



On the
SHOULDERS
OF GIANTS

CHANCE PHILLIPS

**YET THEIR
GODLY
CORPSES
STILL
FLOATED
THROUGH
THE
AETHER.**

On the SHOULDERS of GIANTS

CREDITS

Writing/Game Design: Chance Phillips

Cover and Interior Artwork: Scrap Princess

Playtesting: Ethan Baldwin, Luke Maps, Dylan Win, Benjamin Hall, and
Scott Cummings

Layout and Cover Design: Glynn Seal

Editing: Tyler Crumrine

Premium Kickstarter Backers:

Bob "LimboLance" sweeney, Craig Denham, Drew Ratliff, Guerric Samples,
Justin in Oz, M. L. Nusbaum, Mary Phillips, Matthew Orwig, and Trkhellian

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Max Vanderheyden, N. Jones, Ned Leffingwell,
Patrick Knowles & Tyler Lominack, pookie, Richard Mundy, Shawn M,
SkullFuck, Steven Vest, Tom Cadorette, Ulf H., and
William "The Great Khan" Dowie



Created: 22 January 2018

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On the SHOULDERS of GIANTS

CHAPTER I: INTRODUCTION

In the beginning, there were twelve gods: Zeus, Hera, Poseidon, Demeter, Athena, Apollo, Artemis, Ares, Aphrodite, Hephaestus, Hermes, and Dionysus. Each god was one hundred times a man in every way, in wisdom, intellect, and strength. But their bloodlust, rage, and pride were also one hundred times that of a man, and the gods began to recognize faults in each other. Each perceived themselves to be the only perfect god. And each, to cleanse the universe of such faults, waged war against the others. After this deific combat, only Apollo was left standing. Confronted with one hundred times the melancholy of a regular mortal, he plunged a dagger through his own heart, killing the last of the gods. Yet their godly corpses still floated through the aether and—from the maggots infesting them—the twelve peoples were born, each with different appearances and tenets based on the corpse they once fed upon. In this way were the peoples and their homes created.

—Introduction to Xavier's Comprehensive Work on the Twelve Bodies

This book introduces a new mini-setting for Old School Renaissance-style role-playing games along with four new classes for use in this setting: the Conspirator, the Corpse Worker, the Prize Fighter, and the Witchdoctor. The themes and details of this setting are firmly rooted in the gonzo and body horror genres, so although this book does not get extremely graphic, you may want to determine whether this setting fits your group's theme and preferred play style before using it. Of course, even if you don't use the setting, you may still want to strip out some of the mechanics and other material for use in your home game. The Witchdoctor in particular may be useful in games set in other settings.

Note: Although specifically designed for use with James Raggi IV's *Lamentations of the Flame Princess*, *On the Shoulders of Giants* can be used with any OSR rules set with minimal conversion and conversion notes are provided for a few select systems in the appendices.

THE CONSPIRATOR, THE CORPSE WORKER, THE PRIZE FIGHTER, AND THE WITCHDOCTOR.

CHAPTER 2: CLASSES

Note: These classes are not meant to be used as classes for non-player characters, and as such, no level zero bases are provided for them. For level zero characters, use the classes contained in the original game.

THE CONSPIRATOR

Conspirators are the brains behind some of the most daring heists and organizations in all of the Twelve Bodies. Conspirators live for the thrill of a job and take pride in every mission that goes off without a hitch. Conspirators often associate with a varied selection of companions as it gives them a wider pool of talent to pull from when they need some extra muscle on a job of some sort. Although most Conspirators are vagrants or criminals, the law does need its own planners, so some Conspirators work for town guards or armies. These Conspirators will relish in providing security for their guarded area. Conspirators are able to vastly improve the odds of a mission going well through planning points. Planning points represent preparations the Conspirator made before beginning the mission. By spending a planning point, a Conspirator can do the following things:

- Ω Increase or reduce the result of a d20 by one
- Ω Roll damage twice and take the better result
- Ω Reduce damage taken by one point

However, before spending a planning point, the Conspirator must describe in-character what they did to prepare for this moment. Planning points do not refresh until the Conspirator has spent one entire day in a major settlement to gather information and equipment again.

The Conspirator			Saving Throws					Planning
Level	Experience	HP	Paralyze	Poison	Breath	Device	Magic	
1	0	1d6	14	15	14	16	14	1
2	1,500	+1d6	14	15	14	16	14	2
3	3,000	+1d6	14	15	14	16	14	2
4	6,000	+1d6	14	15	14	16	14	2
5	12,000	+1d6	12	14	12	12	12	3
6	24,000	+1d6	12	14	12	12	12	3
7	48,000	+1d6	12	14	12	12	12	4
8	96,000	+1d6	12	14	12	12	12	4
9	192,000	+1d6	10	12	10	10	10	4
10	288,000	+2	10	12	10	10	10	5
11	384,000	+2	10	12	10	10	10	5
12	480,000	+2	10	12	10	10	10	5
13	576,000	+2	8	10	8	8	8	6
14	672,000	+2	8	10	8	8	8	6
15	768,000	+2	8	10	8	8	8	7
16	864,000	+2	8	10	8	8	8	7
17+	+96,000/lvl	+2/lvl	6	8	6	6	6	7

CONSPIRATORS ARE THE BRAINS BEHIND SOME OF THE MOST DARING HEISTS AND ORGANIZATIONS IN ALL OF THE TWELVE BODIES.



THE CORPSE WORKER

Corpse Workers are the engines that run the industries throughout the Twelve Bodies. By performing dangerous jobs like mining and extracting valuable fluids and minerals from the Bodies, they allow Witchdoctors to perform their art and craftsman to continue crafting, for a price of course. They extract precious metals and the four humors.

The Corpse Worker			Saving Throws					Climbing	Architecture
Level	Experience	HP	Paralyze	Poison	Breath	Device	Magic		
1	0	1d10	10	8	9	12	15	1 in 6	1 in 6
2	2,000	+1d10	8	6	7	10	13	1 in 6	1 in 6
3	4,000	+1d10	8	6	7	10	10	2 in 6	2 in 6
4	8,000	+1d10	6	4	5	8	10	2 in 6	2 in 6
5	16,000	+1d10	6	4	5	8	7	3 in 6	3 in 6
6	32,000	+1d10	4	2	3	6	7	3 in 6	3 in 6
7	64,000	+1d10	4	2	3	6	4	4 in 6	4 in 6
8	128,000	+1d10	2	2	2	4	4	4 in 6	4 in 6
9	256,000	+1d10	2	2	2	4	2	5 in 6	5 in 6
10+	+128,000/lvl	+1d10	2	2	2	4	2	5 in 6	5 in 6

CORPSE WORKERS ARE
THE ENGINES THAT
RUN THE INDUSTRIES
THROUGHOUT THE
TWELVE BODIES.



THE PRIZE FIGHTER

Prize Fighters often originate as orphans or slaves who fought to escape their wretched circumstances. They normally don't like to talk about it, however, and besides, nobody really cares. Typically Prize Fighters are solemn and quiet, preferring to let their combat prowess speak for itself and spending time improving their resilience against magics. Due to years of being patched up, Prize Fighters do not suffer penalties to Strength or Dexterity from the Graft Limb experiment. Despite their amazing skills however, Prize Fighters cannot take a blow like Corpse Workers, who are hardened by years of work in the mines. In lieu of endurance, they focus on being able to hit their enemy, and being able to hit them hard. Because of this, Prize Fighters have a bonus on all attack rolls dependent on their level.

