

LAMENTATIONS  
*of the*  
FLAME PRINCESS  
ADVENTURES

# SCENIC DUNNSMOUTH

by ZZARCHOV KOWOLSKI



Dunnsmouth is diseased and rotten to the core.

Beset by malefactors supernatural and mundane, Dunnsmouth slowly dies in the swamp. But within the rot are mysteries to be solved, evil to be fought, and the Weird to be encountered.

Scenic Dunnsmouth features an innovative village generation system using dice and playing cards to ensure that every expedition to Dunnsmouth is unique; the adventure never plays the same way twice. The threats, their intensity, which villagers are present, which alliances they hold, and even the village map, are all randomly determined before play.

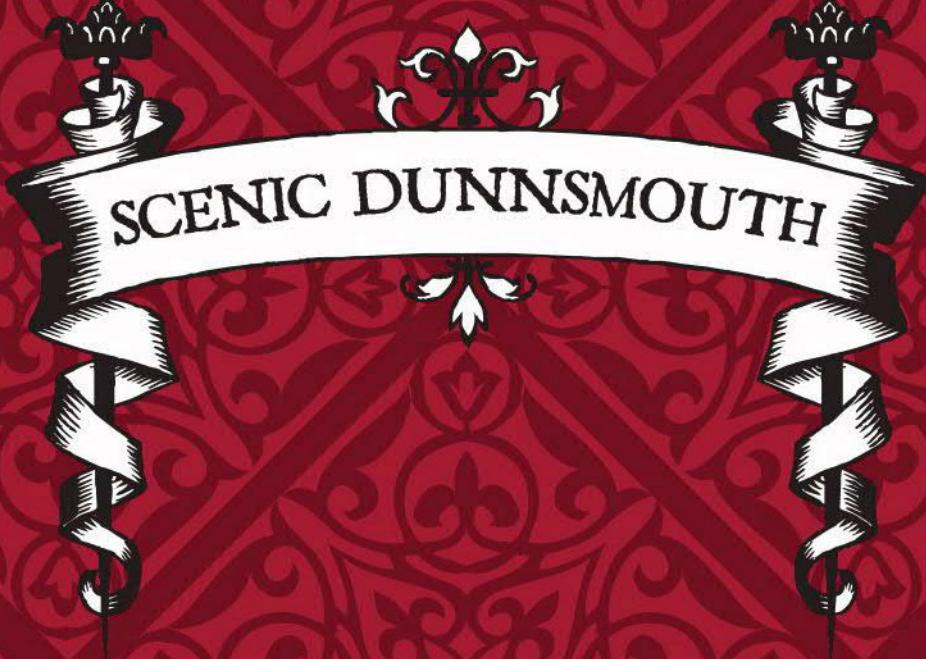
Scenic Dunnsmouth is an adventure for characters of levels 2-5 for use with *Lamentations of the Flame Princess Weird Fantasy Role-Playing* and other traditional role-playing games.

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**FLAME PRINCESS**

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**SCENIC  
DUNNSMOUTH**

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# INTRODUCTION

**S**cenic Dunnsmouth is a location-based module designed with replay value in mind. To that end, the village of Dunnsmouth, as well as the nature of its unusual situation, is generated randomly before play using nothing more than some paper, a deck of playing cards, and some dice. Not only does this mean that each time that a Referee runs the module for a different group they will have vastly different experiences from each other, but also that a Referee could run Scenic Dunnsmouth for a group of players and then at a later stage in his next campaign, randomly generate the village again and present a new and very different experience to the same group of players!

Dunnsmouth is a gloomy backwater swamp community, isolated from, though not altogether forgotten by the urban centres of the world. Tax men still must make the journey to get back taxes from the local villagers even though they always insist that they are up to date, and curious wizards claim that an ancient mystical artifact lurks in the middle of that murky swamp.

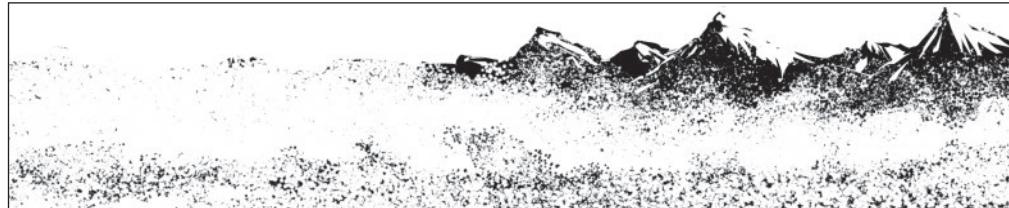
From the perspective of the Referee, Dunnsmouth is intended to be a foreboding location that the player characters can explore for the promises of easy money, or clues as to how to fight an ancient evil or forbidden power. The location itself however offers little in the way of these things, but once the player characters have arrived they will almost certainly learn things that they will wish they did not know. At that point the player characters will be forced to decide how to react.

Dunnsmouth harbours one, and likely two secrets, both of which a party of adventurers might encounter while visiting the village. The first is an ancient time warping artifact located at the centre of the region. This item courses with magical power, and is also responsible for much of the atmosphere that enshrouds the surrounding area. It not only causes the cool temperatures, the dense fog, and the swamp itself, it also encircles the village in a temporal slowdown.

The second secret concerns the inhabitants of Dunnsmouth. The village is likely home to a spider cult whose members will at least be unwelcoming towards suspicious visitors, if not outright hostile. The cult is not about the trappings of religion, but about genetic infiltration that can hide for generations. It can be easy to tell that some people are affected by the spider's influence but nearly impossible to tell who isn't. If the player characters become aware of the cult's presence, rooting it out may lead to difficult decisions. Making these decisions could well bring out the worst in people and may have long-term campaign implications due to the malignant, lingering and hidden nature of the cult. Expect many morally reprehensible solutions to be brought forward, some more final than others.

Rumours or legends of Dunnsmouth being the possible location of as powerful an artifact as the Time Cube should serve as a strong draw for the player characters to travel to the region, especially if they learn that whoever controls the Time Cube is purportedly able to withstand the ravages of ageing and lead a vastly longer life. Of course, such powerful artifacts are bound to attract more than just the player characters, who might hire them to find it rather than go looking for it themselves.

Alternatively, the player characters could be sent to collect back taxes from the local church. The priest in charge of collection finds the village and its surroundings disturbing, and would be prepared to sell the player characters the village's debt (about 12,000sp owed) for a mere 500sp rather than go himself. If they agree to this, the priest will give the player characters a letter authorizing them to claim anything from the church and also collect any unpaid tithes from any village folk. Should the player characters ask about Dunnsmouth's own priest, they will be told that he has been there for some 20 years, but that no one has heard from him in some time.



## WHAT IS DUNNSMOUTH?

**N**othing lies beyond the mountains except a fog-shrouded swamp, and beyond that, just the sea. Few people know about Dunnsmouth, the area's only settlement, a small village located at the mouth of the Dunn River as it flows from the mountains into the sea.

Getting to the village is a difficult prospect as no road has been built through the mountains, so it can only be reached by climbing the harsh mountains and descending into the swamps or down the sluggishly flowing river. Travelling across the mountains should take some weeks of wilderness travel and involve encounters with wild animals, poor weather, and avalanches.

Once down from the mountains, travel will be no easier. The cold air of the mountains will merely rise to the cool, damp air of the swamp which is perpetually shrouded in such dense fog that it always seems to be twilight.

The murky waters of the swamp vary between waist and foot deep, with the occasional hillock of dirt and shrubs. Its many trees are covered in moss and lichen, and it is impossible to escape the stench of rotten vegetation. Tangled roots, deep layers of silt, and discarded garbage from a far more prosperous time litter the bottom of the swamp. The characters can expect to find broken pottery, wagon wheels, long dead bones, rotted tools, bricks, and other garbage if they spend a few hours digging around in the muck. They will also find themselves covered in dozens of leeches.

Alternatively, Dunnsmouth can be reached by sea, although shipping along that part of the coast is almost non-existent. The village is simply too poor and out of the way to draw the attention of any trading vessels. Assuming that

the player characters do not have their own vessel, they can find a ship that passes by the village once a month. Its crew never docks at Dunnsmouth, but would be willing to drop the player characters off via rowboat and pick them up a month later on the return trip. This would cost 5sp per party member; to be paid up front and the party is expected to supply its own food. The ship has only a dozen or so hands, and none of them know much about Dunnsmouth. They very rarely meet any folks from Dunnsmouth, though occasionally a fisherman will sail out and trade some fish for basic sundries, supplies, and tools, but little is said beyond the exchange of goods. The crew considers Dunnsmouth to be unsettling and will be unwilling to go ashore with the party for anything beyond an embarrassing amount of treasure, paid up front and left on the ship.

The people of Dunnsmouth are very pale skinned, speak in a thick backwoods drawl, and are, by and large, poorly educated about the world, leading to an insular and xenophobic nature. Anyone with a better education will be specifically noted. Most of the villagers scratch a living by fishing, catching frogs in the swamp, raising chickens or pigs, or farming mushrooms. Occasionally someone will wander into the mountains to collect pine nuts, berries, and honey. It is a very sparse existence.

There was also a tragedy a generation ago, one that caused the villagers to rise up in an angry mob against some "bad people" in the mountains. Suggestions include Dracula, Dr. Frankenstein, the Marquis De Sade, or some other campaign appropriate source of evil. Two examples are provided near the end of the module if the Referee does not have some campaign-appropriate evil to place here. Investigating this campaign specific evil can be a good way to draw the player characters to Dunnsmouth.

## THE SPIDER CULT

**O**ne of the main influences on Dunnsmouth is the Spider Cult. To call it a cult is a bit of a misnomer, however; it is in fact a specific monster.

There is a very specific type of spider found in the most remote corners of the world, far away from these cold and dreary lands. Tiny and unassuming, its true nature only emerges when it bites a sentient creature; within the tiniest fraction of a second the damage is done. The venom of this spider makes a victim susceptible to a *Charm*-like effect such that the victim will immediately view that particular spider with the type of love and devotion normally reserved between a devoted parent and a beloved child. The victim will be permanently *Charmed* in such a fashion, giving his life if necessary to protect and care for the spider. The victim will also possess a strong sense of hatred and disgust for other types of spiders, viewing them as abominations.

The new “cultist” will also seek to bring others into the fold, subduing them, and allowing the spider to bite and infect more people. The cultist will realize how incredibly risky this is, and ensure that only properly incapacitated individuals are brought before the spider (lest it be squished).

This is not the end of the matter, for the spider’s venom has a second characteristic—

it actually changes the genetic makeup of its victims. Any child born to a member of the spider cult will carry the same traits 95% of the time. Furthermore, each child born infected may also be born with genetic abnormalities, actually sharing physical traits with the spider. Spider appendages, venom sacs, extra limbs, and even more grotesque adaptations are all possible. This is part of the spider’s reproductive cycle; eventually one of the infected (or someone impregnated by one of the infected) will give birth to a litter of a thousand small spiders, exiting from her womb all at once and scurrying off to start their own families and their own “cults.”

As for the original spider, as the years and decades go by, it will grow larger and larger in size, eventually becoming the size of a small house. Its maximum lifespan is unknown.

There is no way to know for certain who is infected (generations can go by without any sign), and it cannot be cured any more than you can cure someone from being an elf. Even if it is definitely known that someone is infected, there is no absolute certainty their children would be infected.

Note that the infection is not mind control, especially not for future generations. It is merely a very strong biological urge. Some infected may try to fight their nature, and even succeed for a time, but eventually they will weaken and succumb to their urges. It’s just inhuman nature, you know?



## THE TIME CUBE

**T**he other main influence on Dunnsmouth is the Time Cube. This arcane object sits in the centre of the Dunnsmouth swamp and is responsible for much of the region's oddities. The Time Cube slows down the passage of time within its radius, averaging out at about 1:5 versus the outside world. However, if one approaches the Time Cube this ratio will logarithmically increase. Touching the Time Cube causes one to enter a time distortion field so great that a decade can go by in mere seconds. The time dilation, blurring day and night, winter and summer, is responsible for the constant twilight, chill temperature, and constant fog. Even the swamp itself is caused by the Dunn River no longer being able to drain as fast as water flows into the region. Should the Time Cube be deactivated or powered down, all of these effects come to an end. The temperature would quickly return to normal, the fog would clear, night and day would return, and the swamp would drain to a much smaller size.

The Time Cube itself is a floating cube with sides 4' across. Its surface is covered with large, glowing multi-coloured text centred perfectly on each facet. To read this text confers a far greater understanding on the nature of time than could ever be gained from even the most in-depth education on the matter. It also causes the individual reading it to gain a temporal disorder and be unable to intuitively recognize how much time has passed.

Should the character be a Magic-User, he can always choose to summon "Old Man Time" when casting the *Summon* spell. Should a character actually touch the Time Cube, his eyes will have the text permanently burned into his field of vision. Not only will the character be affected by temporal disorder, but should he attempt to read aloud what is burned onto his retinas, he will cast the spell *Time Stop* as if cast by a sixteenth level Magic-User, for his eyes have been transformed into a scroll of *Time Stop*. Note that because scrolls are destroyed upon reading the spell contained on them, if the poor soul transcribes or uses the "scroll" in his field vision, his eyes turn to dust in his head.

Casting *Time Stop* upon the Time Cube will destroy it. It can also be powered down by summoning (intentionally or unintentionally) either The Space Between Ticks on a Clock or Old Man Time while in Dunnsmouth. This will draw said entity from within the Time Cube, robbing it of its power source and removing all magical effects from it. The Time Cube can be powered once more by summoning Old Man Time and binding it back into the Time Cube, and then casting *Time Stop* upon the inert cube. Even as an inert cube, anyone reading or hearing the text written on the sides of the Time Cube will be affected by the temporal disorder.

If Magda is at the Time Cube, she will be frozen in time to outside observers, a few inches from the cube.



## SO WHY VISIT DUNNSMOUTH?

**S**oon you will know how to build Dunnsmouth and what is in the village. The question is why do the player characters go there and stick around? There are three main hooks that make Dunnsmouth worth investigating more so than any other random hamlet.

1. The player characters may love money.
2. The player characters may love magic and magic items
3. The player characters may love thwarting villainous evil

If the player characters love money, the ability to purchase the owed tithe is a good hook. As they go from door-to-door collecting taxes they will be exposed more and more to the spider cult and forced to react. If the players love magic items, the Time Cube is a great draw. To find it they will need to start asking around and investigating the village; once again they will be more likely to run into the cult. Finally, if they want to stop evil, than the ancient shame of the van Kaus is a good hook. Dunnsmouth is the village where they stop to gain information on how the evil was beaten last time. This will force them to ask around, once again exposing them to the cult.

Also note that while the chance of the spider cult not being present is small, it is possible. It is important to note that if there is no spider cult, things will go easier for the player characters, though an angry mob may still form to deal with zealous tax collectors or nosy outsiders digging into the private lives of locals, especially if the players have been to Dunnsmouth before and are convinced there must be a cult somewhere.

It is beneficial if player characters view Dunnsmouth not as the adventure, but as a stopping point on the road to the adventure. This adds an extra level of tension when they realize that they started the adventure half an hour earlier and are not as safe as they thought.

