is filled with sixteen sarcophagi strewn about the room, each of their lids having fallen off. Each contains a short skeleton (about three and a half feet tall) with a gem (worth 100sp) fixed to its forehead. One sarcophagus contains two of these skeletons, whereas one contains none. This last one is the bed of Willibald Schwartz, lined with human skins enough to be comfortably padded.

If any of the gems are removed, these fifteen skeletons, as well as those in the facing room (#10), will animate and attack. Destroying a skeleton without removing the gem on its forehead will also cause the rest to animate.

**16 Skeletons: Armor 15 (20 to piercing or missile weapons), 1 Hit Die, Movement 90', 1 claw and gouge attack for 1d4 damage, Morale 12.**

*Click to view*



## 10. Sarcophagus Room

Sixteen sarcophagi are lined up against the walls, lids closed. Inside each is a short skeleton with a gem worth 100sp affixed to its forehead. Also in each sarcophagus is a rusty old blade with a jeweled pommel (worth 75sp each). These skeletons behave identically to

those in location #9, and taking a sword will also animate the lot.

There is a rather large pile of human feces in the center of the floor.

**16 Skeletons: Armor 15 (20 to piercing or missile weapons), 1 Hit Die, Movement 90', 1 sword attack for 1d6 damage, Morale 12.**

## 11. Altar Room

This is a former altar room dedicated to the Insect God, now used by Schwartz as a laboratory, library, workshop, and living space.

The room itself is Schwartz's spellbook. The spells are carved into the very walls.

On the bloodstained altar are needles and thread, but no current projects. It is where Willibald puts together his "sculptures." Beside the altar is a smashed stone idol that once resembled a wasp.

The westmost statue is a plastinated composite child posed as a cherub (complete with bow and quiver), its face incomplete as to show the facial muscles. The quiver is used to store spell scrolls each handwritten by Schwartz in his own feces. There are currently 2d6 scrolls in the quiver, each of which contains 1d4 spells from Schwartz's spellbook.

Mounted on the wall is a copper plaque engraved with writing that is in no language currently spoken. If deciphered, it will read thus:

**Grand Marshal Tippy  
Cantaloupes**

**-36 – 48**

*Founder of our great nation and people.*

The easternmost statue is a plastinated composite child (with all meat stripped from its feet and legs, leaving only bones) holding up two platters as if preparing to serve. On each platter is a sealed jar containing a commoner's brains soaking in fluid.

Mounted on the wall is a copper plaque engraved with writing that is in no language currently spoken. If deciphered, it will read thus:

**The Great Philosopher  
Noodles O'Toesmasher**

**65 – 114**

*Greatest thinker and philosopher of our race, and Great Goblin Peacemaker.*

# Willibald Schwartz

**Armor 12, Magic-User Level 17, Movement 120', 1 rapier or dagger attack, Morale 9. Magic items and spells prepared, see text.**

Level	Known	Prep.
1st	15	7
2nd	15	6
3rd	12	5
4th	10	5
5th	10	4
6th	10	3
7th	6	3
8th	4	2
9th	1	1

Schwartz's spellbook contains spells as indicated in the table alongside, which also shows his prepared array. The following known spells are described in detail on page 93:

**1st level:** *De-Age, Deflect Damage, Journey to the Past: July 14th, dawn 10000BC, Plastination, and Read Brains.*

**2nd level:** *Animate Hands*

**3rd level:** *Perfect Dark Vision*

Illustration by Andy Hepworth.



Willibald is an aging, mad old wizard who hides in his ancient mound and sends his glass tiger servant to fetch fresh material for him to use. The tiger cannot differentiate between different types of people, so while most are utilized and their remains dumped in the swamp, children's bodies are not suitable for Willibald's experiments. So when a tiger brings a child, as it does on occasion (they seem to be poor at outrunning murderous magical creatures), Willibald forgoes his usual depravities and instead creates art from the bodies—when he does not need their parts for powering his spells or the Dead Marionette.

Schwartz will either be carrying a rotted child's head, or have it mounted on his collar, so he will be aware of any intruders using light. If it is obvious that the intruders are adventurers with no strong connections to the area, he will not be quick to attack—he has an offer for them. (If they are locals, well, “kill kill die die” time.)

He is aware that the Insect God has awakened, and he likes it not one bit, with him lairing in an old temple to the Insect God and all. Sooner or later, the Insect God will rise, and for trespassing the God's temple, Schwartz will be doomed. He knows the God can only rise with a ritual involving the *Gem of the Insect*. He knows exactly when it was lost, but not where the main altar is. He will give a prepared scroll of his version of *Journey to the Past* to the player characters that will allow them to travel to the time when the Gem was lost, but tells them that they must use the scroll at the site of the Insect Shrine if they are to learn



what happened to the gem (see page 129 for details of what happens when the player characters cast the scroll in the shrine). Then, with that knowledge, they must find where it is now. They can keep it as far as Schwartz is concerned as long as they break it first. If the gem is broken, the God can never rise.

He will also warn that no part of this gem, nor any other, should ever be given as a gift to a loved one. “They say such things can be emotionally and physically corrupting.”

If player characters mention that helping a murderous wizard might be distasteful, he will point out that he only kills a couple, perhaps a few dozen each year at most. The Insect God will kill millions, if not all human life on Earth.

Of course, if Schwartz is threatened physically, threatened with having his hideout exposed, or if anyone steals from him or destroys his “art” after being confronted, or if it is pointed out that he behaves similarly to the worshippers of the Insect God (skins, cannibalism, etc.), he will wipe them all out.

**The Glass Tiger: Armor 15 versus blunt weapons, 20 versus edged and missile attacks, 5 Hit Dice, Movement 240', 1 bite and claw combined attack for 1d10 damage, Morale 10. Immune to fire, cold, electrical, and similar attacks, surprises 4 in 6.**

# The Dead Marionette



The Dead Marionette is a horizontal control bar that, when attached to skeletal remains with wires made from human hair, will create a puppet with magical powers. Each Round, as long as there is an intact skeleton being manipulated by a puppeteer, the puppet may:

## Project duplicates

Project up to 2d6 spectral duplicates which appear as ghostly manifestations of the skeleton when it was alive. They attack as 1 Hit Die creatures, ignore armor when attacking, but only do 1 Hit Point of damage on a hit. They are unaffected by physical attacks, but anyone attacking them by any means must roll under their Charisma on a 1d20—a success

dispels the projection through force of will. If all projections are destroyed in the same Round (the puppet can project 2d6 every Round, but projecting more dispels those currently in existence), then the skeleton crumbles. The puppeteer can harmlessly dismiss the projections by using another power.

## Control people

Take control of one person within the puppeteer's view. The target can save versus Paralyzation to avoid the effect, otherwise the target's physical actions are wholly under the control of the puppeteer. The target's thoughts are left free and the target

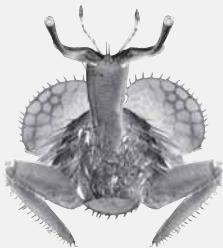
can still speak normally, so he cannot be made to cast spells or say anything against his will. If the target successfully resists this effect, the puppeteer must save versus Paralyzation or the skeleton puppet crumbles.

## Break bones

Break one random bone in the target's body. A save versus Magical Device avoids the effect. Suffering a broken bone results in no Hit Point loss, but causes more pernicious effects depending upon the bone broken.

A *Cure* spell (or potion) can mend a broken bone if it is not used to heal Hit Point damage. If this is done within two Rounds of the injury, the skeleton puppet crumbles.





### Effects of Broken Bones

<b>Weapon</b>	-5 to hit, target is limited
<b>Arm</b>	to 1-handed weapons
<b>Off-arm</b>	no shield use, victim is limited to 1-handed weapons
<b>Leg</b>	reduced to 10' movement rate, no running (5' movement if both legs are broken)
<b>Spine</b>	Complete immobility
<b>Ribs</b>	All encumbrance count as double
<b>Skull</b>	Doubles all damage taken
<b>Face</b>	Character cannot speak or eat solid food

These effects last 1d4+1 weeks with rest, +50% duration with light activity, and do not heal at all if the victim engages in strenuous activity (traveling, adventuring, farming, etc.).

## New Spells

### Animate Hands

Magic-User Level 2

**Duration:** 1 round/level

**Range:** 10'/level

This spell animates any severed human or human-like hands (or hands attached to severed limbs) within range, allowing the caster to control them as natural extensions of his own body.

Pairs of hands can be used by the caster to cast spells independent of other actions taken. Spells are of course counted against the caster's prepared totals. By itself, a hand cannot carry items or attack for damage, but a hand can enter mêlée and distract its opponent by climbing on them; a saving throw versus Paralyzation is required or the harassed combatant suffers -1 to hit and a 1-point Armor penalty. These effects are cumulative, and a victim must save against each hand's effects each Round.

**Hands: Armor 12, 0 Hit Dice (1d4 Hit Points), Movement 60' (30' if attached to a limb), Morale 12.**

*continued on the next page...*

*continued from the last page...*

## De-Age

Magic-User Level 1

**Duration:** Instantaneous

**Range:** Touch

This spell causes a willing subject to instantly become  $1dX$  years younger, with X being the level of the caster.

If the maximum effect occurs, it adversely affects the subject, resulting in the loss of an experience level as well (with experience points being set at the minimum for the new level). A Level 0 character will instead become lobotomized, effectively no longer possessing an intellect at all. In either case, the character must then save versus Magic or de-age a further  $1d30$  years.

A character that falls to zero years of age becomes a fetus. A character that falls below zero years of age ceases to exist, as does all carried equipment and other peoples' memories of that character, and all actions that character has ever performed are undone.

If the Referee's game includes Elves, this spell does not affect them.

## Deflect Damage

Magic-User Level 1

**Duration:** 1 round/level

**Range:** Self

This spell attempts to assign damage suffered by the caster to another nearby creature instead. When the caster suffers damage while under the effects of the spell, another creature within 30' of the caster is randomly selected by the spell.

If this victim fails a saving throw versus Magic, it takes the damage instead of the caster. The damage transferred is never greater than the level of the caster each Round and if the transferred damage is enough to kill the victim, any excess is transferred to another random target. Damage self-inflicted by the caster will not be transferred and the damage is never transferred back to the person dealing the damage in the first place.

## Journey to the Past

Magic-User Level 1

**Duration:** 1 turn/level

**Range:** Self

Upon casting this spell, the caster and all persons touching him (and their personal gear) are transported to a predetermined point in time in the past. The transported characters are able to interact with and influence events at that time; they are there! When the duration expires, the subjects return immediately to their own time at the same point in time they left from. Onlookers will merely see them blink out of existence for a fraction of a second.

The point in time is fixed with the spell; each different point in time must be researched and learned as a completely new spell. The time associated with the spell will be constant. "Four o'clock in the afternoon on February 4th, 1602" is an allowable example (and will be tied to "four o'clock" where the spell was first transcribed, not the local four o'clock if different!), "Thirty minutes before casting" is not.

The spell does not transport its subjects across space\*; travel occurs at the exact location of the casting only. Unwilling subjects can save versus Magic to remain unaffected. No people or objects from the past will be transported back to the present when the spell ends. The spell cannot be ended prematurely, but the caster can specify a shorter duration (in 10-minute Turn increments) at the time of casting.

---

\* The Referee who declares that subjects of this spell are transported into space because they did not take into account the movement of the planet or the sun through outer space is an idiot and deserves to lose all of his players.

## Perfect Dark Vision

Magic-User Level 3

**Duration:** Special

**Range:** Touch

This spell imbues a severed head of the same species as the caster with the ability to grant its possessor the ability to see without light. The head must be in direct flesh-to-flesh contact with the subject to function.

The spell ends when flesh-to-flesh contact ends, or when the flesh completely rots off the severed head (3d4 days after death in normal conditions, half as long in warm conditions, twice as long in cold conditions, a matter of Turns in insect-infested areas of the Insect Shrine, etc.).

If the head is artificially preserved by any means, including the *Plastination* spell, it cannot be used to power the spell.

## Plastination

Magic-User Level 1

**Duration:** Permanent

**Range:** Touch

This spell coats dead organic matter in a clear shell which perfectly preserves the subject matter. The casing material is in no way indestructible; any blow intending to destroy or penetrate it will do so.

Due to the nature of the casing material, that which it preserves is no longer organic material. Therefore food cannot be preserved in this manner and neither can sacrifice victims, without either becoming unfit for purpose.

## Read Brains

Magic-User Level 1

**Duration:** Special

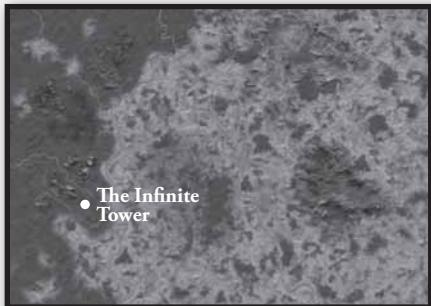
**Range:** Self

This spell allows the caster to use the content of a character's brains in lieu of a library for magical activities. The brains must be extracted from the head and preserved to be used. A Magic-User's brain counts as 1000sp per level of the Magic-User; Elves' brains count as 2000sp per level of the Elf; Clerics' brains subtract 1000sp from the effective library level per level of the Cleric; all other leveled characters' brains count as 500sp per level; and 0-level characters' brains count as 100sp each. However, the maximum benefit that the caster can gain from this spell per project is 1000sp for every level of the caster.

Once the magical project is completed, whether successfully or not, the brain(s) used are smoothed out, dried up, and useless.

# The Infinite Tower

*Click to view*



The tower is an ancient and strange fortification. It stood before humans descended from trees, and some scholars (none from Earth!) argue about whether it was placed before or after life had progressed beyond single cells.

The tower sits hugging a cliffside, the top of the tower resting on the top of the hill and the base entering a pond below.

The tower has one set of floors (labeled A-E and X) which repeats (presumably) infinitely in “levels”.

When entering the tower through the bottom door, one always enters into the First Level, Floor A. If one enters through the upper door, or through the trapdoor on the roof, it is always into the First Level, Floor E. If one swims through the cracks under the pond, it is always into the First Level, Floor X.

Leaving through the door on Floor A, the outer door or the trapdoor to the roof on Floor E, or through the water on Floor X always leads to the outside no matter what level a character is on.

One travels between Levels by going up from Floor E of one level up to Floor A of the next, or down from Floor A of one level to Floor E of the next. There is no way to enter any other level than First from the outside of the tower.

The inhabitants of the Tower have become fiercely protective of “their” particular level, and since one cannot enter any other level than the first from the outside, those on the second level and higher never leave the place. They never go outside. Everyone just tries to guard their level to prevent the next level down from advancing, while they also plot to conquer the next higher level.

Notice that the Infinite Tower has absolutely nothing to do with the Insect God, the Swedes, or anything else going on in this adventure. It is here merely to give a Referee an opportunity to improvise, or to tinker, and to flesh out the different factions in the Tower. It should never all be done for you.

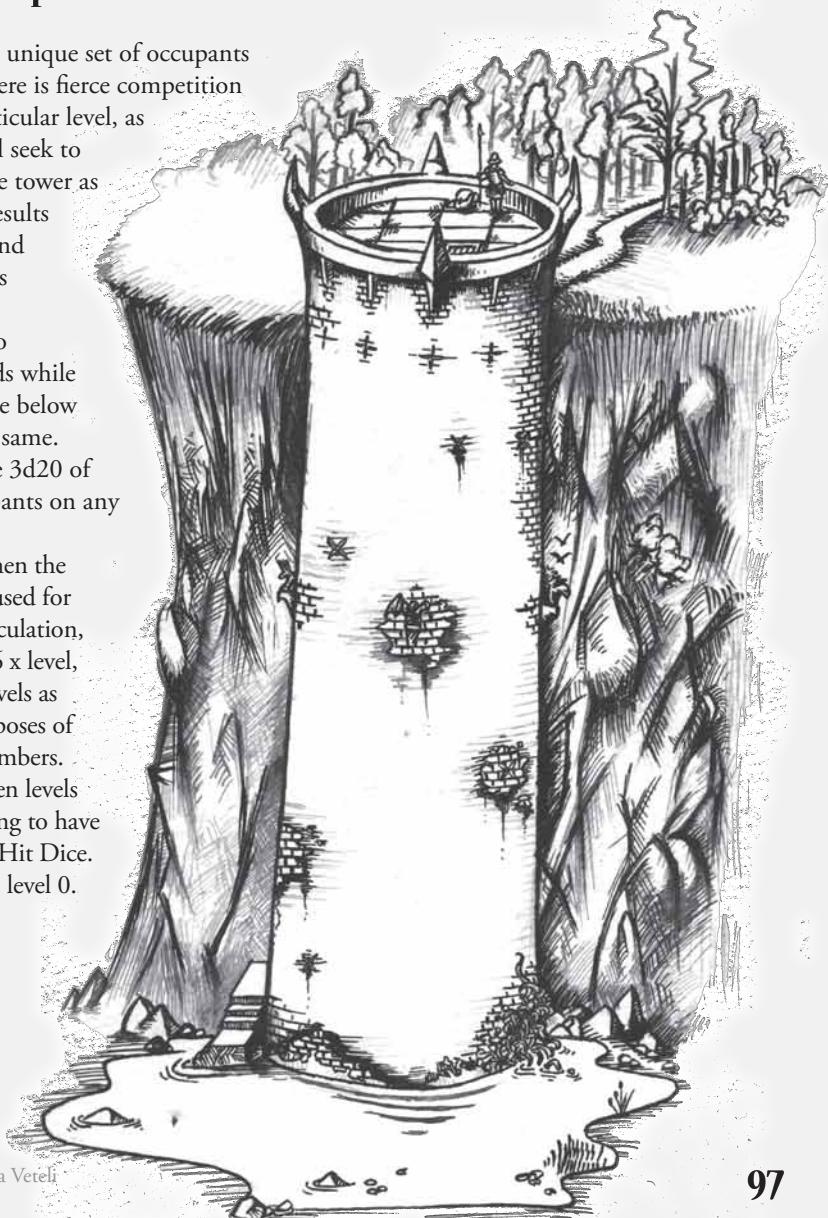
It also serves as a confusing little dungeon crawl that can be used “out of the box” without concern for the greater adventure going on around it. Having settings, even on as small a scale as the northern environs of the Bishopric of Würzburg, where everything ties in to the big picture is kind of lame. There should always be digressions, red herrings, and that sort of thing to give the idea that the world is bigger than what the player characters are up to.

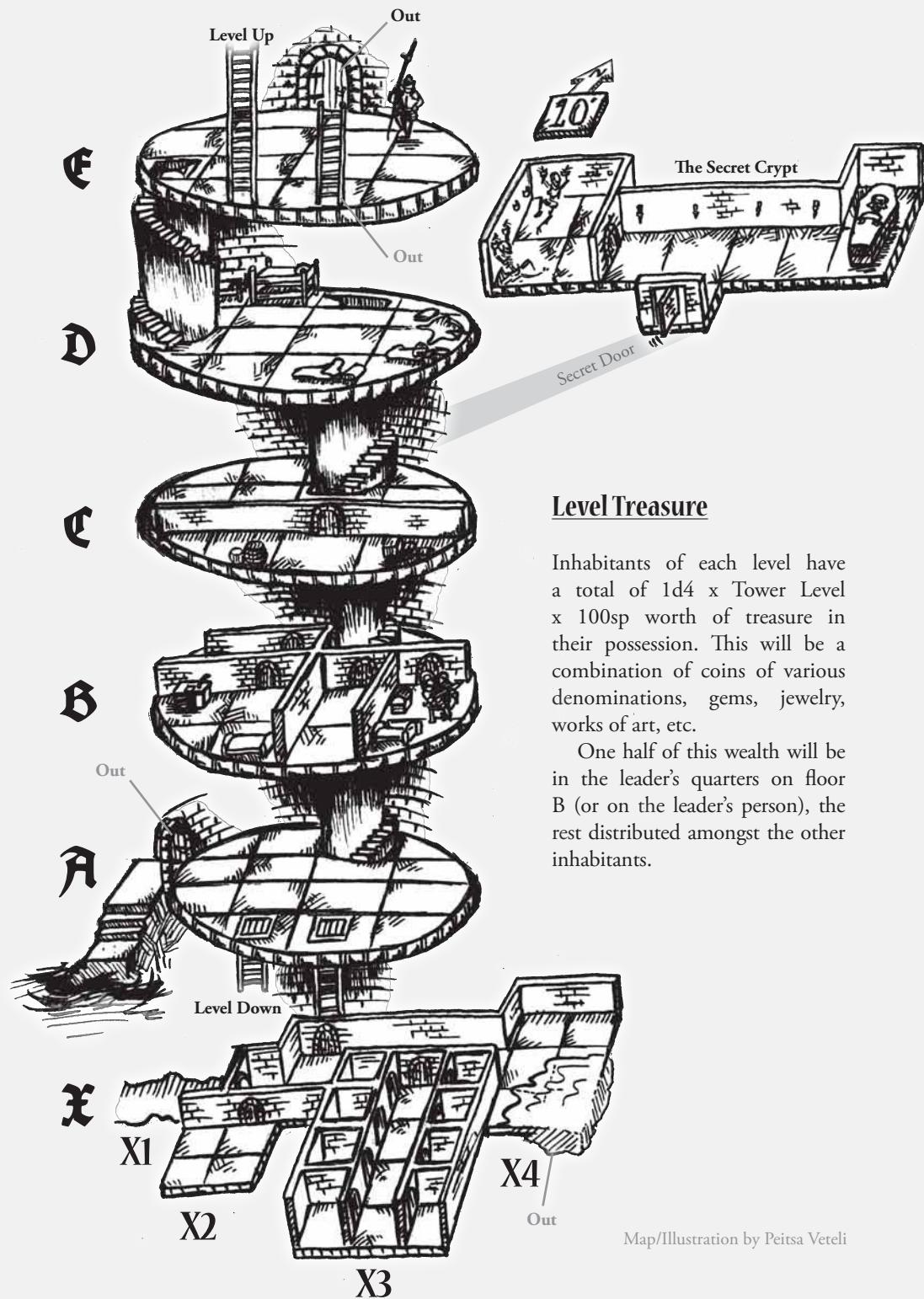
## Level Occupants

Each level has a unique set of occupants living there. There is fierce competition to live on a particular level, as all residents will seek to live as far up the tower as possible. This results in many raids and desperate battles as the residents of a level seek to advance upwards while preventing those below from doing the same.

There will be  $3d20$  of the listed occupants on any particular level.

Note that when the current level is used for some sort of calculation, for example  $1d6 \times \text{level}$ , treat negative levels as positive for purposes of determining numbers. Something fifteen levels down is not going to have negative fifteen Hit Dice. Also, there is no level 0.





## Level Treasure

Inhabitants of each level have a total of  $1d4 \times \text{Tower Level} \times 100\text{sp}$  worth of treasure in their possession. This will be a combination of coins of various denominations, gems, jewelry, works of art, etc.

One half of this wealth will be in the leader's quarters on floor B (or on the leader's person), the rest distributed amongst the other inhabitants.

# Floor Key

## Floor A

This is a guardroom, securing the level against incursion from below. The western ladder goes to floor E of the next lowest level, while the eastern one goes to floor X.

## Floor B

The elite occupants of the level meet, plan, plot and socialize on the stair landing. The five rooms are private quarters of important individuals; the easternmost is usually the leader's room.

## Floor C

This is the common social area. The southern room is a storage area: items of utility, but no value. Note that the inhabitants won't know about the secret door behind the stairs.

The secret door leads into the cliffside. There is a 1 in 4 chance that there is a hidden pit trap just inside the door. The pit is 60' deep, but so many corpses have decomposed into dust at the bottom of the pit that anyone who falls into it will only suffer 1d6 damage.

## Floor D

This is a common sleeping area.

## Floor E

This is the top guardroom. It has access to the next highest level (and two ways out). The western ladder goes to floor A of the next level, while the eastern one goes out to the roof of the tower.

## Floor X

**X1:** The passage is a time trap. The corridor itself is endless. Anyone walking down this hall is lost for 1d6x10 years before the passage leads back here (it will not seem to turn). There is a 50% chance that the person lost in time will come back this many years before he left, and a 50% chance that he will come back this many years after he left. Whenever he makes his return, the person lost in time will always return to the same level of the Tower. Each level's inhabitants are aware of the effect here and post guards to watch the corridor.