The Prize Fighter			Saving Throws					Attack Bonus
Level	Experience	HP	Paralyze	Poison	Breath	Device	Magic	
1	0	1d6	15	16	13	14	12	+2
2	2,000	+1d6	15	16	13	14	12	+3
3	4,000	+1d6	15	16	13	14	12	+4
4	8,000	+1d6	13	14	11	12	10	+5
5	16,000	+1d6	13	14	11	12	10	+6
6	32,000	+1d6	13	14	11	12	10	+7
7	64,000	+1d6	9	12	9	10	8	+8
8	128,000	+1d6	9	12	9	10	8	+9
9	256,000	+1d6	9	12	9	10	8	+10
10	384,000	2	7	10	7	8	6	+10
11	512,000	2	7	10	7	8	6	+10
12	640,000	2	7	10	7	8	6	+10
13	+128,000/lvl	+2/lvl	5	8	5	6	4	+10

PRIZE FIGHTERS OFTEN
ORIGINATE AS ORPHANS OR
SLAVES WHO FOUGHT TO
ESCAPE THEIR WRETCHED
CIRCUMSTANCES



THE WITCHDOCTOR

Witchdoctors are the most mystical of the new classes in *On the Shoulders of Giants*. They utilize the humors extracted from the Twelve Bodies to perform unholy experiments on both friends and enemies. Witchdoctors are either despised for the supernatural nature of their acts or tolerated for their usefulness, with no one really enjoying their presence. Witchdoctors are forced to maintain good relationships with Corpse Workers in order to replenish their stock of humors, and Conspirators and Prize Fighters often utilize Witchdoctor materials and their services. Witchdoctors have a certain number of experiments known per level that they can perform. See **Chapter 4** for more information on experiments.

The Witchdoctor			Saving Throws					Experiments
Level	Experience	HP	Paralyze	Poison	Breath	Device	Magic	
1	0	1d4	13	16	14	13	13	0
2	2,250	+1d4	13	16	14	13	13	1
3	4,500	+1d4	13	16	14	13	13	1
4	9,000	+1d4	13	16	14	13	13	1
5	18,000	+1d4	13	16	14	13	13	2
6	36,000	+1d4	11	14	12	11	11	2
7	72,000	+1d4	11	14	12	11	11	2
8	144,000	+1d4	11	14	12	11	11	3
9	288,000	+1d4	11	14	12	11	11	3
10	432,000	+1d4	11	14	12	11	11	3
11	576,000	+1	9	12	8	9	9	4
12	720,000	+1	9	12	8	9	9	4
13	864,000	+1	9	12	8	9	9	4
14	1,008,000	+1	9	12	8	9	9	5
15	1,152,000	+1	9	12	8	9	9	5
16	1,296,000	+1	6	8	6	5	5	5
17	1,440,000	+1	6	8	6	5	5	6
18	1,584,000	+1	6	8	6	5	5	6
19	1,728,000	+1	5	7	4	4	4	6
20	+144,000/lvl	+1/lvl	5	7	4	4	5	7



CHAPTER 3: EQUIPMENT

All equipment in the Twelve Bodies must be crafted out of the Bodies themselves. This means the materials available strictly limit what can be made, although the Bodies are rich in minerals. This chapter contains a list of the most important and common equipment available throughout the Twelve Bodies. All costs are given in iron pieces and vary whether the character is in a city or in a more rural area.

Note: In general, all items made of metal should have their price increased due to the relative scarcity of metals in the Twelve Bodies. A silver piece is equivalent to an iron piece for all purposes.

Piece of Equipment	Cost (ip)	
	City	Rural
Bone-studded shirt	450	700
Bow	50	70
Chainmail	1,000	2,250
Dagger	30	40
Fifty arrows	100	150
Greatsword	150	250
Leather backpack	10	15
Leather shirt	125	300
One day of maggot jerky	5	5
One day of maggot steaks	8	10
One gallon of water	10	8
One pound of god flesh	1	2
One pound of iron	50	60
Pickaxe	75	100
Shovel	45	50
Spear	40	65
Shortsword	90	135
Vial of humors	35	70

Weapon	Damage Inflicted	Range		
		Short	Medium	Long
Bow	1d6	<50'	<600'	<900'
Greatsword	1d6+1d4	-	-	-
Dagger	1d4	-	-	-
Pickaxe	1d6	-	-	-
Spear	1d8	-	-	-
Shortsword	1d6	-	-	-



CHAPTER 4: EXPERIMENTS

The ability to perform experiments is what differentiates the Witchdoctor from the other, more mundane, classes. It is not magic, however, it is just a unique approach to the weird world that the Witchdoctor inhabits. Every experiment requires certain reagents and has a specific length of time that it requires to perform. A Witchdoctor can cut the time it takes to perform an experiment in half, but doing so requires the Witchdoctor to either make a saving throw vs. Poison, take 2d10 points of damage, or roll on a backlash table of the GM's choice. The performance time is merely the time it takes to perform an experiment safely.

ACCUSE THE GUILTY

Performance Time: 1 day

Reagents: 1 war hammer and 1 vial of humors

Process: The Witchdoctor paints a symbol of justice upon the target's forehead with the humors, asks if they are guilty of a certain crime, and begins to chant. After one day of ceaseless chanting, the Witchdoctor uses the war hammer to kill the target. The target's blood will run black if they were guilty or white if they were innocent.



BLOODLETTING

Performance Time: 1 hour

Reagents: 1 vial of humors and 1 dagger

Effects: The Witchdoctor slices open one of their target's veins, tasting the blood. Then they sprinkle the vial of humors over the cut and chant dark words. Anyone trying to recognize the words must make a save vs. Magic or lose 4 points of Wisdom. The lost points are regained at a rate of one point per hour. This experiment heals the target of 1d20-1d8 points of damage; this amount can harm the target. For example, if the d20's result is a 1 and the 1d8's result is a 4, the target will take three points of damage.

CALL THE LEGION

Performance Time: 1 day

Reagents: 1 skull, 1 flute, and 1 vial of humors

Effects: The Witchdoctor drinks the humors in a single gulp before beginning to blow into the horn. The Witchdoctor does not need to breathe or sleep while blowing the horn, and at the end of twenty-four consecutive hours the skull shatters into several pieces. 1d6-1 (minimum of 1) fleshy minions form around the skull fragments and perform the Witchdoctor's bidding. If the minions are killed, they reform in 2d10 rounds but with one less hit die. If a minion is killed enough times that it would have zero hit dice, its death is final. After twenty-four hours, the minions melt into a pool of liquid bone and ichor. During the period that the minions are active, the Witchdoctor cannot use this experiment again. The statistics for the minions are below:

Witchdoctor Minion

Hit Dice:	3
Movement Speed:	15'
Attack:	1 Sword (1d6)
Armor Class:	6

DIVINE HUMORS

Performance Time: Variable; see text

Reagents: 1 vial of humors and 1 divining rod

Effects: Over twenty minutes, the Witchdoctor pours the humors over the divining rod and waves their hand in the air in the shape of mystic symbols. Once this has been done, the rod begins to tug and pull out of the Witchdoctor's hands, requiring the Witchdoctor to roll 1d20 under their

Strength score per minute to not let go of the divining rod. If they fail, the divining rod will fly through the air to the nearest concentrated source of divine humors. Otherwise, the divining rod will guide the Witchdoctor to the nearest source of divine humors within 2d20 minutes.

FLESH CARVING

Performance Time:

Variable; see text

Reagents: 1 scalpel and 1 pound of powdered god-flesh

Effects: The Witchdoctor uses the scalpel to carve ancient symbols into the flesh of their patient before sprinkling the wounds with powdered god-flesh. The wounds will remain as bloody and painful as they were when first made for a year

and a day, causing a small number of hit points to be unhealable. But the symbols cause the patient to deal one more point of damage on all attacks for the same period of time. This can be used as a lasting punishment for criminals or in order to increase how much damage the Witchdoctor's allies deal.

Percent of Body Scarred	Performance Time	Unhealable Hit Points
10%	One hour	1
25%	Three hours	1
35%	Four hours	2
50%	Six hours	2
60%	Seven hours	3
75%	Nine hours	4
85%	Ten hours	4
100%	Twelve hours	5

THE WOUNDS WILL
REMAIN AS BLOODY
AND PAINFUL AS THEY
WERE WHEN FIRST
MADE FOR A YEAR AND
A DAY.