## TOP 5 THINGS TO REMEMBER ABOUT DUNNSMOUTH

1. The locations are random. If a location or inhabitant is not rolled at generation it never existed.
2. Locals are terrible at reckoning time. There are no days, nights or seasons. It'll all be an estimate.
3. The spider cult may not be present.
4. The players may have already played this adventure before and may have read the module. That's OK.
5. Unless something is a variable that can be checked more than once (like is someone home at any given point in time) you should only ever have to roll the dice once, at generation.

## BUILDING THE VILLAGE

**B**efore the player characters arrive at Dunnsmouth (perhaps even before the Referee dangles adventure hooks in front of them), the Referee will need to randomly generate the region.

**To do this he will need an ordinary deck of playing cards, a d4, ten d6s, a d8, and two different coloured d12s.** The d12s can be different in whatever manner he wishes, but for illustrative purposes we shall call them the "Red d12" and the "Black d12." Being able to tell the two d12s apart is all that matters.

The Referee should take a sheet of paper, or some other means of drawing a map (assuming that he wishes to keep highly accurate notes) and place it on the table. Then he should **roll all of the dice onto the centre of this area and see where they fall.**

**Where the d4 lands marks the location of the Time Cube; the result on the d4 is the Infection Level.** The Infection Level is used to determine how likely an individual house is to be a part of the Spider Cult. The Infection Level also determines how large and powerful the original spider that founded the cult is. This number will be referred to often when setting up the adventure.

**Each of the d6s is a home within Dunnsmouth.** If the result on the die is equal to or less than the Infection Level shown on the d4, that home is infected. For each home, draw a playing card.

That playing card determines the inhabitants of the home. The number on the d6 will also be used to determine certain traits of the inhabitants in conjunction with the playing card.

**The d8 is the local church that serves the area.** The result on the d8 will be important in determining the mental state and wealth of the local priest. If the result of the d8 is **less** than the Infection Level, the priest has also been infected by the Spider Cult.

**The two d12s are "kickers" and act as special locations that may or may not be present.** On a 1-6, simply treat the kicker as an additional home. On a 7+, the kicker represents a special location.

**Next mark the die that lands furthest from the d4. That location is inhabited by "Uncle Ivanovik."** His Fighter Level is based upon the die result, so keep that number handy. The die that is furthest from Uncle Ivanovik's home is the current location of Magda the sorceress. Her level is likewise based upon the die's result, so keep that handy.

**Finally, add up the grand total of all of the dice.** This is used for determining treasure in several places.

**If the Referee wants a detailed location map, he can draw the outlines of the dice upon the paper.** This determines the relation of each location to each other location in the swamp. 1 inch represents approximately 10 minutes walking time or 2 minutes travel by boat.



# BUILDING DUNNSMOUTH: STEP BY STEP

1. Roll ten d6s, one d8, one d4, and two different coloured d12s (call one red and one black) onto a blank sheet of paper.
2. Mark the location of the d4 as the Time Cube and write down the number on the d4 as the Infection Level of Dunnsmouth.
3. Mark the location of the die furthest from the d4 as the location of Uncle Ivanovik. Note the number of the die and the type of die.
4. Mark the location of the die furthest from Uncle Ivanovik as the location of Magda. Note the number of the die and the type of die.
5. Mark the d8 as the church and note the result of the roll. Note that the d8 can also have already been marked as Magda or Ivanovik's location. It can be both.
6. Mark the location and result of the red d12 as the red kicker if the die result is a 7+. Note this can also be the location of Ivanovik or Magda.
7. Mark the location and result of the black d12 as the black kicker if the die result is 7+. Note this can also be the location of Ivanovik or Magda.
8. Mark down the die results and locations of all d6s and d12s not already recorded as regular homes.
9. Mark the church as infected if its die result is less than the Infection Level. If Ivanovik or Magda are at the church, they can also be infected (see the entry on the church).
10. Mark all d6s and d12s with a die result equal to or less than the Infection Level as infected, even if they are the location of Magda or Ivanovik.
11. Add together every single dice result shown. This Dunnsmouth Dice total has various effects at certain locations across the village.
12. Clean a deck of cards to the four suits only (remove jokers, advertisements, instructions, etc.). For each regular home, draw a card from the deck of playing cards, noting the card drawn. This will show who is living at each regular home based on the number on the die, if the home is infected, and what card was drawn. Only do this for regular homes, not the special locations (d12s that rolled 7+), the church, or the locations of either Magda or Ivanovik.
13. The top of the map is orientated towards the mountains, the bottom towards the sea. Find the home closest to the bottom of the map and draw a line (representing a trail) that winds around any intervening locations to the very bottom. This is the location of the boat house. Mark the suit (family) of the home nearest to the sea next to the boat house.
14. Once the position of all the inhabitants and locations is determined, and the number and proportion of Infected has been determined, work out the location of the Original Spider using the rules on p12.
15. The Referee should read the descriptions for all locations and inhabitants that he rolled or drew before play starts to ensure that he knows what is going on where.
16. Feeling creative? Using the locations, positions and information you can draw a map of Dunnsmouth.

# THE LOCATION OF THE ORIGINAL SPIDER

**T**he last and most important piece of the puzzle is the location and power of the Original Spider.

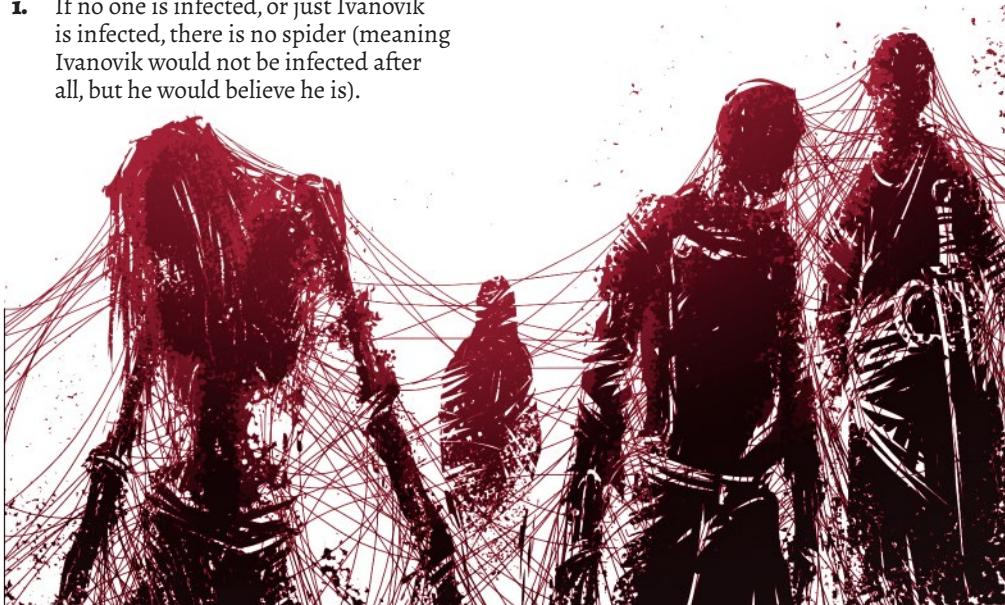
The Spider will have a number of cumulative Hit Dice equal to the infection level (i.e., 1, 3, 6, or 10 depending on the Infection Level) and can attack with a single bite doing 1d4 damage. Any character third level or above may make a saving throw versus Poison or be permanently mutated and *Charmed* by the spider. Any lower level character is automatically *Charmed*. It has an initiative modifier equal to 3 minus the Infection Level (getting slower in its age).

The Spider will also have one extra attendant (a 0 level mutated cultist) per Infection Level. They will be armed with daggers. The mutations they have will be cosmetic (extra eyes, spider mouth, etc.). At Infection Level 4 there will also be an infected human first level Magic-User present, who will have memorized *Hold Portal* and be wearing a garishly coloured robe.

**To determine the location of the Original Spider, select the first condition that is true:**

1. If no one is infected, or just Ivanovik is infected, there is no spider (meaning Ivanovik would not be infected after all, but he would believe he is).

2. The red kicker is a special location (7+), Ivanovik is not there, and the total die result is even. The original spider is at the red kicker.
3. The black kicker is a special location (7+), Ivanovik is not there, and the total die result is odd. The original spider is at the black kicker.
4. The church is infected, Ivanovik is not there, and a majority of households are infected. The spider is at the church.
5. Magda is infected. The spider is at Magda's home.
6. If the black kicker is a special location (7+) and Ivanovik is not at the location. It is at the black kicker.
7. If the red kicker is a special location (7+) and Ivanovik is not at the location. It is at the red kicker.
8. If every household is infected, it is just hanging out in a large pavilion tent near the household furthest from the church.
9. Catch-all condition. The spider died of the plague some time ago. It is dead now.





# PEOPLE & PLACES



## UNCLE IVANOVIK

Uncle Ivanovik is a crazy and disturbing old hermit who has recently moved into the swamp. He is in his late 50s, and has thinning hair with a large bushy grey beard. He is a homicidal maniac obsessed with Magda and she is aware of it. His obsession is such that he might think himself married to Magda (or they might actually be married), or he might simply seek her dead. Perhaps he has religious motivations from some dark cult.

Uncle Ivanovik will always be found in dishevelled self-made clothes of burlap and twine, with leather boots. He will have a set of leather armour, several daggers, and straight razors, and a large rusty two-handed axe. He is a powerful and trained warrior (17 Strength, 16 Constitution), with a Level equal to the die result of his location. He will always seek to capture, if possible, targets to torture and kill in some horrid way. If he is located at a kicker it should be obvious what that method is. If Uncle Ivanovik cannot capture his victims, or considers it to be too risky, he will attempt

to kill and maim them first. He will attempt to ambush his victims, hiding in mud of the swamp, in a reed ghillie suit, up in the boughs of trees, or wherever else he can spring his traps from without being seen. If he is infected, he will be sent to kill the player characters once they expose the first infected family.

If he is found in a regular home instead of a kicker's special location or the church, he will have the following characteristics based on the die result of his location:

1. Uncle Ivanovik lives in a simple shack set upon a moss-covered hillock where he has a single hound, an ageing beast that will rarely stray from an old iron stove near the shack. Ivanovik will only be aggressive if a visitor is alone, attempting to ambush them and hang them from a nearby tree after removing their tongue. He will avoid large parties and hide out until they leave.
2. Uncle Ivanovik lives in a shack built around a large boulder sticking out of the swamp. He has two war hounds that sleep on his porch next to a rocking chair. The inside

## SCENIC DUNNSMOUTH

of his home is dominated by a simple cobblestone and gypsum fireplace in front of which hangs a small hammock. If any player character investigates the ceiling he will find a hidden compartment over the door containing a mason jar full of preservatives and human eyes. Ivanovik likes to scoop them out and then see if the victim can escape his hounds.

3. Uncle Ivanovik lives in a small stilt hut. A small boat is moored to one of the stilts and a rope ladder hangs from the deck whether or not Ivanovik is home, allowing anyone to climb up. Using or pulling on the rope ladder will drop a wheelbarrow full of rocks (or bricks if there is a foundry) onto the poor soul who tried, inflicting 2d12 damage. Ivanovik gets in and out of his home through a set of ropes he has hidden in nearby trees. Some of the ropes have bone spines inserted into them; anyone gripping the rope that is not checking has a 15% chance of pricking himself with a poison needle for 12 points of damage (Save for half). The inside of the hut is dominated by a heavy table and a pair of chairs. If Ivanovik is not infected, there is a 25% chance that there will be the body of a dead and dissected mutant on the table. Otherwise the table will be bare and the room will be occupied by a pair of individuals whose eyes, arms, legs and tongues have been removed. Both will be found strapped to the chairs. A bloody doctor's bag, a spool of silk thread, jars of maggots and other tools will be present in either case.

4. Uncle Ivanovik lives in a small wooden cabin on a patch of marshy ground a few inches above water level. He has two guard dogs that live with him. Anyone approaching the house has a 20% chance of setting off one of the few dozen bear traps that he has set in the murky water that surrounds his cabin. These rusty iron devices inflict 1d8 damage to anyone who gets a limb caught and that limb is pinned unless the trapped person can, or can get someone else to, pry open the jaw or unpeg the chain.

Anyone Ivanovik catches will be tied to a chair in his cabin's main room. He currently has 1d3-1 locals tied up. Once he has 3 or more people tied into a chair Ivanovik begins dinner. He will ask who they would like to eat and take a vote. The person elected as the meal will have his chair set onto the table. The other two will be told to lean their heads forward and "dig in," being told that "whoever isn't very hungry can feed the dogs... Everyone else can join me for dinner tomorrow as well."

5. Uncle Ivanovik lives in a log cabin, much the same as 4. Anyone he captures is strapped to the dining room table, and Ivanovik begins the process of mummification while they still live. Unlike 4 above, Ivanovik is cold and dispassionate and will not say a word throughout the whole process, however much his victim pleads and screams. He will then row the body out to a specific point in the bog, utter some chants and dump the body. If the player characters raise any of these bodies out of the swamp they will rise as "bog people" zombies within a few Rounds and attempt to fill their bellies with warm flesh. Several of these zombies walk with an obvious limp. Re-submerging them will cause them to once again drift off within 3 rounds. Ivanovik will not target any members of the van Kaus family unless they somehow aid the party against him.

6. Uncle Ivanovik lives in a partially completed brick building upon a hill. The roof is thatch and not fully complete, the foundation is dug out, but the basement is exposed. He has a single hound lazing by the hearth. Anyone captured by Ivanovik will be bricked into a wall alive. Ivanovik will wait until the victim awakens (if drugged) before placing in the final bricks. He will have a tripwire inside the main door, breaking it will cause a wheelbarrow full of bricks to tip causing 2d12 damage to the unfortunate soul who set it off.

## MAGDA

**M**agda is an ageing Roma Magic-User who still has a bit of sultriness about her. She is afraid of (or depending on level differences, perhaps just annoyed by) Ivanovik. She has come to the swamp seeking the secrets of the Time Cube. Her level is equal to 2/3rds of her die result (round off).

If she is not found at a special kicker location, she will always reside in a small stone cottage with stave roofing on a raised hillock. Adjacent to the cottage is a partially collapsed barn full of chickens and a few rabbits.

Magda's cottage appears to be quite ordinary, inside and out, but the floor of the ground floor, if touched by ungloved hands or unshod feet, will feel slightly warm to the touch. A trapdoor leads down into the cellar where the source of this heat, two kilns, blasting at full temperature to dry the air, can be found. Water still drips through the stone walls which it runs down to be collected in wooden bowls and metal cups. The ceiling has great piles of herbs hanging down from it, and several workbenches are covered in books, scrolls, and bottles of liquids and powders. The cellar has

a library value of 250sp per die number and a laboratory value of 500sp per die number. Also in the cellar is a burlap sack containing copper pieces equal in value to 5 times the die total (from all 14 dice) in silver pieces.

Part of one wall is curtained off. Should Magda be the location of the original spider, it will be hiding behind the curtains, behind a closed door, in a damp web covered hole. Otherwise it is a small dark room filled with extinguished candles and a summoning circle drawn in chalk.