**X2:** This is a storage room with useful, but not particularly valuable, items.

**X3:** This is the family living quarters. More sociable inhabitants will have complete family units; more bestial ones will house just women and children here.

**X4:** The water here is the outside pond leaking in. The inhabitants of the level fish and take drinking water from here. It is possible to swim outside from here, but anyone swimming in of course ends up on Floor X of the first level of the Tower.

## Level Occupants Upstairs

- 1 **Peasants:** Armor 12, Level 0, Movement 120', 1 attack with household tools doing 1d4 damage, Morale 6.
- 2 **Senior Citizen Veterans:** Armor 12, Level 0, Movement 90', 1 attack with old swords doing 1d8 damage, Morale 8.
- 3 **The Thieves' Guild:** Armor 14 (leather), Specialist Level 1, Movement 120', 1 sword attack doing 1d8 or one dagger attack doing 1d4 damage, Morale 7. The guards' skill points will be in Stealth and Sneak Attack.
- 4 **Military Unit:** Armor 16 (partial plate), Fighter Level 1, Movement 90', 1 sword attack doing 1d8 damage, Morale 8.
- 5 **The Holy Order:** Armor 16 (partial plate), Cleric Level 1, Movement 90', 1 sword attack doing 1d8 damage, Morale 8.
- 6 **The Coven:** Armor 12, Magic-User Level 1, Movement 120', 1 dagger attack doing 1d4 damage, Morale 7.
- 7 **The Mystic Gathering of Atlantis:** Armor 12, Magic-User Level 2, Movement 120', 1 dagger attack doing 1d4 damage, Morale 8.
- 8 **The Hidden:** Armor 12, Magic-User Level 1d4, Movement 120', 1 dagger attack doing 1d4 damage, Morale 8.
- 9 **The Knowers:** Armor 12, Magic-User Level 1d4+2, Movement 120', 1 dagger attack doing 1d4 damage, Morale 8.
- 10 **The Installed:** Armor 12, Magic-User Level 2d6, Movement 120', 1 dagger attack doing 1d4 damage, Morale 9.
- 11 etc.

## Level Occupants Downstairs

- 1 (Empty of inhabitants and treasure except for the Crypt. Anyone else forced to a lower level just leaves...)
- 2 (Empty of inhabitants and treasure except for the Crypt.)
- 3 (Empty of inhabitants and treasure except for the Crypt.)
- 4 (Empty of inhabitants and treasure except for the Crypt.)
- 5 (Empty of inhabitants and treasure except for the Crypt.)
- 6 **Snake Men:** Armor 14, 3 Hit Dice, Movement 120', 1 bite attack doing 1d6 damage plus acid venom, save versus Poison or take an additional 1d10 damage, Morale 9.
- 7 **Sulphur Men:** Armor 16, 4 Hit Dice, Movement 90', 1 fist attack doing 1d8 damage, plus breath weapon doing 1d6 fire damage to all in a 30' radius area, Morale 8.
- 8 **Men of Living Crystal:** Armor 18, 5 Hit Dice, Movement 60', 1 fist attack doing 1d8 damage, any magic or other energy attack is reflected back at the caster, Morale 9.
- 9 **Lizards:** Armor 18, 8 Hit Dice, Movement 160', 1 bite attack doing 1d8 damage, Morale 7.
- 10 **Soul Suckers:** Armor 20, 6 Hit Dice, Movement 120', 1 soul sucking attack draining 1000 experience points, Morale 9.
- 11 etc.



# The Secret Crypt

The sarcophagus room contains the level's Crypt Occupant. This is an undead creature that will hopefully make life hell for the adventurers. It has treasure worth  $d6 \times \text{Tower Level} \times 500\text{sp}$ .

**Crypt Occupant: Armor 12, 1d4 Hit Dice, Movement 1d4x30', 1 rending attack doing 1d6 damage, Morale 12.**

Also, the Crypt Occupant will have a number of additional random powers (see table) equal to the level of the Tower it rests in. Apply rerolled results several times where appropriate.

The treasure will be in the sarcophagus, but the occupant might not. Sometimes, to thwart robbers, the corpse was interred (d10) within the wall (1 to 3 starting from the north) or ceiling (4) or floor (5) instead of the sarcophagus (6+). Roll to determine where the occupant attacks from if the sarcophagus is opened.

The western room is a prison cell, with long-dead prisoners inside. There is a 1% chance that one of them clutches a Magic-User scroll with a single spell of 1d6+3 level.

d20

## Crypt Occupant Powers

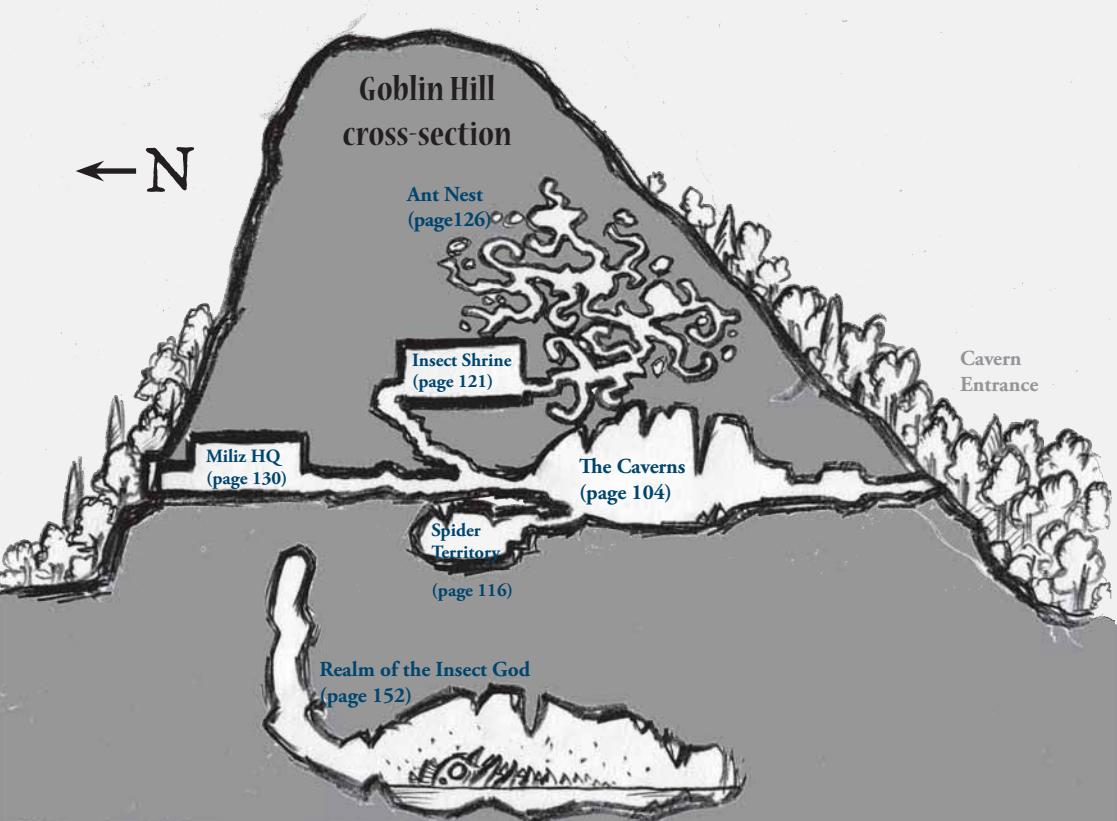
1. Additional creature! Finish creating the creature, and there will be another one of them present.	14. Immune to minor damage; ignores an attack if the damage is below half the maximum possible.
2. +1d4 Armor.	15. Bloodsucker; if the main attack hits, the creature latches on to the victim and does continuous damage every round.
3. +1d6 Hit Dice	16. Target of attacks must save versus Paralyzation or be stunned for 1d4+1 rounds (doubling up on this result gives -1 to the saving roll).
4. +1 to attack rolls.	17. Attacks also age targets one year.
5. +1 to damage rolls.	18. Attacks also drain one point of Constitution.
6. +1 to initiative rolls.	19. Death Breath; all within 20' must save versus Breath Weapon or be nauseated by the smell, -2 Armor and -2 to hit.
7. Use d10 Hit Dice instead of d8.	20. Possession; on a successful hit the victim must save versus Magic or the thing controls him like a puppet.
8. Advance attack damage one die type (1d6 becomes 1d8, 1d8 becomes 1d10, etc., if it has multiple attacks advance the weakest attack).	
9. +3d6 additional Hit Points	
10. 1d6 skill points in Sneak Attack, Stealth and Climbing	
11. Additional attack doing 1d4 damage.	
12. Spellcasting ability of a Level 1 M-U.	
13. Insubstantial; physical attacks against it will be ineffective.	

# Goblin Hill

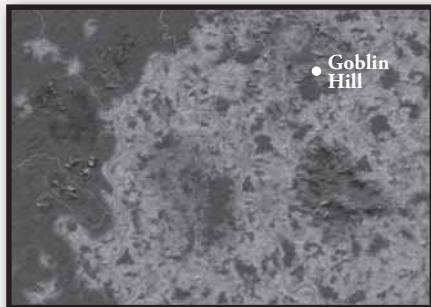
Map/Illustration by Peitsa Vetteli

The Goblin Hill is a secluded hill-top roughly ten miles from Hammelburg, Thüngen and Werneck each. The Hill evokes little curiosity in the nearby communities, and few people have any reason to approach it. Nobody seems to remember whence the name of the place.

In truth Goblin Hill is the ancient site of an insect cult temple originating in pre-human times. The temple itself is deep within the hill, where it has seen intermittent use through known history. Entry to the old temple caverns is halfway up the hill on its southern side. (See page 104.)



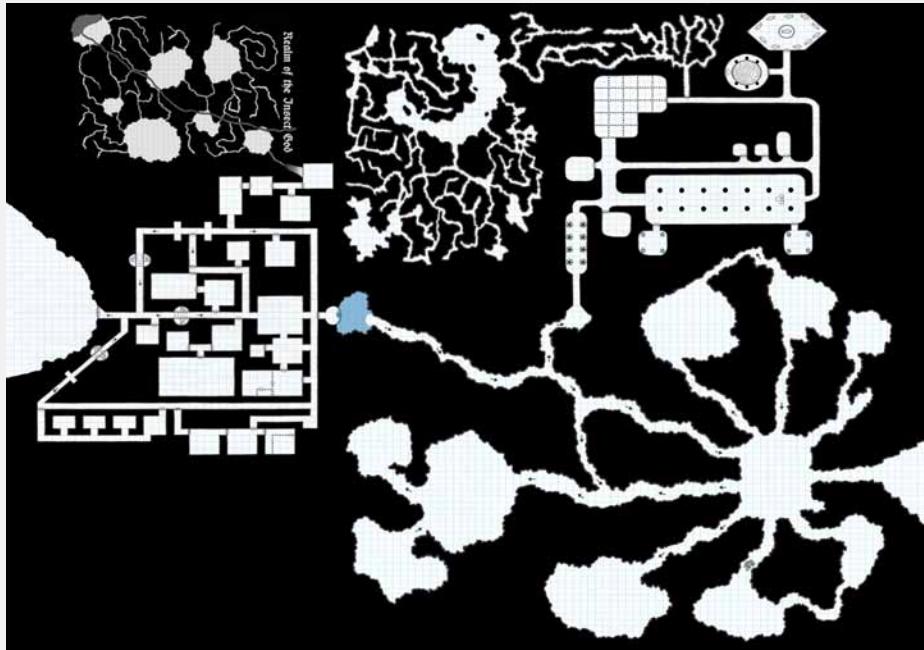
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The modern insect worshippers, in the guise of the Karlstadt *Bürgerfriedensmiliz*, have established a stronghold that digs deep into the northern side of the hill. They are hundreds strong and send expeditions to capture victims all over the region. (See page 130.)

The hill top itself is quite barren, and a fire lit there could be seen quite a ways. Otherwise it is, however, a meaningless place: a party desiring the secrets of Goblin Hill will have to brave either the northern or the southern entrance; those choosing to enter the headquarters likely won't have a chance to regret their mistake.

*Click to view*



# The Caverns

The caverns open up on the south side of Goblin Hill, and offer covert passage to the Insect Shrine and the *Bürgerfriedensmiliz* headquarters, as well as containing strangeness in its own right.

The entrance is about halfway up the hillside; it leads to a series of caverns and the Insect Shrine inside them. This side of the hill is not particularly difficult to ascend as it has quite the gentle slope.

## 1. Cavern Entrance

The entrance to the cavern complex is both well marked and concealed! Forty feet from the cave mouth is a wooden signpost erected by Ulrike “The Mother”. Using a dagger she has scratched two words into the sign. The first is “Welcome!” in German, while the second, “Beware!” in Arabic, is scratched below that.

The cave opening itself is obscured by shrubbery that has grown up around the cave mouth, by the hanging moss which covers this side of the hill, and by the dead leaves and branches that have been piled on the ground in front of the cave. If the player characters know what they are looking for, none of this will obstruct them; otherwise treat this cave entrance as a concealed door. The *milizionäre* that come through here religiously replace the obstructions to the cave entrance in order not to anger

the Insect God. Indeed, if the player characters pass through here and do not re-camouflage the cave entrance, they will automatically suffer a random encounter—use The Caverns table (next page)—within one Turn of their entering the caverns.

Another telltale sign that the entrance is nearby is the abundance of bugs in the area. Even out of season, within a few hundred feet of the cave entrance, large numbers of ants scour the earth, swarms of mosquitoes fill the air, and bees and wasps buzz about. To someone simply passing through, this is but an annoyance, but anyone sitting still for any real amount of time within one hundred yards is going to have problems as if they were camping within the caverns (see sidebar).

Any animals tied up near the entrance will suffer this fate as well, so the player characters may be in for quite the surprise upon exiting the complex if they are inside for an appreciable amount of time and expect to find their mounts or pack animals still tied up. Animals left this way will attempt break their tether and run away, probably injuring themselves in the process, more so if they fail to escape.

*Click to view*



## Influence of Insects

Small insects are everywhere within the caverns, which makes stopping still for a longer period impossible. If anyone makes camp, they will get no rest here; in fact anyone loitering in the area and not constantly moving will suffer 1 Hit Point per hour they are there from the innumerable insects that crawl over them and under their clothes.

Worse, the insects will infest any rations carried, no matter what the type, and render them useless; plus they will get everywhere—in packs, sacks, and all over and under the party's equipment.

## Random Encounters

There is a 1 in 6 chance every three Turns of a random encounter occurring. These will occur only in passageways, never in keyed areas unless the current inhabitants have been eliminated.

d6	Random Encounters
1.	2d6 Young Adult milizionäre
2.	1d6 Giant Ants
3.	1 Giant Wasp
4.	1d4 Giant Horseflies
5.	1 Giant Beetle
6.	1d6 Giant Cockroaches

### Young Adult milizionäre

Armor 12, 0 Level, Movement 120', 1 spear attack doing 1d6 damage, Morale 5.

These are young men from the *Bürgerfriedensmiliz* fortress on the other side of the Hill wanting to prove their bravery by killing giant ants to fashion shields from their heads. Despite this, they are actually terrified of their surroundings and the dangers that they face, so will not hesitate to use the makeshift spears they have armed themselves with—on people as well as insects!

### Giant Ants

Armor 17, 2 Hit Dice, Movement 180', 1 bite attack doing 1d6 damage, Morale 10.

### Giant Wasp

Armor 15, 3 Hit Dice, Movement 60' ground 240' fly, 1 sting attack doing 1d4 damage plus save versus Poison or die, Morale 8.

### Giant Horsefly

Armor 14, 2 Hit Dice, Movement 60' ground 270' fly, 1 proboscis attack doing 1d4 damage, plus 1d4 bloodsucking damage each successive Round with no attack roll needed, Morale 6.

### Giant Beetle

Armor 19, 3 Hit Dice, Movement 60', 1 bite attack doing 1d6 damage, Morale 10.

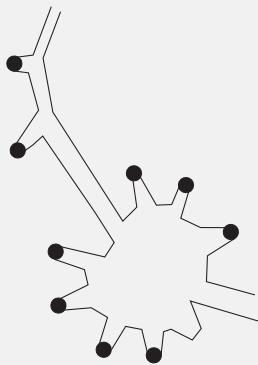
### Giant Cockroach

Armor 17, 2 Hit Dice (but with Hit Points of an 8 Hit Dice creature), Movement 120', 1 bite attack doing 1d6 damage, Morale 9.

*continued from page 102...*

There is a staircase leading from the entrance down to the base of the slope. It is currently buried under about six inches of soil long overgrown, but if for some reason the player characters uncover this, they will find a map of the caverns carved into the top of each step (handout #2). It shows the most direct route from the cavern entrance to the Shrine Entrance (location #13). The carving allowed new initiates to find their way without getting lost in the tunnels.

*Click to view*



*The carving repeated on the stairs.*

## 2. The Great Intersection

This section of the cave looks like a great dome, with large open spaces and many exits. There is a lot of traffic going back and forth through here, so the chance of a random encounter is doubled while the player characters are in this location.

The west side of the cave is covered in a pale patch of mold. If the player characters avoid that side of the cave, then they will not disturb the mold, but as soon as anyone touches it or steps onto it, a cloud of spores will erupt, and everyone in the immediate

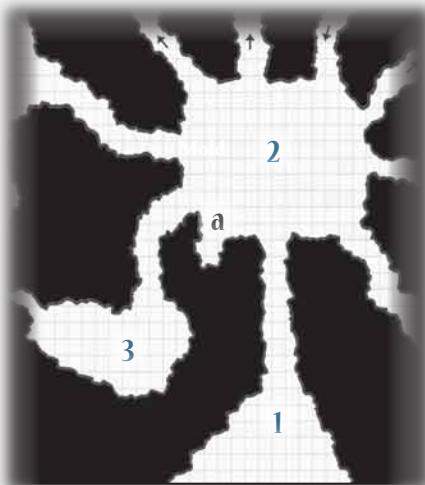
area must save versus Poison or begin choking. This does no damage, but renders any choking character utterly helpless and unable to move for 1d6 Rounds.

To the south of the mold patch and just to the left of the passage way to the entrance is a small, mold-filled cave (2a). This is the lair of a giant beetle that feeds off the spores the mold ejects when disturbed and anything rendered helpless by the spores. It could just eat the spores it would release by stomping on the patch, but it is not intelligent enough to realize this and so will remain in its lair unless something disturbs the mold, at which time it will charge out and attack anything worth eating. Once it kills something, it will attempt to drag it back to its lair and ignore everyone else. Of course it will continue to fight anyone attacking it.

Within the beetle's lair, buried in insect offal, is a chain mail bag that the monster was not able to pierce. Inside the bag is a small case that holds 3gp, 26sp, and a gem worth 45sp.

**1 Giant Beetle: Armor 19, 5 Hit Dice, Movement 60', 1 bite attack doing 1d12 damage, Morale 7.**

*Click to view*



### 3. Shadow Cavern

Scratched several times into the walls of the north entrance to this cavern is a single word. Any character who knows Arabic will recognize the word, “Danger.” The Insect God’s worshippers know better than to tread in this area... This cavern is filled with stalactites and stalagmites, the latter making for very unsure footing.

The cavern has two complex features that come to the attention of any explorers in order depending on how they approach and observe their environs.

- Scattered between the stalagmites are the remains of an adventuring group, six bodies and a small chest.
- The cave is home to malevolent spirits, each once a dissenter and plotter within the Insect Cult who was executed here rather than become a proper sacrifice.

Details on each of these features are presented in sidebars.

#### The Malevolent Spirits of #3

The shadows of anyone entering location #3 will come alive and attempt to strangle their “owners.” The procedure to handle this is rather complex, as the power of each shadow will depend on the positioning of each character in relation to any light sources present and to each other.

The shadows will wait until 1d6 minutes after the first character enters the room to strike.

Once the shadows do strike, every Round each living thing in the Shadow Cavern must save versus Paralyzation or suffer 1d4 Hit Points of damage as the shadow begins to strangle its owner.

If a character’s shadow is gigantic (30’ or more over floor or wall), it will do 1d8 Hit Points of damage instead of 1d4. Note that only light sources under head-level cast shadows on the walls.

If there are multiple light sources in the room, determine how many shadows are cast; this is how many attacks a character suffers. Simply declaring one shadow for every light source is easy,

but players will make arguments that their character’s positioning in relation to light sources will not cast multiple shadows. The Referee should go with any halfway decent argument; the player characters need all the breaks that they can get. (Hey... that sounds like decent advice in general, eh? Say what you want about rules lawyers, they are always paying attention and investing effort into whatever is going on.)

Note that the shadows are completely immaterial and cannot be harmed. Flooding the cavern with so much light that there are no shadows, or extinguishing all light to eliminate shadows, will make the shadows powerless, but only so long as these conditions persist. Only an *Exorcism* can permanently remove them.

Also note that the shadows do not restrict movement in any way, but one—any shadow cast on an entrance of the cave blocks it like a wall. Better leave someone with a lamp standing there...

## The Adventuring Group in #3

The bodies in cavern #3 are several weeks old and are quite rank. This is despite the fact that much of their flesh has been eaten by the swarms of insects and maggots that still infest the corpses. The only way in which a corpse can be examined is if the filth and insects that cover it are swept away. Any character doing this by hand will come into contact with a multitude of grubs and maggots and is at risk for contracting a disease.

In the center of the cave is a small locked chest with several swords laying around it. The chest is locked and has a poison needle trap. Anyone attempting to open it without disarming the trap first must save versus Poison (or die). Inside the chest are six vials of unholy water and four magic potions (*Spider Climb*, *Cure Serious Wounds*, *Cure Light Wounds*, and *Polymorph Self*). The dead adventurers had stolen the chest from the Insect God priest's quarters (Insect Shrine location #8).

The remains of each of the adventurers are as follows:

Female skeleton clad in a breast plate. Her long blonde hair is completely detached from her skull as every last bit of meat has been devoured by the carrion vermin. Under her is a silver crucifix, its leather cord rotted and consumed as well. Most of her equipment is similarly destroyed, but a close search will reveal what looks to be an extra arm bone in the skeleton. This is actually a bone scroll case containing a Cleric scroll with the following spells: *Cure Light Wounds* (x2), *Protection from Evil*, and *Heroism*.

Male skeleton clad in the remains of leather armor with a longsword lying next to him. Several daggers around his waist have survived, as have several steel rings on his fingers. Around his neck is an ornate golden locket worth 2500sp.

Female skeleton amidst a suit of plate armor, the parts of which are scattered around the body as all of the fastening straps have been destroyed. The head of her halberd head lies beside her, its shaft having been eaten away, as have all of her other possessions.

Male skeleton, clad only in rags now. He was the group's Specialist, but of course all of his items—save a few lockpicks—have suffered the same fate as all of the other non-metal materials in the room. In the area where his gut used to be is a small, flawed emerald worth 1000sp; he swallowed it to keep its discovery secret from the rest of his party.

Male skeleton whose only remaining possessions are his sword and dagger, which sit where they would have hung from his belt, and a lantern that sits beside him. He was the porter/torchbearer for the group.

Male skeleton, piled against the wall. He was not armed or armored, and was in fact a Magic-User. All of his pouches and components and special items have been destroyed. He leans on a steel-bound book, which will be instantly recognized as a spell book by any Magic-User. Unfortunately, the inner pages have all been eaten away and only the covers remain.

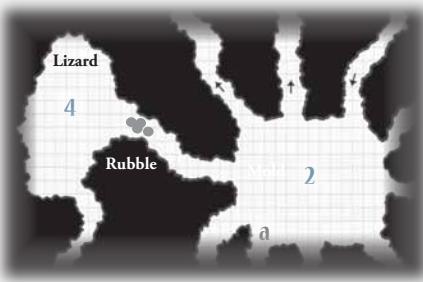
## 4. Lair of the Rock Lizard

This cave has crumbled rock outside of the primary entryway (from location #2), with a boulder almost blocking that entrance. It is easy for anyone to look past the boulder and see the passage beyond. Smaller characters with no bulky armor, backpacks, or the like can squeeze through, but all others will need the boulder to be moved first. A combined effort from player characters whose Strengths together total 40 or more is necessary to push the boulder out of the way.