GRAFT LIMB

Performance Time: 4 hours

Reagents: 1 bone saw, 1 vial of humors, and 1 severed limb

Effects: The Witchdoctor saws off one of their target's limbs and slathers the vial of humors over the wound. Then they affix the previously severed limb to the newly created stump. This ritual can only be performed on a previous amputee if a fresh wound is created at the site. This ritual causes the Dexterity of the target to be reduced by one. If the previous possessor of the limb was stronger than the patient, there is a 50% chance that the patient's strength will increase by 1; otherwise, there is a 50% chance that it will decrease by 1. The patient can use the limb as if it was their own, albeit slightly clumsier.

LET IT FLOW

Performance Time:

1 round

Reagents: 1 carving knife, 1 vial of divine blood, and 1 vial of yellow bile

Effects: The Witchdoctor downs the vile of divine blood and pours the vial of yellow bile over the carving knife before drawing their own blood. The blood does not seem to react as normal upon being



spilled, however. It begins to float in the air, forming into small darts of blood. During this ritual, 1d8-1 blood darts form and the Witchdoctor takes 1d4 points of damage for every two (round up). At any time during combat, the Witchdoctor can launch a blood dart at one of their enemies. They must roll to hit as normal and the blood dart deals 1d4-1 points of damage. The Witchdoctor cannot launch more blood darts than formed during the ritual.

PICK UP THE SCENT

Performance Time: 5 min.

Reagents: 1 severed nose and 1 scrap of clothing

Effects: The severed nose begins to twitch and sniff before beginning to tug in the direction of the clothing's owner, directing the Witchdoctor in the direction of the target until the target is within sight or until thirty minutes has passed. After thirty minutes, the nose can no longer be used for this experiment.

PURIFY HUMORS

Performance Time: 1 hour

Reagents: 1 vial of humors and 1 strainer

Effects: The Witchdoctor pours the humors from the vial through the strainer into four other vials, separating the mixture into the four humors. Although each humor occupies the same amount of volume, the density of an individual humor is one fourth that of the combined humors.

PUTREFACTION

Performance Time: 5 min.

Reagents: 1 vial of dirt and 1 miniature silver shovel

Effects: The vial of dirt is consumed by a sickly green flame and one item that the Witchdoctor touches is putrefied, covered in an invisible poison. Upon touching it, a creature must make a save vs. Poison or take 2d10 points of damage. This effect lasts for one hour. If the creature that touches it has more hit points than the Witchdoctor's maximum, they instead take 1d10 points of damage.

ONCE THE TWO SUBSTANCES COMBINE INSIDE THE JAR, THE CONCOCTION BEGINS TO STEAM AND BUBBLE.

REFINE POISON

Performance Time: 1 hour

Reagents: 1 vial of poison, 1 vial of black bile, and 1 clay jar

Effects: The Witchdoctor pours the poison and black bile through their fingers into the clay jar. Once the two substances combine inside the jar, the concoction begins to steam and bubble. It does this for one hour, after which the combination is reduced to the initial volume of the poison. The poison has been purified and when making a saving throw against it a character rolls two twenty-sided dice and uses the worse, or highest, result.

SUMMON DAEMON

Performance Time: 10 hours

Reagents: 1 vial of daemon slime, 1 dagger, and 1 unwilling sacrifice

Effects: The Witchdoctor first ritually kills the sacrifice in a manner appropriate for the daemon that they wish to summon—such as burning their entrails on an altar—before mixing the vial with the blood of the sacrifice and consuming the mixture. This, along with chanting words in a forgotten language, causes the likeness of a daemon to appear in front of the Witchdoctor and communicate with them. For every question the Witchdoctor asks the daemon, they take one point of damage to all of their attributes. This heals at a rate of one point per day, and the Witchdoctor must choose which attribute heals a point at the beginning of each day.

VISCOUS MEMBRANE

Performance Time: 1 minute (coating the leather) or 1 round (throwing)

Reagents: 1 vial of phlegm and 1 leather scrap

Effects: The Witchdoctor throws the phlegm-coated leather scrap in front of their enemy and it expands. The leather scrap forms a semi-transparent green barrier where it lands. This barrier is impenetrable for 1d4-1 minutes (minimum of ten seconds).

CHAPTER 5: PEOPLES OF THE TWELVE BODIES

Each of the Twelve Bodies' divine residues fostered a certain set of beliefs and mannerisms amongst their inhabitants. This chapter details how the divine residue affected the inhabitants of each of the Bodies, as well as the more unusual aspects of the inhabitants of the Twelve Bodies.

GOD NAMES

Aphrodite: The broods of Aphrodite are erratic and fickle, reveling in carnal pleasures. Some of the most beautiful people in the Twelve Bodies, however, are from Aphrodite's remains.

Apollo: People who were nurtured on Apollo's flesh are poetic and creative, often turning out to be wonderful artists. Although nowhere as beautiful as Aphrodite's spawn, Apollo's spawn also normally have a sort of natural beauty.

Ares: Those who were born on Ares are some of the most belligerent and warlike people throughout the Twelve Bodies. They are easy to offend and quick to respond with violence. Their memory for offenses is also long.

Artemis: Consuming Artemis' essence leads to great precision and accuracy, both physically and mentally. Their skin also usually has a silvery sheen.

Athena: Anyone born of Athena's flesh is slow to act but careful in their actions. They tend to be cautious and plan out every move they make in combat. When they do take action, they prefer having greater numbers or some other advantage.

Demeter: Those of Demeter's complexion are farmers, wise to the ways of soil and animal husbandry, though humans remain foreign to them. Often everyone in a maggot farm, from the lowliest farmhand to the manager of the entire estate, will be born of Demeter.

Dionysus: Wine is the exclusive love of every native of Dionysus' carcass. It consumes their every thought and action. Although carousing comes in second place, it reaches nowhere near the level of obsession that drinking commands.

Hephaestus: Hephaestus' glorified parasites tend to be craftsmen and inventors, usually becoming Witchdoctors or Corpse Workers. Their skin is almost always tinged bronze and their eyes tend to be a deep brown.

Hera: Growing up on Hera's corpse inspires commitment and feelings of vengeance. Those who were born on Hera's corpse are loyal to a fault, but there is no mercy for anyone who double-crosses them.

Hermes: Hermes' meat begets remarkable athletes, able to perform acts of physical prowess that no one else can. They often take excessive pride in their physical abilities, and those who lack them are shamed.

Poseidon: Those who grew up feeding on Poseidon's body can be easy-going yet resolute, just like the ocean. At first they loathe committing to any relationship or alliance, although they will die with their friends without a second thought.

Zeus: The native-born inhabitants of Zeus' corpse are rash and quick to punish those who offend their sensibilities. They are often quite flighty, however, fleeing from any serious long-term commitments.

On the Life Cycles of Humans

Despite still being called humans, the people of the Twelve Bodies are quite different than traditional humans. They are spontaneously born as maggots from the gods' flesh and—upon consuming enough god flesh—they slowly morph into a human, lacking any memory of being a maggot. Over this period of metamorphosis they increase in size and gain human features, but while they are still massive maggots, they are seen as fit to raise and eat, lacking sentience from not consuming sufficient amounts of the mutagenic carcass. Due to this, maggot farms are widespread throughout the Bodies, providing the vast majority of food in the form of maggot jerky and maggot steaks. When a character from another setting is transported to the Bodies, they will find that the natives are as different to normal humans as elves are to dwarves, despite the almost identical physical characteristics.

CHAPTER 6: MINING ON A BODY

Mining is the primary vocation of anyone on the Bodies who does not seek to become a mercenary or explorer. The extraction of precious minerals from the Twelve Bodies is actually fairly similar to traditional mining, despite the mineral being rarer. The actual god flesh has the consistency of sandstone and contains trace amounts of all sorts of metals. By reducing the god-flesh to a fine powder and placing it in a furnace you can extract metal from the flesh. However, only around 5% of the mass is actually metal, and approximately 50% of that is unusable. In order to get usable amounts of metal, tons and tons of god flesh must be extracted, crushed, and smelted. It is for this reason that metal is much rarer on the Twelve Bodies than in a traditional world. Each part of a Body has its own unique uses as well:

Blood: The blood of the Bodies is the source of the humors the oh-so-useful fuel of many of the Witchdoctors' experiments. By running the blood through a skein of dried maggot skin, it can be purified and used. Although not very hard to reach, the Bodies' veins are slowly running dry due to overuse. Were an enterprising scientist to find a proper replacement for the humors, they would find themselves rich, loved, and despised overnight.