Her spell selection per level is as follows:

### Magda's Level Spell

1:	+Charm Person
2:	+Summon
3:	+Locate Object
4:	+Web
5:	+Message, +Suggestion
6:	+Fly
7:	+Invisibility, +Protection from Normal Weapons
8:	+Polymorph Others





## FATHER IWANOPOLOUS AND THE CHURCH

Father Iwanopolous has become a little unhinged in the five years (his time) that he has resided in Dunnsmouth. He is likely not a levelled character (but see below). To be infected, the die result for the church must be less than the Infection Level, not just equal to it. The church itself is a simple one room limestone church, with a 2 story bell tower slightly offset to the front, and a narrow stained glass window behind the main pulpit. A single hand-illuminated Bible sits on the main pulpit. The wooden pews do not hold more than fifty people.

The village priest has a small private room as his quarters located at the rear of the church to the left of the main pulpit. The room contains a small cot and dresser, a small silver candelabra (worth 10sp), a steel holy symbol, two wooden holy symbols, a braid of garlic, a wooden stake, and 4 vials of holy water.

A trapdoor behind the pulpit leads down into the unfinished crypts. If the result on the church die is equal to the Infection Level, the priest has discovered something disturbing; the body of a small boy awaiting burial in the crypt has some sort of fangs (spider mandibles) and Iwanopolous believes that in life, the boy must have been drinking blood. This child, who unbeknownst to all was a product of an affair with an infected person. This child belonged to the nearest uninfected residence (if there is one, otherwise the nearest residence). The church has 500sp in tithes saved up per result on the die (up to 4000sp). If a 1 was rolled, there is only 128sp saved up.

On a result of a 7, Father Iwanopolous is a first level Cleric. If Father Iwanopolous is infected, or if the result is a 6+, he is fairly stable mentally. Otherwise he is a useless wreck who putters around the church in his night robes and rarely, if ever, holds service.

**If Magda is staying at the church,** she will be sleeping amongst the pews and pretending to be a nun, helping the Father. If the Father is infected, Magda will be as well.

**If Uncle Ivanovik is staying at the church,** Father Iwanopolous will be dead and stuffed, leaned up against the pulpit. Several other stuffed people will be seated amongst the pews, along with several scarecrows. The exterior of the church will be littered with piles of reeds, with bear traps hidden underneath (1d8 damage each). A net full of bricks is tied to a break-wire over the main doors, opening them will cause the net full of bricks to fall onto the unfortunate victim for 2d8 damage. If this is not also the location of the original spider, there will be a bear trap tied to dead weight in front of the pulpit. When set off it will attempt to drag the victim through the trapdoor and into the now flooded crypts and drown him. This is in addition to the 1d8 damage inflicted by the bear trap.

**If this is the location of the original spider,** the spider will be in the crypt. If Ivanovik is not residing here, services will be held routinely (as routinely as it can be with no clocks or days, or the like). There will usually be 1d4 extra infected individuals around, if there are enough infected to meet that number, they will all be infected.

## THE BOAT HOUSE

**A**ssuming that the player characters arrive at Dunnsmouth by boat, their first stop will probably be the boat house. A single wooden pier extends out towards the limits of the fog that shrouds Dunnsmouth. A single lantern is occasionally (1 in 6 chance) lit at the end of the pier, making it more visible. The dock is too small for a large vessel, but can easily handle the longboats that the player characters will row ashore in. At the end of the dock is a single room shanty, about 40 feet square, the single door facing the dock. At the end of the dock will be a winding path of large stones, wooden pegs and moldy ropes leading through the swamp to the nearest household.

The family of the nearest household (based on card suit) will indicate the identity of the person inhabiting the boathouse and what (if any) boats are tied up at the dock. This person will only be infected if the household at the other end of the trail is infected, but he or she will show no signs.

## ♥ Zillah Duncaster

Zillah Duncaster is a sweet and pretty eighteen-year-old. She has a bubbly personality, is relentlessly upbeat, and if she had about a dozen more teeth she would be gorgeous. She will usually be found singing gospel songs and mending fishing nets while rocking back and forth on a rickety rocking chair. Inside the boat house will be two rowboats she is repairing, some carpentry tools, a hammock, and 125sp, gifts from drunken longshoremen over the last few years. Two small skiffs will be tied to the dock, and Zillah will happily rent one for either 2sp or a kiss from the character with the highest Charisma that has spoken to her. Her tooth decay is due to an infectious disease. Beginning two months after kissing Zillah, any player character who kissed her has a 1 in 6 chance of losing a tooth in any given month.

## ♦ Reginald Dunlop

Reginald is a pompous and self-important old man who has been assigned this post to keep him out of his relatives' hair. He is hard of hearing, nearly blind, and full of quite in-depth "insights" about individuals of every known parentage or regional dialect. None of them are flattering. The boathouse will contain a large four poster bed, a small iron coal stove, a silver tea service worth 75sp, and a wardrobe full of fancy clothes. Reginald lives alone in the boathouse with his five loyal war hounds: Julius, Augustus, Octavius, Cleopatra, and Philbert. They are very well trained and very protective of Reginald. Tied up at the dock is a small sailing yacht named "Enterprise." A single rowboat is also available which Reginald will rent for 1sp per day.

## ♣ Cletus Samson

Cletus is everything one would expect from a bad backwoods stereotype. He is scrawny, has bad posture, is missing several teeth, and possesses a body odor that can only be described as foul. He is dull-witted (6 Intelligence), and though he thinks himself clever and witty, he is actually a boorish lout (4 Charisma) given to racist, xenophobic, sexist, and homophobic opinions. The boat house is empty except for a wooden club and a pile of straw. A single raft is moored to the docks and Cletus will sell it for 10sp. It is not worth one-tenth of that, being simply driftwood and branches lashed together with mouldy twine. There is a 1 in 6 chance each time that the player characters try to sail the raft through the swamp that the twine will come undone and the raft will break up. If Cletus believes that he has a good chance at capturing and enslaving a lone player character, he will do it.

## ♠ Herman van Kaus

Herman van Kaus is a well-dressed if thin man in his twenties who will loom out of the fog holding a rusty pitchfork when he hears the player characters come ashore. He has a prominent hook nose and has never been known to smile. If the player characters dock at the pier, he will be willing to trade with them. He has several weeks' worth of salted fish and dried mushrooms that he will trade for useful items or tools at a fair price (using rural values). He will not be willing to rent the player characters his skiff, nor tell them any information about the village, instead suggesting that they leave and return to the ship that dropped them off. Inside the boathouse are several clay pots full of food and a small wooden chest containing 240cp and 23sp.

## (Other) Jarl the Dog

So, seeing as you didn't clear the deck properly, this is about to get even "better." The boathouse? Empty. The only thing that the player characters will find is a single golden retriever wearing a horned viking helmet at the end of the dock, just sitting there. It is just a regular dog, but if any player characters attack the dog (or steal its helmet) they will be cursed. Every night they will simply dream of the dog sitting there at the end of the dock, but they will awaken in terror come mornings light. Whenever rolling for Hit Points after levelling, the character must re-roll the die result and choose the worse result. Jarl never moves from the dock, and does not seem to require food or drink, but is otherwise friendly.



# THE KICKERS

d12	<b>Red Kicker</b>	<b>Black Kicker</b>
7	Foundry	Sawmill
8	Inn	Ebon Rooster
9	Cemetery	Mausoleum and Crypt
10	Elven Spy	Elven Guardian
11	Worldly Explorer	Reclusive Author
12	Military Fort	Noble's Manor

## 7. THE FOUNDRY

**A**lthough it has been abandoned for generations, there is still the remains of a small foundry in Dunnsmouth. When it was operating, it baked the bricks used to construct most of the more durable buildings in the village.

The foundry itself is a two-story brick rectangular building, 80' by 200' in dimensions, under about 2' of water. Each of the short sides has a set of iron bound double doors; once they would have been used for wheeling carts of finished bricks from the store rooms to waiting customers or buildings under construction. The foundry's once sturdy roof of pine planks and heavy oak timbers sags badly, and were it not for the effects of the Time Cube would have collapsed decades ago. Now it allows the slow drip of water through skylights that are missing their shutters, onto the flooded foundry floor below. Three large kilns are pressed against the east long wall, still in working order if someone put their mind to re-firing them and loading them with fuel and material. Several pallets of bricks, 4-foot cubes, are strewn about the interior. Along the west long wall is a changing room full of empty lockers, while hidden behind a pallet of bricks on the western long wall is a rotted wooden door leading to an office. The only feature of this room is a large rotting oak desk.

**If the foundry is the seat of the original spider**, the interior will be covered in thick webbing. Several web sacks full of bricks will be suspended from the ceiling, waiting to be dropped by guarding cultists. If the foundry is not the seat of the original spider, there will be a few empty clay mead jars and some blankets on the desk in the administrative offices.

**Should Magda reside in the foundry**, the changing room will be redone with a brick floor, and free of water. A small brazier of smouldering coal works to dry herbs hung from the ceiling. A crude wooden table is bloodstained and covered with animal entrails. Magda has a wooden trunk with a bronze padlock in the far corner, inside of which are several sets of silk and fur clothes. A hammock hangs from the far wall.

**If Uncle Ivanovik resides at the foundry**, all of the doors will be blocked with palettes of bricks. A rope ladder will be handing from one of the skylights on the roof. Several bear traps (1d8 damage each) will be spaced out amongst the flooded main floor. Several bloody meat hooks hang from thick-knotted rope that is suspended from the heavy oak timbers of the roof across the room. The kilns have been fired recently, and sifting through them will uncover 5sp worth of melted gold, and several charred human bones.

If for some reason the player characters find a way to co-exist with the local populace, they could invest between 500 and 1200sp into the foundry. This would generate a profit of 1d6-2% each year, with a 1% chance of bankruptcy, as the villagers improve their homes and the bricks are purchased by traders. No more than 1200sp can be invested in the foundry at any point. Additional funds must be set aside as a non-compounding dividend.



## 8. THE INN

**T**his was once a quaint two story Bavarian style inn on a little hill, run by the van Kaus family. The highest ranking (by card) van Kaus family member still has the key and deed to the inn.

The inn itself is boarded up and a little worse for wear, but still a sturdy building. The entrance hall is two stories high with stairs leading up to the landing that overlooks the hall. A short passageway gives access to the guest rooms. In the inn's main room stand several oak tables covered with ratty sheets and a cobblestone fireplace that has been boarded over. The kitchen is still fully stocked in terms of silverware, knives, pots, pans, and dishes. The stove is rusted, but still in working order. If the Jack of Diamonds was drawn (Samuel Dunlop), the stove contains a leather satchel, hurriedly stashed away a few years ago. Inside the satchel can be found 30sp, a wooden holy symbol, a steel dagger, a rotten braid of garlic, and a wax sealed flask full of glowing green liquid. The liquid is slightly toxic—it will cause mild nausea and cold like symptoms for a month, but otherwise just glows.

There are 4 rooms upstairs; each room is almost identical. Inside each locked room is a dresser, footlocker, a silver candelabra (8sp in value), and a dilapidated bed with a damp straw mattress. Each bed has a 50% chance to be infested with rats. Each room has a shuttered and nailed shut window overlooking more of the swamp.

The innkeeper's room is beside the kitchen; it contains a decrepit king sized bed, an empty wardrobe, an end table with a key ring holding the keys to the upstairs rooms. If anyone says, "I am going to Narnia!" and jumps into the wardrobe, nothing happens. Roll the dice anyway.

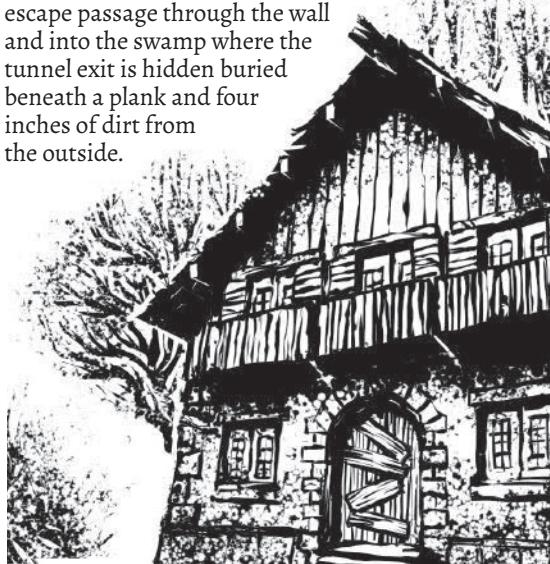
A trapdoor in the kitchen opens to reveal a rickety open-backed staircase that leads down into a large cellar which has hardwood flooring while several lanterns hang unlit from beams in the ceiling. The cellar is partitioned by rows and rows of wine racks. About a quarter of the wine is still present, some 400 bottles. A large wooden cask is built into the north wall. This cask still

has about one-fourth of its liquid remaining, a strong whiskey. It also contains the preserved corpse of a rapist with a bashed-in head.

**If Magda is staying at the inn,** she will be hiding in the cellar. It will be transformed into a laboratory with 5000sp worth of dried herbs, skeletons of unidentifiable creatures, and jars of crushed crystalline substances.

**If Uncle Ivanovik is staying at the inn,** it will be immaculately clean, with no dust, spills, or stains on any surface. The kitchen will be stocked, the beds made, and their sheets laundered. The tables will have full place settings. Anything in the stove will be instead found in one of the footlockers in the guest rooms. The stove will contain a roast that smells delicious, while a meaty stew sits bubbling on the top. There is no sign of where the meat came from, but several sets of torn and somewhat blood-stained clothing can be found rolled up into a bundle in the wardrobe in the innkeeper's room. All of the doorknobs inside the inn have been coated in a contact poison that will cause drowsiness (and eventually unconsciousness), taking effect 3 to 5 minutes after a doorknob is touched and lasting 2-5 hours.

**If the original spider is here,** it will be in the cellar, which will be strewn with webs. Members of its cult will have dug it an escape passage through the wall and into the swamp where the tunnel exit is hidden buried beneath a plank and four inches of dirt from the outside.





## 9. ABANDONED CEMETERY

**L**arge portions of the old Dunnsmouth cemetery are flooded under two or more feet of water. Only a third is more than a few feet above water. The headstones, crosses, and monuments slant off at odd angles in the muddy ground. The odd coffin has bubbled to the surface, and there are a few skeletons and bog mummies visible if one carefully examines the water with a lantern. There are easily a few hundred graves here. A heavily rusted wrought iron fence, covered with mosses and slime, surrounds the outer perimeter of the cemetery. Any corpse dug up has a 1 in 4 chance of wearing a golden wedding band worth 5sp. The groundskeeper's shack still sits on a patch of marshy ground in the northern corner of the cemetery in the shadow of a hill.

**If Magda is at the cemetery**, she will be staying in the groundskeeper's shack where she has strung a hammock and lit innumerable candles. Her possessions will be stored in a wooden trunk secured with a heavy lock. The dead will also be at her beck and call. Hiding in the flooded waters surrounding her shack are a number of skeletons equal to four times the Infection Level. They will be armed with shovels, hoes, picks, hatchets, and crowbars taken from the shack and surrounding area. If any of these skeletons manage to kill someone they will instantly de-animate. Within two Rounds the person slain will rise as a zombie and attempt to kill the nearest living person in same fashion using his weapons. If the newly risen zombie's vocal cords work, it will scream about how much pain it is in and howl, *"We must trade, I cannot bear it!"* None of the undead, including the newly risen zombie, is able to harm Magda, nor to disobey any orders that she gives.