Just within the entrance is the perfect statue of a warrior, one arm raised and poised in mid-swing with a sword. While the stonework has begun to crumble a little with age, the level of detail on this “sculpture” is remarkable. The Referee should point this out to any character who examines the statue and certainly refrain from denying any speculation that this statue might once have been a flesh-and-blood person...

Littered throughout the cavern proper is a vast array of likewise very detailed statues,

*Click to view*



mostly of the giant insect variety, including giant ants, flies, and wasps. All are highly detailed and most are damaged in some way. Some of them are even smashed to pieces as if they were flying creatures that plummeted to the floor after suffering some form of petrification. There are no other petrified humans in this cavern though.

Near the very back of the cave are the remains of a large, strange lizard, itself petrified (and collapsed into four or five pieces) long ago by some enterprising individual who reflected its gaze.

The cavern is otherwise empty.





## 5. The Bone Hall

The entrance to this cave is obstructed by dozens of heads that have been set on pikes. The decomposition of these heads varies according to how long they have been here. Some have been here a good long while and are skulls, others are very fresh and have barely attracted any insects yet.

The small tunnel that leads down into this location is completely lined with human bones, including the floor, ceiling, and walls. Most of the bones are rib bones, but there are plenty of arm, leg, and backbones too. As the player characters travel down the tunnel, their footsteps vibrate through the bones and the walls and ceiling shake.

The main chamber is also completely lined with bones, but as this area is bigger, so are the bones. Some look like they must be from dragons or dinosaurs or giants, many are unrecognizable, but the bones completely cover every natural surface of the cave. Dotted throughout the cave are “bone scarecrows,” basically propped up skeletons (mostly human but some animal as well) and patchwork pieces that make it look as if there are dozens of skeletons standing around. The “bone scarecrows” consist mostly of human skeletons, but there are some animal skeletons too. In addition to the “bone scarecrows,” the cavern is littered with pillars and piles of bones. Bones, bones, bones.

The main chamber is home to a pair of transformed *milizionäre* and their trained dog, both of whom were thrown out of the organization for crimes too unspeakable to mention. Exactly what the nature is of these “unspeakable” acts is up to the Referee to decide. When the pair originally

found this chamber, it was already full of bones and so they decided to add to the décor when they were banished. The renegades are extremely bright, and have engineered traps for the capture of many beasts far and wide to bring back here to decorate their home. They have also taken advantage of the anarchy in the area, hence the heads at the entrance.

They will take great offense that anyone dares to enter their lair, and they will be aware that any opposition is quite likely to be able to overpower them. They are simply two men, after all. They have advantages though.

First, because of the rattling bone structure, the approach of any intruders will be noted long before they enter the chamber (only those moving silently will prevent this).

Second, both they and the dog are wearing bone camouflage/armor and so will blend in perfectly with their surroundings.

Third, they have set up a system where they can hit certain bones on the floor, thus triggering a chain reaction that causes specific sharpened bones to fall from the ceiling. They can play their bone structure like a master pianist, and it is how they have defended their lair these many years from intrusion. In game terms, this means that each character has a 50% chance to be attacked (with a +2 Attack Bonus) by two spears each. Characters will be aware of the constant vibrations while this is happening. To disguise their own movements, when the time to attack comes, the dog will attack first (with a 3 in 6 chance for surprise). Only those who specifically state that

they are watching out around them will notice the enemy prancing around hitting their bones, but doing so will allow the dog (and the falling bonespears!) to attack “from behind” for combat purposes. Pay attention, adventurer!

Adventurers blundering around and fighting and attacking random bone piles will bring things down as well. Any time that a non-resident of this cave moves in combat—unless going at quarter-speed and being careful!—or attacks with anything other than a strung or thrown missile weapon, he will set off some falling bones. Alternatively, by keeping his body as still as possible, he can make a mêlée attack at a -2 penalty and forego his Dexterity bonuses for that Round.

In random bone-fall everything and everyone inside the cavern has a 25% chance of being attacked by 1d4 falling bonespears, although the cultists and dog

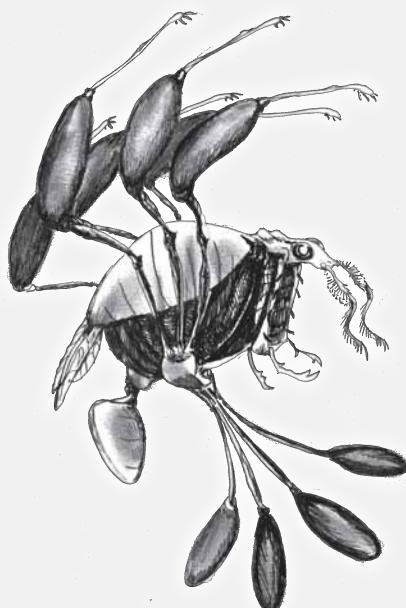
get a +4 Armor adjustment due to their familiarity with the area. Firing a gun or detonating any sort of explosive will result in a 50% chance of the character being attacked by 1d8 falling bonespears.

If a character actually disturbs one of the bone piles, scarecrows, or sculptures, he will fall victim to 2d4 bone spear attacks.

This room contains several bits of furniture, all fashioned out of bone. There are four works of bone sculpture which are unwieldy and heavy (counting as an oversized item), but could fetch 250sp apiece from an art enthusiast or odd merchant.

**2 ex-milizionäre:** Armor 19, Level 0, Movement 60', 1 bone spear attack for 1d6 damage, Morale 11.

**Dog:** Armor 19, 2 Hit Dice, Move 120', 1 bite doing 1d6 damage, Morale 9.



## 6. Acid Walls

The walls of these caves shimmer with seeping liquid which pools along the floor before trickling through minute cracks in the floor.

There are no insects here, and if anyone is foolish enough to camp here, bad things will happen. Anything left on the ground will be eaten away after about two hours. Anyone lying on the ground will suffer 1d8 points of damage without noticing it until after the damage is done. In fact, if someone falls asleep here, he will completely dissolve to nothing, as the material seeping down the walls is acidic, numbing, and sentient, pooling around new objects and creatures to feed.

## 7.Land of Ooze and Slime

A mass of oozes, of varying textures and colors, creep along the ceiling, floor, and walls, reflecting and refracting any light brought into the cavern.

These oozes are translucent, and a precious stone is visible inside the mucous mass of each ooze. These jellies are not aggressive or particularly hungry for flesh, but the stones are their eggs and they will defend them.

Physical attacks do not affect the oozes and if bits are separated from the rest, they merely seek to reform into a whole. Freezing, burning, or other energy-type attacks will kill ooze. If an ooze is killed in this fashion, its egg will turn into a worthless, ordinary stone.

Reaching into an ooze and pulling the stone out will work, but doing so will cause a defensive reaction, the ooze releasing an

acidic gas. Other methods for extracting the stone can be attempted, but this acidic gas will eat through anything, including other gases, metal, wood, and stone.

Any character within 10' of the ooze when it emits this gas must save versus Breath Weapon or take 1d6 damage. The stone, if pulled from a living ooze, is worth 1d30x1d6sp.

After a stone is taken from any ooze, the rest of the oozes will consolidate, becoming larger, intensifying their acid, and increasing the value of their stones. For every egg taken after the first, add +1d6 to the damage caused by the acid and +1d6 to the stone value multiplier. So, for example, the third stone extracted will cause an acid spray doing 3d6 damage and will be worth 1d30x3d6sp.

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## 8. The Cave that Shimmers Dark

Suspended in the air in the center of this cave is a 50' diameter ball of pure negative light. It will cause any normal light sources thrust within to be extinguished, and magical light will explode, doing 2d6 damage to all within 10' of the light source. A successful save versus Breath Weapon will halve this damage.

The negative light ball is liquid, and a character boosted into the sphere can swim around inside it, provided that he is unencumbered. Encumbered characters will "sink" back to the edge of the ball. The liquid is perfectly breathable. Characters inside the sphere have a 10' range of vision within it, but characters inside cannot see out and those outside cannot see in.

In the center of the sphere is its master, a great inhuman creature. The Master of the Sphere will be hostile towards any intruder because anything defeating the current master becomes the new master, and it assumes that any who enter the sphere do so to take the title of master. It will communicate telepathically: *"You cannot become master of this place until I am destroyed. That will not happen."* If multiple

characters are within the sphere, it will add, *"This must be a single combat. Choose your champion and send the rest out of the sphere."*

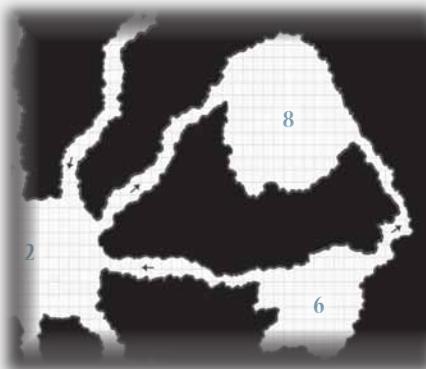
**The Master of the Sphere: Armor 18**  
(24 against non-thrusting weapons in this liquid environment), 4 Hit Dice, Movement 60' fly, 1 psychic whip from the split skull doing 1d8 damage (ignores all armor) or 1 electrical discharge doing 1d6 damage (area effect in this liquid environment affecting all foes). Immune to electricity. This monster never heals.

If the monster is defeated, the character who defeated it (or who struck the final blow if multiple characters were present) will in an instant not only absorb knowledge of the sphere through osmosis, but also be given three choices. The character must pick one of the three choices and he only has the time between his landing the final blow that will kill the monster and the monster actually dying in which to make the choice. As soon as the character makes his decision, the monster dies, and the effects of his choice occur. The character will only be told the bold portions of each choice, the non-bold portions being a surprise side effect:

**Stay as master of the sphere and be immortal.**

The character is restored to full Hit Points, and will live forever as long as he stays within the sphere. Any others within the sphere will instantly die, their maximum Hit Points being added to the newcomer's total. If the new master leaves the sphere, he dies. The master may of course be replaced by an interloper defeating him in combat.

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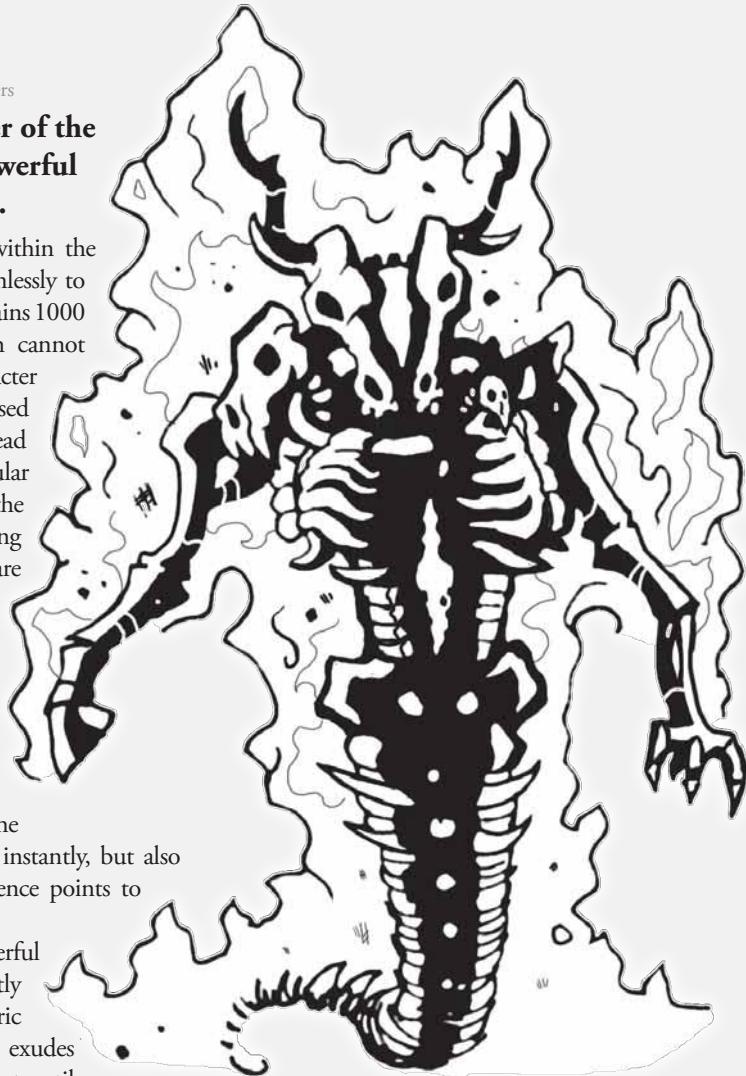
## Absorb the power of the sphere and be powerful in the world.

The sphere disappears within the character, who falls harmlessly to the floor. The character gains 1000 extra Hit Points, which cannot be healed if the character suffers damage, but are used to absorb damage instead of the character's regular Hit Points. Whenever the character fails a saving throw, 50 Hit Points are subtracted from this pool and the save is considered successful. This effect is automatic and cannot be switched off. Any other character within the sphere is instantly absorbed into the character as well, dying instantly, but also transferring their experience points to the absorbing character.

This newly powerful character becomes instantly Chaotic (losing any Cleric abilities) and constantly exudes a black, oily form of sweat until the extra Hit Points are expended.

## Disperse the Sphere

The sphere loses its form and collapses into the cavern, filling it far beyond the original sphere's volume. The cave will fill to a 15' depth, and any character whose encumbrance is greater than Unencumbered must shed equipment or drown. The character who defeated the Master of the Sphere will be able to remain buoyant with his own equipment,



but not any equipment picked up after the sphere's collapse. Any other characters within the sphere when it collapses must save versus Paralyzation or be stunned for 2d4 Rounds, and sink straight to the bottom of the newly formed lake if they are at all encumbered.

## 9. Lair of the Usurpers

This cavern is filled almost completely with spiderwebs, leaving barely enough room for anyone to walk around without becoming entangled.

There are of course no living insects here, but the webs are full of tangled insects—fresh and drained, giant and mundane—that have happened upon, or indeed tried to battle against, this arachnid threat.

Millions of spiders crawl along the webs, and dozens of giant spiders dwell across the ceiling. If any humans (or humanoids) enter this cave, the spiders will cluster above them and follow them closely. They will not attack unless the intruders carry artifacts of the Insect God (this includes any looted sculptures, amulets, or jewelry, that is shaped in the form of an insect, even things like brooches or scarabs completely unrelated to the Insect God and his worship); or an attempt is made to burn the webs; or of course, the spiders are attacked.

If the webs are set alight, the giant spiders will spit webbing at open flames in an attempt to douse them.

If there is a fight between the spiders and the intruders, the intruders will be attacked by a multitude of ordinary spiders as well as the giant spiders. The Referee should run the battle between the giant spiders and the player characters as normal, but each Round all non-arachnid combatants must save versus Poison or take 1 Hit Point of damage from the ordinary spider bites. There is a 1 in 20 chance that any non-arachnid combatant is bitten by a poisonous spider and must save versus Poison or take 1d8 damage.

**47 Giant Spiders: Armor 14, 3 Hit Dice, Movement 90' ground, 150' webs, 1 bite attack doing 1d4 damage plus save versus Poison or take 1d8 additional damage, Morale 12.**

## 10. Eight Leg Knife Fight

In this web-choked cave, the champions of the Arachnid God dwell, ready for the order to strike against the Insect God.

It is an order that will never come.

Like the spiders in location #10, they will not be hostile to humans who are not themselves hostile.

These spiders fight by lowering themselves from the ceiling on their webbing and using all eight legs, each of which ends in a blade-like claw, to attack their enemies.

**13 Spider Champions: Armor 15, 4 Hit Dice, Movement 90' ground 150' webs, Eight knife-legs (see below for details), Morale 12.**

When attacking, each of a spider champion's eight legs is used for both armor penetration and inflicting damage. If a roll to hit an opponent is unsuccessful, a spider champion can add +1 to the roll for each free leg until it has rolled sufficiently to hit. If it hits, then the number of remaining free legs determines the amount of damage inflicted on the accompanying table.

1. 1 Hit Point
2. 1d3
3. 1d4
4. 1d6
5. 1d8
6. 1d12
7. 1d20
8. 1d30

## 11. Arachnid Shrine of Goblin Hill

This cave is filled with spider webs in the same manner as the previous two. There are no spiders here. Suspended in the webbing on the ceiling are all manner of coins, sparkling jewels, gems, and a dog-sized diamond sculpture of a spider.

One of these items may be taken (with one exception—see below) if at least two valuable offerings are left in its place. As the spiders cannot judge value, items of lesser value may be left in place of more valuable items as long as more are left than taken. The only items that the spiders pace no value on are copper coins. Coins of other metals, including silver, are another matter.

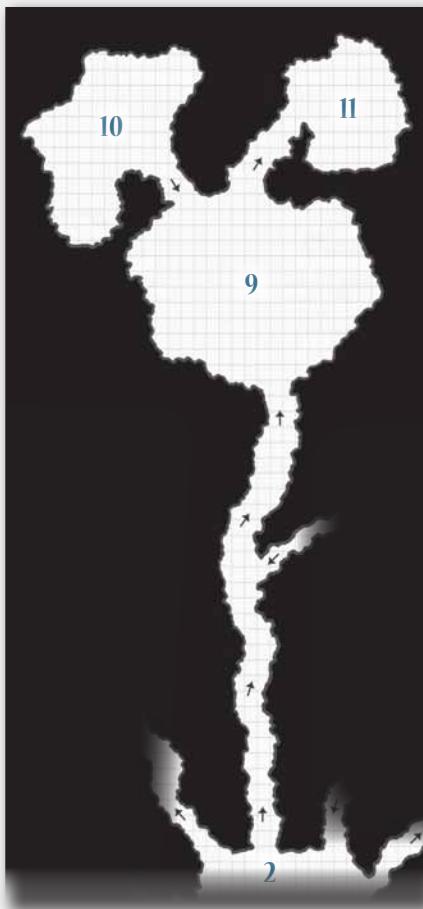
If this room is observed for 2d4 Turns, a giant spider will come in and leave two items in the webbing and take one.

If items are taken without a suitable offering given, or if the diamond spider statue is disturbed, every spider from locations #9 and #10 will attack.

Currently, the offerings suspended in the web include:

- 1231 silver coins
- 580 gold coins
- 321 gems  
(value 1d4x50sp each)
- 30 pieces of jewelry  
(value 1d100x10sp each)
- 1 diamond spider statue worth 30,000sp

*Click to view*



## 12. Cesspool

Upon entering this portion of the caverns, the player characters will immediately notice a foul, foul odor up ahead, and as they advance they will become increasingly queasy as the stench gets progressively ever more vile. The air is thick with flies and grows ever thicker until the player characters become aware that along the walls and under their feet are millions of maggots

and worms feeding off the waste floating in the “water” and coating the walls. As soon as they realize just how disgusting the situation is, they will also become aware of the danger: Four giant maggots and a giant horsefly will attack them at this point.

Located in the ceiling of the far side of the cavern is 40' shaft that leads up to the Latrine in the *Bürgerfriedensmiliz* Headquarters above (Location #25). The walls of the shaft are so slippery with all sorts of excrement and other obscene fluids that any attempt to climb the shaft is at double the normal failure rate unless a rope or similar device is secured at the top. 30' up the shaft is a large metal grate that swings downwards. It is currently closed and locked with a large padlock, and there are bits of rotted flesh and waste-stained cloth hanging from it.

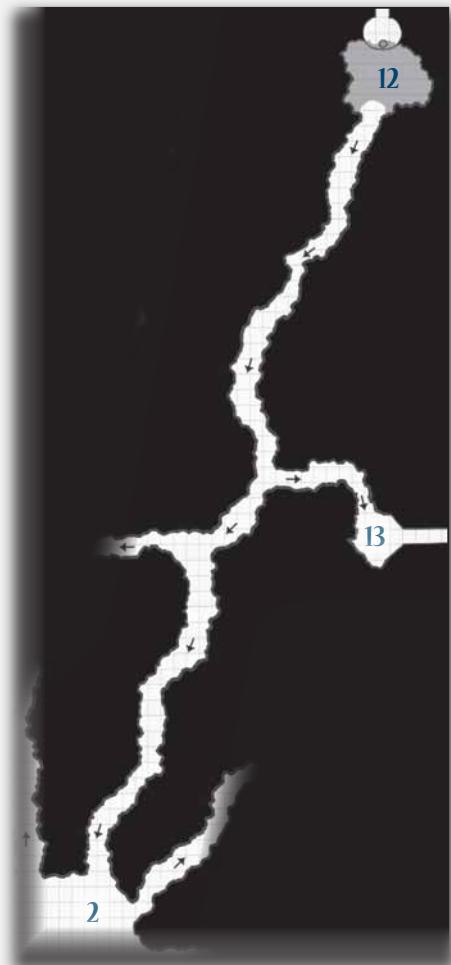
The Referee should remember to make disease and parasitic checks for any character that passes through the muck, and a check should be made every time a character is hit in combat by either the giant maggots or the giant horsefly.

There is nothing of value in this area.

**4 Giant Maggots:** Armor 14, 1 Hit Die, Movement 30', 1 bite attack doing 1d4 damage (and save versus Poison or be infected with disease), Morale 6.

**1 Giant Horsefly:** Armor 15, 3 Hit Dice, Movement 60' ground/ 270' fly, 1 proboscis attack doing 1d8 damage, plus 1d4 bloodsucking damage each successive Round with no attack roll needed, Morale 6.

*Click to view*



## **13. Shrine Entrance**

Anyone approaching this area will see magnificently bright, yet flickering, rays of light radiating out from the shrine entrance. This light is so bright—it is as intense as daylight—that anyone in the dark cavern who turns to face the shrine will be initially dazzled for 1d3 Rounds. When their sight clears, they are in for quite the shock...

Around the entranceway is a series of statues carved from the very rock of the earth, depicting man-sized, human-insect hybrids. The figures are intertwined, making it difficult to determine when one ends and another begins. The carvings are disturbingly realistic and horrible to look at for any worshipper of a sane god. The shining light emanates from the eyeholes that have been carved into each statue. Examination of the eyeholes will reveal that the rear end of a giant firefly has

been stuffed into each. If removed, these will individually act as a torch and will last 1d4 days. Originally, compound eyes made of colored glass had been fitted over each eyehole, but a combination of time and the efforts of looters have destroyed all of them. The combination of the light from the statue eyeholes, the swarms of insects that flit around in the light, and the water that trickles down from the ceiling and over the insectoid statues creates the optical illusion that the statues are writhing and struggling in place.

A wandering monsters check—using the *Insect Shrine* chart (page 121)—should be made immediately after the player characters view the entryway.

Any hirelings or henchmen accompanying the party must make a loyalty check or they will refuse to enter the shrine.



# Insect Shrine

This is the Insect God's ancient seat of power in the physical world. It is now long-neglected but not uninhabited...

## Random Encounters

There is a 1 in 6 chance every 3 Turns that a random encounter will occur while the player characters are in the Insect Shrine.

d10	Random Encounters
1.	2d6 Giant Ants
2.	1 Giant Horsefly
3.	1d4 Giant Wasps
4.	1d4 Giant Bees
5.	1d6 Giant Ants
6.	1 Giant Wasp
7.	1 Giant Bee
8.	1 Giant Beetle
9.	1 Giant Moth
10.	2d6 milizionäre

### Milizionäre

Armor 12, 0 Level, Movement 120', 1 spear attack doing 1d6 damage, Morale 5.

### Giant Ants

Armor 17, 2 Hit Dice, Movement 180', 1 bite attack doing 1d6 damage, Morale 10.

### Giant Bees

Armor 14, 2 Hit Dice, Movement 60' ground 180' fly, 1 sting attack doing 1d4 damage plus save versus Poison or take 1d8 additional damage (and bee then dies), Morale 6.

### Giant Beetle

Armor 20, 5 Hit Dice, Movement 90', 1 bite attack doing 1d6 damage, Morale 9.

### Giant Horsefly

Armor 15, 2 Hit Dice, Movement 60' ground 270' fly, 1 proboscis attack doing 1d4 damage, plus 1d4 bloodsucking damage each successive Round with no attack roll needed, Morale 6.

### Giant Moth

Armor 12, 2 Hit Dice, Movement 30' ground 150' fly, 1 bite attack doing 1d4 damage, Morale 5.

### Giant Wasps

Armor 15, 3 Hit Dice, Movement 60' ground 240' fly, 1 sting attack doing 1d4 damage plus save versus Poison or take 1d8 additional damage, Morale 8.