Bone: The bone of the Bodies is potentially their most useful and valuable part and the hardest to extract. Although it is not really the bone that is so valuable, it is the marrow. The marrow is flexible and easily crafted, and after exposure to fire it hardens and becomes as light as aluminum yet as strong as steel. The bone covering the marrow is strong, however, and almost impossible to crack without months of concerted effort.

Flesh: The flesh of the Bodies, in addition to being able to be smelted into metal, can be ground into a life giving paste when one lacks better sustenance such as maggot jerky. When one half of a pound of god flesh is powdered and combined with a quart of water, it creates an edible paste that provides a day's worth of sustenance. When it is consumed, however, it prompts a save vs. Poison or the consumer will lose 1 hit point. This hit point cannot be healed, stacks with other hit

points lost in this way, and is only regained after one week has passed since last eating any such paste.

Organs: Although hypothesized to exist, no one has managed to mine so deep as to reach an organ. The stomach, however, is almost universally accepted as real due to the existence of the daemons who live within. It is unknown what potent power a chunk of divine organ might have in the hands of a curious Witchdoctor. A Witchdoctor seeking or once they've found a piece of an organ may serve as a potential adventure, or even a campaign, in the Twelve Bodies.

Due to the aforementioned uses of various parts of divine viscera, mining can resemble in many aspects the Californian Gold Rush. If you stumble upon an easy flowing vein or an already broken bone, you've stumbled into a fortune in the making. Due to the lack of regular earth, however, in order to grow herbs and produce you must use a fertilizer made of equal parts ground maggot and god flesh. This means that all sustenance in the end always comes indirectly from the Twelve Bodies, be it their literal flesh, grown from it, or the maggots that feasted on them.

**THE MARROW IS
FLEXIBLE AND EASILY
CRAFTED, AND AFTER
EXPOSURE TO FIRE IT
HARDENS AND
BECOMES AS LIGHT AS
ALUMINUM YET AS
STRONG AS STEEL.**

CHAPTER 7: MØNSTERS

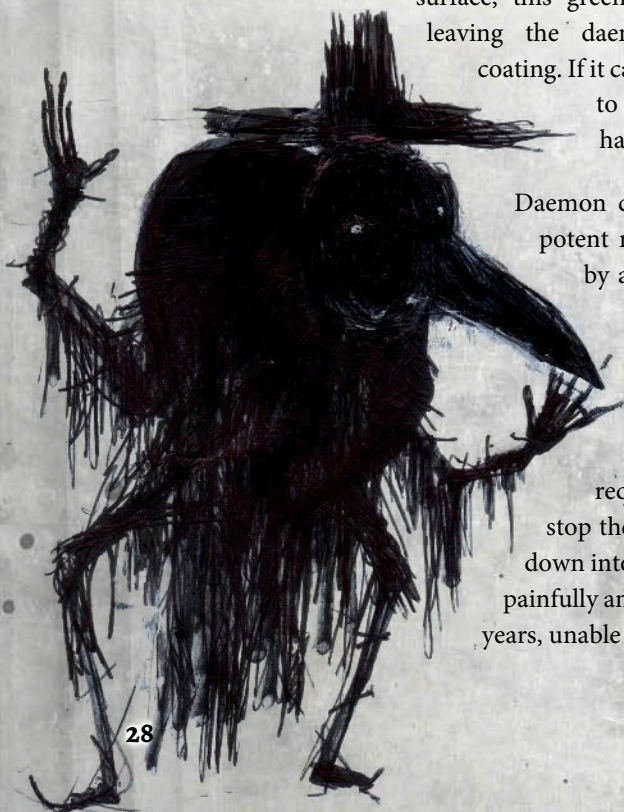
DAEMON

Hit Dice:	5
Movement Speed:	80'
Attacks:	1 Claw (1d6)
Armor Class:	14
Morale:	10

Due to the absolute lack of gods in this setting, the closest things that exist on the Bodies are the daemons. Daemons in the Twelve Bodies are not creatures of fire but creatures of acid, residing in a Body's stomach and crawling out through the nose to entice and make deals with humans. In addition to the elemental changes, they are beings of utter law, following a strictly incomprehensible set of regulations that binds all daemons. They can use this to their advantage, however, creating binding contracts that enslave humans to their will in exchange for petty material objects (which the daemons possess in spades). Daemons are coated in a thick green slime that burns at the touch and glows ever so slightly. Whenever a daemon exits the stomach and comes to the

surface, this green slime will slowly burn off, leaving the daemon without its protective coating. If it can help it, a daemon will return to its home long before this happens.

Daemon contracts are not enforced by potent magic, but are instead backed by a treaty between daemons and humans. Any contracts made between daemons and humans are considered absolutely binding, and if a human breaks one, it is required that his kin do not try to stop the daemons from dragging him down into the stomach, where he will be painfully and slowly dissolved over several years, unable to die of any other cause.





FANGBEAST

Hit Dice: 3

Movement Speed: 120'

Attack: 1 Bite (1d4)

Armor Class: 16

Morale: 8

A fangbeast is one of the most unique beasts in the Bodies, despite only being native to Aphrodite and Dionysus' corpses. A fangbeast resembles a large spider approximately two feet in diameter with crystalline gems for eyes and a pearly sheen. They have two massive fangs, almost one foot long and needle thin. When a fangbeast successfully bites a human, they begin to drain the phlegm from them. This causes the human to take an additional 1d6 damage per round for every round that the fangbeast is still attached. When a fangbeast has reached its fill, its target is outgoing and amorous due to the imbalance of their humors and the fangbeast is bloated beyond belief.

After 1d6+1 hours have passed, a fangbeast transforms and excretes the phlegm it has drained as pure colors. This will make all of its surroundings more vibrant and shocking. This process takes a total of 1d% minutes, after which the fangbeast is returned to its normal size and begins to seek out prey again. For every five minutes passed, there is a 1-in-6 chance that a fangbeast will excrete a color not naturally occurring in all of the Twelve Bodies. These unique colors cannot be replicated and will never be recreated, even by the same fangbeast. Upon dissection, the organ believed to cause these variations is a small, exceedingly smooth orb in the very center of the fangbeast's body.

FLESH-EATER

Hit Dice: 1

Movement Speed: 40'

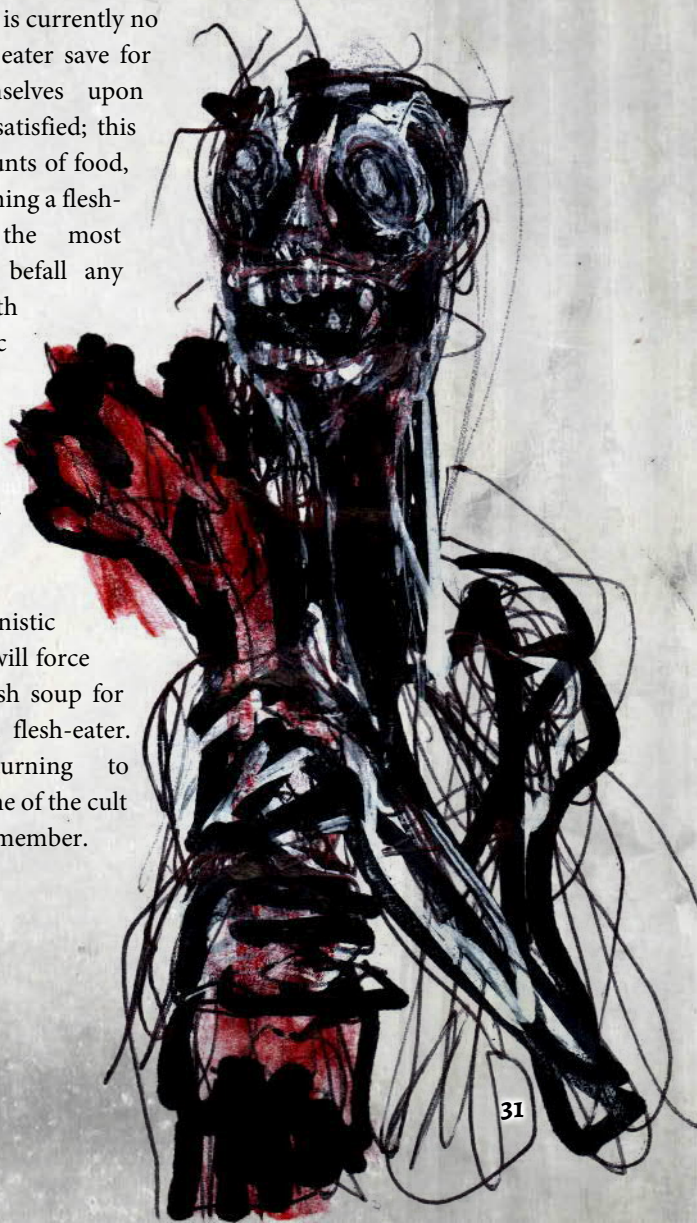
Attack: 1 Bite (1d4)