**If Uncle Ivanovik is staying at the cemetery**, his dogs will be sleeping outside of the shack. Against the walls of the shack leans a pair of muddy shovels and a pick. In front of the shack Ivanovik will have set up a pair of sawhorses and some trestles upon which sit several coffins, some new, others partially refurbished. Of a curious note is that they are all waterproofed with pitch and straw. A shallow pit behind the shack contains half a dozen bodies, all skeletons or bodies mummified by the swamp. The inside of the shack is lit by dozens of candles sitting in crudely carved and wobbly candelabras. A table and several buckets of pitch stand on the floor which is covered with a thick layer of straw. On the table are two wicker boxes. One contains the fingernails from innumerable torture victims and a set of pliers, the other contains bits of twine; just the right length for binding wrists together.

Under the layer of straw next to the table Ivanovik has dug a shallow pit. Sat hidden in the pit is a rusty iron bear trap (1d8 damage) that has been chained to both the table and the buckets of pitch. If a player character is caught in the bear trap and attempts to pull himself free, he will cause the buckets to tip their contents onto the floor and the candles from the wobbly candelabra to fall free and onto the floor. This will cause the shack to go up in a great conflagration!

**If the original spider makes its lair at the cemetery**, it will be in a secret cave dug into the side of the hill. The entrance to the cave will be hidden behind several bushes. Unless he is a halfling, anyone wanting to enter the cave will have to crawl as the entrance is not big enough for someone to walk through. After 5' or so, the tunnel leads into a large chamber containing the original spider. It will ambush and bite anyone crawling in as they cannot easily defend themselves. The spider cannot leave the cave itself, as it has grown too large to squeeze through the tunnel.

## 10. ELVEN SPY

**T**he elven spy has been sent by a far-off, and potentially no longer even existing, elven court to observe those who live too near the Time Cube, though his efforts to fulfil this assignment are half-hearted at best. The second level Elf, whose nickname is "Puck" (he refuses to give his real first name), lives in a hollowed-out petrified tree, its exterior ornamented with carved masks (their eye slits doubling as windows) and dirty elven limericks as well as general insults against the people of Dunnsmouth, past and present. His abode is only accessible through a hatch on the very top (requiring one to climb some 30' up the tree and over the masks). Once through the hatch descending into the interior of the tree requires the visitor to use the cluttered shelves that spiral down the walls as foot and handholds. These lead down into a spacious sphere that nestles under the ground between the roots of the tree. The sphere is completely sealed as it sits below the water table. The inside is lit with glass tubes of glowing liquid, and filled with scrolls, books, wines, deadly poisons labelled as wines, and small statues of Bacchus acting as bookends. Piles of valuable fur blankets, embroidered with pearls and gold leaf, form a lump at the very bottom sat alongside a wooden writing desk.

If the home of the elven spy is not the location of the original spider, there is a 25% chance that the elf is on an extended excursion away from the region and will not be back for months. If the elf is in the region there is only a 50% chance that he is in or nearby his home.

The elf is not a good person. The elf has been using his *Sleep* spell to have his way with the locals; he especially favours males due to the magical Idol of Bacchus that he wears around his neck. Puck will smash this only as a last resort.

**If Magda is staying here**, she and the elf will have a friendly relationship, established after she impressed upon him her power of the sorcerous arts. Puck will act jovial in her company, but is deathly afraid of offending her. Magda will be staying inside Puck's home with Puck acting as her errand boy.



**If Uncle Ivanovik is staying here**, he will have built a crude stilt shack above the entrance to Puck's home atop the tree itself. Puck's skin will have been long since turned into a robe that Ivanovik likes to wear when relaxing as it is silky smooth and of obvious high quality; it will not be immediately obvious though (without careful examination from a leather worker or garment maker) that it is actually elf skin. Ivanovik's leather armour is likewise made of layers and layers of human skin. There will be a rope and a bucket leading into the remains of Puck's abode. Ivanovik will have only a single hound, a puppy. Ivanovik will be wearing the Idol of Bacchus having looted it from Puck's body.

**If the original spider is staying here**, and the Infection Level is 1, it will be hiding at the bottom of Puck's home. If it is larger it will be hiding in the heavily webbed boughs of the petrified tree. In that case, a dozen extra adult humans from far off lands will live in a trio of stilt huts within a stone's throw of the tree. They will be from the Pho family and will be hostile to all outsiders. They will have only arrived in the last few months, and will be armed with hatchets, small leather shields, hunting bows, and wearing leather armour. One of the stilt huts will have a locked trunk containing 250sp per Infection Level.

If the Referee does not use demi-humans in his campaign, then Puck should be replaced with someone from some sort of far off exotic nationality. In early renaissance England for example, he could be from Polynesia or China. Puck should also be changed from a 2nd level Elf to a first level Magic-User with either *Charm Person* or *Sleep* memorized. Puck will speak a variety of languages as he has travelled to the far corners of the world, and potentially one or two places beyond it.

## II. WORLDLY EXPLORER

**H**ere lies the abandoned home of Sir Munchhausen, a man of wealth who explored the corners of the known world. He met sultans, African kings, mystics from the khanate, and merchants from China. Trinkets from all over the world decorate each and every room of his three story brick home. His parlour contains African masks carved from wood, mannequins in Chinese silk dresses (three of them, each worth 100sp), and a fez sits on the mantelpiece underneath a shield with an emblem of a Scottish thistle on it and a pair of crossed scimitars behind it. His fine leather furniture is protected by linen sheets. His dining room contains a solid oak table, a set of ten exquisitely carved chairs, and a fabulous oil painting mounted on one wall. The painting is worth 40sp, but if the player characters have great knowledge of the art world and the total of all the dice was even and greater than 65, the painting is actually from a famous Dutch museum (which apparently now houses a fraud) and is worth 45,000sp. No matter what the value of the painting, it depicts a dark haired noblewoman with an enigmatic smile.

At the top of the stairs stands a stuffed polar bear rearing up as if to attack. Munchhausen's bedroom contains lacquered wicker furniture and a heart shaped bed with zebra fur blankets. His diary, a gem inlaid rapier (worth 650sp) and 4 bottles of expensive scotch (each worth 200sp) are tucked into his dresser. His body lies desiccated in bed alongside an ivory pipe (50sp in value). Just as obvious as the fact that he is dead, is that he has a large smile on his face. His spirit still haunts the place, and if any player characters pour him a drink and have one themselves, the first player character to drink will be blessed with 10 points to spend to influence his own die rolls for the remainder of the party's time in Dunnsmouth as if he had been subject to a *Bless* spell with an extended duration (elves cannot receive this blessing). If anyone defiles his body or wastes the scotch, he will be cursed (with 10 points for the Referee to assign as penalties during the party's stay in Dunnsmouth).

**If Magda is staying here she will be cursed,** and has thrown out both the scotch and the body. The kitchen has been turned into a laboratory, full of herbs and weird bubbling liquids, with a total value of 2,000sp.

**If Uncle Ivanovik is staying at the explorer's house,** he will have stuffed and mounted several naked humans in "frightening" poses and placed them around the house. He has taken the explorer's bedroom as his own and will always have two war hounds sleeping at the foot of the bed. The desiccated corpse of Sir Munchhausen will have been moved to sit at the head of the dining table with a fresh cooked steak and a glass of scotch set before him as well as an empty glass. The steak is of course long pig, and comes from Ivanovik's most recent victims. Ivanovik has drunk to the explorer's good health and so been blessed, but the first player character to actually share a drink with the explorer will still become Blessed as described above. Every door in the house will be slightly ajar, with buckets mounted atop each door. All of the buckets have been filled with a mixture of flour and dried farmer's blight ground into a powder. Should someone open a door without preventing the bucket and its contents from falling onto him, then he will be covered in the mixture and must make a saving throw versus Poison. Failure results in death within 1d6 Rounds. The shutters on all of the windows have been closed and bear traps (1d8 damage each) placed on the floor in front of each one inside on the ground floor.

**If the original spider is living at the worldly explorer's home,** it will have made its lair in the large parlour and coated it with sticky webs. The spider will be one size larger than normal. Should anyone enter through the main door, the spider will lunge out to attack them. The diary of the explorer will describe his expedition into Africa and a run-in with a village worshipping a hideous spider, and their mutant children, describing their entire life cycle. He had to put the village to the torch. He then describes how he decided that not all spiders were horrible, and he has decided to keep this adorable cute one as a pet...



## 12. MILITARY FORT

**H**alf submerged by the swamp is a derelict military outpost. Really just a small outpost, it never would have held more than 20 people. Inside the small outer palisade sit a wooden barracks, an officer's cabin, and a watchtower. The watchtower still stands, but the outer palisade has sunk into the swamp and whole sections of the wall are leaning inwards at a 45-degree angle. A lone old soldier still lives in the one room cabin. He has a sword, a longbow, a helmet, and a coat of mail that he never wears. He is well into his 60s and his equipment is at least 40 years older than he is. Every day he still inspects the fort, though he has given up trying to repair the walls. His orders to leave the fort never came, so he still sits here, the last to leave. He has over 4000sp buried under the barracks in a wooden footlocker, but he would never tell anyone. He subsists on the charity of the local community.

**If Magda is staying at the fort,** she will have Charmed the old soldier. He will stay in the barracks while she stays in the officer's cabin. She will rarely stay in the cabin long, instead spending most days searching for the Time Cube.

**If Uncle Ivanovik is staying at the fort,** he will have brought a half dozen war hounds with him. When not out hunting with him, the animals will spend most of their day asleep on one of the dry patches of earth on the parade ground. A set of wooden stakes will also have been driven into the middle of the parade ground to form a crude arena. Many of the stakes will have a bloody head mounted on them. The old soldier will be naked and slumped against one of the stakes, still alive. If the player characters watch the fort for any length of time, they will see Ivanovik drag a screaming villager out of the officer's hut and throw him into the arena. Before stomping off, Ivanovik will yell that only one can be alive when he returns from the latrine.

**If the original spider is at the military fort,** it will be in a special chamber dug under the floor of the barracks. There will be a large stone altar down there and a human cultist acting as a priest. There will be an extra human cultist with a sling in the watch tower at all times, while the old soldier will stay in the cabin, mail and sword at the ready should need arise.

## 7. THE SAWMILL

**T**he Time Cube has stopped the growth of new trees and allowed the rot of existing ones. With the lack of logs to cut, the water powered sawmill was eventually forced to shut down.

The sawmill's foundation is lichen-covered cobblestone; beside it a slow turning waterwheel limps slowly along, sluggishly fed by the River Dunn. The main building is composed of pine planks over heavy timbers. At the rear of the building a simple pulley system looks out over the swamp, its heavy iron chains covered with spider webs and rust, while a storage shed on the verge of collapse sits on a nearby hillock.

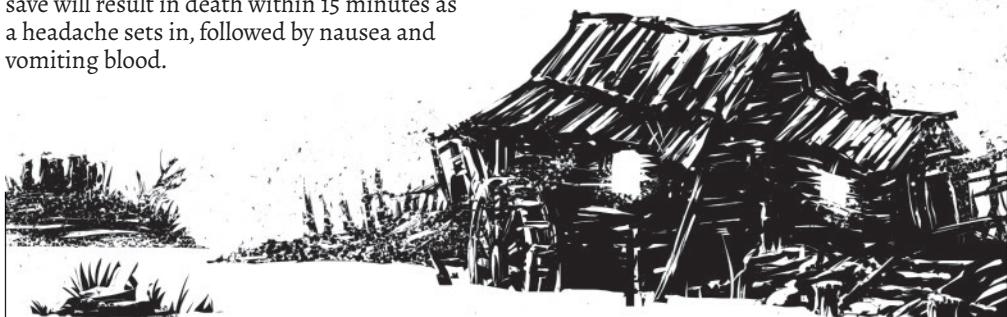
The interior of the sawmill is dark and dimly lit. Two shuttered windows allow minimal amounts of grey light to cast shadows along the feeder trough. A small, but constant stream of water flows past the slowly moving and heavily rusted saw blade; in better times logs would have flowed through here and been cut into planks by the blade.

**If there were any Aces drawn for the inhabitants of Dunnsmouth,** there will be a locked and waterproofed chest buried in the mud under the waterwheel. It will have 250sp per Ace drawn as well as a rotted fragment of a scrawled note: "Thank you for removing the obstacles." The coins are coated with a thin layer of contact poison. If the box is opened out of the water, and touched with bare skin, the unfortunate soul must make a save versus Poison at -5 within the hour (this roll should not be made right away). At that point a failed save will result in death within 15 minutes as a headache sets in, followed by nausea and vomiting blood.

**If Magda is located at the sawmill,** most of the entrances will be blocked with wicker fencing. There will also be about two dozen cats milling about the area. They act as guards of a sort, meowing loudly as people approach. The interior of the sawmill will have a look of a hastily unpacked camp consisting of a rolled up tent, several broken crates, and a makeshift stove. A sleeping roll lies unfurled on a canvas cot as several cats move amongst a series of clay pots while sliced up mushrooms lay near the stove drying out.

**If Uncle Ivanovik is located at the sawmill,** he will have a trio of bloodhounds sleeping in the main area. A trio of large crudely carved wooden bowls will be strewn along the floor, thoroughly bloodstained. Several heavily chewed upon bones also lie on the floor. The saw blade itself will be coated in dried blood. There is no other evidence of bodies, human or animal, in the sawmill. A box containing 12 rusty iron bear traps is stored underneath a hammock in the corner behind the saw. Ivanovik has surrounded the sawmill with a series of "pit traps" arranged in a checkerboard pattern; each is filled with water to a depth of 10'. Ivanovik has placed a snare trap attached to a 70 pound bag of rocks in front of each pit. If the snare trap is set off, the bag of rocks will drag the unfortunate victim into the underwater pit.

**If the original spider is located at the sawmill,** it will simply be in the main area. The exterior of the sawmill will be barricaded with wicker fencing and dried mud. Two extra o level humans with bows will be sitting on the roof, drinking moonshine and keeping watch.



## 8. THE EBON ROOSTER

**T**his is the local watering hole, used primarily for special occasions such as weddings, which sits on a muddy hillock. The floor of this single-roomed rough building is of cobblestone construction, while the thatch roof is supported by coarsely cut wooden beams and cob walls. The only entrance is via a set of wicker double doors. A cooking pit with a spit has been dug into the centre of the sawdust and straw strewn floor around which sit several crude wooden tables and benches. Heavy wooden posts support a brick chimney that allows smoke from the cooking pit to escape. Opposite the entrance on the far wall stands a crudely made shelf on which can be found various cooking implements, an empty wine bottle, and a stack of wooden bowls.

The water surrounding the hillock on which the tavern sits is over 7' deep, which means that it can only be reached by swimming or by boat. A simple wooden dock has been built on the edge of the hillock and an abandoned rowboat is still tied to it. The hillock is barely bigger than the building, mere inches larger.

**Should Magda be staying at the Ebon Rooster,** the interior will be strewn with goods like a hastily unpacked campsite. She will have erected a small tent and placed her sleeping roll inside. Some broth will be boiling away in an iron cauldron in the cooking pit. The broth smells foul. Lounging upon a tabletop amidst a pile of pillows is Magda's trained jaguar. If Magda is asleep when the player characters enter, the jaguar will be highly aggressive towards them.