## 1. Hall of Statues

This hall is filled with large granite statues, each depicting a different insect standing erect. They are of an ant, a bee, a cockroach, and a cricket along the north wall, and a dragonfly, an earwig, a horsefly, and a moth along the south wall.

The cockroach is actually a giant stoneskin cockroach that has been hibernating for thousands of years and was placed here by mistake. It will not awaken unless poked, prodded, or stabbed, although there is a 1 in 6 chance of it waking up if it is searched.. If it does awaken, it will be very hungry.

**Giant Stoneskin Cockroach: Armor 25, 3 Hit Dice (but has Hit Points as if a 15 Hit Dice creature), Movement 60', 1 bite attack doing 1d6 damage, Morale 11.**

## 2. Storage Chamber

This chamber is empty, long cleared of any useful items. Only the nesting hordes of cockroaches remain, and they will scatter in the presence of light.

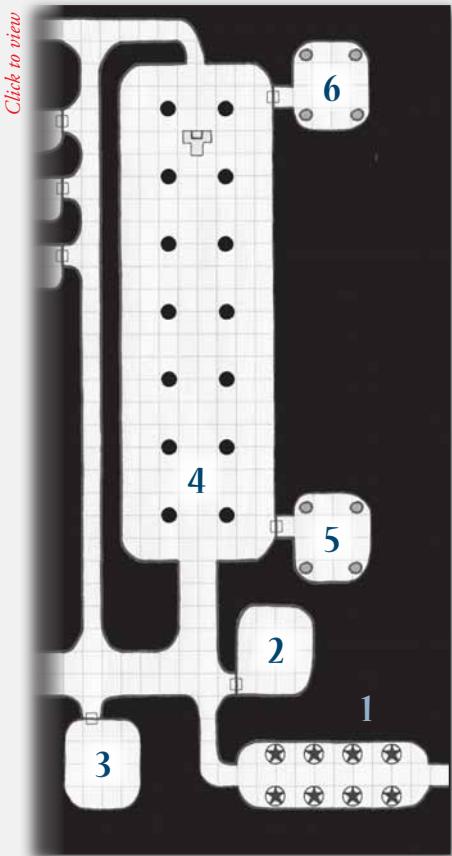
## 3. Storage Chamber

This chamber has no useful items, but the cockroaches swarming here do so over a human body they have eaten down to the bone. A glass eye rests in the skull's left socket. The glass eye is hollow and inside it is a message written in German on a folded paper. It reads, *"Help me! They are threatening my children! I don't know what to do. - N. Gunderson, Nürnberg"*

## 4. Worship Hall

This huge chamber is 60' high with fourteen columns along the chamber supporting the roof. An altar stands at one end of the hall. 50' up each column is a set of six inlaid gems around the circumference, a different stone for each column:

- 6 pieces of blue quartz á 10sp
- 6 turquoise stones á 10sp
- 6 moonstones á 50sp
- 6 zircon stones á 80sp
- 6 pearls á 100sp
- 6 jade stones á 100sp



- 6 amethysts á 130sp
- 6 aquamarine stones á 200sp
- 6 amber stones á 500sp
- 6 opals á 1000sp

While ordinary light sources at ground level will reveal that there is something that sparkles, the roof and the source of the sparkling cannot be seen. Also unseen would be the giant wasp nests along the ceiling. Only when someone has climbed 30' or higher up a column (or has flown or levitated to that height) will the wasps take flight and defend their territory—there will be no buzzing sounds until then.

On the altar is an open book. It is a spellbook with but one spell, a specific form of *Summon* which calls forth “The

Buzzing Demon,” a terrible monstrous fly with just enough hint of human in it to be absolutely disgusting.

**15 Giant Wasps:** Armor 15, 3 Hit Dice, Movement 60' ground 210' fly, 1 sting attack doing 1d4 damage plus save versus Paralyzation or be paralyzed for 2d6 Turns, Morale 7.

**The Buzzing Demon:** Armor 18, 12 Hit Dice, Move 120' ground 180' fly, 1 claw attack doing 1d8 damage plus 1 proboscis attack doing 1d8 damage (plus another 1d8 damage every round it remains attached; it can carry victims and attack with its claws at the same time as draining blood), Morale 12.

## 5. Cleansing Room

This room was a bathing room for priests and worshippers who must be rid of filth before giving offerings to the Insect God. (They thought that it was important anyway, the Insect God does not care...) The carved images along the walls and on the fountains show disturbingly explicit images of all sorts of bugs in congress with humans.

The water source for the fountains has dwindled to a small trickle over the years, so the true splendor of the place will never be seen again. However, a large number of colorful butterflies brighten the room as they flutter about before settling into the nooks and crannies of the carvings on the walls.

## 6. Cleansing Room

This bath looks the same as #5, including the carvings, lack of water and butterflies.

However, the butterflies here will attempt to fly into the mouths of any intruders. Ingesting a butterfly will heal one Hit Point of damage (and there are hundreds of butterflies here).

1d4 weeks after a person ingests a butterfly, its eggs will hatch in the intestines and a mass of caterpillars will burst from the gut, doing 1d4 Hit Points of damage for every butterfly swallowed.

## 7. The Sacrifice Pens

Sunk 15' into the floor are 21 open-topped cages (the tops of the cages are level with the surrounding passages leading to the room). In each cage is a human skeleton, each of a man or woman in their late teens or early twenties and each missing a left foot and a right hand. Where the stomach once was for each skeleton rests a small gem worth 100sp. These were force-fed to future sacrifices so that the gem could be violently extracted during the ritual, but these victims were left to starve when the shrine was abandoned.

Also in each cage is a giant earwig, too large to fit through the bars and unable to climb them. Also scattered around the cages are five giant ticks.

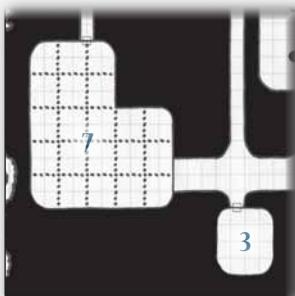
See sidebar for moving over the cages.

The ticks will not immediately stir, but will wait until intruders are more than 20' into the room before leaping between the

The top of each cage in room #7 is a mere six inches wide. Unencumbered characters with Dexterity 9 or greater can walk along these surfaces without a problem (at a 30' movement rate), but moving faster, being encumbered, being struck, or having a lower Dexterity means there is a possibility of falling into one of the cages.

Any character who falls into a pit suffers 1d6 Hit Points of damage. Falling together (with an attached tick, say) gives each party a 1/3 chance to fall on top (and 1/3 of falling side by side), which halves the damage for the the lucky party while doubling it for the one landing on the bottom.

*Click to view*



intruder(s) and the nearest exit. The earwigs will attack any mammals that fall into their cages, but will only use the pincer attack if they are faced with multiple foes. In one-on-one combat it will always bite.

**21 Giant Earwigs:** Armor 15, 2 Hit Dice, Movement 90', 1 bite attack doing 1d4 damage and 1 pincer attack doing 1d6 damage (continuous after the first round), Morale 12 (where would they run?).

**5 Giant Ticks:** Armor 17, 3 Hit Dice, Movement 60' ground 210' leap, 1 bite attack doing 1d4 damage (continuous after the first round), Morale 9.

The basic chance of falling is 0 in 6 per round, with the following modifiers:

### Conditions worth +1:

- Each level of encumbrance
- Each additional 30' rate of movement
- Per point of damage suffered this round
- Per point of negative Dex modifier

### Conditions worth -1:

- Per point of positive Dex modifier (using Dexterity for this purpose prevents it being used for Armor adjustment for the duration.)
- Standing at an intersection

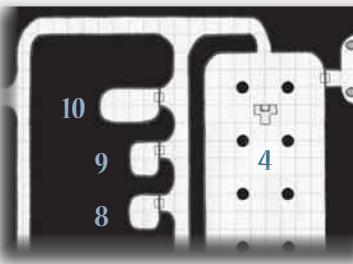
## 8. Priest Quarters

This room served as the quarters for the junior priests of the Insect God. Broken down remains of furniture are still here, but there is nothing intact or interesting in the room.

## 9. Priest Quarters

As #8... except for a finger-sized jade carving of a caterpillar. It is worth 500sp on its own, but if placed in a container it will eat the other items in the container at a rate of one per Turn (100 coins counting as one item) before eating a hole in the container itself (with a 5 in 6 chance of not being noticed) and escaping to travel back here at a 30' movement rate.

*Click to view*



## 10. High Priest's Quarters

When the Insect God went into slumber and its cult died, its last high priest committed suicide rather than leave the religion behind. His skeletal remains lie here still, with a golden scarab (seemingly worth 500sp, see sidebar on next page) on a chain around what used to be his neck.

This room is otherwise thoroughly trashed and looted already.

## The Golden Scarab Creature

The golden scarab in room #10 is a living creature which remains fiercely loyal to the priest. If it is worn it will lay dormant, but it will be broadcasting telepathic alarms to insects in the area, tripling the chances of random encounters in the Shrine and Caverns area. At night, it will sense when its wearer, or the person whose pack it has been stashed in, has gone to sleep. It will then awaken and attack.

**Golden Scarab Creature: Armor 26 (speed, size, toughness), 1 Hit Die (strikes as a 5 Hit Dice creature), Movement 120', 1 bite attack doing 1d10-6 damage (minimum 1 point), Morale 12.**

If the scarab does 4 points of damage in one blow, it burrows inside its victim,

doing 4 points of damage every round until the victim is dead. It will then crawl into the skull, gorge on the brains there, and then die, giving birth to thousands of mini-scarabs. These will eat the head, bone and all, from the inside out over the next three days, and then they will eat each other until only one is left. This one will return to the original master's location and remain as a lure for those that would rob him.

Interrupting this process is bad news, as opening or otherwise damaging the head will result in the multitude of baby golden scarabs no longer competing with each other for food or space; they will independently seek new victims.

## 11. The Crypts

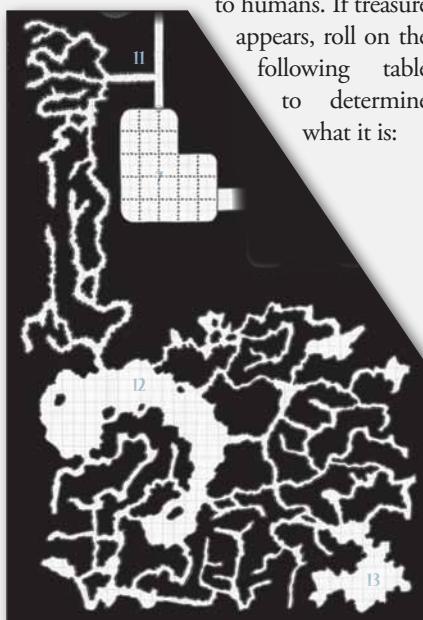
This network of giant ant tunnels was once used as a corpse disposal site by the cult of the Insect God. The humans would feed corpses to the ants, and the ants would serve the humans as laborers and soldiers. Since the decline of the cult, the ants have taken on the task of feeding themselves and all of the insects in the Shrine/Caverns area.

Every Turn traveling through this area, characters will encounter 1d6 giant ants, with a 1 in 6 chance that a soldier ant will be present with the group. They will be hostile to humans.

There are 140 giant ants and 28 giant soldier ants in this tunnel area.

There is also a 1 in 6 chance every Turn that a random piece of treasure will be found on the ground—even in passages already traveled, as the ants constantly move things around according to a logic impenetrable

to humans. If treasure appears, roll on the following table to determine what it is:



*Click to view*

2d6	Ant Treasure
2	Potion (of a random level 1d4 M-U spell)
3	Potion (of a random 1st Level M-U spell)
4	Gem worth 1d10x50sp
5	1 gold coin
6	3d6 silver coins
7-8	1 silver coin
9	2d6 silver coins
10	1d4+1 gold coins
11	Potion (of a random 1st Level Cleric spell)
12	Potion (of a random level 1d4 Cleric spell)

**140 Giant Ants:** Armor 16, 2 Hit Dice, Move 180', 1 bite attack doing 1d6 damage, Morale 7.

**28 Giant Soldier Ants:** Armor 18, 3 Hit Dice, Move 180', 1 bite attack doing 1d6 damage, if the bite hits it attempts to sting for 1d4 damage, save versus Paralyzation or be paralyzed for 1d4 Turns, Morale 9.

A paralyzed foe will be immediately taken to the farm (location #12) to be turned into a cow. Ants will leave ongoing combat to do this.

## 12. The Farm

This cavern is where the ants harvest the food that feeds both themselves and most of the insects, great and small, in the greater cave complex. Scattered across the floor of the main cavern are hundreds of human corpses, all covered in the fungus the insects use for food. Each corpse is more fertile when fresh—even more so when still alive! —but this fungus can grow on bones for centuries.

When giant ants kill prey, or when soldiers paralyze their enemies, they are brought here, their arms and legs are amputated, and then the torso is intentionally infected with the fungus. Living cows will be fed to keep them alive as long as possible, as excrement is useful for food as well and when the body dies there will be a great feast as the fungus spreads throughout the organs and the fungal bloom which results really is something to behold.

There will be 1d6-4 such living cows among the herd here.

Dozens of giant ants and half a dozen soldiers (see #11) will be here working or guarding at any one time, but they consider this a neutral zone and will let intruders pass undisturbed to avoid threatening the herd. If intruders move, damage, or otherwise molest the herd, the ants will swarm to eliminate the intruders.

## 13. The Queen

This is the nest of the queen and the egg chamber. If this chamber was somehow reached without encountering any ants, there will be 2d6 regular giant ants and 2 giant soldier ants (see #11) present, otherwise there will be 5d20 giant ants and half of the remaining soldier ants ready to protect their queen. If the queen is killed, the normal giant ants will become Confused (as the spell), but the soldiers will go berserk, each gaining +2 to hit and 10 additional Hit Points.

**Giant Ant Queen: Armor 12, 13 Hit Dice, Movement 0', no attacks, Morale 12.**

## 14. Puzzle Door

This door is made of foot-thick solid rock with five insect heads carved into the stone alongside an array of mystic symbols. Each insect head has a roughly human hand-sized hole in its mouth area. Four of the heads form a square pattern at human head-and-chest level while the fifth is at floor level.

The hole at floor level contains a foot pedal while the others each contain a handle. To open the door, all four handles must be turned clockwise at the same time while the pedal is pressed.

An Architecture roll will reveal that there are many levers and gears working within the door. A Tinkering roll will disable them... making the door impossible to open.

## 15. Tomb of the High Priests

This chamber is a large, open space with a vaulted ceiling. Arranged around the edges of the room are a number of sarcophagi, each with decorated with intricate carvings featuring a different insect. A central sarcophagus sits on a raised dais, its motif a praying mantis.

Each of the sarcophagi along the sides of the chamber is empty, looted long ago.

Anyone opening the central tomb will see a large open space under the sarcophagus. After a few seconds there will be an odd vibrating chirping sound coming from the space, and then out of the tomb will squeeze a Giant Zombie Praying Mantis that will attack and attempt to slay any intruders! It will attempt to pursue characters, but if its pursuit fails, it will pull any dead characters and their items back into the tomb, close the lids of any disturbed sarcophagi, and pull the lid closed on the central sarcophagus as it returns to its resting place.

There is nothing of value in this chamber, and inside the central sarcophagus is merely a small space full of many skeletons and many shredded and crushed items.

**Giant Zombie Praying Mantis:**  
**Armor 19, 11 Hit Dice, Movement 30', 1 bite attack doing 3d4 damage or arms doing 2d6 damage, Morale 12.**

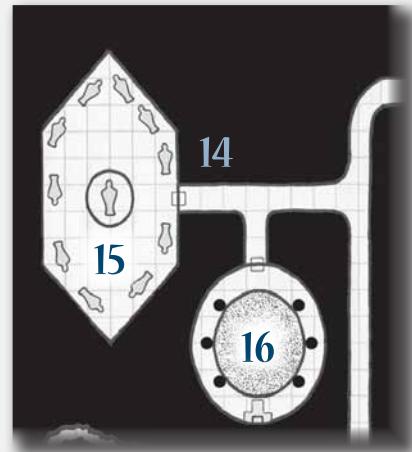
## 16. Sacrifice Pit

In the center of the room sits a sand pit, the sand gently sloping down toward the center. The pit is surrounded by six stone columns, each rising to 10' short of the 50' ceiling. Atop each column is a carved insect head.

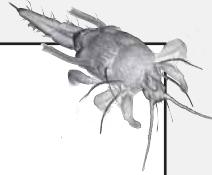
In the pit is a giant ant lion, long worshipped as the living avatar of the Insect God. It has lived here for thousands of years, hibernating in its den for much of that time. It will immediately awaken if anyone or anything touches the sand and will be quick to rise and strike anything in the center of the pit.

The sand pit is 30' deep (from the center) and at the bottom is a magnificent 4' tall ruby statue of an ant with exaggerated anatomy (it has very thin connections between its segments). The statue is worth 75000sp intact, but if broken apart each of the three segments is worth 15000sp.

**Giant Ant Lion: Armor 20, 8 Hit Dice, Movement 90', 1 bite attack doing 2d6 damage, plus save versus Paralyzation or be dragged below the sand, suffering 1d6 damage per Round, Morale 12.**



# The Insect Shrine—Back in Time



Willibald Schwartz's *Journey to the Past* spell is very open-ended and will require a great amount of Referee improvisation when it is cast. In this adventure, it is intended to be used within the Insect Shrine itself so that the player characters can discover where the great insect idol is hidden (in the Shrine, location #16).

Detailing the entire Shrine at its height at dawn on July 14, 10000 BC, is beyond the scope of this adventure. In traditional gaming we call this "an opportunity for you to customize the adventure." Some "official" notes though follow (feel free to disregard):

- The complex currently inhabited by the *Bürgerfriedensmiliz* would not yet have been built.
- The Mound would be an active facility.
- None of the towns and cities would be present on the map. The area would be much colder.
- The caves would be heavily trafficked by insects and cultists, but none of the odd encounters would be there.
- The cultists would all be three to three-and-a-half feet tall humanoids enjoying a higher level of technology and civilization than the Stone Age humans around them. They are evil halflings (what else did you expect, midgets?)
- The Insect Shrine would be fully inhabited and operational, but in the timeframe the spell would be in effect, most of the cultists are in location #16 performing a lengthy ritual.
- Location #7 would be full of victims; one hand and one foot removed, but the Referee should keep some guards around so the player characters can have duels atop the cages.
- A mass of cultists will be in location #16, with the great ruby ant statue on the altar. When the futuristic invaders are detected, priests will tip the ant into the sand pit where the ant lion will drag it below. There should be enough cultists in the way to prevent the player characters from stopping this.
- The cultists should be pushovers. 0 level, carry-only-daggers style pushovers. After all the rest of the crap to deal with in this adventure, it will do the players good to have ineffective, truly evil enemies to mow down. Keep the giant insects to a minimum.

# Bürgerfriedensmiliz

## Headquarters

This is the underground stronghold that The Mother has set up as headquarters for the *Bürgerfriedensmiliz* that supposedly also houses both the organizational center and the re-education center. All of The Seven know about it, as does every *milizionär* and some others, but none except The Mother and the upper order of the *miliz* have ever been inside.

The Mother's real purpose for this place is to reestablish the worship of the Insect God. It speaks to her and she follows its commands, hoping for protection against the oncoming Swedish army that she knows will not be stopped at Karlstadt. None of the others of The Seven know about this, or what really happens here. Not even The Watcher.

The *Bürgerfriedensmiliz* itself is divided into two sections—those based in Karlstadt, which is made of regular citizens who believe in the dream of peace and pacifism, and those based here, who worship the Insect God by means of terrible and blasphemous rites. That the organization wears masks makes it easy for the Insect God worshippers to move about and claim that they have been part of the regular patrols. That there are hordes of refugees moving into, out of, and through the area



makes it easy to explain the presence of unfamiliar faces and the absence of people who must be disposed of.

Within the complex there are no light sources in the corridors—people carry lamps. It will therefore be very difficult to surprise or be surprised by opposition, but see locations #2 and #3. Rooms will have areas for lamps and in some cases fireplaces and chimneys.

Note that getting through the front door without raising the alarm is supposed to be extremely difficult, thus the existence of the secret back door (which nobody here, not even The Mother, knows about).

There are several hundred cultists living in the headquarters at this time, much more than the food supply and presumed accommodations would indicate. All adults, excepting few special talents, serve as *Bürgerfriedensmiliz*. Make note of the locations of the barracks, armory and defensive choke-points; in case of attack the entire adult population may be armed to repulse the assault.

Unlike the Karlstadt *milizionäre*, the servants of the Insect God are not pacifists, of course, and within the complex they will carry short swords (1d6 damage), although they will be mostly unarmored. Roughly one in ten of them will possess a giant ant head shield which will give him a +1 Armor bonus. Unless specified otherwise, they are all Level 0.

## 1. The Gate

The heavy double stone doors have a complex series of heavy locks and bolts operated by controls immediately inside the door. There are always a half dozen *milizionäre* inside the door. These men are not armed since their usual duties involve receiving prisoners, often from the duped *milizionäre* who do not realize the true purpose of the group. All those

on duty here carry whistles to sound the alarm if there is a problem.

Outside the doors are stationed two *milizionäre* who receive visitors. If they or another party needs to enter the complex, they will have the doors opened by using a secret knock on a metal plate set in the doors. Under no circumstances will they allow outsiders to enter the complex.

## 2. Murderholes

When there has been an alarm, two *milizionäre* will go through the doors, lock them, and then go up the stairs to the passage over the hallway. There are holes in the floor and oil and flint and steel stored up in the crawlspace, and intruders will have flaming oil poured on them. This will do 1d6 damage, and the flaming oil will flow down the sloping corridors (note the arrows showing the slopes of the passages) doing 1d4 damage to anyone in the corridors.

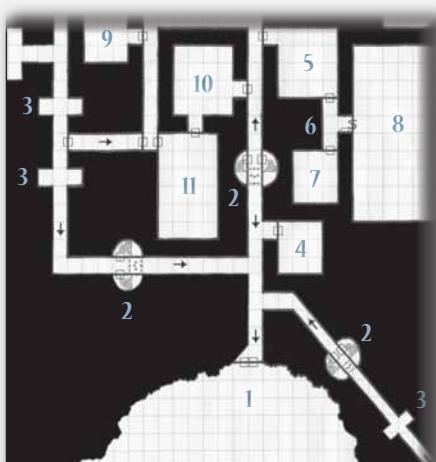
## 3. Alcoves

These alcoves are part of a second defensive measure against intruders. Wires are laid across these alcoves, fastened at both ends to metal frames within the alcoves. When the frames are raised, the wires completely block the passage. The *milizionäre* will use the cover provided by the alcoves to ascertain the intruders' numbers, apparent capabilities, and so on before retreating to a stronger defensive point.

## 4. Guest Quarters

While no outsiders are allowed in the complex now, confidence is high that the influence of the Insect God will become strong enough that his worshippers can operate in the open. Then perhaps guests will be received. This room is set up with all of the basic amenities—beds, dressers, wash basins, etc. —that such guests would require.

*Click to view*



## 5. Demonstration Room

This is where the Engineer demonstrates new inventions for The Mother and The Voice. It is currently empty. The southern door is a roll-up bay door.

## 6. The Hallway

All of the doors off this hallway into rooms #5, #7, and #8 are roll-up bay doors rather than standard dungeon doors. The approach to the Engineer's area is—of course!—mercilessly trapped. In fact, there are three separate traps in the hallway:

**The first trap** is a pressure plate in the intersection, which drops three portcullises into the hallway, trapping the intruder. The dropping of the portcullises then activates a sliding mechanism in the floor, so the floor space in the now-trapped area begins to sink at a rate of one foot per second. When the floor drops twenty feet, the new pit begins to fill with water at a rate of one foot per minute. Once the water reaches the original floor level, the pressure causes the water to stop flowing so it does not flood the corridor. Now, it is no problem to swim to the surface (and even grab the bars so there is no problem staying above water), but it will be if the characters decide to keep hold of their equipment...