Armor Class: 10

Morale: 4

Any human who subsists upon god flesh for too long becomes a flesh-eater. They become shadows of their former selves, driven solely by hunger and fear. A flesh-eater can be identified by their sallow skin, sunken eyes, and bony appearance. There is currently no known way to cure a flesh-eater save for letting them gorge themselves upon proper food until they are satisfied; this often requires massive amounts of food, weeks and weeks of it. Becoming a flesh-eater is regarded as the most unfortunate fate that can befall any inhabitant of the Bodies, with all but the most sadistic pitying them. And if adequate food is not available, often the best thing to do with a flesh-eater is to put them out of their mindless misery.

Some of the more antagonistic cults on the Twelve Bodies will force initiates to eat only god-flesh soup for weeks until they become a flesh-eater. This process, and returning to civilization, is what marks one of the cult members as a truly devoted member.



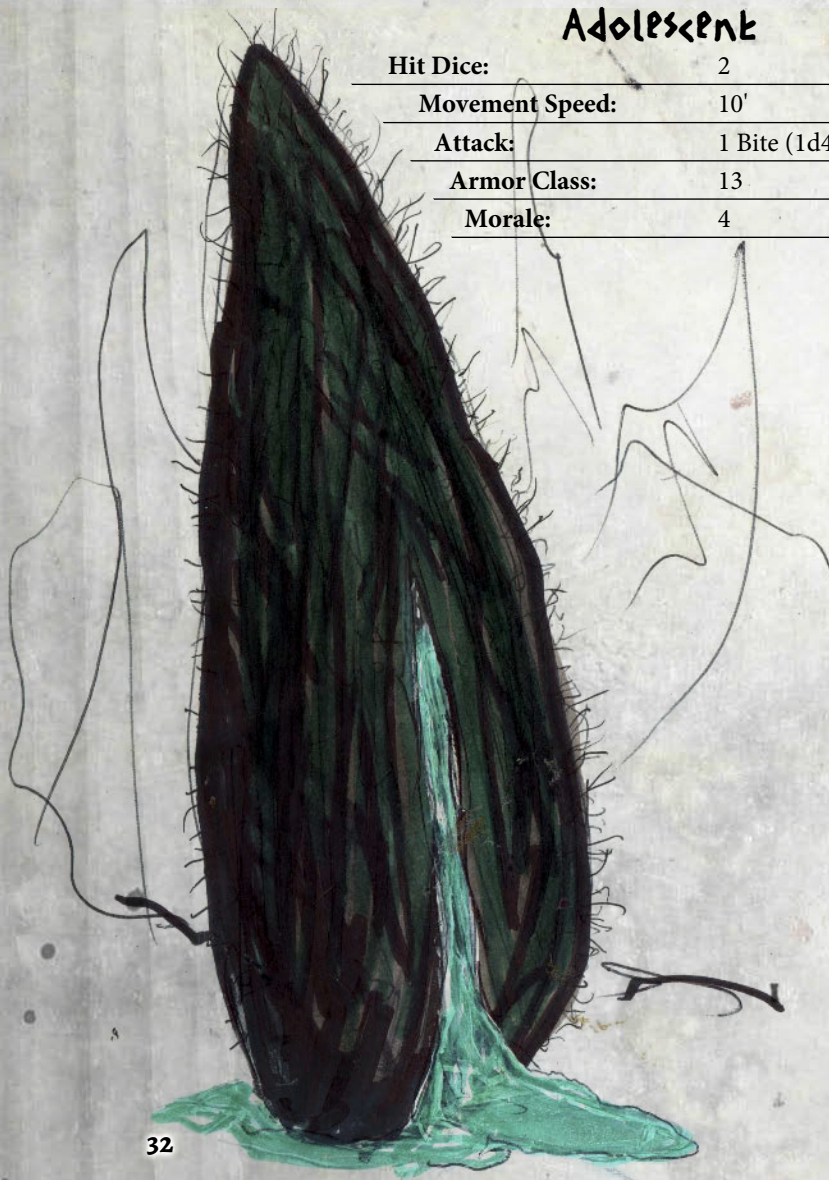
MAGGOT

Høekling

Hit Dice:	1
Movement Speed:	10'
Attack:	None
Armor Class:	14
Morale:	3

Adolescent

Hit Dice:	2
Movement Speed:	10'
Attack:	1 Bite (1d4)
Armor Class:	13
Morale:	4



Mature

Hit Dice:	3
Movement Speed:	20'
Attack:	1 Bite (1d6)
Armor Class:	12
Morale:	4

Hybrid

Hit Dice:	5
Movement Speed:	40'
Attack:	1 Bite (1d8)
Armor Class:	10
Morale:	5

Maggots are the only universal animals throughout the Twelve Bodies due to their spontaneous creation whenever a patch of flesh is left alone for long enough. Although the majority of maggot creation is due to maggot farms, there are large plots of land purposely left untouched where wild maggots are common and can be dangerous. Maggots come in four different stages: hatchling, adolescent, mature, and hybrid. Hatchlings are freshly created maggots anywhere from brand new to around one month old. Adolescence lasts until the maggot is one year old. A maggot is said to reach maturity at around four years of age. The hybrid stage is the last stage of a



maggot's life and is the most grotesque. At this stage—which lasts around four weeks—the maggot begins to assume human-like features in preparation for transformation into a human. Upon consuming enough flesh, they will form a cocoon and begin their metamorphosis. The full metamorphosis takes over two weeks as the cells inside the cocoon rearrange and are altered. The end result is a dry husk of a cocoon and an adult human lacking any memories.

Breaking the cocoon before the full metamorphosis is complete is considered a crime, albeit not as severe as murder. Breaking the cocoon releases the mixture of proteins, juices, and viscera inside, resulting in a wave of green slime gushing out of any cuts that are made. However, the cocoon's exterior is almost as tough as steel. Anyone trying to break a cocoon must deal at least ten damage to it with a metal weapon.

**THE FULL
METAMORPHOSIS
TAKES OVER TWO
WEEKS AS THE CELLS
INSIDE THE COCOON
REARRANGE AND
ARE ALTERED.**

PROMETHEAN

Hit Dice:	4
Movement Speed:	100'
Attacks:	1 Sword (1d10)
Armor Class:	8

Prometheans are the daemons' vehicles and transportation on the surface. They resemble massive bony suits of armor without any visible openings, and have a slight green glow coming from their eye sockets. Whenever a promethean is successfully attacked with a blunt weapon such as a mace or a club, a crack will form and green ooze will begin to spill from it. Prometheans are filled with the green slime that daemons are coated with in order to let the daemons inside survive on the surface for a longer time. Anyone that touches this slime takes 1d8 damage upon a failed save vs. Poison. When a promethean has been slain, there is a 3-in-6 chance that the daemon inside died during the combat. And if the daemon survived, it may be stuck inside the promethean.