**If Uncle Ivanovik is staying at the Ebon Rooster,** he will have his pack of a half dozen hounds sleeping amongst the tables. A charred, but still moist and well-seasoned adult corpse slowly rotates on a spit over the fireplace. A half dozen rusty iron bear traps (1d8 damage each) have been tucked into the thatch of the roof, should any player character attempt to burrow in from above. A tripwire has been attached to the doors. Should a player character step through the doors without checking for a tripwire, it will cause the pointed length of a log to swing down from the ceiling for 2d12 damage.



**If the original spider is located at the Ebon Rooster,** the Infection Level determines where it will be hiding. If the Infection Level is 2 or less, the spider will be hiding within the thatch roof. If it is 3 or more the spider will be out in the open, as there is no hiding it; the interior will also be covered with webs. No matter if the spider is hiding or not, a bartender and two large, burly bouncers will be working the tavern, all of whom insist that the Ebon Rooster is a private bar. If the spider is hidden, they may allow the player characters in for a few drinks, serving them strong whiskey only. Once they see that the player characters can take a drink or two, the patrons will all challenge the player characters to drinking contests. Their aim will be to get the player characters hammered, but after the sixth or seventh shot, the bartender may start adding drops of a drowsiness inducing sedative to their drinks. He will not be concerned if he drugs some of the other patrons. If drank, the drugged whiskey will cause the player characters to blank out within 2 hours. Anyone who is not drinking or refuses a drink will be asked to leave and then thrown out if they do not leave.

If neither Magda nor Uncle Ivanovik make the Ebon Rooster their home, or the tavern is not the lair of the original spider, the cultists may still attempt to throw a party for the player characters and invite them to the tavern. Of course, the cultists will attempt to get them drunk and ambush them.

## 9. MAUSOLEUM & CRYPT

**T**he van Kaus family mausoleum sits on a small hillock that rises to roughly 6' above water level, surrounded by a wrought iron fence some 40' away from the small marble building. The building is 40' square on the exterior, and two stories high with a peaked roof. A set of marble steps, overgrown with moss, leads up to the main



entrance, a bronze bound set of oaken doors. The doors are inlaid with the design of a heraldic Pegasus and opened with two large brass rungs. Four ionic pillars frame the front of the mausoleum, while the image of a grim reaper carved as a bas-relief directly above the door points a skeletal hand to the words "Dunn's van Kaus."

The doors are locked, but if there are any high ranking members of the van Kaus family (10 to Ace) in Dunnsmouth, they will have a copy of the key required. Otherwise the player characters will have to break in should they wish to gain access.

The front doors open onto a long hallway roughly 40' by 20' at the end of which stands a life-size statue of the grim reaper, leaning on its scythe. The floor is two steps down, the hallway, which is decorated with more polished marble in remarkably well-kept condition, being slightly sunk into the ground. The long walls of the hallway are marked at regular intervals, floor to ceiling, with brass plaques, each affixed to a marble faced draw and each bearing a name and a set of dates. On either side of each plaque are bronze handles connected to each other by a bronze bar. Upon first examination, it would seem that the bronze bar can be used to pull out the draws to reveal the coffin or body within. Any attempt to do so, or a examining them, will reveal that the handles are attached to the marble around the drawers, actually preventing them from being opened.

## SCENIC DUNNSMOUTH

The statue of the grim reaper sits on a raised pedestal, one of its hands outstretched towards the entrance with its palm raised face up. A stone altar stands before the pedestal upon which sit two stone bowls. The altar is covered with dead and rotting flowers, while the bowls contain 40 copper pieces between them. Taking the copper coins without destroying the statue will curse the recipient permanently, giving him -1 to all die rolls (including Hit Point rolls after levelling up) until the statue is destroyed. If a player character 'shakes hands' with the statue, the altar will slide forward revealing a staircase to the flooded crypts below. Shaking hands again will close the crypt. There is no way to open it from below, bar having to move a half-ton slab of marble.

The crypt below is filled shoulder-deep with murky water. The layout is similar to a tic-tac-toe grid, the walls being brick, the ceiling vaulted. Corpses, of which there are 666 in the crypt and many of which are covered with silver and gold jewelry, are set into the walls in small alcoves behind bars. Each one has 2d6-5sp worth of jewelry on it. Should any character die in the crypt, he will immediately be possessed by one of the spirits of the dead van Kaus. The newly possessed body will act as naturally as possible if no-one noticed the death itself. If the death was noticed, the van Kaus spirit will attempt to kill as many other people as possible, starting with the weakest. Each possessed corpse can take a number of points of damage equal to its Strength score before being forced out; the spirit will also be forced out of the body after two days of decomposition. If anyone falls asleep down here, their soul will be replaced with one of the van Kaus, who will try to escape the region if possible, and if not, to kill other people in the crypt to spread the suffering. Turning undead will drive the spirits from the bodies. Should a spirit escape the region in a body it will attempt to restart the old van Kaus secret.

**If Magda is squatting in the Mausoleum,** she will have fled the region, leaving behind a partially set up camp site in the now unlocked mausoleum. All of the dead trapped in the crypt will be animated as skeletons trying to claw their way out from their barred-in alcoves. Hopefully in this case, the player characters will not explore down below, as the dead will grab onto their flesh and bite down for 1d4 damage if any one of them gets too close to a wall. Possessed player characters (dead, but not living) will attempt to free as many skeletons as possible.

**If Uncle Ivanovik is staying at the Mausoleum,** the main door will still be locked, though the key will be hidden under a reed mat in front of the doors. Inside the mausoleum there is a 75% chance that the entrance into the crypt is open, with loose jewelry visible on the steps (worth 30sp) should any light source be cast down into the water. At each cross section of the underwater crypt, a bear trap (1d8 damage) has been set into the floor by chain and spike. Some of them will have bloated bodies in them floating in the fetid water of the crypt. Uncle Ivanovik will attempt to seal the crypt back up with the player characters trapped below if possible. Should they investigate the bottom of the marble slab they will find it covered with scratch marks and broken fingernails.

If the entrance to the crypt is sealed, there is a 25% chance that there is a living victim down there; a 25% chance that the victim is alive, but possessed; and a 50% chance that the victim is dead and possessed.

**If the mausoleum is the site of the original spider's lair,** then the spider will not be present. It will never have entered the region; instead it lives deep in the mountains, in the ruins of the van Kaus secret shame. The cult will still be present in Dunnsmouth.

## 10. ELVEN GUARDIAN

**T**he elven guardian is here to murder the infected should she encounter them. She is a second level Elf with maximum Hit Points, armed with highly ornate ivory plate armour and a two handed maul with a solid granite head, carved to look like a grinning elven head. She knows the *Faerie Fire* and *Magic Missile* spells. The elf has set up shop on a catamaran houseboat moored amongst some ancient standing stones. The catamaran does not look like it should have been able to sail into Dunnsmouth, let alone get inside the stone circle.

The boat is moored to a granite obelisk covered with moss. Underneath the moss, the obelisk is covered in worn pictograms from the era when man-apes roamed the surface of the world. A Languages check could make out enough of the pictograms to transcribe a spell that wrenches a dimetrodon from the past. The dimetrodon has 4 Hit Dice and bites for 1d10 damage. The circles of stones themselves give a +5 bonus when attempting to control the dimetrodon or to a domination roll when casting *Summon*.

Inside the catamaran is a silk sleeping roll, a small ornate wooden box containing 13 pearls (each worth 10sp), several dozen bottles of wine and elven meal slurry. The latter is a foul tasting drink that does nothing beneficial for non-elves, but counts as a week's worth of nourishment for elves. Any non-elf drinking it has a 1% chance per gulp of being turned into an elf. Note that if this occurs, the character will not be simply changed into an elf version of himself with Elf as his class, but will actually melt (with quite a bit of gore and melting flesh) into a first level Elf, pre-formed with its own personality (determined at random) and basic knowledge of the Elven language and the *Read Magic* spell.

**If Magda is here**, she will be staying in the catamaran with the elven guardian charmed and under her control. She will have also cleaned off the obelisk and have summoned a bound dimetrodon.

**If Uncle Ivanovik is here**, he will be staying in the damaged catamaran. The elven guardian will be tied to the central obelisk, missing an arm and nude, her toothless face mashed against the stone. She will be near unconscious and have only 0hp. Ivanovik will be alternating between nursing his dead hound as if it were still alive and carving the guardian's arm bone into a barbed phallus. He may actually not bother the player characters (50% chance) unless they try to either help the elf or point out that his dog is dead. If they do such a thing he will attempt to place them in a similar position as the elf. Otherwise, he will at most kill the player characters and ignore them to focus on the elf. Uncle Ivanovik will only have 2/3rds his normal Hit Points, as he was injured in the fight with the elven guardian.

**If the lair of the original spider is at the location of the elven guardian**, she will instead be hunting those who threaten to expose the growing infection. She will also have a holy symbol depicting a large spider with a woman's head, carved from solid gold and worth 300sp. Three additional mutated humans will be staying in a shack built onto a grassy hillock just outside the circle. They will be armed with simple spears and ornate daggers of dark elven make. One will have the mouth of a spider, the arm of another will be like a spider's leg, and the third will have several sets of eyes. The original spider will be either in or on the catamaran, depending on its size.

If the Referee does not have elves in his campaign world, then the guardian should be replaced with someone from some sort of far off mythic realm such as Atlantis, Mu, or Lost Carcosa. The guardian should be functionally immortal (that is, unageing) in such a case. The elven meal slurry would have the same effect, replacing elf with a denizen of this lost era. The elf head maul should be replaced with a great sword forged from an unknown blue metal.

## II. RECLUSIVE AUTHOR

**T**his shuttered and locked home was last rented and used by a playwright or author seeking some seclusion to work on his masterpiece. It is a quaint two-story brick house, with the upstairs turned into a scriptorium and a small private library. The furnishings are modest though there are dozens of empty wine bottles cluttering every surface. There are several rejected and partially completed manuscripts of a popular book or play still strewn about upstairs. A collector in a large city might pay between 50 and 5,000sp for such a collection. The house is otherwise largely uninteresting. Going through the manuscripts and reading them all thoroughly will reveal some private notes on some of the folk of Dunnsmouth. The nearest (up to) three infected Dunnsmouth families are described as being secretive and bizarre folk, the author suspecting that each family had members that it was ashamed of and kept in hiding from the rest of the village. The author surmises inbreeding as a source of the shame.

**If Magda is staying at the house,** she will have turned the upstairs into a more proper magical library worth 5000sp, and the lower level into a laboratory worth 2000sp. Some of the author's original work will be mixed in with the library. Magda will have also created seven *Sleep* scrolls and three *Charm Person* scrolls. They will be mixed in with the library.

**If Uncle Ivanovik is staying at the author's home,** screams will frequently echo through the swamp from the upstairs scriptorium. The house is unlocked, but every door handle and window latch has been coated with a powerful narcotic that will cause the victim to feel no pain but become perfectly compliant for six hours. A successful saving throw versus Poison will negate this second effect.

Uncle Ivanovik will have two of his war hounds sleeping in the parlour along with empty wooden food bowls, all of which show of recently having had fresh meat in them. The scriptorium is dominated by a tin washing tub filled with acid in which sits a skinned body dissolving into a foul smelling soup. One of the bookshelves has been cleared of its original contents and been refilled with several recently made books. Each is a fairly intrusive biography of one person, chronicling the more intimate aspects of that person's life. Each is written in that person's blood and bound in their skin. The handwriting is very fine and neat. A bloodstained quill and bloodstained bowl sit on the desk next to a straight razor. A chair covered with bloodstains and knotted rope is tipped over near the tub.

**If the original spider is located in the house,** it will be on the second level. Two acolytes (mutants with extra arms) will be penning a holy text to deify their loving and holy spider at the author's desk. They are first level Magic-Users with the *Enlarge* spell.



## 12. NOBLE'S MANOR

This crumbling limestone estate was built over the ruins of another, slightly older estate, also of limestone, and it shows. The original building was a small Norman keep on an even more ancient site. The outer defences were stripped out, the grounds levelled, and the keep was extended and adapted into an unfortified estate. The grounds, such as they are, are in a horrible state of disrepair. The only outbuildings still standing are a rickety shack for the groundskeeper and a small private chapel that is chained shut. The lords of the estate originally followed the old gods and later built the chapel as a sign of its adherence to the Church. Out of tradition and a dose of laziness, the family still buries its dead in the crypt below the main house.

The lord of the estate is Silvio, a bedridden, doddering old man; his wife Lenore is long since dead and buried in the family crypt. His middle-aged son Nerod is far too scared to speak while his father is in earshot, and acts as if he is still 8-years-old. The sole remaining retainer, Kristophen, is an elderly mute who acts as family servant, maid, and chef. The groundskeeper died two years ago, but no one has bothered to tell the bedridden Silvio. Silvio is confined to his bedroom, the only well maintained and nice room on the whole estate. A safe in the wall behind Silvio's elaborate four-poster bed contains 22,000sp worth of golden coins. The coins are cursed so that whoever owns them is unable to experience happiness. Silvio acquired most of them as part of an angry mob's expedition to attack a mountaintop cult a generation ago. The coins are warm to the touch and feature a skull on one side and a human heart on the other.

The estate has ten hunting dogs, and Nerod is fond of hunting for local game.

**If Magda is staying here**, she will have seduced Nerod and had him kill his father. She will consider herself queen of the swamp and will dispose of Nerod once a more attractive suitor arrives. Kristopher will still dutifully serve the household. Magda will have begun assembling a library with a current value of 500sp.

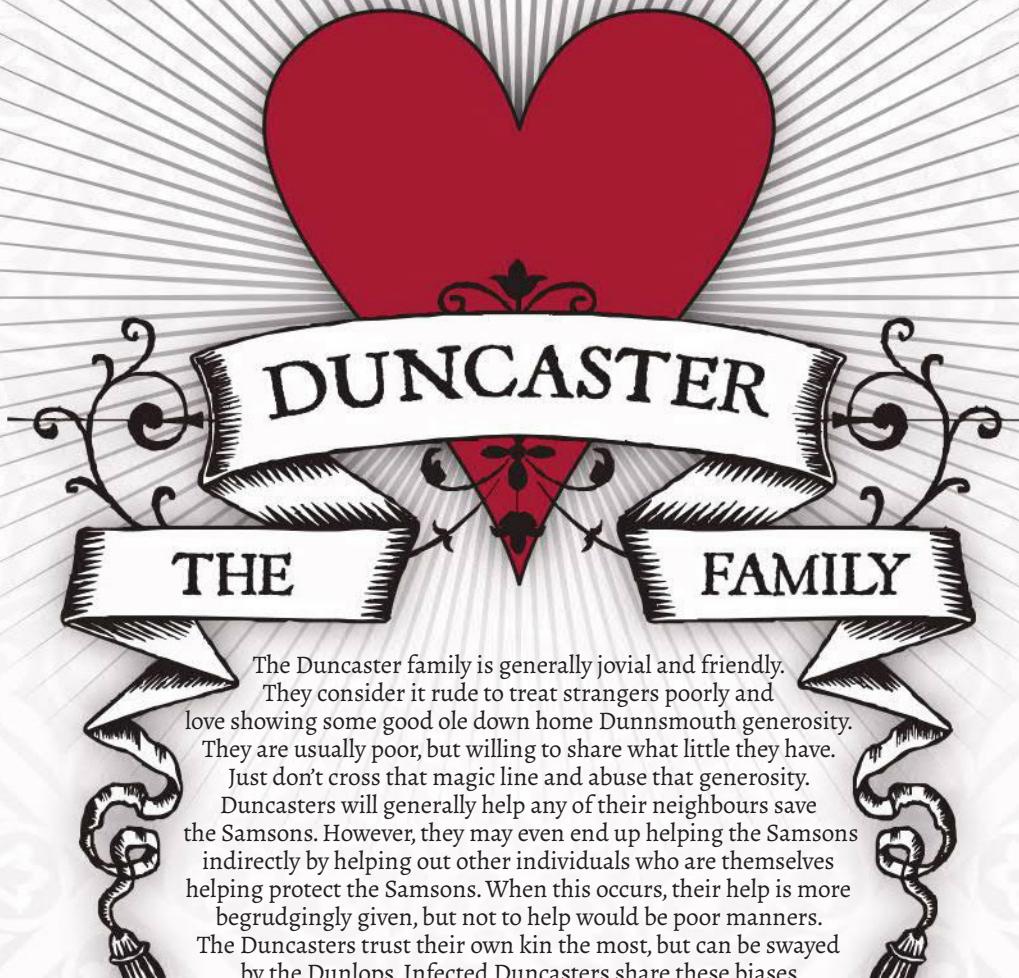
**If Uncle Ivanovik has moved into the estate**, both Nerod and Silvio are simply gone. Kristopher will still dutifully serve Uncle Ivanovik, who has taken to staging elaborate hunts through the surrounding swamp in which one of the locals plays the part of the quarry and he and his war hounds the pursuers. Ivanovik considers the villagers fair game and even goes so far as to set conditions under which the victim of the hunt can escape. The locals are too petrified to oppose him even as he forces them to participate in the feasts he holds in honour of his successful hunt. The main dish is always the same – barbequed long pig. Any Dunnsmouth villager will help the player characters if they can devise a manner to kill "Dear Uncle."