**The second trap** is a trip-wire on the floor, a few feet west from the intersection. Tripping it causes darts to shoot out of the walls, attacking the intruder from behind as if a 1 Hit Die monster. If a dart hits, the victim must save versus Paralyzation or fall asleep for 1d6 Turns. However, just beyond the tripwire there is a false floor which will give way when a character

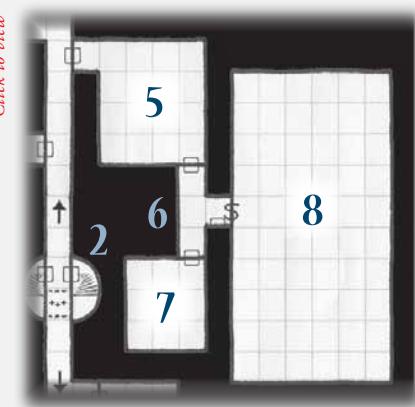
steps on it or collapses on it after being sent to sleep by a dart. Below the false floor is a small rut filled with razor sharp spikes which will inflict 1d6 damage.

**The third trap** is in the door to #8. The corridor seemingly ends in a wall, with an ordinary dungeon door on the northern wall, with protruding hinges. When that door is opened, it reveals another door immediately behind it in the frame. Opening the second door causes a pylon to shoot out from the wall and squish the character against the south wall. This inflicts 3d6 damage, or half that with a successful save versus Breath Weapon.

There are two small catches on the northern wall (high and low) that player characters could discover before opening the first door; pushing them both at the same time activates the bay door. A bell will ring when the bay door is opened.

## 7. The Engineer's Room

This room has nothing but a bed in it. The Engineer lives very simply. She just does not eat here. She does not work here. She just sleeps here. She does not even store any treasure or money in her room—she turns all her coins into wire to work her machines.



## The Engineer's Inventions

If the enemies in room #8 are dispatched, there is an entire workshop of fun stuff to play with. Well, fun for the Referee rather than the player characters, because anyone with no clue fooling around with these contraptions and devices is going to come to a bad end. Basically, this room consists of a bunch of traps which will be set off willingly—if not exactly knowingly—by the victims, that is, the player characters. The Referee should be sure to smile at his players as he tells them how much damage they are taking. It should be noted that The Engineer destroys her notes after she writes them. She is extremely paranoid and fears that if her secrets were discovered, she would be dispatched by the other *milizionäre* who she believes are jealous of her mind. She manages to memorize her successful experiments, but the truth is, if she kept records of her work, she could have done so much more... So here are the three things that the Engineer has been working on, but has not managed to get working quite right as of yet...



### Land Mines

These are four small tin discs with a small protrusion in the middle. They basically look like flattened breasts. The idea is that the disc is to be filled with oil, and a wick inside the protrusion is lit, and the lid closed. The whole thing is buried, and when an enemy steps on it, the protrusion sinks, the lit wick hits the oil, and kaboom!

Unfortunately, for the player characters, the engineer has not begun working on stabilizing the whole thing. When found, there is oil in all four of the discs, the protrusions are flipped open, and there are wicks inside the protrusions. She was working on them just before the player characters entered her workshop, so The Engineer will have a set of working notes nearby. These indicate that when activated and stepped on, they blow up! From these notes the looters may think that they will have found a set of awesome “magic items”, but unfortunately they do not work! As soon as the wick is lit on any of the four and the lid closed, it blows up immediately, doing  $3d4$  Hit Point of damage to anyone within five feet, and  $1d4$  to anyone within ten feet, save versus Breath Weapon for half damage.



## Steam Engine

This consists of a three-foot diameter metal globe with a closed lid, suspended over an unlit torch. Attached to the globe via a gear is a strand of wire that connects to a pottery wheel. The globe is filled with water.

If the torch is lit, soon enough the gear starts turning, and then the pottery wheel starts turning. After two rounds, the globe starts making an awful racket. The correct thing to do is douse the torch. Touching the globe at this point causes 1d4 Hit Points of damage as it is filled with scalding hot water. Opening the lid causes the thing to explode immediately as the mechanical gear has oil in it... Not doing anything means that it explodes in 1d4+1 rounds. The explosion inflicts 4d4 damage to everyone in the room, save versus Breath Weapon for half damage, and destroys all of the other experiments in the workshop.



## Sound Recording Machine

A giant funnel is attached to a very odd contraption with many springs out of which extends an arm with a sharp diamond at the tip (worth 500sp). The arm can be lowered so that the tip rests on a plain wax cylinder which slides onto a thick rod. A foot pedal near the funnel can be pumped to cause the rod and thus the wax cylinder to spin.

The idea is that by speaking into the funnel, it will cause the machine to vibrate just so, and the diamond will capture the vibrations by etching grooves into the wax. Later on, the wax grooves can be measured by a needle that works in reverse, vibrating the machine so real sound comes back out of the funnel. There are three problems with this setup as is. First, the spinning of the cylinder is disjointed so it will never capture the vibrations steadily. Second, the entire thing makes so much noise that nothing distinct can ever be recorded. Third, the arm with the diamond is very loose so anyone speaking into the funnel will cause it to swing wildly, doing 1d6 damage to a random person near the machine—the person speaking into the funnel, if no one else. If one of the cylinders is ever played back, it will act as a *Summon* spell, summoning a creature of 1d6 Hit Dice that cannot be controlled.

## 8. The Engineer's Workshop

This is the workshop of Adeltraud Teschendorff, Insect God worshipper and mechanical genius. Recruited some time ago by The Mother, she has been working on means to extend the Insect God's temporal power in the surrounding area. She is working on several promising ideas, but there just is not enough time to perfect them before the enemy arrives...

Inside the workshop are numerous high technology devices. The walls are lined with gears and clockwork mechanisms, all turning and grinding. Almost every one of the numerous tables in the workshop is covered with all sorts of little gear-powered machines. There is even an experiment in steam technology sat on one table. The device is unstable, which means any thrown fire spells or oil have a 10% chance of causing it to explode. This will inflict 2d6 damage to everybody inside the workshop, save versus Breath Weapon for half damage.

The Engineer spends most of her time here and if she has enough warning—if any of the traps from the hallway go off, for example—she will be wearing her clockwork armor. This device will fight as

if it is its own individual monster, and once the armor has been destroyed or ripped open, The Engineer inside will continue the fight, also as an individual monster. Any appropriate attack which targets the mind will affect the Engineer directly rather than the armor which is not waterproof or airtight.

When attacked, The Engineer will activate her latest creations, a set of three clockwork soldiers. They are far less reliable and durable than The Engineer's clockwork armor, but these automata will attack intruders as well.

**The Automatons:** Armor 22, 2 Hit Dice, Movement 30', 1 bash attack doing 1d6 damage, Morale 12. Every hit against an automaton damages its functionality, giving it a -1 penalty to hit.

**The Exo-Suit:** Armor 20, 3 Hit Dice, Movement 30', 1 bash attack doing 1d6 damage or 1 death ray attack (range 120') doing 1d10 damage (can fire once every 10 rounds), Morale 12.

**The Engineer:** Armor 12, Level 0, Movement 120', 1 dagger attack doing 1d4 damage, Morale 7.

## 9.Treasury

The followers of the Insect God are preparing to rule, and rulership requires funds. This room contains 25 chests, each containing 1d100x10sp.

Two *milizionäre* with whistles guard the door, which is kept locked.

## 10.Training Room

This room is basically set up as an obstacle course. It is used to train the miliz.

The eastern side of the room contains a muck pit for training to fight in swampy, soft ground. It is not so deep or thick as to impair movement rates, but it will certainly negate any combatant's Dexterity modifiers.

In the center area are dozens of spinning sparring dummies, each with a number of weapons attached to them. Anyone amongst the dummies will be attacked by 2d4 wooden arms (attacking as a 1 Hit Die creature) every round, with victims getting no Dexterity bonus and half of the attacks coming from behind. Each hit only does one Hit Point of damage. Also, missile fire into, out of, or within this area is at a -3 penalty to hit due to the obstacles. A weapon master suffers no penalties in this area, nor is he subject to the attacks due the fact that he has memorized the movement patterns of the dummies during his day-to-day training activities.

In this room at any particular time will be four weapon masters and 2d6 rank and file *milizionäre*.

**Weapons Masters: Armor 14, Fighter Level 1, Movement 120', 1 sword attack doing 1d8 damage, Morale 9.**

## 11.Armory

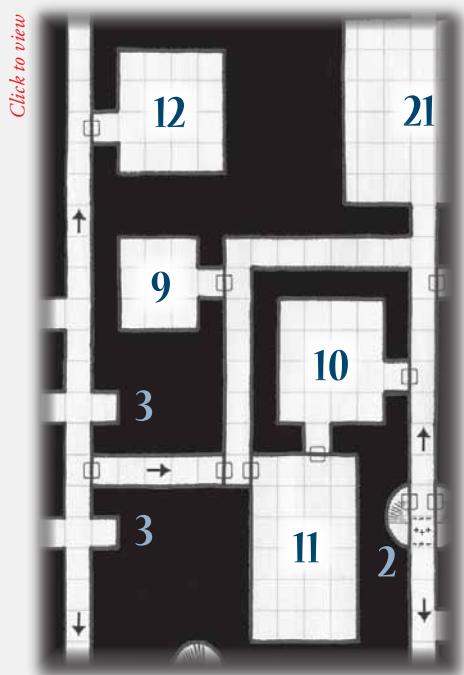
The eastern door to this room is locked. It contains dozens of racks of weapons and barrels of supplies, including, but not limited to:

- 165 short swords
- 10 breast plates
- 25 muskets
- 6 barrels of lead shot
- 10 barrels of gunpowder

## 12.Empty Forge

This cold forge was built in anticipation of its need, but aside from when The Engineer needs to create new parts, it has not yet been needed.

The anvil has a small hole in its bottom which has a rolled-up note inside which reads, "Beware the fourth door!"



## 13. Barracks Entrance

This door to the sleeping areas will always have 1d6+5 *milizionäre* casually speaking, hanging out, etc. here in order to not disturb those resting inside. The groups here will not be prepared for combat and will often have children with them as crying babies are often brought out into the passageway to let those inside continue their rest undisturbed.

## 15. Drone Barracks

The ultimate goal that the Insect God has for humanity is to wipe out the vast majority of them, leaving a scant few to perform various tasks that insects are unable to, and to be breeding stock for food. Towards that end humanity must be domesticated and conditioned to suppress individuality and ambition. The living conditions of the average Insect God worshipper reflects this goal, even if most of the time the average worshipper does not seem any different than the average person.

These barracks are spartanly furnished and absolutely packed tight. Each room contains sleeping areas for 100 people (men, women, and children are not separated) in beds stacked three high.

Note that even though masses of men and women live together, and there are children, sexual desire is being suppressed through various means of conditioning and this has been so successful that The Voice leads breeding exercises twice a month (in the dining hall) to promote reproduction, and no one looks forward to them. For now, only those old enough to be considered of

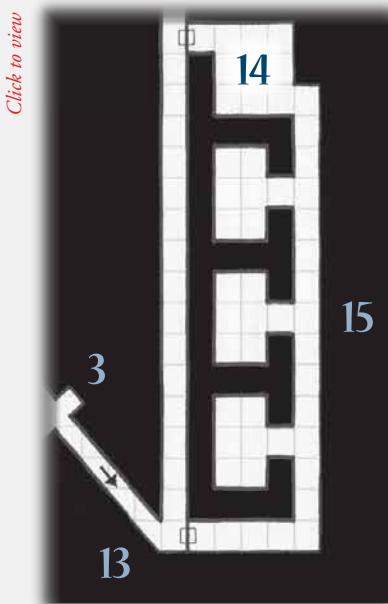
## 14. Barracks of the Few

Every organization has its hierarchy, and this area is reserved for those skilled workers for whom rest is vital, so they get their own barracks away from the children and the less capable. These Insect God worshippers have been more successful at suppressing their humanity—they do not smile, converse with others, or do anything other than eat, sleep, work, worship, and shit.

1d20 unarmed adult *milizionäre* are here at any given time.

a socially acceptable breeding age in the outside world is made to attend, but the eventual goal is to start breeding at puberty once pretense and secret co-existence with the outside world has been abandoned.

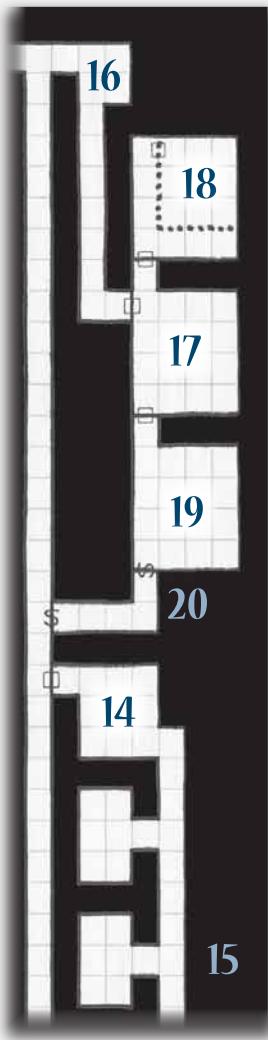
5d20 unarmed adult *milizionäre* and 2d20 children will be in each room at any given time.



## 16. Receiving Room

This is where The Voice receives visitors wishing an audience. There is a gong on the west wall and crude images of insects, finger-drawn in blood, are all over the floor and walls. Two *milizionäre* are stationed here as guards.

*Click to view*



## 17. The Voice's Workroom

This room looks something like a modern-day chemistry lab, its long bench stacked with dozens of cups and beakers and vials full of bizarre and magical liquid; a pile of scrolls, complete with feathers and ink; as well as a 3' diameter pockmarked stone (a meteor). For details on the alchemy, see page 143.

Just about everything in this room will radiate magic if a detect attempt is made. This place is, if anything, infected by magic. Anything that has been in this room, including the player characters and their equipment, will radiate magic for 1d4 days afterwards. The Referee should take this into consideration and decide exactly who has been in here to fool characters into thinking that they have found magical loot elsewhere in the *Bürgerfriedensmiliz* Headquarters.

## 18. The Birthing Chamber

One of the more vile experiments performed by The Voice is her effort to create flying insect mounts. The efforts to pursue this idea have met with disaster over the years, but finally progress has been made.

Using deviant magical practices, The Voice has come up with a potion that will make the giant insects able to breed with horses. Even then, managing the husbandry has been a nightmare, but finally, finally, there has been a success. A horse was impregnated, and it even gave birth to exactly what The Voice has been looking for. She is closely studying the resulting creatures, their needs and their behavior, so they have remained in the room where

they were born, their mother's empty body with them. When The Voice has completed her examination, then the hybrids will be brought in contact with other insects, and after determining if they will fit in with the general population, training them (and their riders!) for aerial combat will begin.

The characters will first come into this room exactly four days after the horse has given birth. The room is mostly bare, with a cage with great iron bars taking up the majority of the space. In the straw-lined cage is the horse's vacated body against the back wall, and five small flying horse/fly hybrids alternatively tearing at a piece of meat and flying about the 20' tall room. The door of the cage is chained and locked shut.

Human bones line the cage and bloodstains are everywhere. When anyone enters the room, the insects will begin chittering loudly, which is cause for a wandering monsters check, and both The Voice and 1d6+1 guards will arrive in 1d6+4 rounds if they have not already been dealt with.

If the cage door is opened, the hybrids will attack everything in sight. There are two males and three females, and if they reach the outside and escape, it could be the beginnings of a fearsome new creature race...

**5 Horse/Fly hybrids: Armor 15, 1 Hit Die, Movement 90' ground 120' fly, 1 bite attack doing 1d6 damage, Morale 6.**

## 19. The Voice's Chamber

The Voice's private room is perhaps more low-key than might be expected. She does all of her work in the Workroom and Birthing Chamber, and the last thing she wants to do in her own room is anything related to work! There is a simple bed here, a small altar to the Insect God, a table with (arm) bones and scraps of meat, four chests under the bed, and a small, thin lockbox inside the straw-filled mattress.

All of The Voice's containers and chests are locked and trapped—she does not trust the *milizionäre*—she always thinks that they are on to her! Each container and chest has a different trap, but they are all activated the same way. The key that The Voice carries does not unlock anything! In fact, putting a key (any key, or lock picks) in a lock sets off the trap. The proper way to open these containers is by pressing hidden buttons in a certain order. Any character

who has time to examine each chest and is looking for secret features in each container needs to succeed in a Search roll to figure this out. The containers, their traps, and their contents are:

**Chest #1:** The trap is an electric current that surges through the inner frame of the chest. Any metal object stuck in the keyhole or smashing the chest will trigger the trap. The person holding the item will take 2d6 points of damage, half if he saves versus Breath Weapon. Inside the chest is a metal jar full of fireflies (supplying the charge!), and a sack full of books. The books are scholarly works written in Arabic about the strengthening effects of eating human flesh. The books will take 5d4 days of uninterrupted reading to finish, and the end result is that the reader will believe they have the information to gain ability score bonuses

after consuming a diet of flesh for at least ten straight days. If anybody actually follows this course of action, bad news, it will not actually do anything. Just because it is written in Arabic does not mean that the author is not crazy.

**Chest #2:** The trap is a poison gas contained in empty compartments in both the top and bottom, but not the sides, of the chest. The greenish-yellow gas will fill up the room and anyone inside must save versus Poison or die. This chest contains a spell book that The Mother provided to The Voice (which she cannot use, of course!), containing 4 1st level and 5 2nd level Magic-User spells.

**Chest #3:** The trap is a rust-causing gas contained in an empty compartment in the top of the chest. The ruddy brown gas

will fill up the room and every metal item will corrode and become useless (not the insides of the chests as they are airtight), and human flesh will turn a bright cherry red for 24 hours. Inside this chest is a small totem of the Insect God made of wicker, tin, and dried offal. It is worthless to anyone other than disciples of the Insect God... but it is worth quite a lot to them, indeed.

**Chest #4:** No lock, no trap. However, there are four deadly pit vipers inside the box which will immediately attack anyone who is not the Voice.

**Lockbox:** The trap is a simple poison needle, save versus Poison or die. In the lockbox are three potions of *Cure Light Wounds* that the Voice keeps in case of emergencies.

**The Voice:** Armor 13, Level 0, Movement 120', 1 stinger attack doing 1d4 damage plus save versus Poison or take 1d10 more damage (maximum three uses), Morale 8.

**4 Pit Vipers:** Armor 14, 0 Hit Dice (1d4 Hit Points), Movement 30', 1 bite attack doing 1 point of damage, plus save versus Poison or die, Morale 7.

## Amulet of the Dark Shadow

When worn this amulet allows its wearer to plainly see secret doors and compartments (and their opening mechanisms) as well as identify illusions and other false images for what they are.

There is a 1 in 10 chance after using a secret door that it ceases to exist for the wearer only. Others may continue to use the secret door/compartment normally, but for the amulet's wearer it simply does not exist as anything other than a wall (or whatever surface the secret bit was concealed within). Removing the amulet after the fact does not end the effect.

Similarly, there is a 1 in 10 chance that any illusion seen becomes in all ways real for the amulet's wearer, and again removing the amulet at this point does not end the effect.

## 20. The Secret Passage

This passage is unknown to all, including the worshippers of the Insect God. Inside the passage is a robber who managed to get this far and then died after being unable to escape.

The body has been consumed by insects, leaving only the skeleton and metal equipment (belt buckles, sword, etc.) and an amulet (*of the Dark Shadow*, see sidebar) behind.

# The Voice

Ottolie Trautvetter grew up on the streets of Hamburg, orphaned and alone. By wit and luck, she survived and later thrived by befriending a doddering old alchemist and using him to gain a comfortable life for herself. Simply by being in company—the alchemist did love to go on and on about his work—she gained an understanding of alchemy and chemistry. She also learned much about fanaticism when the alchemist was taken away, tried, and burned as a devil worshipper. On the run, Trautvetter went south and ended up in Karlstadt, where she decided to make The Mother her next mark.

Well, that did not turn out well. The Mother was on to Trautvetter almost

immediately, but not before Ottolie learned about The Mother's dedication to the Insect God. Trautvetter quickly concocted a story that she too was a devotee of the Insect God, and in fact took commands directly from the deity! Her abilities as a con artist were sufficient to persuade her mark, and The Mother thought she had gained a staunch ally. Trautvetter thought she would get away at first opportunity, but The Mother was not going to let someone in contact with the Insect God remain unguarded for one moment! Dubbed "The Voice," Ottolie was taken to this new complex, set up in private quarters, and taught Arabic. She went to work both perfecting her cover—the costume is outrageous but seems to convince the *milizionäre* that the proclamations she makes "from the Insect God" are real—and starting her own alchemy lab "to create the potions from the formulas given to me by the Insect God!"

While The Voice still seeks to escape, being made to witness and sometimes take part in the torture and slaughter of innocents (see location #22), not to mention the diet she is forced to keep here (#23) and the horrid experiments she is told to conduct (#18), has driven her mad. She has no love for the maniacs around her, but is convinced that anyone raiding the place is out to stop her, not them. She will defend herself with deadly force against any intruders. To this end she has fashioned a poisoned bee stinger which she wears over one hand.



## The Voice's Alchemy

Player characters being what they, it is very likely that someone will end up fooling around with the liquids in room #17. If they mix them, internally or externally, roll on the *Weird Liquid Miscibility Table* (next page).

Note that results cannot be replicated unless the characters make precise measurements of what they are mixing ahead of time! Even the most minute of changes in the formula changes the outcome.

The stone has magical properties as well, and grinding bits of the stone and adding it to an already mixed solution (nothing will happen if adding stone bits to an unmixed liquid) will give the mixture this added effect (in addition to, not in place of, existing effects... it is possible to make a poison that increases a basic stat if it is survived!). It is impossible to duplicate any of these results, and in fact a new mixture will have to be made (and rolled for), and a new bit of stone added before someone else can tempt fate. However, if a character has an ability score adjusted, up or down, then no further result indicating an ability score change has a further effect, ever, for that character.

All mixtures must be entirely consumed to have any effect! No taking

a sip, getting a benefit or discovering a drawback, then passing it around to everyone or discarding it!

If players complain about some effect (especially malevolent gas clouds), the Referee should suggest to them that screwing around in an Insect God worshipper's laboratory might not be a course of action they should follow in the future.

The scrolls in the room are The Voice's carefully laid out notes, detailing her various experiments in mixing the different solutions. It goes into detail about having a lot of strengthening, positive effects if different liquids are mixed and then flakes of the "sky-stone" are added. It mentions "occasional negative effects," but goes into no detail—the Voice does not want to leave much record of her failures. Anyone reading the scrolls should be really excited about mixing them some magic elixirs.