When riding inside a Promethean, daemons do not use it as an actual suit of armor, but instead sit at a panel of levers and buttons, each having a specific purpose in the operation of the promethean. If a human manages to capture or steal a promethean in working order, they can utilize it, but every round there is a 1-in-6 chance that it will malfunction, resulting in 1d4 damage being done to the driver and the promethean being unable to move. Prometheans are most common on Hephaestus' corpse and are not present at all on Apollo's or Hermes' Bodies. On those Bodies, the daemons will almost never venture outside of their domain and take a much more passive role.



SKY SQUID

Hit Dice:	3
Movement Speed:	240' (960' when outside of atmosphere)
Attack:	1 Bite (1d8)
Armor Class:	10
Morale:	8

Sky squids are massive, floating squids used to traverse the aether from Body to Body. Around fifteen feet long, their tentacles stretch out another thirty more feet from their body. In order to be shielded from the stinging cold of the void, a prospective traveler—clad either in a full suit of maggot leather or a thin coating of divine phlegm—must be swallowed by a properly sized sky squid. Then, upon the arrival of the sky squid, the traveler cuts their way out of the vehicle and emerges on a different Body. This is always fatal to the sky squid. It is very difficult to influence where a sky squid will actually fly, but some travelers have found some small success with having a companion cut the squid in the polar opposite direction of the way the squid must fly. Upon swallowing a traveler, however, a sky squid will almost always fly to a different body.

Sky squids are not squids as such, but are more akin to living fungus. 'Killing' a sky squid provides an opportunity for their spores to spread, resulting in there never being a shortage of sky squids throughout the Bodies. It is recommended that you roll a d12 and disregard results of 1 when a player rides a sky squid, with each number representing a different body. If the traveler tries to influence the sky squid's path, instead roll 2d6 and the traveler successfully arrives at their destination on a 7.



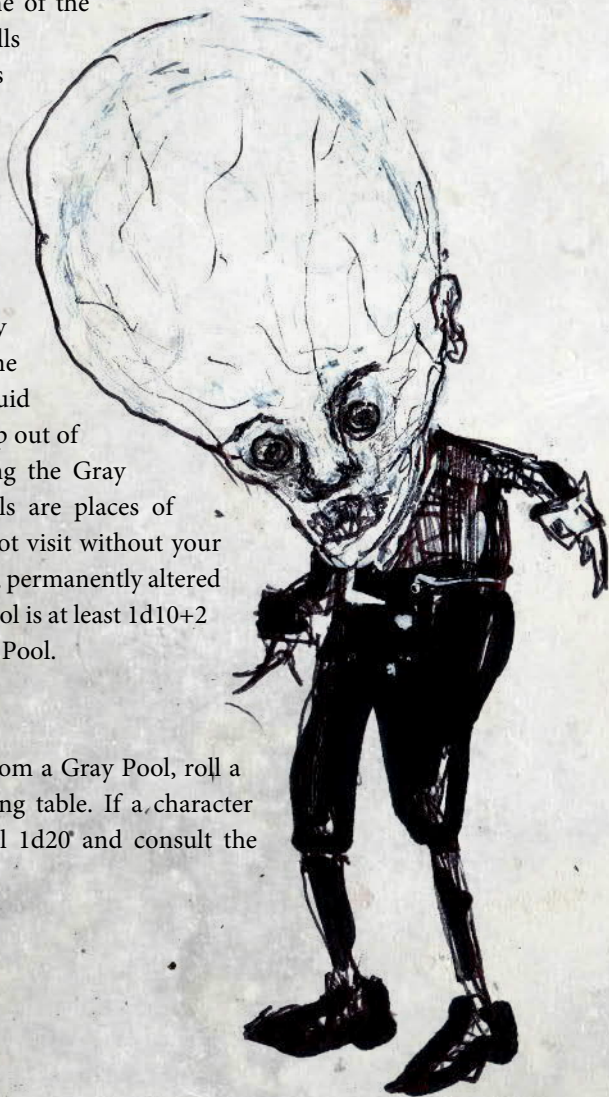
CHAPTER 8: THE GRAY POOLS - AN ADVENTURE OUTLINE

The Gray Pools is an adventure outline, not a complete adventure. That means that while it contains stat blocks for enemies, rules for what to encounter, and information about what the adventure contains, it is left to the Referee in order to piece the outline details together and form an adventure.

During the aeons-long battles that caused the death of the gods, some of the deities had their skulls shattered, bone fragments lacerating their brain. Over the centuries afterward, as the humans built their civilizations and created treaties with the daemons, the brains decayed, forming a slurry of decayed gray matter and blood. Time continued to pass, the liquid soup began to ooze and seep out of cracks in the skull, forming the Gray Pools. Now the Gray Pools are places of myth, places that you cannot visit without your mind or body being warped, permanently altered by the fallout. Each Gray Pool is at least 1d10+2 miles from each other Gray Pool.

SIDE EFFECTS:

When a character drinks from a Gray Pool, roll a d8 and consult the following table. If a character bathes in a Gray Pool, roll 1d20 and consult the following table:



Roll	Result
1	The character's skin begins to melt like wax, leaving them effectively flayed and standing in a puddle of their own skin. They take 1d8 damage per round unless submersed in water or a Gray Pool.
2	The character's face is warped beyond belief, to the point that their closest friend wouldn't be able to recognize them.
3	The character suffers complete and utter amnesia, incurable unless they bathe in human blood.
4	The character's entire body is covered with keratin, leaving them trapped as a living statue until they slowly suffocate.
5	The character develops an irresistible hunger for human flesh that slowly waxes and wanes over time, becoming strongest every two weeks.
6	The character's eyes are enlarged, allowing the character to see through even the deepest darkness, but leaving them with a fish-like appearance.
7	The character's skin hardens drastically. This improves their Armor Class by 2 points but reduces their Dexterity by 2 points as well.
8	The character's fists are reinforced with bony growths, resulting in the character rolling 1d8 for damage with unarmed attacks.
9	The character's legs are elongated and lined with bony spurs. The character can move up to one hundred feet in one turn.
10	The character's sweat glands mutate. They now extrude the same green ooze as the daemons, but the character is immune to its effects. They cannot touch anyone else without it affecting them, however.
11	The character grows scales that cover their entire body except their eyes and nose. This permanently seals their mouth, resulting in the character being unable to ever talk again. This increases their AC by 4 points.
12	The character grows purely cosmetic horns that are anywhere from one to four feet long.
13	The character grows a prehensile tail. It has an effective Strength score of 6.

Roll	Result
14	The character's skin begins to ripple, like a lake when a pebble has been dropped in it. This effect does not stop.
15	The character grows barbs on their hands and feet, allowing them to scale any wall or building without having to roll.
16	The character's hair grows until it reaches their feet and hardens into steel-like thread, providing a barrier to any attacks against the character.
17	The character's muscles are overcharged by a permanent surge in adrenaline, resulting in the character's Wisdom being reduced by 1d6 and Strength being increased by 1d8.
18	The character gains psychic powers, with a strength rating of 1.
19	The character gains psychic powers, with a strength rating of 2.
20	The character gains psychic powers, with a strength rating of 3.

PSYCHIC POWERS:

This adventure outline lists gaining psychic powers as a potential side effect from interacting with the Gray Pools. Characters with psychic powers obey the following rules:

- Ω A psychic character has a number of power points equal to three times their Strength rating.
- Ω A psychic character knows a number of randomly determined spells equal to their Strength rating that they can only use by spending power points (one per spell cast).
- Ω A psychic character regains one power point per hour passed, when they roll a natural 1 or natural 20, and when they take damage.
- Ω A psychic character must roll a d20 when trying to cast a spell fueled by psionics. On a 1, they take 1d8 feedback damage. On a 20, they take 1d10 feedback damage but the effects of their spell are doubled.
- Ω If a psychic character's power points ever exceed their normal capacity, they must make a saving throw vs. Magic. Failure results in the psychic power being released in a sudden wave, killing the psychic and dealing 1d20 damage to any characters within one hundred feet.