**If the original spider is located at the noble's manor**, it will reside in the private chapel. Nerod and Kristophen will be infected, but Silvio will not be. Nerod will be much more commanding and will have four additional servants and six labourers in his employ. Two of the labourers will have so far managed to avoid being infected, but suspect something odd is going on the estate. The others will kill them if they suspect that they have told the player characters anything. Nerod will also have access to a suit of ceremonial plate armour, a full helm, and a halberd should he require it.



# THE FOUR FAMILIES

## SCENIC DUNNSMOUTH



The Duncaster family is generally jovial and friendly.

They consider it rude to treat strangers poorly and love showing some good ole down home Dunnsmouth generosity. They are usually poor, but willing to share what little they have.

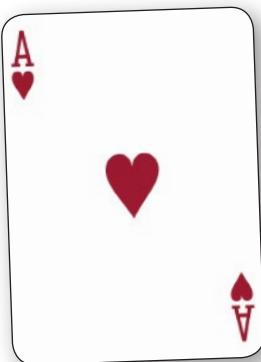
Just don't cross that magic line and abuse that generosity.

Duncasters will generally help any of their neighbours save the Samsons. However, they may even end up helping the Samsons indirectly by helping out other individuals who are themselves helping protect the Samsons. When this occurs, their help is more begrudgingly given, but not to help would be poor manners.

The Duncasters trust their own kin the most, but can be swayed by the Dunlops. Infected Duncasters share these biases, and hope to simply bring their entire family into the fold.

Infected Duncasters will help out infected Samsons, but again, only grudgingly so.

Uninfected Duncasters will seek for the expulsion of infected Duncasters from the village rather than their deaths.



## A♥ Noah Duncaster

Noah and his wife Sarah have long since stopped talking to each other in their 60-year marriage. Noah spends all day fishing from the porch of their moss covered log cabin while Sarah keeps the interior of the house in immaculate order and making doilies from reclaimed string – every surface in the cabin is covered by them. While they have no tea, Sarah will insist on serving hot chicory. She has a stash of silver coins hidden in a jar (die result x 10sp) under the stove. These are her lifetime's savings.

Their two middle-aged sons, Abel and Noah Jr. live in a shared cottage on a small grassy hillock a few hundred feet away. They are strong burly lads who both count as first level Fighters each with 16 Strength.

**If Noah Duncaster is infected**, then not only will his wife and sons also be infected as well, but so will an additional, third son. Cain lives under the floorboards of his older brothers' cottage. Like his older brothers, he is the equivalent of a first level Fighter and has 16 Strength. Unlike his brothers, he has the face of a spider.





## K♥ Obediah Duncaster

The ageing Obediah and his young wife Jezebel live in a sprawling set of connected shanties built atop wooden posts that extend out over the swamp. Obediah always has plenty of strong brew available; it tastes like turpentine and kicks like a mule, but it will not kill you. Obediah loves drinking buddies and crude jokes (though he will always apologise profusely if someone claims to be offended). He has a brood of new (equal to the die result) young children (toddlers and younger) from his wife. Once her husband has drunk himself into a stupor, Jezebel will attempt to seduce any male player character with a Charisma of 12 or more. She is bored with her marriage but doesn't specifically hate Obediah. If her husband discovers his wife's infidelity with the player character, he will attempt to kill all of the player characters.

Obediah has a hunting bow and quiver in the home, as well as an old wooden bat filled with nails (equivalent to a morning star) that he hangs above the fireplace along with a hide shield. If asked about it he claims he used it in his youth against some bad people.

He will ask the player characters not to speak of it anymore, but if they persist, on the third occasion that they bring the subject up, Obediah will lose his patience. He will punch and slap the offending player character and threaten to boot all them out of his home if he is asked about it again. Obediah has 200sp in a lockbox sunk in the swamp. The lockbox is tied to the root of a nearby tree.

**If this home is infected**, only Jezebel and the children are infected. If they can somehow prove that Jezebel is some sort of spider cultist, Obediah will co-operate with the player characters against these unholy abominations any way that he can. If this means killing his wife and children on the way to rooting out the cult he knows it is better that they meet their maker now, than continue to be forced to suffer to live as witches.





## Q♥ Ester Duncaster

Ester is a bitter old woman who mourns the loss of her late husband, Bob. The main keepsake of her marriage is a diamond-studded engagement ring worth 750sp and the seven children that she lives with in a thatch roofed stone cottage, the basement of which is half sunk into the swamp. Her children include 4 teenage sons (Paul, Thomas, Samson, and John) and 3 teenage triplet daughters (Delilah, Eve, and Mary). Attempting to sleep with any of the daughters will cause the brothers to react quite violently.

**If this home is infected,** Ester killed her husband after giving birth to her secret baby daughter Anna. She will hide this child from the player characters as her right arm is a spider leg and she has 8 eyes. If they stake out her home, they will frequently hear the baby cooing, especially if someone picks her up – Anna loves people.

Sleeping with one daughter will cause the other two to interrupt and claim that they wish to join in, but that it is crazy with their brothers so close. They will attempt to lure the player character alone into the clutches of the original spider before obliging.





## J♥ Herod Duncaster

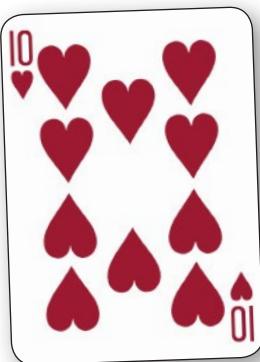
Herod is a young, good looking (15 Charisma and 15 Constitution) bachelor, and the favoured son of the entire Duncaster clan. Using a large amount of old and weathered planks, he has built himself a cozy little home inside the boughs of a massive oak tree in a shallow bit of the swamp. Despite the dampness of the swamp, Herod has managed to dry the wood and by covering the doors and windows with thick hides has created a haven that he keeps lit, and to some extent warm, with several thick candles. There is no stove though, so he has to cook by candle fire or eat elsewhere. The candles also enable Herod to read. He is one of the few members of the Duncaster clan to get anything akin to an education, although he is almost completely self taught. He has a small library, and some of these books are very ancient texts and old printings, and each book (other than the bible) is easily worth at least 50sp to a library or university. These include a Bible and several classical history texts about the Ancient Roman (or equivalent) era.

**If Herod is not infected, and the die total is even,** he has an older black cat as his constant companion. The cat's name is Tigger and he likes to be constantly underfoot.

**Regardless of his status as infected or not,** Herod dreams of visiting the world outside of Dunnsmouth and will attempt to seduce any female player character or hireling who has a Charisma of 14 or more.

His home has several hammocks hung about and he is happy to host any player characters who act friendly and are willing to talk about the outside world.





## 10♥ David Duncaster

David Duncaster is a young family man who lives with his wife Bethel (currently pregnant) and two toddlers (Barnabus and Abigail) in a one-room log cabin that has a loft in the rafters. A single drafty brick fireplace heats the entire place. There are two beds, one for David and Bethel, and the other for the children.

Bethel spends her day cooking, sewing, and sitting in a chair by the fire. She will occasionally take the family skiff to go see Father Iwanopoulos at the church (unless Ivanovik is now residing there).

There is a “Sunny Day” jar with 30cp stashed in the loft. David also keeps 37sp and a jewel-encrusted dagger (worth 500sp) on his person at all times.

**If the home is infected,** Bethel is not, though her children will be, including the unborn baby. If the Infection Level is 4 or more, she will be pregnant with thousands of spiders.





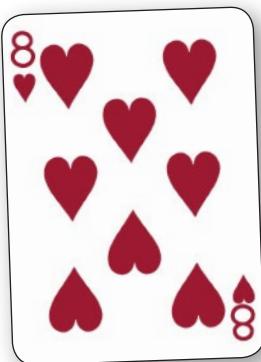
## 9♥ Joshua Duncaster

Joshua and his wife Bethany live in a small log cabin built onto a large boulder in the swamp. It extends into the swamp with a fairly large porch that rests on wooden posts. Joshua is often absent, out fishing on the sea, or occasionally taking a hunting trip into the mountains to visit his cousin, an outdoors lifestyle that actually gives him a tanned appearance in comparison to the pale looks of the rest of the villagers. Bethany will frequently comment about how the sea ages him and that she wishes he would give it up. (This is of course, due to Joshua being away from the effects of the Time Cube). Bethany will spend most of her time salting fish, sewing nets, and tending to their 13-year-old daughter, Deborah, who despite her mother's disapproval, wishes to go to sea and become a fisherman like her father. The family pet is a lazy old hound named Brutus, who rarely moves from in front of the old iron stove (behind which is stashed a clay jar containing the die total in copper coins), although he will protect the family should any violence erupt.

**If the family is infected,** they will show no outside signs, but following Joshua will show that he has a second home, a hut built inside a seaside cave that is home to his other daughter, Jessica. Just 18 years old, Jessica would be stunningly beautiful were it not for the fact that her face is that of a spider. Jessica is dressed in a tattered blue silk night robe, never fully done up (much to her father's annoyance) and a straw hat with a veil. She is unable to speak any form of Common Tongue and is aware that "outsiders" mean to do her harm. She will probably attempt to flee or hide unless an individual enters the cave alone. In this case she may try to subdue, trick or somehow capture them unaware. For she desperately wants to get pregnant and have babies you see...

Also stashed in the cave are the remains of an ancient shipwreck, among which can be found several Ancient Roman swords (or the equivalent), a suit of mail (rusted, but repairable), and a small chest with 240 golden coins celebrating some long forgotten event.



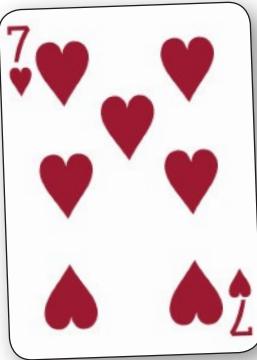


## 8♥ Mordechai Duncaster

Mordechai is a middle-aged man with a greying beard. He lives in a run-down wooden shanty floating on a small raft, moored (for now) to a rotting moss covered tree. Mordechai makes his living hunting sea birds that nest in the swamp, taking a share of their eggs and selling them to the various homes in the area. His shack has several feather pillows, a feather mattress on a brass bed frame, and a number of sp in a lockbox equal to the die total +25. He always has a hunting bow, skinning knife (counts as a dagger), and a half dozen arrows on him, in case opportunity presents itself. He also has a smaller skiff, and is willing to take the player characters on a tour of the village and the surrounding swamp for as little as a pair of silver coins, though he will try and bargain for more.

**If he is infected,** and hears about the player characters having come or coming to Dunnsmouth, he will row out to meet them and offer to work as a guide. He will turn on the player characters at the worst possible moment should they discover the cult, acting disgusted the entire time leading up to his betrayal.



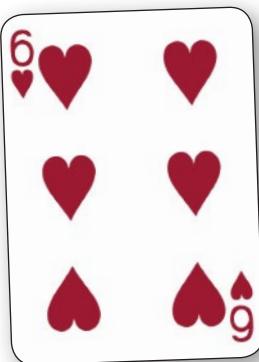


## 7♥ Jedediah Duncaster

Jedediah and his wife Bathsheba have three young children (Edna, Aaron and Ebeneezer) and live in a small plank cottage set upon wooden stilts sunk into the swamp. A rope ladder can be lowered if they wish to invite anyone in. Jedediah and his family are quite poor, Jedediah spending most of his days hunting eels and frogs as sustenance for his family. They have a small skiff that Jedediah takes during the day.

**If the family is infected,** they will have an additional son, Acharon who is six. Acharon has the mouth of a spider and an additional set of both arms and legs. They will see Acharon's condition as him having been blessed and regarded him as the favoured son by everyone in the family, seeing it as their duty to protect him. To that end, they will not allow anyone to come up into the cottage who is not "of the blood." To the rest of the Duncaster clan who are not infected, this will be seen as snobbishness, and if spoken about will be described as "being too good" for the rest of the family.





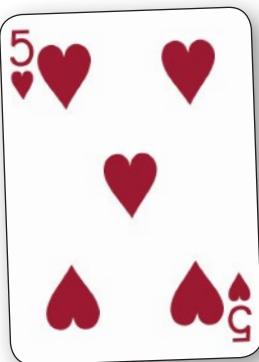
## 6♥ Saul Duncaster

Saul is a young bald fellow who lives in an abandoned barn in a shallow patch of swamp. While the ground floor is under an inch or two of water, he has converted the hay loft into a rather decent home, complete with a nice oak writing desk, a pair of large king-sized beds with straw mattresses, and an iron cooking stove. He lives here with his three "wives" – Mary, Delilah, and Jezebelle. He is friendly, but will not tolerate any man attempting to seduce or flatter one of his wives.

**If he is infected,** he will attempt to hide his fourth wife Eve, a fairly attractive young redhead other than the fact that she has no human arms or legs, but has instead a set of eight spidery limbs jutting from her torso.

Saul has a burlap sack filled with 250cp hidden under one of the beds, and a silver candelabra worth 12sp hidden under the other.