Note that The Voice never blew herself up or gassed herself to death because she has not been randomly mixing ingredients. She knows enough of what she is doing to not kill herself while working.



d20

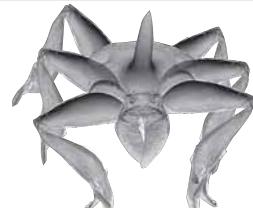
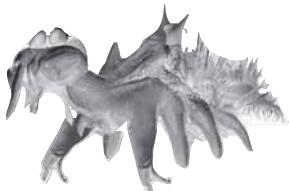
## Weird Liquid Miscibility Table

- 1 Mixture forms a deadly poison, save versus Poison or die if ingested
- 2 Mixture forms a poison antidote, ingesting will negate any one poison effect if delivered within one Turn of poisoning
- 3 Mixture forms a gas cloud, roll on gas cloud table below
- 4 Mixture forms a magic potion, determine type randomly
- 5 Mixture forms a powerful glue
- 6 Mixture forms horrible smell, everyone in the room is -2 to hit and to saves for 2d6 Turns
- 7 – 19 No effect
- 20 No effect, but roll twice if anything else is added to this mixture

d10

## Gas Cloud Table

- 1 – 2 Ruddy brown gas will fill up the room and every metal item will corrode and become useless (not the insides of the chests, as they are airtight), and human flesh will turn a bright cherry red for 24 hours. It will have no effect on the skin color of other species.
- 3 – 4 Save versus Poison or suffer absolute madness. Anyone affected will suffer uncontrollable rage and viciously attack anyone nearby. If there is nobody nearby, they will search for someone to attack. Characters suffering from the rage lose any Dexterity bonuses to their Armor, and will not even use a shield in their defense. They will be unable to use any magic items or cast spells. They will simply attack with their most dangerous mêlée weapon. The madness lasts 1d4 hours.
- 5 – 6 The greenish-yellow gas will fill up the room and anyone inside must save versus Poison or die
- 7 – 8 Healing cloud: Everyone in the room regains 2d4 lost hit points.
- 9 – 10 Dye agent – every character in the room must save vs poison or their hair turns a random color – permanently!



d20

## Meteor Stone Mixture Table

- 1 Creates a mixture that increases a random ability score by one point if ingested.
- 2 Creates a mixture that lowers a random ability score by one point if ingested.
- 3 Creates a mixture that increases maximum Hit Points by one if ingested.
- 4 Creates a mixture that decreases maximum Hit Points by one if ingested.
- 5 Creates a gas cloud that increases a random ability score of everyone in the room by one (determine which score individually).
- 6 Creates a gas cloud that decreases a random ability score of everyone in the room by one (determine which score individually).
- 7 Creates a deadly poison mixture, save versus Poison or die if ingested.
- 8 Creates a poison gas cloud, everyone in the room must save versus Poison or die.
- 9 Creates a mixture, must save versus Paralyzation or turn to stone if ingested.
- 10 Creates a gas cloud which sucks the magic out of items, 25% chance that each magical item in the room will lose its enchantment (check each item individually, but scrolls and the like are immune to this effect).
- 11 Creates a mixture that slowly erodes a character's Hit Points. Every Turn after ingesting, the character loses one Hit Point. This damage can be healed by any normal means, but every Turn, one Hit Point is lost. This will continue until the character is down to 2 Hit Points, and then the loss will stop.
- 12 Creates a mixture that will seem like a potion of Heroism... but is really not. Let the player think that the character has some temporary extra levels and Hit Points though.
- 13 Creates a mixture which will drain one level of experience if ingested.
- 14 Creates a mixture which will cure a disease if ingested.
- 15 Creates a mixture which causes a character to become hyper-aware if ingested – the character automatically finds secret/concealed doors, is never surprised, adds +3 to all to-hit rolls. The effect lasts 2d12 Turns.
- 16 Creates a mixture which makes a character more susceptible to harm if ingested – any damage taken in the next 2d6 Turns is doubled!
- 17 Creates a mixture which makes a character more resistant to harm – any damage taken in the next 2d6 Turns is halved.
- 18 Creates a mixture which increases a random ability score to 20 (+5 modifier) for 2d12 hours.
- 19 Creates a mixture which decreases a random ability score to 1 (-5 modifier) for 2d12 hours.
- 20 Explosion! Everyone in the room takes 2d6 damage, plus roll five more times on this table as the other containers explode and their contents mix

## 21. Dining Hall

This is the busiest room in the complex, as it is an area for the *milizionäre* to congregate and freely socialize.

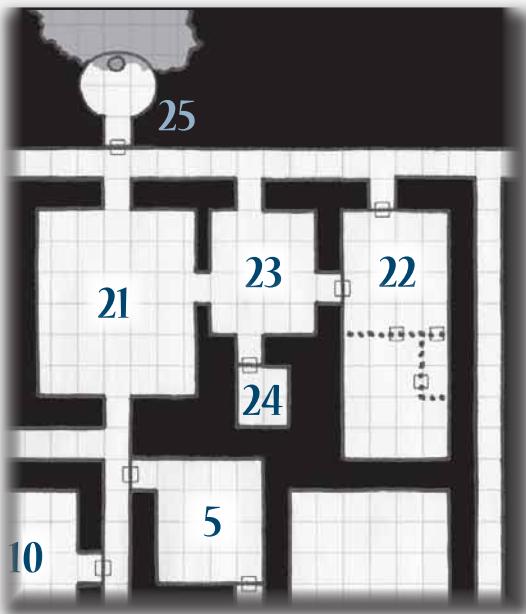
5d6 unarmed adult *milizionäre* and 2d6 children will be here at any given time.



## 22. Torture Chamber/ Holding Pen

When prisoners are delivered the *Bürgerfriedensmiliz* Headquarters, half of them are brought to this room and simply shackled to the racks that run along one wall. Once shackled they are forced to watch their fellow prisoners being tortured using all manner of devices that are kept in the center of the room until it is their turn to be tortured. The torture devices range from the practical and tried and tested to the simply theoretical designs that insane Christian inquisitors invented while getting a little too excited about tormenting heretics.

The caged portion of the room is filled with giant ants. They are there more for psychological torture purposes than anything else, although sometimes a prisoner's hands will be pushed through the bars, or the jailers will retrieve an ant, securing it in a harness (common



worship of the Insect God creates no peace between man and insect) to further torment some poor soul in an already vulnerable position.

While under torture, prisoners are asked questions with no purpose other than to keep them in the moment and aware. "If you have five apples, and two apples are taken away, how many apples do you have left?", "What is your mother's name? And her mother's?", and the ever-popular "Which of your toes/fingers do you like best? Give us reasons to leave that one for last!" For the purpose of this chamber is not to gain information from, or to encourage any sort of behavior in the prisoners. Rather it is to tenderize them, because once the worshippers of the Insect God are finished with them, they go to...

## 23. The Kitchen

There will always be half a dozen chefs here going about their work, and often several others, including children,) looking for scraps and treats.

The kitchen's primary output is human meat, and the staff do their best when supplied with fresh livestock, both "pre-processed" in the torture chamber and raw specimens—each is used for different dishes, although they do realize the importance of fruits and vegetables and grains. As a result, this place does not so much resemble a kitchen as it does a slaughterhouse and barbecue pit. Thus the kitchen is the one place where the Insect God's followers' threat to human life and stability is on clear display.

The illustration on the next spread is just an example of what goes on here. The Referee should push hard to create a gross, cruel-spirited description of the place. There's no "sanity mechanic" in LotFP; it is up to the Referee to blur the lines for the players at the table between "I'm your friend presenting this fictional situation" and "I'm getting a little too into this description, is everyone's skin crawling yet? No? We'll let me tell them about what's going on with eyeballs..."

Rafael Chandler (of *Scorn: The First Book of Pandemonium* and *Teratic Tome* fame) suggests: "*Suffering is most intense (to the audience) when the victim is singular and humanized and trying to avoid the pain. So the Referee might start to describe such scenes by noting the actions/words/plight of a single victim before zooming out (so to speak) to address the tableau in its entirety.*"

It is here where the Insect God's worshippers stop being generic fantasy threats and start being the truly despicable villains needing to be wiped out that they are.

## 24. Pantry

This is where the kitchen staff keep the dry goods and stored foods. There is nothing particularly interesting or disgusting here, but the food may be a relief to some in the region who are going hungry.

## 25. Latrine

This is the public toilet. If the wooden seat covers are removed, it will be discovered that it empties down a tunnel into Caverns area #12.

There is a 3 in 4 chance that there are 1d4 people using the facilities at any particular time. If characters are climbing up from the caverns, then there is every possibility that they will be caught in the resulting shower of urine and feces. However, anyone attacking from underneath automatically surprises his target and gets the "from behind" attack bonuses. Plus, the opponent will of course be unarmored.

Metal up your ass!

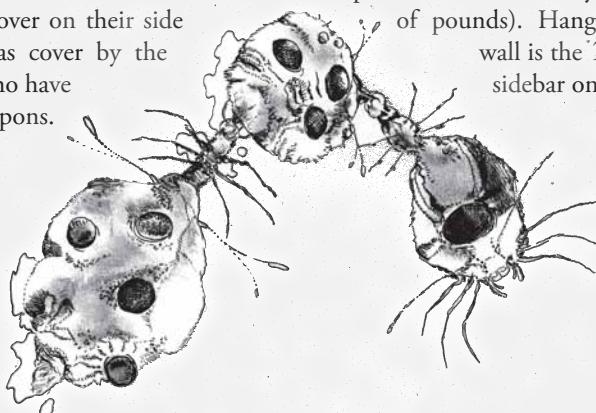


## 26. Audience Chamber

This chamber is as fancy as the Insect God worshippers can get. At one end of the chamber stands a raised throne while the floors are covered in ornate carpeting and the walls are lined with hanging tapestries. Both carpets and tapestries are decorated with the symbol of an ant's head, and while they are well made, they are all worthless since so much blood has been spilled on them. Rows of stone benches are set before the throne, behind and over which stands the magnificent sculpture of a giant ant, looking as if it will devour whoever sits in the throne.

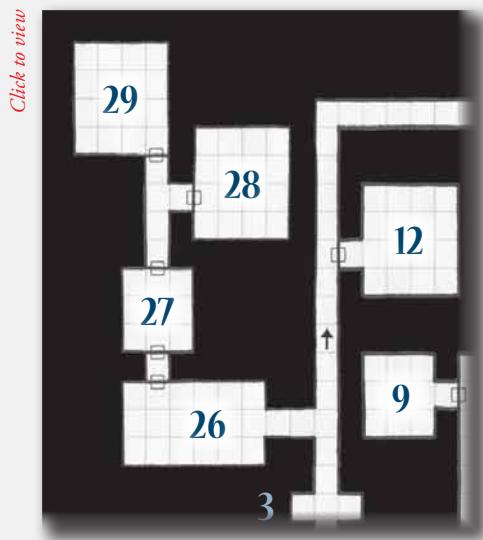
Of course, if someone does sit in the throne without first turning a hidden knob on the left arm of the chair, the statue will shudder forward, and the ant's mandibles will close on whoever is on the throne, and then it will revert to its original position. This will do 2d6 damage to whomever was sitting on the throne.

If there is an invasion within the caves, The Mother will prepare a last stand here in the audience chamber, with herself, her summoned creature, The Voice, and two dozen *milizionäre* prepared to fight off the invaders. The stone benches will be turned over on their side and used as cover by the warriors who have missile weapons.



## 27. Guard Chamber

This is a bare room. The Mother's summoned creature (see page 31) will lurk here if not accompanying her on some errand.



## 28. The Mirror

This room is draped in expensive curtains and rugs (worth 7000sp total if taken in pristine condition; they weight hundreds of pounds). Hanging on the west wall is the *Telling Mirror* (see sidebar on the next page).

## The Telling Mirror

“Mirror, mirror on the wall...” by standing in front of this mirror and asking a question beginning with these words, the mirror will answer any question posed to it, as long as the answer is a specific person. This person’s face appears in the mirror, visible to all looking at the mirror.

Example valid questions:

“Mirror, mirror on the wall, who was behind the assassination attempt on the king?”

“Mirror, mirror on the wall, who stole my money?”

“Mirror, mirror on the wall, who has the Secret MacGuffin we are looking for?”

If the answer involves multiple people, the mirror will show only the one that best answers the question. So if there was a conspiracy among equals to assassinate the king, the mirror will show who could be considered the most responsible (or a random conspirator if they are all equally culpable). If several thieves stole the asker’s money together, whoever profited the most will be shown. The mirror will not indicate that there are others involved, and indeed the mirror does not communicate in any way other than showing the faces of people based on the questions it is asked.

Any time that the mirror is used, there is a 1 in 10 chance that instead of giving the true answer, the asker’s face will appear in the mirror. If asked the same question more than once, it will always show the same face as it did when first asked, unless the truth changes.

## 29. The Mother’s Quarters

The Mother lives in this room which contains a large bed and a table and chair. Sat on the table is a platter of half-eaten food (human body parts), while beside the platter rests The Maker’s head. Both The Mother and The Maker’s spellbooks are also stacked on the table.

(The Mother would never attempt to cast the Maker’s *Spell to Grant One’s Desire*. First, she wants to be present for and lead the new Insect power. Second, she’s far too paranoid, not believing in the total faith of her followers, and suspicious that her servant creature would involve itself and undo all her plans. This paranoia is why she also has competing technologies at work in the form of the Voice’s alchemy and the Engineer’s inventions. If one betrays her, she still has the support of the other, and with either magic or machinery, she doesn’t even really need to depend on the support of the Insect God when she’s ready to make her move, does she?)

The Mother keeps her treasure chest here as well. It is of course locked and trapped, but using the key The Mother carries will bypass both. The trap is a simple poison needle, save versus Poison or suffer absolute madness. Anyone affected will suffer uncontrollable rage and viciously attack anyone nearby. If there is nobody nearby, they will search for someone to attack. Any character suffering from this rage will lose any Dexterity bonuses to his Armor, and will never use a shield to defend himself. Nor is he capable of using any magic items or cast spells. Instead he will simply attack with his most dangerous mêlée weapon.

The madness lasts 1d4 hours. Inside the chest are 463cp, a gold ingot worth 2500sp, and a map to a buried coffer a half mile from Goblin Hill which holds 3,473sp.

The Mother has been haunted by what she thinks are visions, telling her tales of doom, horror, and destruction. They are what drive her to increase her power and spread her reign of terror over an ever greater area. Her quarters actually sit just over an open space, an entrance to a great cavern complex unknown even to the old insect cult. The restless spirits of those who died in the caverns below linger on, but cannot penetrate the stone walls to rejoin the land of the living. The Mother is of course, insane, so their messages are being misinterpreted. They do not want The Mother to go out and destroy, they want her to invade inward and come into the caverns! Then the spirits will be free...

Once the player characters are in this room and there is a bit of quiet, that is, there is no combat, no *milizionäre* at the door, or anything going on that would make a considerable noise, , then certain characters will begin to hear things. The character with the highest Wisdom hears whispers of "Help us...", "We

are trapped...", and "Come to us..." It is coming from the floor of this room. If that character leaves the room, the character with the next highest Wisdom hears the whispers.

Anyone that starts to dig through the floor of The Mother's quarters will be cheered on by the voices. Getting through the floor will be a bit of a challenge, as there is eight feet of solid rock to be gotten through before the ceiling of the cavern complex can be reached. Finding the time and privacy to do so without the *milizionäre* knowing what is happening is the first problem. This will take time! To sink a shaft that armored and equipped humans can descend, 200 cubic feet of rock will have to be displaced (8' deep, 5' length, 5' width). This will take one human eight eight-hour shifts to accomplish. When they have gotten this far down, the remaining rock below the workers will collapse in on the cavern entrance, and the workers will fall 30' unless they were secured.

They will then be in the passage leading to location #1 in the Realm of the Insect God.

# Realm of the Insect God

From the entry point under location #29 in the *Bürgerfriedensmiliz* headquarters, there is a small tunnel that runs for three miles before opening out into location #1. The tunnel is wide enough for human-sized folks to walk single file only down its length.

If camping or resting to regain spells within this cavern system, Clerics will be directly contacted by their deity, telling them to *“Leave this damned place at once!”* No spells will be granted, as this is the domain of another Power. Any time a divination or any informative spell (*Detects*, etc.) is cast by anyone, instead of the normal effect the spell summons 3d6 spirits of humans being devoured by ghostly insects. The spirits will appear for 2d10 rounds, screaming all the while. Every so often, one of the spirits will see through the veil of death and warn the adventurers to run while they still have their souls...

Explorers face a 1 in 6 chance of encountering a wandering monster every hour that they travel in the caverns. If there is an encounter, it will be with 1d6 insect creatures, each with 1d6 Hit Dice, Armor rating 1d6 points better than an unarmored human, with one attack that does 1d6 damage per 2 full Hit Dice the creature possesses. There is a 50% chance that any particular insect flies and a 1 in 6 chance that it has a poisonous attack.

There will be no random encounters if traveling along the river. Mundane insects of course infest this entire cavern system. Mouths need to be covered to avoid sucking in a lungful of bugs when breathing normally, lice will instantly infest anyone traveling here, and a footstep cannot be taken without crunching dozens of bugs.

Tunnels in this area vary between five and twenty feet in width (1d4x5) at any particular point, and between seven to fourteen feet high (1d8+6). The caverns are between fifty and two hundred feet high (50d4).

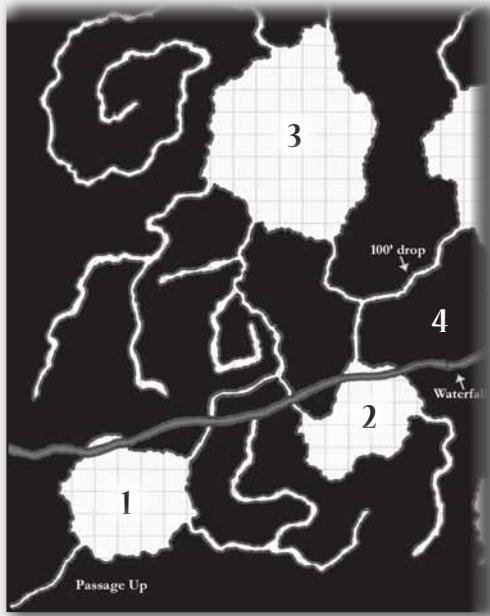
## 1. Cavern

This cavern is unremarkable except for the river passing through it. On the far shore of the river (which is 40' across, so the other side cannot be seen if using only torch or lantern light) on the north side of the cavern is a stone boat. In and around the boat lie four human skeletons. Near the northern wall of the cavern are several graves at the bases of stalagmites. Carved on the stalagmites are names and dates—tombstones, really—but in an archaic language that is no longer spoken. No one will recognize what it is unless they make a Languages check with a -1 penalty.

If the script is recognized, which is not the same thing as being able to read the language, it can be identified as bronze-age runes from the civilization that ruled this region over fifteen hundred years previously.

The boat will float if put in the water. There are no oars.

*Click to view*



## 2. Cavern

A tribe of 50 cockroach-men live here. They will be very hostile to mammalian intruders, seeking to protect their young. The tribe has no dwellings as such, and live in cracks in the ground.

**Cockroach men: Armor 18, 8 Hit Dice (but strike only as 2 Hit Dice creatures), Movement 120', one bite attack for d6 damage, Morale 8. Anyone taking damage much save versus Poison or be infected with a random type of disease which will take hold in 1d10 days.**

They will not bother anyone traveling along the water.



### 3. Borealis Chamber

The entire surface of this cavern—the floors, walls, and ceiling—is covered in a glowing, neon blue light that shimmers and waves as if it were an underground version of the Northern Lights. Light sources are unnecessary here, and the glow can be seen for quite some way down the connecting tunnels.

If the glowing matter, which fits along the surface of the cavern as skin, is touched, then it will recoil, rippling away from the touch and the image of a giant insect form will appear in the ceiling, attempting to break free. No two people looking at the insect that appears in the ceiling will be able to agree as to what type it is.

If the glowing surface is actually attacked—defined as any action intended to break or puncture it—then the light will coalesce into a giant insect monster, a manifestation of pure malevolence, made of light... and it will attack.

**Insect Monster: Armor 21, 20 Hit Dice (immune to non-magical weapons), Movement 0 (but takes up pretty much the whole cavern), 4 Light Attacks (2 with each leg plus 2 bites), but only one attack can hit any one target for damage, 2d10 damage per attack save versus Breath Weapon for half, Morale 12. Once per day it can explode in a blinding flash attack; all present must save versus Paralyzation or become blind for 2d4 days.**

It cannot pursue out of the cavern.

### 4. Cliff/Waterfall

There is a 500' sudden drop at the cliff marker on the map. This is easily climbed if the player characters are patient, although lightly encumbered characters have a 5% chance to fall from some random point while heavily encumbered characters have a 10% chance. Those traveling down the river will feel the current increase, but by the time they hear the roar of the waterfall, barring magical intervention, everyone in the boat is doomed.

### 5. Cavern

All approaching to this cavern will feel the earth tremble, as this cavern is the location of continuous, but quite localized, tremors. The floor of the cavern is littered with a vast number of obsidian chunks, the largest of which is the size of a human head. The obsidian is just shiny enough to look valuable, and just impure enough to be worthless.

The cavern is also home to a gigantic obsidian statue of an ant. It reaches up to (and touches) the ceiling of the place, with its legs spread throughout the area. Bits of stone fall from the cavern roof and drop down around the massive object.

If the ant statue is touched at all, then the legs will break under the strain and the entire structure will collapse, burying the cavern under hundreds of tons of rock. In the centuries to come, insects will clear away the debris and a new obsidian structure will be put into place to support the roof. Again.

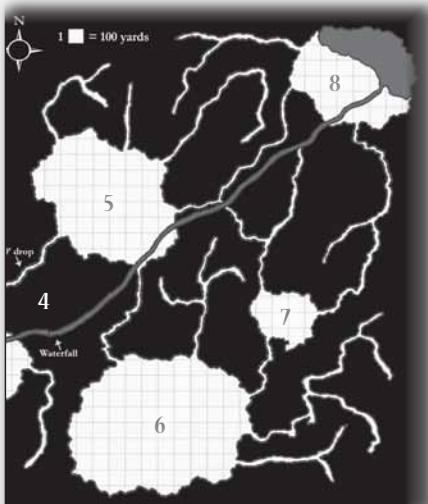
## 6. Cavern

This cavern is continuously bathed in a sticky brown substance, which also falls from the cavern ceiling as viscous rain. As every insect in the world dies and is devoured or wastes away, its haemolymph reforms along the walls of this cavern. As the amount of thick muck becomes too weighty to stick, it falls in droplets.

The floor of the cavern is covered with a shallow layer of the stuff—as it drains through cracks in the floor, it forms the haemolymph of newly born insects around the world.

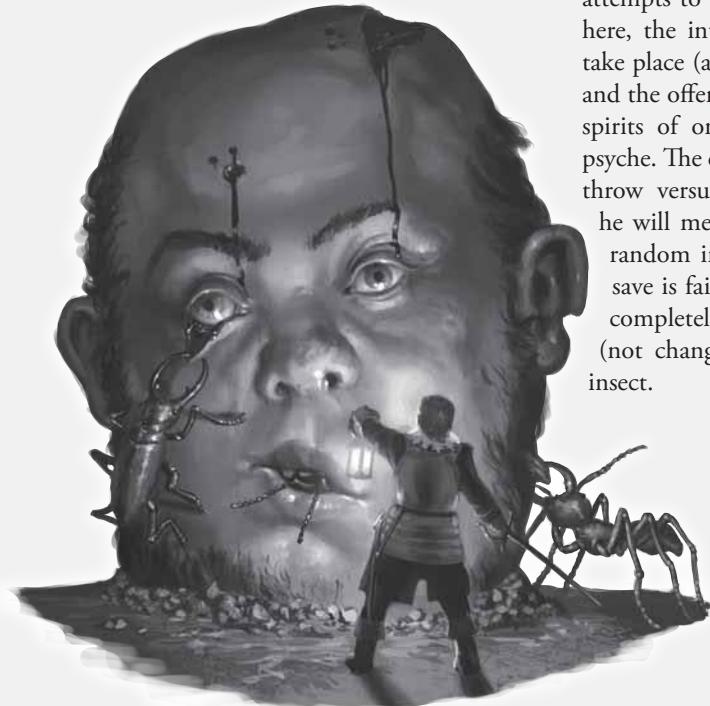
Movement through this area is at half rate, even if flying—the air is thick with it too, but otherwise this cavern is not dangerous to those traveling across

[Click to view](#)



it. There will not even be any wandering monsters appearing here.

Nevertheless, if any divination or information spells are cast, or if a Cleric attempts to regain his spells after resting here, the intended spell effect does not take place (and/or no spells are granted), and the offender will be overcome by the spirits of ordinary insects invading his psyche. The character must make a saving throw versus Magic, and if successful, he will merely have the mind of some random insect for 2d12 hours. If the save is failed, his mind will have been completely wiped out and replaced (not changed) by that of a mundane insect.



## 7.The Great Idiot Head

In the center of this cavern is a giant, one hundred feet tall and rather unintelligent, buried neck-deep in the floor of the cavern. Human-sized insects tear at his face, the insides of his mouth, and down his throat tearing at the giant's insides.

The giant though, is tough and he heals quickly, prolonging his agony. The giant has been here for millennia, a captive of the Insect God who thinks it is the god and master of humanity in the same way that the Insect God is the god and master of insects. The giant is the largest and most powerful example of

its order, and thus must be the spiritual, mental, and physical leader of its kind. The Insect God therefore believes in its absolute supremacy over the God of Man, and in each of its children as better than any man.

Before insects ate bits of its brains that never grew back properly (leaving it with a lazy eye, sagging lip, and other signs of brain damage), this giant thought the same. Now it does not think much at all, and is unable to communicate in much more than threat grunts and bellows.

**Insect Creatures: Armor 16, 4 Hit Dice, Movement 120', one bite attack for d6 damage, Morale 8.**

## 8.Lair of the Insect God

Upon approaching this cavern, the party will hear a steady and loudening hum. Once they enter the cavern, it will be fully lit with the same blue and green light waves as the borealis chamber (#3), although this light was not visible from outside of the cavern.