If you already use a different system for psionics in your home game, please use that system instead. Strength rating will correlate to a psionic power usable once per day. A character with a Strength rating of 1 will be able to use one level 1 power once a day. A character with a strength rating of 2 will be able to use two level 1 powers once per day or a single level 2 power once per day. A character with a strength rating of 3 will be able to use three level 1 powers once per day each, a level 1 and a level 2 power once per day each, or a single level 3 power once per day. Upon gaining psychic powers, the character must choose what power(s) they can use and cannot switch these out unless the GM so desires.

**MAGGOTS ARE THE
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THROUGHOUT THE
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TO THEIR
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LEFT ALONE FOR
LONG ENOUGH.**

NON-PLAYER CHARACTERS/MONSTERS:

Servitor

Hit Dice:	3
Movement Speed:	40 ft.
Armor Class:	18
Attacks:	Unarmed (1d6; 0)
Morale:	10

Description: The servitors are attendants to the Gray Pools. Drawn to the Gray Pools by residual psychic energies, they have abandoned their humanity in favor of the mutated forms granted to them by the Gray Pools. When the players encounter a servitor, roll 1d8 and consult the following table to describe them.



Roll	Description
1	The servitor's skin hangs from its arms like curtains, the servitor resembling nothing so much as a skeleton covered in a gigantic blanket of skin.
2	The servitor's eyes are in its chest, blinking infrequently. In place of its eyes, it has two gemstones set into its forehead.
3	The servitor has mushrooms growing out of square inch of its body.
4	The servitor is covered with tiny, almost microscopic arms coating every part of its body.
5	The servitor's head is purely cosmetic, able to be detached at any time.
6	The servitor's legs bend backwards, like an insect. Additionally, their eyes are at the end of long eyestalks coming from where eye sockets normally are.
7	The servitor has a full set of chainmail melded into their skin. A casual observer cannot see where the metal ends and the skin begins.
8	The servitor appears completely normal.

Quillion Trezyr

Hit Dice: 4

Movement Speed: 40 ft.

Armor Class: 16

Attacks: Pickaxe (1d6+2; +2)

Morale: 10

Quillion is a mercenary, disillusioned by many years working in the mines. Around fifty years old, he has a gray beard that masks a long, jagged scar running down his cheekbone and piercing white-blue eyes. He always carries a heavy pickaxe, almost blunt from years of constant use, and wears maggot leather armor. If confronted, he will casually move his pickaxe just so slightly closer to the person confronting him and jut his chin out.

Quillion is a level 4 Corpse Worker who grew tired of the constant work and—after hearing rumors about the Gray Pools—formed a group of mercenaries, convicts, and ne'er-do-wells to try to control them and monitor access.

Quillion's Thug

Hit Dice: 2

Movement Speed: 60 ft.

Armor Class: 14

Attacks: Sword (1d6+1d4; +1)

Morale: 7

This stat block represents a generic thug in Quillion's gang of mercenaries. These thugs almost always wear thick, heavy clothing to deflect blows and carry a greatsword strapped to their back. Although a formidable threat in large groups, an individual thug will run away from a situation rather than actually face it. The Referee can also use this stat block to represent any other thugs on the Twelve Bodies.

ADVENTURE IDEAS:

The Gray Pools are always rife with adventures for a would-be famous explorer. If the Referee wants to have a ready-made adventure hook to draw the players to the Gray Pools, they can roll on the following table or just pick one.

Roll	Adventure Hook
1	The party is attacked outside of a tavern by one of Quillion's thugs, who says that he was ordered to give them a warning.
2	Mysteriously altered people are joining mercenary groups across the Bodies, missing all of their memories.
3	A persistent minstrel follows the party around, trying to convince them to accompany him on an expedition to the Gray Pools.
4	A character's parent goes suddenly missing, with only a crude diagram of the Gray Pools left behind.
5	A dozen servitors are travelling across the land, cutting down anyone who gets in their way.
6	The party finds a map to the Gray Pools in an ancient chest that hasn't been opened for centuries but with one of their contemporaries' signatures, dated from the future.
7	A Witchdoctor tries to hire the party to get them to retrieve some of the mutagenic pool fluid for use in various experiments.
8	Psychic reverberations call out to the players, imprinting them with a mental map of the Twelve Bodies and where the Gray Pools are.

CHAPTER 9: RANDOM MONSTERS

This chapter is meant to help the Referee easily generate monsters that inhabit the Twelve Bodies.

First, roll on the Hit Dice table to determine hit dice:

Roll	Hit Dice
1-3	1
4-6	2
7-8	3
9-10	4
11-12	5
13-14	6
15-16	7
17	8
18	9
19-20	10

Roll on the Creature Shape table to determine the monster's general size and shape:

Roll	Creature Shape
1	Humanoid (Giant)
2	Humanoid (Regular)
3	Humanoid (Tiny)
4	Arachnid
5	Raptor
6	Bovine
7	Feline
8	Canine



Then, roll on the Exterior Appearance table to generate what their exterior looks like:

Roll	Exterior Appearance
1	Revolting; covered in pustules
2	Scaled; increase the creature's Armor Class by 2
3	Feathers; these can be red, black, green, or any other color
4	Fungal; completely coated in symbiotic fungus
5	Fur; thick, matted black or brown fur
6	Amphibian; slimy, nearly transparent skin
7	Chitin; covered with an insectoid exoskeleton
8	Rubbish; covered with dust, trash, and other refuse
9	Nothing; the creature's muscles and bones are completely exposed
10	Roll twice and combine the results

After that, roll on the Special Powers table above to determine any special powers:

Roll	Special Power
1	Flight; 120' flight speed from wings (2-in-6) or another source (4-in-6)
2	Acidic; functions identically to the daemon's acidic coating
3	Experiment; accompanied by a Witchdoctor of level 5 or higher
4	Mindless; immune to hypnosis and other mind-altering effects
5	Relentless; doesn't need to breathe, sleep, or eat
6	Superior Senses; 5-in-6 chance to notice any character
7	Vast Intellect; possesses a superhuman intellect (equivalent of a 24)
8	Magical; possesses spellcasting ability equivalent to a level 1d6 Magic-User
9	Massive; they have an additional 10 hit points and deal 4 more damage on melee attacks
10	Mysterious; after fighting it, any combatants lose all memories of the incident
11	Ravenous; regains 1d8 hit points by consuming a corpse
12	Roll twice and the creature possesses both special powers

If the monster doesn't have any particular motive, you can roll on the Motives table as well:

Roll	Motive
1	Hunger; this normally applies to mindless creatures and reduces the creature's Morale score by 3.
2	Master; they are being controlled by a higher power or are being blackmailed. This increases the creature's Morale score by 2.
3	Fear; the players are intruding on its territory or it is startled. This decreases their Morale score by 2.
4	Revenge; the players killed its friends or family. This increases the Morale score by 1.

The base Morale score for a randomly generated monster is 7.

ADVICE FOR A REFEREE

When utilizing a randomly generated monster, it is important for the Referee to not merely use a random creature for the players to have something to do. A randomly generated monster should still have some effect on the story and should serve as a potential deterrent for entering an area that should be dangerous.

FUNGAL;
COMPLETELY
COATED IN
SYMBIOTIC
FUNGUS.