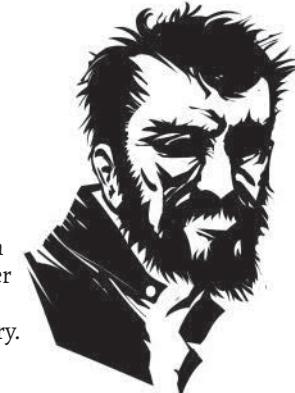


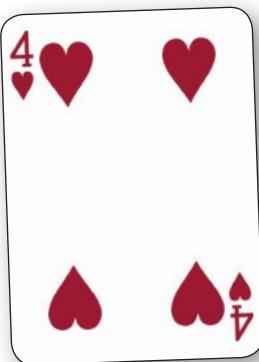
## 5♥ Nimrod Duncaster

Nimrod and his wife Lilith live in a single room stilt hut with a small plank balcony overlooking the swamp. Nimrod makes his living venturing into the mountains and has aged beyond his years according to the locals. (This is of course, due to him being away from the effects of the Time Cube). He does however bring back plenty of antlers and leather into the community, along with most of the Chicory. He hopes to take his earnings (45sp, kept in a chest) and get a better home for himself and Lilith soon. Lilith and Nimrod have a single toddler together named Edith.

**If infected,** Edith has the face of a normal girl her age, but the body of a spider, and is both quite mobile and able to spit venom (save versus Poison or suffer 1d20 damage).

Nimrod always wears leather armour and is equipped with a bow, a quiver with a dozen arrows, a skinning knife (counts as a dagger), and a hatchet.



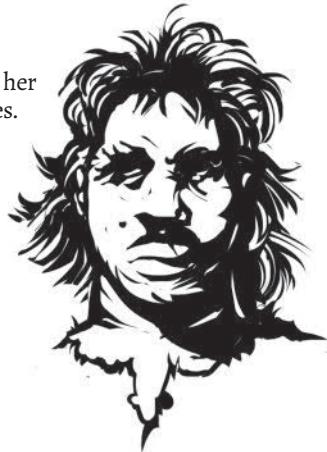
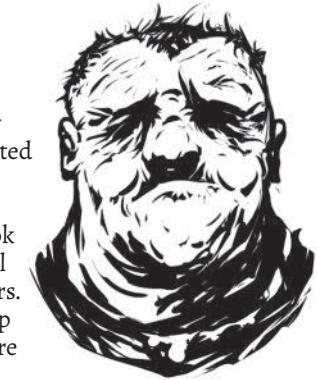


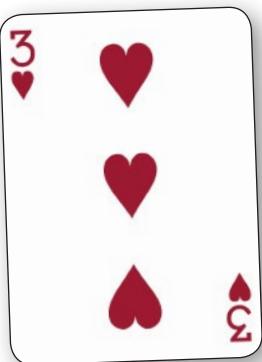
## 4♥ Joseph Duncaster

Joseph and his wife Bernice are both heavily overweight and very inactive. Both are talented at fishing and rarely move from the pair of chairs they have set into the mud near their one room shanty. Bernice is an excellent cook and makes delicious fish dishes on the small camp fire she keeps going between the chairs. Her cooking is so good that the other swamp residents will trade fresh ingredients and fire wood, in order to have it – even the Samson and the van Kaus families.

**If they are infected,** Bernice will be pregnant, though signs of this will not be obvious given her girth. The baby, when born, will have eight eyes.

Joseph has no treasure of any sort.



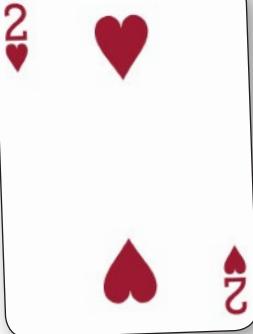


### 3♥ Jakob Duncaster

The young Jakob Duncaster and his wife Hilda (a former van Kaus, now shunned by her former family) live in a partially constructed stone house on a small hillock. So far, only a foundation of loose stones has been set in, along with a wooden outhouse and a leather tent set over the building site. Jakob is confident that he will build his wife the nicest house of any of the Duncasters. Most of the other villagers regard the couple as being foolishly in love and they would be right. Neither has an intelligence attribute over 8.

**If this family is infected,** first see if any other members of the van Kaus or Duncaster families present in Dunnsmouth are infected. If members of the Duncaster family are infected, but not the van Kaus family, then Jakob is infected, but not Hilda. Similarly, if members of the van Kaus family are infected, but not the Duncasters, then Hilda is too, but not Jakob. If members of both families are infected, then both Jakob and Hilda are also infected. Otherwise Jakob is infected on evens and Hilda on odd. If one finds out the other is infected, they will not turn on each other, and after dealing with any threat posed to them by the player characters, they will willingly attempt to "convert" to the spider cult. They will see this as a melodramatic demonstration of their love for each other.





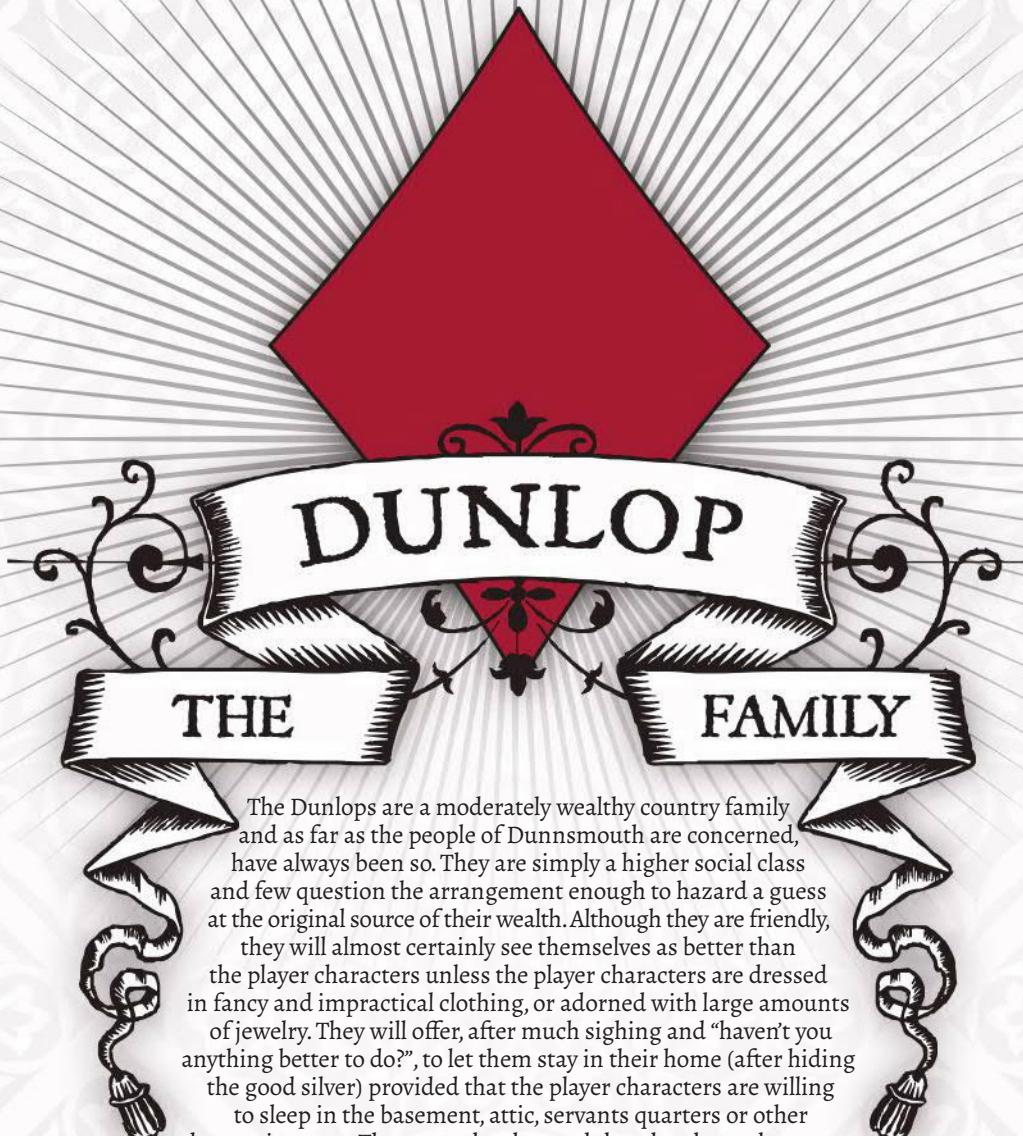
## 2♥ Nebuchadnezzar Duncaster

Nebuchadnezzar is a lazy, shiftless, good for nothing in his twenties. He is normally pretty friendly however and willing to share his latest catch (or theft) and some foul brew he has made (warm water and ground up mild hallucinogenic mushrooms).

**Unless he is infected that is,** in which case he will attempt to run and hide from any player characters as he has eight black, pupil-less eyes and no nose.

His camp consists of a simple lean-to made of sticks and a reed mat near a stone campfire standing on a raised hillock of mostly dry ground. He is armed with two wooden spears and a steel dagger.





The Dunlops are a moderately wealthy country family and as far as the people of Dunnsmouth are concerned, have always been so. They are simply a higher social class and few question the arrangement enough to hazard a guess at the original source of their wealth. Although they are friendly,

they will almost certainly see themselves as better than the player characters unless the player characters are dressed in fancy and impractical clothing, or adorned with large amounts of jewelry. They will offer, after much sighing and "haven't you anything better to do?", to let them stay in their home (after hiding the good silver) provided that the player characters are willing

to sleep in the basement, attic, servants quarters or other demeaning area. They may also demand that the player characters help do dishes, prepare food, or do other tasks that servants normally would.

The only exception to this is again, any player characters whom they view as "in their class," who can stay as guests (potentially waited on by other player characters).

A

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V

## A♦ Pearce Dunlop

Pearce is the bumbling and inept elder patriarch of the Dunlop family. He is balding, nearsighted, and clumsy. Nevertheless, he does live in a nice eight-bedroom brick house on the tallest hill (and the furthest from the waters) in all of Dunnsmouth, although the house is in a state of disrepair. The interior plaster is cracking in places, the Dunlop family crest, engraved on the wood panelling of every door in the house, is worn and fading, and the stairs to the second story creak and the main fireplace allows in the occasional cold draft. That said, the wooden furniture is nice and comfortable; the silver set is ornate and the dining set is of fine quality (the cutlery set is worth 120sp and the china crockery, 200sp). A doily sits on every piece of furniture, courtesy of Pearce's late mother. A picture of her hangs above the fireplace mantle in the parlour. Behind the picture is a combination safe set into the wall. The combination is 1-2-3. Inside are 600sp, 250cp, and three rubies worth 750sp each.

Resting on the mantelpiece is a two-handed sword with gold inlays on the grip and a large pearl inset into the hilt (worth 200sp). Pearce will explain that it was wielded by his father to slay some pathetic degenerates who lived in the mountains, but he knows nothing more than this about the sword or the expedition into the mountains. If that sword is used to kill Pearce, the wielder will be permanently cursed (-1 to all die rolls, including all saves, attack rolls, Hit Point rolls, and damage rolls, to a minimum of 0). The only exception to this, is if Pearce is infected, in which case the individual is blessed (+1 to all die rolls permanently, including all saves, attack rolls, Hit Point rolls, and damage rolls) by the spirits of the dead Dunlop line.

Pierce will be attended by Abraham and Agnes Duncaster, husband and wife servants in their thirties, who live in the home, and by a single labourer, Tommy Samson, a young man in his late twenties.

**Abraham and Agnes are infected if the majority of Duncaster homes are infected** (if there are no other Duncasters, they are infected if Pearce is infected) while Tommy is only infected if every other Samson home is infected (or if there are no other Samsons, only if Pearce is infected). Note that Pearce may not be infected, but his entire staff may be or vice versa.





## K♦ Albert Dunlop

Albert and his wife Emily are both in their mid-to-late forties, their two daughters Paris and Samantha are in their twenties, but still live with them in their five bedroom, three-story brick home. The hardwood floors are littered with fading Persian rugs; the furniture is ornate dark stained wood. There are two servants in the house, Betsy and Gilda Samson, who live in the one room basement that doubles as a laundry room and pantry. Emily, Paris and Samantha each wear jewelry (rings, earrings, and a necklace) worth 30sp and tend to lounge in the parlour on the ground floor (which also contains the dining room and kitchen). The dining room has a china setting worth 100sp and a set of silverware worth 50sp.

Albert will frequently be in the study on the second floor, which contains an oak desk, a leather chair, and a bookshelf with dozens of texts, all in Arabic. They are scientific and alchemical treatises from an earlier era, giving the room a library value of 800sp. Though he frequently looks at the pictures and the fine calligraphy, Albert cannot read Arabic. He also has a fine steel scimitar hung over the permanently shuttered window. The other two rooms on the second floor are the guest rooms.

The third floor contains the family bedrooms. In Albert and Emily's room, she has a jewelry box containing 1250sp in gold and pearl jewelry, while the jewelry found in the boxes in Samantha and Paris' rooms is worth 200sp each. From the third floor, a locked trapdoor grants access to the attic, which is filled with extra furniture and chests (which if searched through will produce two complete sets of silverware worth 50sp each).

**If the Dunlops are infected,** their 10-year-old son Hugo lives up here when the family has visitors over. Hugo has two extra sets of spider arms and a thick coating of bristly fur over his back; he also has pronounced canines that closely resemble fangs. Hugo is excellent at climbing, especially scaling walls. He will be armed with a homemade leather shield and a pair of wooden swords, along with a small candle lantern, should he feel the need to flee.

**The servants will both be infected if a majority of the Samson homes are infected** (if there are no Clubs on the table during the generation of the village, they are infected if Albert is infected).



## Q♦ Beverly Dunlop

Beverly Dunlop is an older matronly woman who is never seen without an expensive set of pearls (worth 200sp) around her neck and whose hair is dyed blue with god knows what. Beverly spends most of her day talking to Theodore, though even if he was aware enough to respond, she would not be able to hear his slight wheezing due to her poor hearing. He spends most of his day sitting in the rocking chair on the porch of their four bedroom brick house, his feet sometimes ending up in several inches of water when it rains heavily or the swamp waters rise.

The couple is looked after by their servant Julia Duncaster, the illegitimate daughter of Theodore and Ariel Duncaster, who died giving birth to Julia some twenty odd years ago. Julia handles the estate and the house, cooking, cleaning, feeding Theodore, and suffering the abuse of Beverly. Anyone approaching the house will hear the much put upon servant's singing long before they see it through the fog. Theodore has the deserved reputation of being a miser, and barring his wife's pearls there is little in the house of any value. For many years the couple has been living off of his savings, of which 700sp remain, kept loose in the central drawer of his wife's dresser in their bedroom. Unbeknownst to his wife, Theodore has also stashed 1500sp under a loose floorboard for Julia once Beverly passes on, along with a note explaining his relationship to her.

**If the household is infected,** Julia is the only one infected. Theodore may be, but there is no way to tell. Beverly is not.





## J♦ Samuel Dunlop

Samuel Dunlop lives in a three bedroom brick house on a small raised patch of earth overlooking a stretch of open water, hidden by thick mists. Sometime in the past, the house overlooked fields of golden grain, but now it is ankle deep in muck and water. For this reason, most of the contents of the house have been moved upstairs, much of it into storage in the attic. Also stored in the attic is a clay pot containing 280cp.

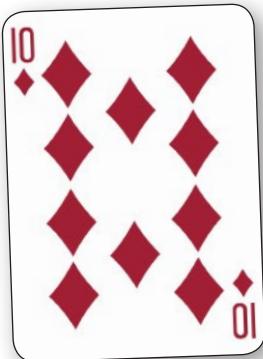
Other than the kitchen stove, fireplace (with a crossbow above the mantle) and his bed (with feather mattress) there is little of interest on the main floor. The kitchen is dominated by three rough wooden tables upon which sit several wicker baskets and clay pots. These contain a mixture of rusted junk and mud. Samuel is convinced that there is buried treasure in the field, due to an old story he heard. He has been sifting through muck for some time now looking for signs.