Beached upon the shore of the lake here is a huge, rotting carcass of a humongous caterpillar laying on its back, the visible portion already over one hundred feet long, but that is surely only a small fraction of its total size, the rest being hidden beneath the water. Due to rotting and scavengers—the caterpillar is generous to its children—it is almost hollowed out, with a spectrum-colored variety of acidic, psionic, intelligent slimes and oozes feasting on and sliding around the remains, providing sustenance for the countless insects in the caverns.

Nevertheless its eyes are aware, and its half-devoured brain still thinks.

The hum will coalesce in the intruders' minds as a very low-pitched, calm voice. "I have been... waiting... for... you. You will die... and serve me."

At this point, materializing out of the ambient light, will be the phosphorescent ghosts of monstrous giant insects, with wings and clawed limbs and stinging tails and horrible mandibles.

There are thousands of them, and they will attack everyone present except the most powerful warrior – this one they will ignore. As each party member falls, whether from damage or strength drain, they will transform into a horrid, insectoid abomination like the rest. These things cannot be *Turned*—they are in the very presence of their god!—and will pursue their prey anywhere within this cavern system.

Once everyone else is transformed, the strongest warrior will then be grappled by



the lot of them. This will not drain his strength. He will then be brought before the giant rotting mass.

A dozen insectoids will then sting their captive, laying hundreds of eggs which momentarily hatch. As these creatures deliver incredible agony as they skitter throughout the interior of the warrior's body (this allows the Insect God to know everything the victim knows, from any distance, even across planes), another insect creature delivers a strange blade made of chitin.

The telepathic voice speaks again. "You will be my servant on the surface world. You will slay all two-legged defilers of planet Earth and claim their souls in my name. You will teach the world to fear me, to worship me, once again. And thus I shall be made whole as at the dawn of time. Go now, my eternal slave."

With this, the character will be released with the new weapon in his hand, the

ghostly insects will fade back into the light, which will itself presently fade, and the dead gargantuan god will once again be silent. The character is now alone, in the dark, but free to go.

**Insect Ghosts:** Armor 13, 3 Hit Dice, Movement 180', 1 attack doing 1d6 damage, save versus Poison or lose 1d4 Strength, Morale 12, immune to physical attack.

**Insect God:** Armor 29, 75 Hit Dice, Movement 0, only takes damage from attacks if the damage roll is 9 or greater, no physical attacks, immune to any mind-affecting spells and poison. Can telepathically communicate with any creature within five miles and read their minds. Can mentally communicate with and control any 6-limbed creature within 220,000 miles. Fails saving throws only on a 1.



## Chitin Sword

Intelligent and an extension of the Insect God. It gives a +5 bonus to hit, and those slain by it cannot be raised or resurrected or subjected to *Speak With Dead*—the soul has been consumed by the Insect God. The sword will not attack insects, and must make a saving throw versus Magic (check for every individual ever encountered) to not attack any human, demi-human, or humanoid that is not a worshiper of the Insect God and that refuses to convert on the spot. It will automatically attack any arachnid on sight.

The wielder of the Chitin Sword cannot discard the sword unless a

*Remove Curse* is used. If without a carrier—the current carrier is slain, for example, the sword will similarly dominate the next person to touch it.

For every week that the sword is in the wielder's possession, his natural Armor will be improved by one point, as they begin to change into insect form. After ten weeks, the transformation is complete, and the bearer is an upright-standing insect with no physical or mental signs that he was ever of his former race. By now, all changes to the wielder are permanent even if the sword is somehow discarded.

# Appendices

The following appendices are provided in the spirit of anticipating the various, no doubt complex ways in which an adventure module PDF of this sort will be used by an audience in possession of an endless number of different digital reading devices and printer machines.

The maps used in the module are found at the end of the book. Unlike other major illustrations in the book, they are set to print by default, albeit in alternate ink-saving colors where feasible.

# Combat Statistics

Ordinary civilians and other 0-level NPCs are not listed.

<b>The Adventurer</b> p. 41	Armor 14 (leather), Level 1d4, equal chances of being a Cleric, Fighter, Magic-User, or Specialist, 1 medium weapon attack doing 1d8 damage, Morale 8. The adventurer will have 1d4x250sp worth of treasure per experience level.
<b>Automaton</b> p. 136	Armor 22, 2 Hit Dice, Movement 30', 1 bash attack doing 1d6 damage, Morale 12. Every hit against an automaton damages its functionality, giving it a -1 penalty to hit.
<b>Cockroach men</b> p. 153	Armor 18, 8 Hit Dice (but strike only as 2 Hit Dice creatures), Movement 120', one bite attack for d6 damage, Morale 8. Anyone taking damage must save versus Poison or be infected with a random type of disease which will take hold in 1d10 days.
<b>“Countess Bathory”</b> p. 47	Armor 12 (unarmored), Level 0, Movement 120', 1 dagger attack for 1d4 damage, Morale 4.
<b>The Brute</b> p. 47	Armor 14 (bits of chain and plate, here and there), Fighter Level 4, Movement 90', 1 great axe attack for 1d10 damage, Morale 12. Has 17 Strength and 16 Constitution.
<b>The Buzzing Demon</b> p. 123	Armor 18, 12 Hit Dice, Move 120' ground 180' fly, 1 claw attack doing 1d8 damage plus 1 proboscis attack doing 1d8 damage (plus another 1d8 damage every round it remains attached; it can carry victims and attack with its claws at the same time as draining blood), Morale 12.
<b>Cultists</b> p. 42	Armor 12, Level 0, Movement 120', Morale 6.
<b>The Defender</b> p. 20	Magic-User 1
<b>The Defender’s Creature</b> p. 21	Temporarily drains the best abilities of any beings within 100' in order to have any of its own. See full description for details.
<b>The Defiler</b> p. 22	Magic-User 1

<b>The Defiler's Creature</b> p. 23	Armor 17, 3 Hit Dice, Movement 180' ground 240' leap, 1 bite attack doing 1 Hit Point of damage per depth level plus swallows whole, Morale 12. See full description for details.
<b>Dog</b> p. 47	Armor 12, 2 Hit Dice, Movement 240', 1 bite attack for 1d6 damage, Morale 10 (6 if the handlers are incapacitated).
<b>Dog, armored</b> p. 112	Armor 19, 2 Hit Dice, Move 120', 1 bite doing 1d6 damage, Morale 9.
<b>Dog, wild</b> p. 53	Armor 12, 1 Hit Die, Movement 240', 1 bite attack for 1d4 damage, Morale 7.
<b>The Engineer</b> p. 136	Armor 12, Level 0, Movement 120', 1 dagger attack doing 1d4 damage, Morale 7. See the "Exo-Suit".
<b>The Exo-Suit</b> p. 136	Armor 20, 3 Hit Dice, Movement 30', 1 bash attack doing 1d6 damage or 1 death ray attack (range 120') doing 1d10 damage (can fire once every 10 rounds), Morale 12.
<b>Giant Ant</b> p. 42, 126	Armor 16, 2 Hit Dice, Movement 180', 1 bite attack for 1d6 damage, Morale 7 (nest), 8 (foraging).
<b>Giant Ant, cave</b> p. 105	Armor 17, 2 Hit Dice, Movement 180', 1 bite attack doing 1d6 damage, Morale 10.
<b>Giant Ant Queen</b> p. 127	Armor 12, 13 Hit Dice, Movement 0', no attacks, Morale 12.
<b>Giant Ant, soldier</b> p. 126	Armor 18, 3 Hit Dice, Move 180', 1 bite attack doing 1d6 damage, if the bite hits it attempts to sting for 1d4 damage, save versus Paralyzation or be paralyzed for 1d4 Turns, Morale 9.
<b>Giant Ant Lion</b> p. 128	Armor 20, 8 Hit Dice, Movement 90', 1 bite attack doing 2d6 damage, plus save versus Paralyzation or be dragged below the sand, suffering 1d6 damage per Round, Morale 12.
<b>Giant Bee</b> p. 121	Armor 14, 2 Hit Dice, Movement 60' ground 180' fly, 1 sting attack doing 1d4 damage plus save versus Poison or take 1d8 additional damage (and bee then dies), Morale 6.
<b>Giant Beetle</b> p. 105	Armor 19, 3 Hit Dice, Movement 60', 1 bite attack doing 1d6 damage, Morale 10.
<b>Giant Beetle, hermit</b> p. 106	Armor 19, 5 Hit Dice, Movement 60', 1 bite attack doing 1d12 damage, Morale 7.
<b>Giant Beetle, holy</b> p. 121	Armor 20, 5 Hit Dice, Movement 90', 1 bite attack doing 1d6 damage, Morale 9.

<b>Giant Cockroach</b> p. 105	Armor 17, 2 Hit Dice (but with Hit Points of an 8 Hit Dice creature), Movement 120', 1 bite attack doing 1d6 damage, Morale 9.
<b>Giant Cockroach, stoneskin</b> p. 122	Armor 25, 3 Hit Dice (but has Hit Points as if a 15 Hit Dice creature), Movement 60', 1 bite attack doing 1d6 damage, Morale 11.
<b>Giant Earwig</b> p. 124	Armor 15, 2 Hit Dice, Movement 90', 1 bite attack doing 1d4 damage and 1 pincer attack doing 1d6 damage (continuous after the first round), Morale 5.
<b>Giant Horsefly</b> p. 105, 121	Armor 14-15, 2 Hit Dice, Movement 60' ground 270' fly, 1 proboscis attack doing 1d4 damage, plus 1d4 bloodsucking damage each successive Round with no attack roll needed, Morale 6.
<b>Giant Horsefly, shit-dwelling</b> p. 118	Armor 15, 3 Hit Dice, Movement 60' ground/ 270' fly, 1 proboscis attack doing 1d8 damage, plus 1d4 bloodsucking damage each successive Round with no attack roll needed, Morale 6.
<b>Giant Maggot</b> p. 118	Armor 14, 1 Hit Die, Movement 30', 1 bite attack doing 1d4 damage (and save versus Poison or be infected with disease), Morale 6.
<b>Giant Moth</b> p. 121	Armor 12, 2 Hit Dice, Movement 30' ground 150' fly, 1 bite attack doing 1d4 damage, Morale 5.
<b>Giant Lizard</b> p. 100	Armor 18, 8 Hit Dice, Movement 160', 1 bite attack doing 1d8 damage, Morale 7.
<b>Giant Spider</b> p. 116	Armor 14, 3 Hit Dice, Movement 90' ground, 150' webs, 1 bite attack doing 1d4 damage plus save versus Poison or take 1d8 additional damage, Morale 12.
<b>Giant Spider, champion</b> p. 116	Armor 15, 4 Hit Dice, Movement 90' ground 150' webs, Eight knife-legs (see description for details), Morale 12.
<b>Giant Tick</b> p. 124	Armor 17, 3 Hit Dice, Movement 60' ground 210' leap, 1 bite attack doing 1d4 damage (continuous after the first round), Morale 9.
<b>Giant Water-skimmer</b> p. 57	Armor 14, 2 Hit Dice, Movement 60' ground 120' water, 1 bite attack doing 1d6 damage, Morale 12.
<b>Giant Wasp</b> p. 121	Armor 15, 3 Hit Dice, Movement 60' ground 240' fly, 1 sting attack doing 1d4 damage plus save versus Poison or take 1d8 additional damage, Morale 8.

<b>Giant Wasp, deadly</b> p. 105	Armor 15, 3 Hit Dice, Movement 60' ground 240' fly, 1 sting attack doing 1d4 damage plus save versus Poison or die, Morale 8.
<b>Giant Wasp, paralyzing</b> p. 123	Armor 15, 3 Hit Dice, Movement 60' ground 210' fly, 1 sting attack doing 1d4 damage plus save versus Paralyzation or be paralyzed for 2d6 Turns, Morale 7.
<b>Giant Zombie Praying Mantis</b> p. 128	Armor 19, 11 Hit Dice, Movement 30', 1 bite attack doing 3d4 damage or arms doing 2d6 damage, Morale 12.
<b>The Glass Tiger</b> p. 42, 91	Armor 15 versus blunt weapons, 20 versus edged and missile attacks, 5 Hit Dice, Movement 240', 1 bite and claw combined attack for 1d10 damage, Morale 10. Immune to fire, cold, electrical, and similar attacks, surprises 4 in 6.
<b>Golden Scarab Creature</b> p. 125	Armor 26 (speed, size, toughness), 1 Hit Die (strikes as a 5 Hit Dice creature), Movement 120', 1 bite attack doing 1d10-6 damage (minimum 1 point), Morale 12.
<b>Hands, animated</b> p. 94	Armor 12, 0 Hit Dice (1d4 Hit Points), Movement 60' (30' if attached to a limb), Morale 12.
<b>The Head Men</b> p. 47	Armor 14 (jacks), one is Fighter Level 3, one is Specialist Level 4, one is Specialist Level 3, Movement 120', 1 sword attack or 1 musket attack for 1d8 damage, Morale 7. The Level 4 Specialist has points in Search, Sleight of Hand, and Tinkering, the other has points in Stealth, Sneak Attack, and Search.
<b>Horse/Fly hybrid</b> p. 140	Armor 15, 1 Hit Die, Movement 90' ground 120' fly, 1 bite attack doing 1d6 damage, Morale 6.
<b>Insect Creature, Pure</b> p. 153	12+1d6 Armor, 1d6 hit dice, one attack that does 1d6 damage per 2 full Hit Dice. There is a 50% chance of flight and a 1 in 6 chance of poison.
<b>Insect Creature, wilderness</b> p. 43	Armor 12+1d8, 1d8 Hit Dice, Movement 1d12x10' +60' (25% chance for 1d12x10' +120' fly), 1 bit attack for 1d6 damage (25% chance for poison sting doing 1d8 more damage if a save versus Poison is failed), Morale 8.
<b>Insect Ghost</b> p. 158	Armor 13, 3 Hit Dice, Movement 180', 1 attack doing 1d6 damage, save versus Poison or lose 1d4 Strength, Morale 12, immune to physical attack.

<b>Insect God</b> p. 158	Armor 29, 75 Hit Dice, Movement 0, only takes damage from attacks if the damage roll is 9 or greater, no physical attacks, immune to any mind-affecting spells and poison. Can telepathically communicate with any creature within five miles and read their minds. Can mentally communicate with and control any 6-limbed creature within 220,000 miles. Fails saving throws only on a 1.
<b>Insect Monster</b> p. 154	Armor 21, 20 Hit Dice (immune to non-magical weapons), Movement 0 (but takes up pretty much the whole cavern), 4 Light Attacks (2 with each leg plus 2 bites), but only one attack can hit any one target for damage, 2d10 damage per attack save versus Breath Weapon for half, Morale 12. Once per day it can explode in a blinding flash attack; all present must save versus Paralyzation or become blind for 2d4 days.
<b>The Joy</b> p. 24	Magic-User 1
<b>Kohler, Archibald</b> p. 47	Armor 14 (jack, but gets a +3 to Parries by using his dead arm to block), Specialist Level 7, Movement 120', 1 sword attack or 1 pistol attack for 1d8 damage, Morale 6. He has points in Search, Sleight of Hand (for one-handed activities only!), Sneak Attack, and Stealth.
<b>Limb Bug</b> p. 49	Armor 15, 1 Hit Die, Movement 30', 1 bite attack doing 1 Hit Point of damage + save versus infection, Morale 5.
<b>Man of Living Crystal</b> p. 100	Armor 18, 5 Hit Dice, Movement 60', 1 fist attack doing 1d8 damage, any magic or other energy attack is reflected back at the caster, Morale 9.
<b>The Master of the Sphere</b> p. 114	Armor 18 (24 against non-thrusting weapons in this liquid environment), 4 Hit Dice, Movement 60' fly, 1 psychic whip from the split skull doing 1d8 damage (ignores all armor) or 1 electrical discharge doing 1d6 damage (area effect in this liquid environment affecting all foes). Immune to electricity. This monster never heals.
<b>Mercenary</b> p. 49	Armor 14 (jacks or buff coats), Level 0, Movement 120', 1 musket or sword or pike attack for 1d8 damage, Morale 8.
<b>Mercenary, Officer</b> p. 49	Armor 16 (breastplate), Fighter Level 1d6, Movement 90', 1 musket or sword attack for 1d8 damage, Morale 1d6+5.
<b>Mercenary, Sergeant</b> p. 49	Armor 14 (jacks or buff coats), Fighter Level 1d4, Movement 90', 1 musket or sword attack for 1d8 damage, Morale 1d6+4. Has Strength 15.
<b>Szöllős Mihály</b> p. 52	Armor 12, Specialist Level 3, Movement 120', 1 sword attack doing 1d8 damage, Morale 7.

<b>Mohl, Gunther</b> p. 76	Armor 14 (leather), Fighter Level 1, Movement 120', 1 sword or dagger or pistol attack for 1d8 damage, Morale 8. Constitution 15.
<b>The Mother</b> p. 30	Magic-User 3
<b>The Mother's Creature</b> p. 31	Armor 14, 5 Hit Dice, Movement 30', 1 limb attack doing really weird things, Morale 12. See full description for details.
<b>Milizionäre, legitimate</b> p. 41	Armor 12, Level 0, Movement 120', Morale 7.
<b>Milizionäre, sham</b> p. 42	Armor 12, Level 0, Movement 120', 1 short sword attack for 1d6 damage, Morale 7 (home), 9 (hunting).
<b>Milizionäre, weapons master</b> p. 137	Armor 14, Fighter Level 1, Movement 120', 1 sword attack doing 1d8 damage, Morale 9.
<b>Milizionäre, young</b> p. 105, 121	Armor 12, 0 Level, Movement 120', 1 spear attack doing 1d6 damage, Morale 5.
<b>Old Man Braasch</b> p. 82	Armor 15, 2 Hit Dice, Movement 90', Bite and claw attacks doing 1d8 damage, Morale 12. Anyone damaged by the creature must save versus Paralyzation or be numbed by the cold touch of death; they suffer -3 to initiative rolls for 1d20 Turns. It cannot be turned.
<b>Persson, Magnus</b> p. 43	Armor 12, Fighter Level 4, 1 attack doing 1d6 damage (household tools), Morale 12. Persson has 17 Strength. He does have breastplate armor (Armor 16), plus a sword and musket (1d8 damage each), which he will don and ready if he has time.
<b>Pit Viper</b> p. 141	Armor 14, 0 Hit Dice (1d4 Hit Points), Movement 30', 1 bite attack doing 1 point of damage, plus save versus Poison or die, Morale 7.
<b>The Provider</b> p. 32	Magic-User 1
<b>The Provider's Creature</b> p. 33	Armor 17, 6 Hit Dice, Movement 30', 1 tentacle attack for every mêlée opponent doing 1d10-(number of opponents) damage each, Morale 12. Casts spells. See full description for details.
<b>The Reminder</b> p. 34	Magic-User 1

<b>The Reminder's Creature</b> p. 35	Armor 16, 9 Hit Dice, Movement 130', 5 attacks: 1 sting, 1 set of large claws, 1 set of small claws, 1 set of foot claws, 1 bite, each doing 1 Hit Point of damage plus a special effect, Morale 12. See full description for details.
<b>Skeleton</b> p. 88, 89	Armor 15 (20 to piercing or missile weapons), 1 Hit Die, Movement 90', 1 claw or sword attack for 1d4/1d6 damage, Morale 12.
<b>The Skinned Man</b> p. 50	Armor 12, 1 Hit Die, 120' movement, 1 rending attack doing 1d4 damage, Morale 8.
<b>Schwartz, Willibald</b> p. 90	Armor 12, Magic-User Level 17, Movement 120', 1 rapier or dagger attack, Morale 9. Magic items, spells, see description.
<b>Snake Man</b> p. 100	Armor 14, 3 Hit Dice, Movement 120', 1 bite attack doing 1d6 damage plus acid venom, save versus Poison or take an additional 1d10 damage, Morale 9.
<b>Soul Sucker</b> p. 100	Armor 20, 6 Hit Dice, Movement 120', 1 soul sucking attack draining 1000 experience points, Morale 9.
<b>Sulphur Man</b> p. 100	Armor 16, 4 Hit Dice, Movement 90', 1 fist attack doing 1d8 damage, plus breath weapon doing 1d6 fire damage to all in a 30' radius area, Morale 8.
<b>Swedish soldiers</b> p. 51	Armor 14, Level 0, Movement 120', 1 weapon attack, Morale 9.
<b>Vengeful Woman</b> p. 50	Armor 12, Fighter Level 3, Movement 120', improvised weapon attack doing 1d6 damage, Morale 12.
<b>The Voice</b> p. 141	Armor 13, Level 0, Movement 120', 1 stinger attack doing 1d4 damage plus save versus Poison or take 1d10 more damage (maximum three uses), Morale 8.
<b>The Watcher</b> p. 36	Magic-User 1
<b>The Watcher's First Creature</b> p. 37	Armor 12, 6 Hit Dice, Movement 30' fly, no attacks, Morale 12. See full description for details.
<b>The Watcher's Second Creature</b> p. 38	Armor immaterial, 10 Hit Dice, Movement 180' fly, 1 tumor attack, Morale 12. See full description for details.
<b>Whole Body Bug</b> p. 49	Armor 17, 3 Hit Dice, Movement 60', 1 bite attack doing 1 Hit Point of damage+save versus infection, Morale 7.

# Spells and Magic

Title	Level	Short Description	#
Amulet of the Dark Shadow	Item	See hidden and perceive illusions.	p. 141
Animate Hands	Level 2	Animate nearby detached hands.	p. 93
Be Impressible	Level 1	Temporarily boosts Charisma	p. 20
Chitin Sword	Item	Intelligent sword loyal to the Insect God	p. 158
Create Stuff That Seems to Be Food, But Isn't	Level 1	A seemingly beneficial food-creation spell.	p. 32
The Dead Marionette	Item	Mess with people's bones.	p. 92
De-Age	Level 1	Grow Younger.	p. 94
Deflect Damage	Level 1	Deflect injury to others.	p. 94
Detect Undead	Level 1	Identifies undead beings within 30'.	p. 22
Detect Weapons	Level 1	Identify armed people within field of vision.	p. 36
Enhance Sensation	Level 1	Increases target's sensitivity to pleasure and pain.	p. 25
Generation Gap	Level 1	Create natural clones and reincarnate.	p. 34
Journey to the Past	Level 1	Travel in time.	p. 94
Perfect Dark Vision	Level 3	See through an undead head.	p. 95
Plastination	Level 1	Preserve flesh inorganically.	p. 95
Read Brains	Level 1	Replace a library with brain matter.	p. 95
Speak with Insects	Level 1	Communicate with insects.	p. 30
A Spell to Grant One's Heart's Desire	Level 1	Die to provide a wish to others.	p. 39
Summon: Buzzing Demon	Level 1	Summons the Buzzing Demon	p. 123
The Telling Mirror	Item	Divine who did it.	p. 151

# Treasure Hoards worth 1000+ sp

Title	#	Description
<b>Jews</b>	p. 45	A random encounter with wealthy refugees. 1d100x50sp in assorted goods.
<b>The Mastermind</b>	p. 46	A random encounter with a powerful criminal. A golden hand (10,000 sp) and assorted other wealth.
<b>The Strangers</b>	p. 50	A random encounter with rich foreign merchants. 1d6x1000sp in assorted goods.
<b>Würzburg Bounty</b>	p. 60	The Prince-Bishop has promised a 10,000sp bounty for the heads of the Seven.
<b>Stoltz House</b>	p. 74	The Watcher has gems and jewelry worth 3,500sp hidden under the floorboards.
<b>Halfling Mausoleum</b>	p. 88	Dozens of mid-size gems as grave goods worth over 4,000sp in total.
<b>The Secret Crypt</b>	p. 101	Each crypt of the Infinite Tower has d6x(Tower Level)x500sp.
<b>Dead Adventurers</b>	p. 108	The dead adventuring party in the Shadow Cavern has a few expensive items totalin 3,500sp.
<b>Bone Sculpture</b>	p. 111	Inspired hermits in the Caverns have created four bone sculptures worth 250sp per piece.
<b>Arachnid Shrine</b>	p. 117	The spiders of the caverns possess over 80,000sp in the form of various jewelry and precious metals.
<b>Worship Hall Stones</b>	p. 122	The precious stones in the Worship Hall of Insect Shrine are worth over 13,000sp in total.
<b>Sacrifice Pen Jewels</b>	p. 124	Ancient sacrifices of the Insect Shrine were force-fed with over 2,000sp worth of small gems.
<b>The Ruby Ant</b>	p. 128	At the bottom of the Sacrifice Pit in the Insect Shrine, worth 75,000sp.
<b>Bürgerfriedensmiliz Treasury</b>	p. 137	The war-chest of the organization is worth 25d100x10sp in total.
<b>The Mirror Drapes</b>	p. 150	The textiles adorning the Telling Mirror in the Miliz HQ are worth 7,000sp in total.
<b>The Mother's Treasure</b>	p. 151	Gold ingot worth 2,500sp and a map to 3,500 sp.