APPENDIX I: INSPIRATION

BOOKS

- Ω Bram Stoker's *Dracula*
- Ω Dante Alighieri's *Inferno*
- Ω Goethe's *Faust*
- Ω H.P. Lovecraft's *The Call of Cthulhu*
- Ω H.P. Lovecraft's *The Colour from Out of Space*
- Ω Lewis Carroll's *Alice's Adventures in Wonderland*
- Ω Lewis Carroll's *Through the Looking-Glass*
- Ω Madeline L'Engle's *A Wrinkle in Time*
- Ω Oscar Wilde's *The Picture of Dorian Gray*
- Ω Roald Dahl's *Charlie and the Chocolate Factory*

MOVIES/TV SHOWS

- Ω Adult Swim's *Rick and Morty*
- Ω Jhonen Vasquez' *Invader Zim*
- Ω John Milius' *Conan the Barbarian*
- Ω Marvel Studios' *Guardians of the Galaxy*
- Ω Monty Python and the Holy Grail
- Ω Sam Deats' *Castlevania*
- Ω Stuart Gordon's *Re-Animator*

ROLE-PLAYING GAMES

- Ω Chaosium's *Call of Cthulhu*
- Ω David Black's *The Black Hack*
- Ω David McGrogan's *Yoon-Suin*
- Ω Games Workshop' *Warhammer Fantasy Roleplay*
- Ω Geoffrey McKinney's *Carcosa*

- Ω Goodman Games' *Dungeon Crawl Classics Role Playing Game*
- Ω Grim & Perilous Studios' *Zweihänder*
- Ω James Raggi IV's *Lamentations of the Flame Princess*
- Ω James Raggi IV's *Random Esoteric Creature Generator*
- Ω Jeff Grubb's *Spelljammer*
- Ω Knight Owl Games' *The Chaos Gods Come to Meatlandia*
- Ω Patrick Wetmore's *Anomalous Subsurface Environment*
- Ω Schwalb Entertainment's *Shadow of the Demon Lord*

VIDEO GAMES

- Ω MECC's *The Oregon Trail*
- Ω Tarn Adams' *Dwarf Fortress*

MUSIC

- Ω Blue Öyster Cult's "*(Don't Fear) The Reaper*"
- Ω Blue Öyster Cult's "*Veteran of the Psychic Wars*"

WEBCOMICS

- Ω Tom Parkinson-Morgan's *Kill Six Billion Demons*

APPENDIX II: FOR USE WITH THE BLACK HACK:

This section provides information on using *On the Shoulders of Giants* with David Black's amazing *The Black Hack* rules system by converting the four classes contained in this book. I am not affiliated with David Black or his associates.

CONSPIRATOR

Starting HP: d6+4

HP Per Level/Resting: d6

Weapon/Armor Proficiencies: Knives, Bows, Crossbows, and all Light Armor

Attack Damage: 1d6/1d4 Unarmed or Improvising

Special Features: When an ally follows a Conspirator's advice to the letter, they roll with advantage.

A Conspirator can roll any d20 roll with advantage once per day, regardless of whether it would be with disadvantage on a normal roll.

Leveling Up: When a Conspirator levels up, they roll twice for either Intelligence or Charisma.

CORPSE WORKER

Starting HP: d12+4

HP Per Level/Resting: d12

Weapon/Armor Proficiencies: Pickaxe and All Armor

Attack Damage: 1d6/1d4 Unarmed or Improvising

Special Features: When attempting to mine or assessing masonry, they roll with advantage.

A Corpse Worker can decide to gain 6 hit points when leveling up instead of rolling.

Corpse Workers roll attack rolls with advantage when using a pickaxe.

Leveling Up: When a Corpse Worker levels up, they roll twice for either Strength or Constitution.

PRIZE FIGHTER

Starting HP: 2d4+4

HP Per Level/Resting: 2d4

Weapon/Armor Proficiencies: Any and All

Attack Damage: 2d4/1d6 Unarmed or Improvising

Special Features: A Prize Fighter only adds +1 to their attack roll when using a two-handed weapon.

A Prize Fighter rolls with advantage when a task is relating relating to the form of combat that they study.

Leveling Up: When a Prize Fighter levels up, they roll twice for either Dexterity or Intelligence.

WITCHDOCTOR

Starting HP: 1d6+4

HP Per Level/Resting: 1d6

Weapon/Armor Proficiencies: One Weapon of Choice and No Armor

Special Features: A Witchdoctor can perform experiments and learns one every other level.

A Witchdoctor rolls with advantage when an action relates to the occult.

Leveling Up: When a Witchdoctor levels up, they roll twice for either Wisdom or Charisma.

APPENDIX III: MAGGOT FARMER – AN NPC CLASS

This class is meant for use for any NPCs who make their living through farming maggots. Player characters should not use this class and should use one of the four new classes in this book or in the core rules of the game. It can also be adapted to stat out simple bandits and non-threatening henchmen of enemies. Maggot Farmers level up more quickly than any of the player character classes but have a slower hit dice progression because they do not encounter combat scenarios very often.

THE MAGGOT FARMER

Maggot Farmers are the people who produce food for the adventurers, miners, and travellers of the Twelve Bodies. Maggot farmers can never take a hit as well as true adventurers or resist special attacks but do build up a minor natural resistance to poison over time, as well as getting better at avoiding other accidents.

The Maggot Farmer			Saving Throws				
Level	Experience	HP	Paralyze	Poison	Breath	Device	Magic
0	0	1d4	16	16	16	16	16
1	1,000	1d6	16	15	16	16	16
2	2,000	1d6	15	14	15	15	15
3	4,000	2d6	15	13	15	15	15
4	8,000	2d6	14	12	14	14	14
5	16,000	3d6	14	11	14	14	14
6	32,000	3d6	13	10	13	13	13
7	64,000	4d6	13	9	13	13	13
8	128,000	4d6	12	8	12	12	12
9	256,000	5d6	12	7	12	12	12
10	384,000	5d6	11	6	11	11	11

MAGGOT FARMER

Starting HP: 1d4+4

HP Per Level/Resting: 1d6

Weapon/Armor Proficiencies: One Weapon of Choice

Special Features: A Maggot Farmer rolls saving throws against poison with advantage.

Leveling Up: When a Maggot Farmer levels up, they can roll twice for either Strength or Constitution.

APPENDIX IV: RANDOM NAMES

This table is meant for the Referee to randomly generate names for any non-player characters that the party encounters. It may also help players generate names for their own characters if they are having trouble with doing so. When generating a character name, roll 2d10, one to determine the first name and once to determine the last name.

Roll	First Name	Last Name
1	Eberhard	Artaxeres
2	Ethan	Dioce
3	Guerrie	Felicius
4	Limbo	Flaccidson
5	Odo	Fuqua
6	Quarsa	Norwood
7	Tiberius	Orwig
8	Trkhellian	Theosius
9	V'Heshi	Thevall
10	Xavier	Wilfrith

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THE SHOW OF GLA



WILDER MOUNTS



ON THE SHOULDERS OF GIANTS

IN THE BEGINNING,
THERE WERE
TWELVE GODS:

**ZEUS, HERA, POSEIDON, DEMETER, ATHENA, APOLLO,
ARTEMIS, ARES, APHRODITE, HEPHAESTUS, HERMES, AND
DIONYSUS.**

**EACH GOD WAS ONE HUNDRED TIMES A MAN IN EVERY WAY,
IN WISDOM, INTELLECT, AND STRENGTH. BUT THEIR
BLOODLUST, RAGE, AND PRIDE WERE ALSO ONE HUNDRED
TIMES THAT OF A MAN, AND THE GODS BEGAN TO RECOGNIZE
FAULTS IN EVERY OTHER. EACH PERCEIVED THEMSELVES TO
BE THE ONLY PERFECT GOD. AND EACH, TO CLEANSE THE
UNIVERSE OF SUCH FAULTS, WAGED WAR AGAINST THE
OTHER GODS.**

**AFTER THIS DEIFIC COMBAT, ONLY APOLLO WAS LEFT
STANDING, AND, CONFRONTED WITH ONE HUNDRED TIMES
THE MELANCHOLY OF A REGULAR MORTAL, HE PLUNGED A
DAGGER THROUGH HIS OWN HEART, KILLING THE LAST OF
THE GODS.**

**YET THEIR GODLY CORPSES STILL FLOATED THROUGH THE
ETHER AND—FROM THE MAGGOTS INFESTING THEM—THE
TWELVE PEOPLES WERE BORN, WITH DIFFERENT APTITUDES
AND TENETS BASED ON THE CORPSE THEY ONCE FED UPON.**

**IN THIS WAY WERE THE PEOPLES AND THEIR HOMES
CREATED.**