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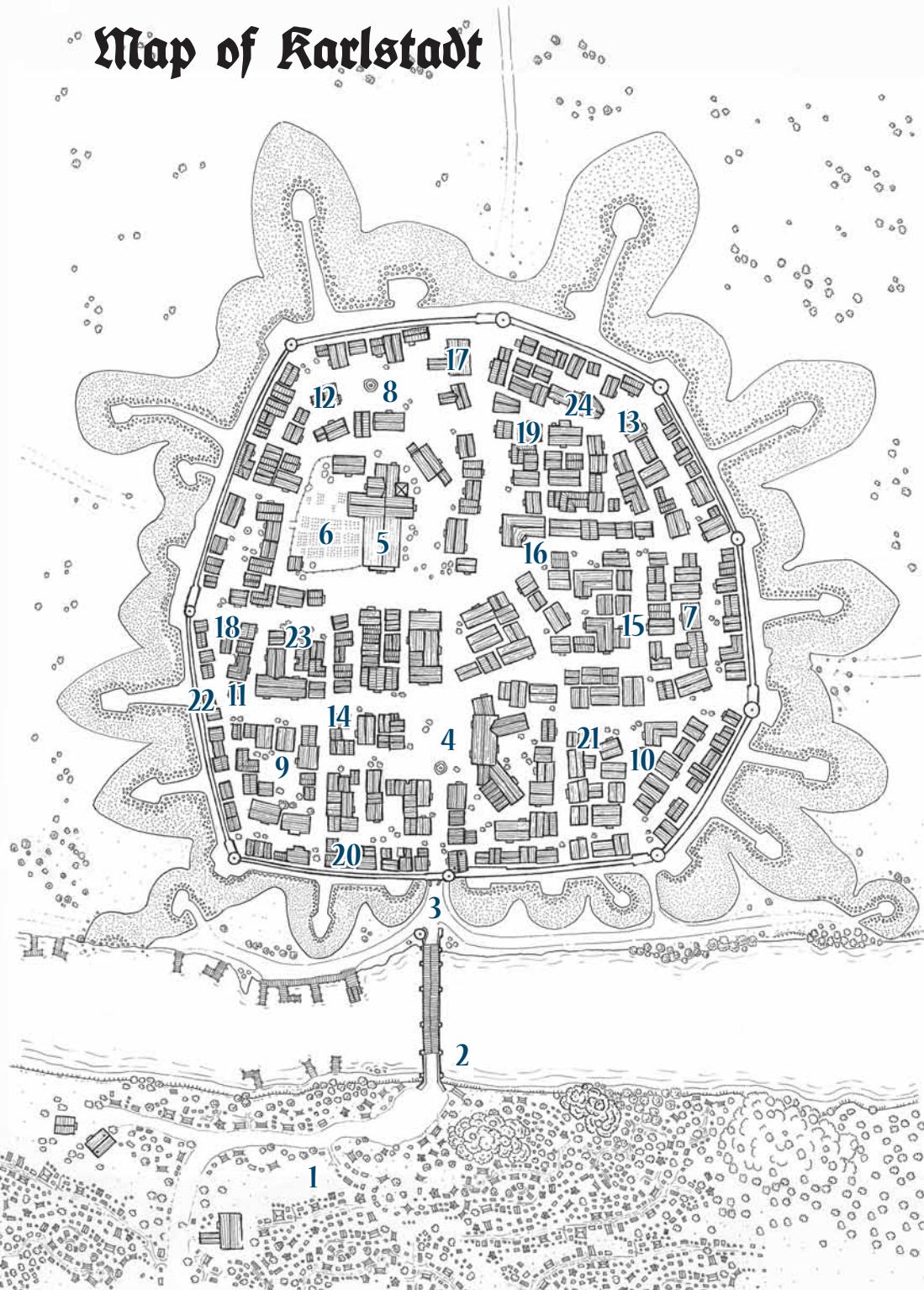
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Click locations for hyperlinks.



# Map of Karlstadt





11

1 = 5 feet

10

8

6

7

4

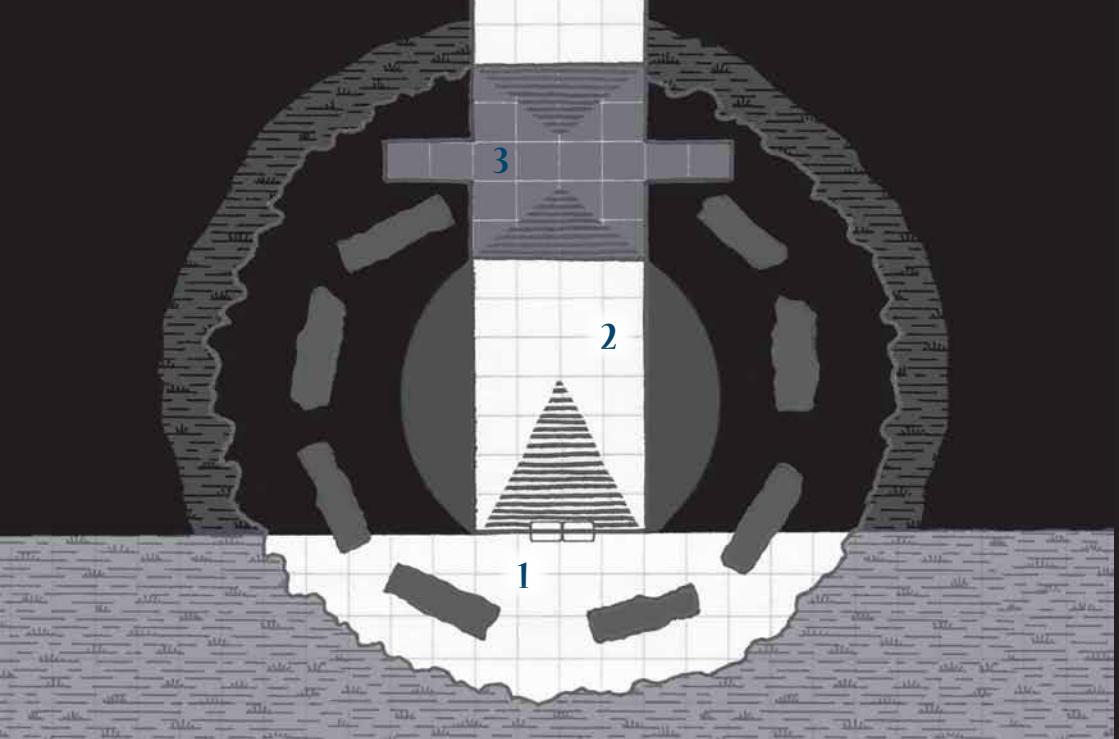
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# The Mound



To Miliz HQ

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11

12

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□ = 10'  
→ = slope down

## The Caverns

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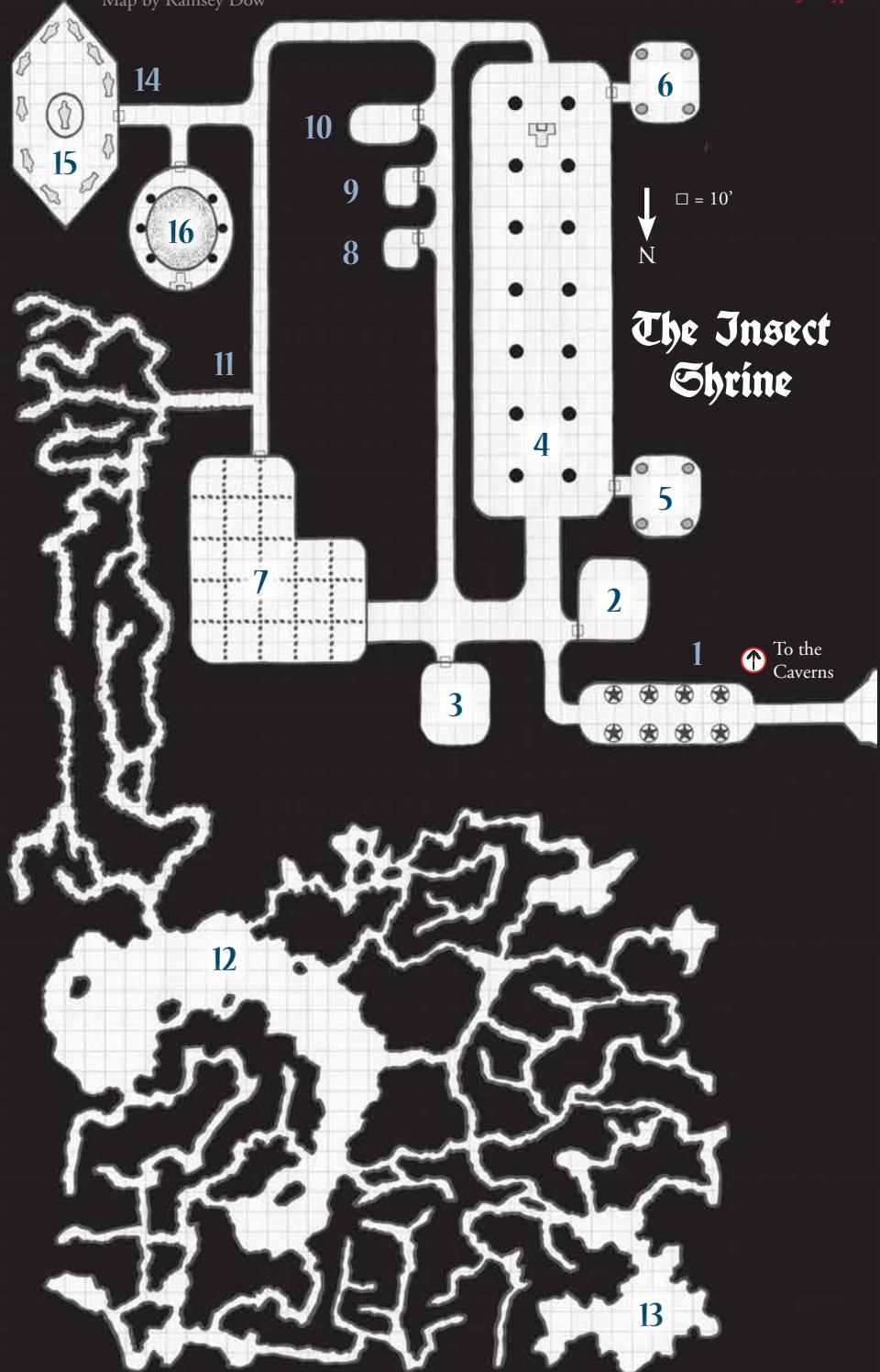
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To the  
Outside

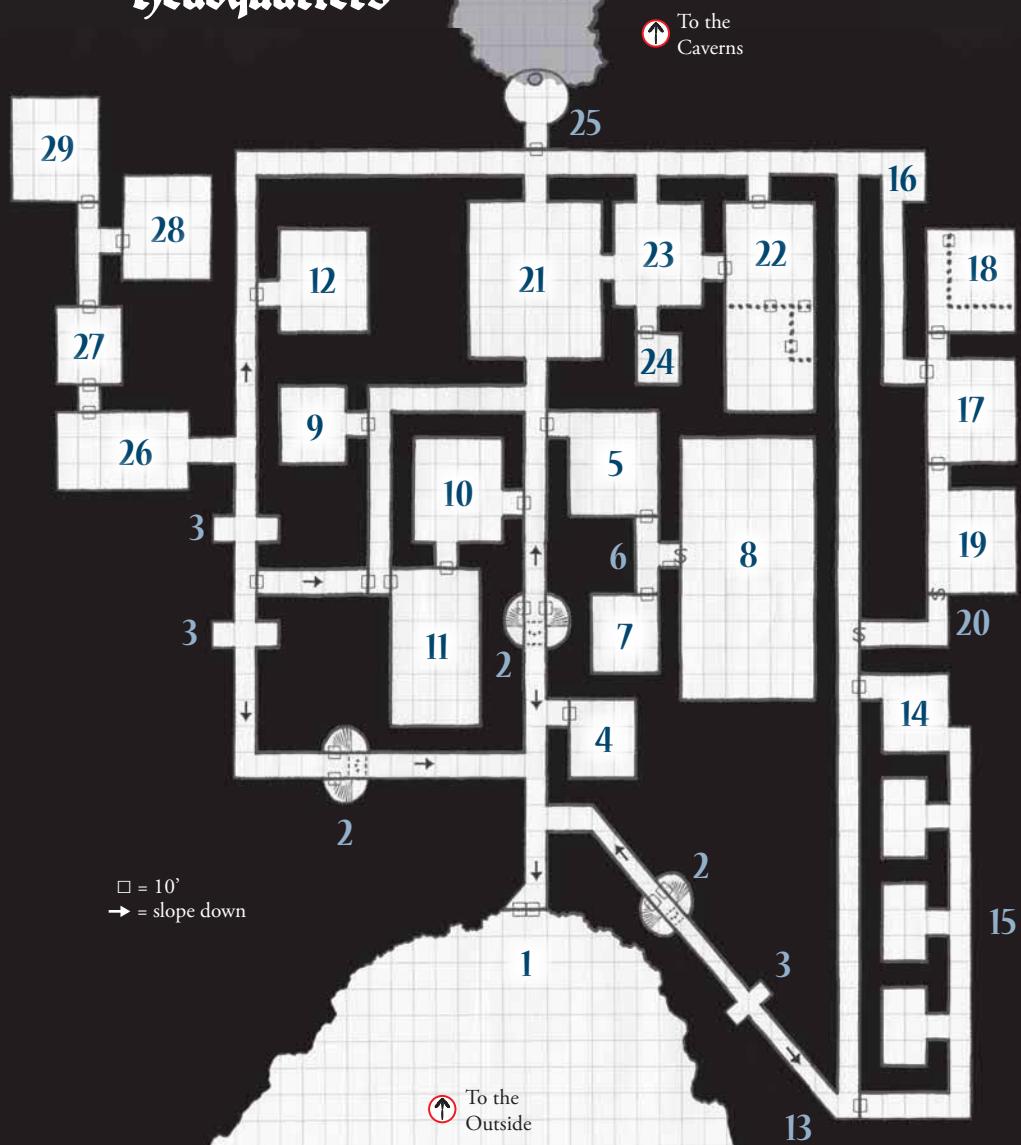
To the  
Insect Shrine

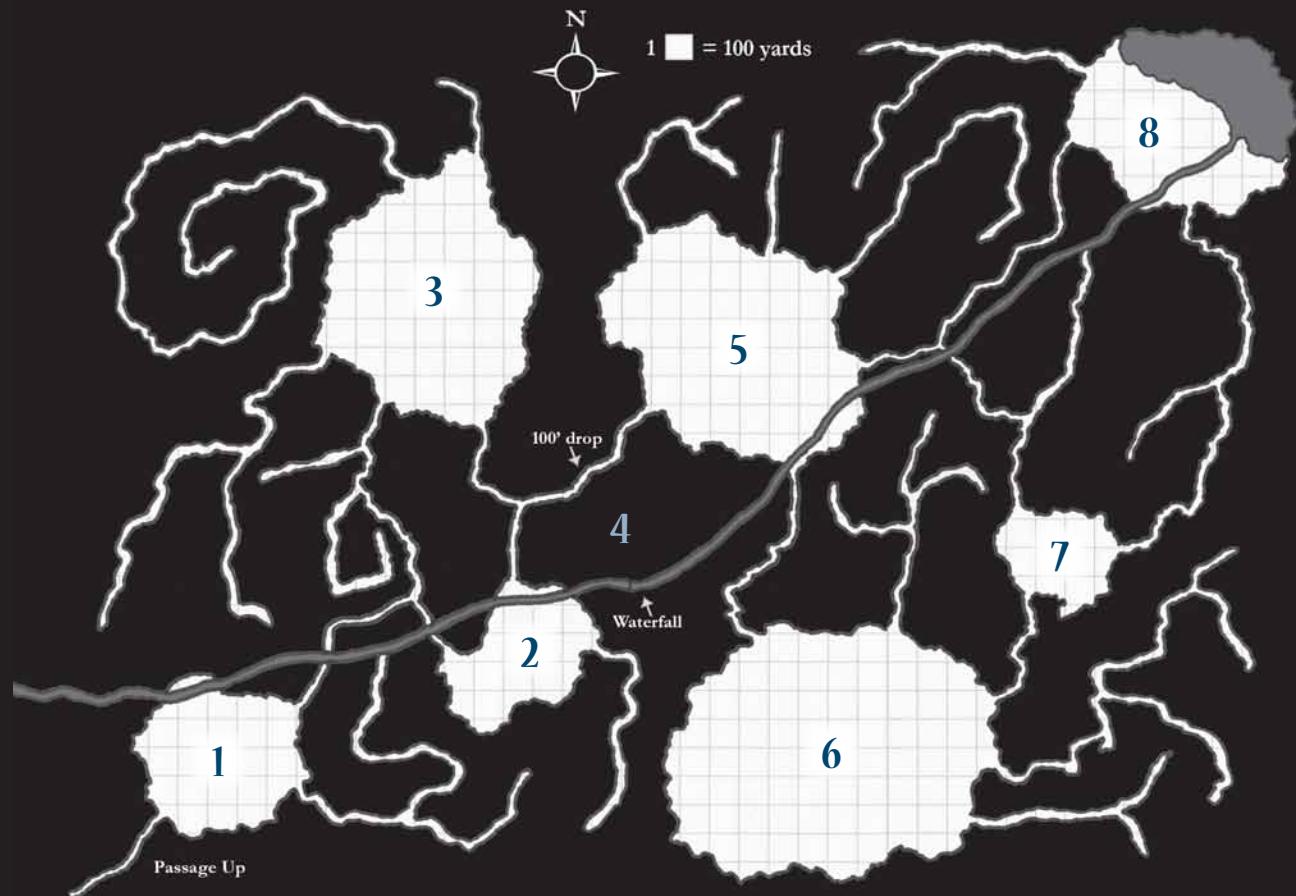
Lizard

Rubble



# The Bürgerfriedensmiliž Headquarters





**Realm of the Insect God**

by Ramsey Dow

# The Tunnels Under The Goblin Hill



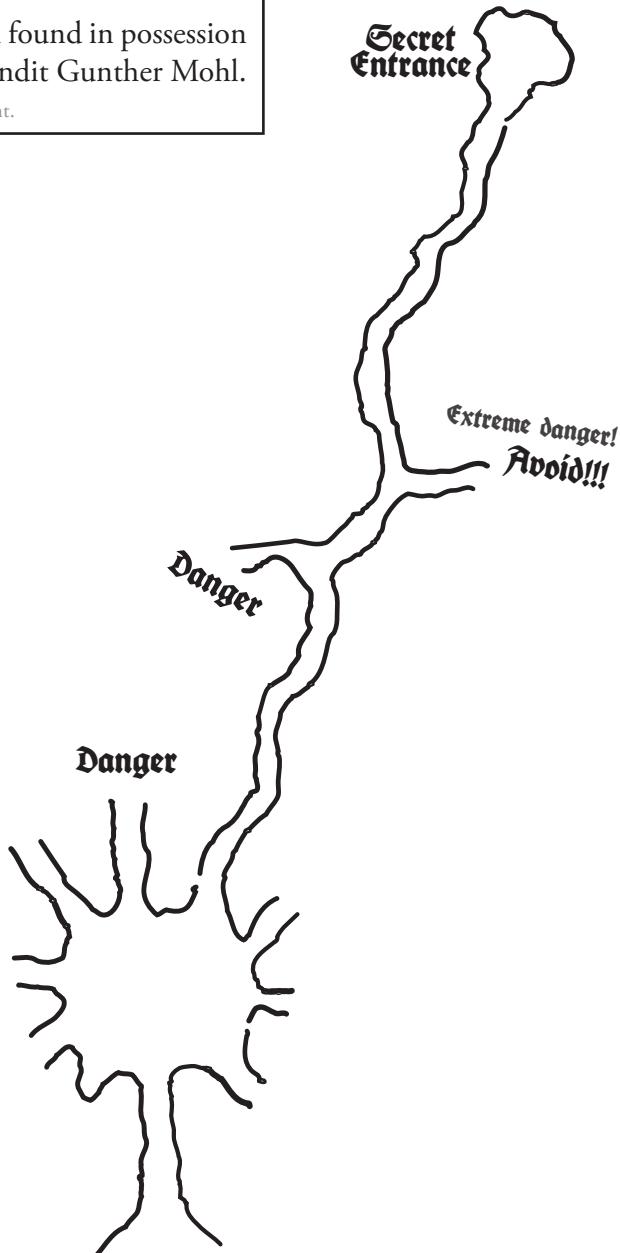
## Legend



## Player Handout #1

A tattered scroll found in possession  
of notorious bandit Gunther Mohl.

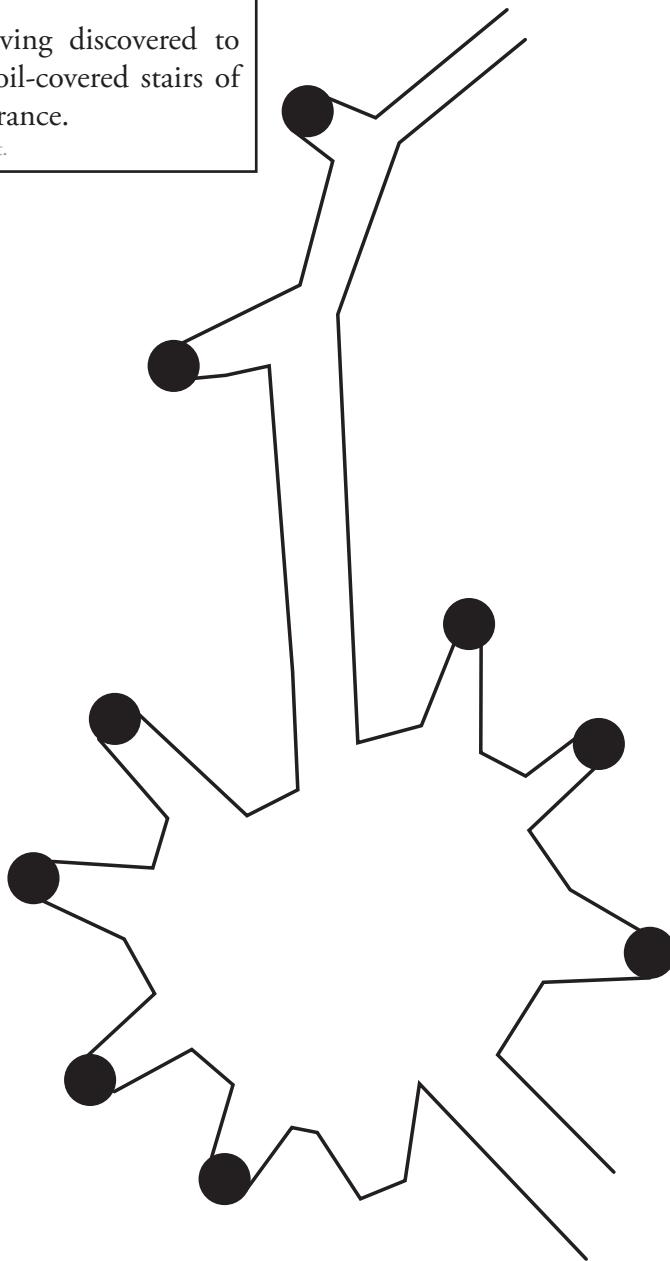
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## Player Handout #2

An ancient carving discovered to repeat on the soil-covered stairs of the Caverns entrance.

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## Player Handout #3

A rough map showing the basic terrain, main roads and settlements around Karlstadt. Any well-traveled local, such as a travelling merchant, minstrel, soldier, official or spy, may sketch this map for a curious party—assuming appropriate payment!

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