If during the generation of the village, a Straight Flush is formed with five out of the 8-12 drawn cards, then the old story is true and Samuel is on the verge of finding the treasure. Within two weeks – less with the help of the player characters – he will uncover the treasure of a lost Viking raiding party. The hoard will include a suit of golden mail (worth 2200osp), 7 rusted steel swords, a heavy iron horned helm, and 1700osp worth of partially deformed and dented gold holy symbols, looted from some ancient Christian church, as well as 120osp in heavily worn Roman coins.

The helm is the Helm of the Svorland Slayer. It is forged of black meteoric iron and is adorned with the twisted horns of the Beast of Svorland that terrorized the Irish coast in the 9th century. The helm will radiate magic and when worn will regenerate 2hp per hour. Unfortunately, it also secretly ages the wearer at 100 times the normal rate. This second feature will never reveal itself through magical divination.

Samuel Dunlop keeps his supposedly dead sister Rebecca in the attic. She faked her own death so that they could live together in sin.

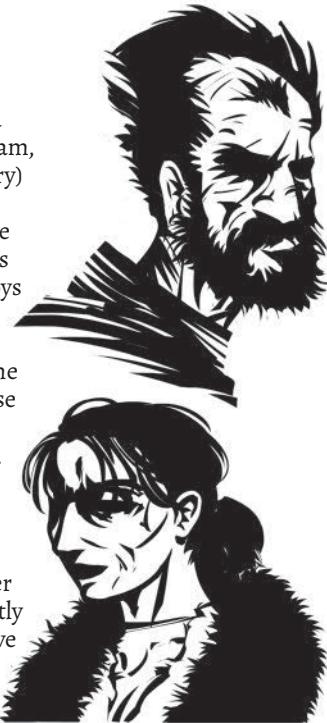
**If the household is infected,** Rebecca has the right arm of a spider, as well as fangs and the ability to produce silk, causing the attic to be covered in webs.

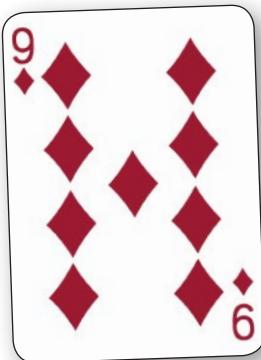


## 10♦ Stephen Dunlop

Stephen and his wife Melissa are in their mid-thirties and constantly rushing around trying to deal with their six kids (Joan, William, Patricia, Stuart, Bartholomew, and baby Mary) in their five bedroom brick house on the side of a small hill. Stephen ventures into the surrounding mountains once every few days to set and check some traps. He says he enjoys the trip, but Melissa complains it is hard living and an unfit occupation for a man of his station. Nevertheless, Melissa has two fine sable coats (each worth 250sp), and the house contains a combination safe (only Stephen knows the combination) containing 3240cp. On the other side of the hill is a shed where Stephen prepares and sews the furs that he brings back from the mountains.

**If the home is infected**, baby Mary has spider limbs, though Melissa will keep her constantly swaddled to hide these and be very protective of her in this case.





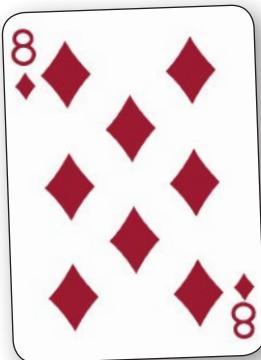
## 9♦ Franklyn Dunlop

Franklyn and his young wife Eleanor live in a well to do colonial home on a soggy patch of land a few inches above water level. The exterior paint is cracking, as is some of the interior plasterwork, and the basement is flooded, but other than that, this is not too bad a home. The floors squeak, despite the presence of wool rugs, but there does not appear to be any drafts and the fireplaces keep the place warm (if humid). The main parlour wall is adorned with silhouettes of current and past friends and family.

Franklyn and Eleanor have only the one child, Peter. Peter is about fifteen or sixteen and a quiet bookish sort, spending most of his time in the small family library. It consists mostly of fiction, though there is a dusty scroll of the spell, *Charm Person*, buried at the back of a copy of the work, *Erec and Enide*, a tale about young star-crossed lovers. Both Franklyn and his wife know about the scroll, but neither has any idea that it is anything other than the notes and doodles of some long dead relative with a heart full of romance. The books themselves are not very valuable, as they are all fairly worn and marked with traces of mildew. Franklyn keeps 150sp and 520cp locked in a chest at the end of his bed on the first floor.

**If the home is infected**, Peter will be immensely strong and agile (18 Strength and 18 Dexterity) and a first level Specialist.



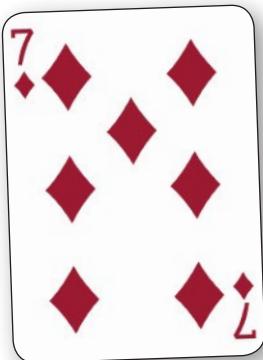


## 8♦ Edwin Dunlop

Edwin and Edwina Dunlop are forty-something twins who live in a crumbling colonial home built onto a patch of marshy ground, to the point it floods the ground floor if it gets a bit too windy. The ground floor has some simple tables and chairs, but anything of any value is kept on the second floor. Edwin and Edwina both sleep in the master bedroom, in a pair of bunk beds that they are way too old for. Besides the bunk beds, the master bedroom also contains a harp, often played by Edwina, and an expensive chess set (45sp) with a game in progress sat on a table. The two guest rooms are always fully made up and kept immaculately clean. Each has a silver candelabra worth 9sp. The attic contains extra furniture (some of it water damaged) and a lock box hidden behind a loose board in the wall containing 12osp.

**If the home is infected,** Edwin and Edwina have been sleeping with each other for years and have two secret children that live in the attic, Edgar and Edith. Edgar is a fairly normal 9-year-old boy, but his 7-year-old sister has eight eyes and two extra arms on her right side. If the player characters investigate the attic, Edgar will try to hide his sister from them, and, should they discover her, will defend her as best he can.





## 7♦ Millard Dunlop

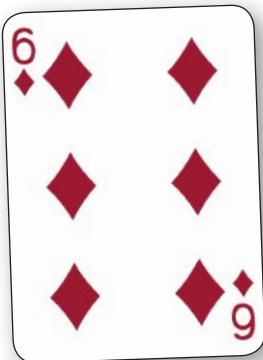
Millard, his wife Shelly, their four teenage sons, Burt, Mitchell, Duncan and Ernest, and a trained Doberman named Scopio (counts as a war hound), live in a small colonial-style home nestled in a grove of trees on a patch of dry ground a few feet above water level. The house is freshly painted with a dark blue paint and white trim. They have one labourer, Barry Samson, who maintains the house and grounds and currently sleeps on the family couch in the parlour. The main feature of the parlour is the pair of steel rapiers crossed behind an iron bound shield with the Dunlop family crest hung over the mantelpiece. A suit of plate armour, including helmet, and holding a halberd stands in the hallway. Both the weapons and the armour have been lacquered into place, but with several hours of care and attention, all could be restored to full function. Millard and each of his boys have a hunting bow and a quiver of arrows in their rooms. They like to take these out hunting for birds. The family also has a well maintained skiff with a candle lantern hung on its bow.

Unfortunately, Millard is nearly broke. He is down to his last 15 silver coins and is unsure how to maintain his wife in the lifestyle that she has become accustomed to for very much longer.

Barry Samson has noticed the effects of time dilation near the Time Cube, though he has not actually ever seen it. He could lead the player characters to the right area, for a price. He wants 50sp for information. However, he will fold like a wet paper bag if physically assaulted.

**If the family is infected**, there will be no outward sign of it. Barry is only infected if every Samson house is infected. If there are no Samson houses, he is infected only if Millard is infected.



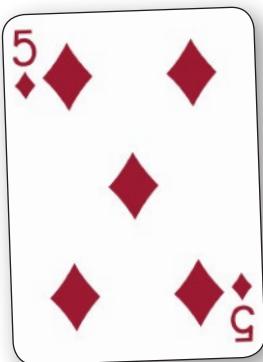


## 6♦ Michael Dunlop

Michael Dunlop is in his late twenties and has just started fixing up a little wooden cottage with his 18-year-old fiance Debbie Samson. Michael is dumb as a brick but considers himself a genius and believes himself to have found the love that poets dream of knowing. Debbie does not really care for Michael and just wants a better standard of living that his money can offer. If any visiting player character, male or female, has a Charisma of 12 or more, she will try and get them alone and sleep with them the moment Michael is gone, and is not bothered by how many other player characters are present. Michael however, is waiting until they are married, and Debbie is fine to keep it that way. Michael has 85sp stashed in a small sack between the bed frame and the straw mattress in the bedroom.

**Debbie is not infected unless every Samson household is infected, even if Michael is.**  
In such a case, Michael is well aware of Debbie's behaviour, he is just hoping she will give birth to a thousand screaming spiders and suffer terror before he later bashes her head in. It makes him cheerful and chipper.





## 5♦ Jake Dunlop

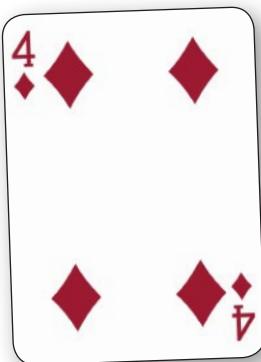
Jake Dunlop and his wife Sue live with their son Martin in a small cottage built on an earthen ridge. The family is noted for having the only cows in Dunnsmouth and the only fresh supply of cream, butter, and cheese. They have two dairy cows and a bull, all three of which are all kept in the moss covered stables that have been built onto the side of the house. While Jake does have a single servant, Isiah Duncaster, the poor fellow is almost always making treks into the mountains to bring back hay and vegetation for the cows. As a result, he has aged terribly and the Duncasters are unhappy with Jake for how hard he works poor Isiah.

If the player characters end up staying with Jake and Sue, they will be forced to sleep in the stables, as there is simply no room in the house, regardless of the apparent social status of the player characters.

Jake Dunlop has managed to stash away 221sp and 3243cp in profits from his dairy sales over the years and plans to one day use it to build a new house for his son.

**If Jake is infected,** both he and his wife are infected, but his son is not. If his son is confronted with a spider mutant he will react in horror, and Jake will be crushed, feeling the need to drown his own son for the greater good. Isiah is never infected, and should it be revealed that Martin's parents are, Isiah will try to save Martin and spirit him away to the mountains. Without player character intervention, it is unlikely (a 1 in 6 chance) that such a situation will not result in the death of both Isiah and Martin.





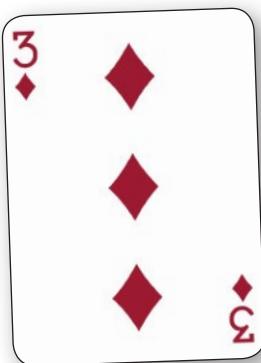
## 4♦ Mace Dunlop

Mace Dunlop views himself as something of a Sheriff. He has no wife and according to locals has aged himself prematurely roaming through the mountains; he believes himself to be in his fifties – and looks it, but others tell that he is barely into his thirties. Mace Dunlop counts as a first level Fighter with 13 Strength and 16 Constitution. He wears leather armour and carries around a longbow, a shield, a dagger and a morning star. He prides himself on having hunted down a number of bandits and “dark men” in the mountains, but he will refuse to give any more information as to the nature of these “dark men.” If the player characters wander around armed between houses, he will follow behind them in a skiff and keep an eye on them as soon as he hears about their presence. If they start murdering and killing people, he will raise a ‘hue and cry’ and try to raise an angry mob to capture and hang the player characters.

There is a 50% chance that he will be away from his simple log cabin home and in the mountains. The cabin itself contains a small forge built around the fireplace complete with anvil and bellows. Several quivers of arrows hang on the walls and a set of skulls is set over the mantelpiece. The skulls are all human and are those of the bandits that he killed in the mountains. On a shelf sits a wicker basket full of assorted gold, silver, and copper coins as well as various rings and necklaces. Both the coins and the jewelry have traces of blood on them. In total there is the die result of this house times the die total in silver pieces worth of assorted treasure. All of this has been recovered from people in the mountains.

**If Mace is infected,** he has started a small community in the mountains comprised of a dozen or so children that he has fathered with unwilling captured female bandits and death cultists. The oldest of the children is in his late teens.





### 3♦ Joshua Dunlop

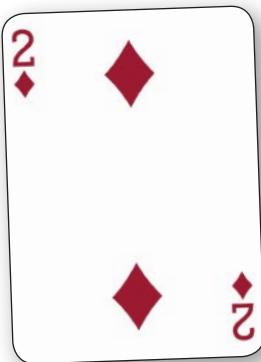
Joshua Dunlop is in his late forties; he is a gaunt and haggard looking man with a scruffy salt and pepper beard. He lives in a crumbling log cabin that leans heavily to one side and has half sunk into the swamp, such that the northwest corner of the building is under a few inches of water. The chimney and fireplace still function though, and he usually has a pot of frog and mushroom stew cooking.

Joshua will welcome any company as he has been ostracized by the rest of the community and rarely gets to speak to anyone. Few people (including Joshua) will know the reason for his shunning, but if players dig deep they may hear the rumour that he has a thing for married women. Their husbands do not approve. If the players have coin to spend (up front) he will be willing to work as a torchbearer.

Joshua has had some conversations with Magda and knows of her last location. Unless both he and Magda are infected, he will warn the player characters that he believes her to be a witch, and that he saw her attempting to summon a foul demon in the dark corners of the swamp.

**If he is infected,** Joshua will be eager to work as a torchbearer or labourer for the player characters in exchange for passage out of Dunnsmouth when they leave.





## 2♦ Robert Dunlop

Robert Dunlop is just 19 years old and already breaking hearts. Specifically those of his parents when the extremely strong willed young man decided to forgo their material wealth and live in this dilapidated stilt hut with his boyfriend Karl van Kaus. They seem to spend most of their days eating hallucinogenic mushrooms and screwing like rabbits.

**If Robert is infected,** he will have realized that something is amiss and that something is making him rebel against his true nature. Although he will not reveal that he himself is part of the spider cult, he might be prepared to tell the player characters about the cult if the players seem to already be fairly well informed. If the player characters locate the lair of the original spider and attack it, the biological hold that the creature has on him will prove too much and he will join in any mob hunt against them.

**Karl will not be infected unless the entire community is infected,** in which case he will attempt to kill Robert should he try revealing the cult's secrets to the player characters.





# SAMSON THE FAMILY

The Samsons are a bunch of xenophobic, angry, inbred hillbillies. While it is possible that player characters might be able to hire or bribe some of the Samsons (the exception to this being if there are any demi-humans in the party, the Samsons not believing in mixed race parties), for the most part, the Samsons will be looking for ways to get rid of them. This will start with a simple, but blunt warning before escalating into efforts to drive the player characters out of Dunnsmouth, attempts to drown them in the swamp, tie them over a tree stump until their mouth “ain’t so perdy no mo,” or just lynch them. If the player characters give the family a wide berth and openly declare their intention to leave within a month (so that it gets back to the Samsons via village gossip), the Samsons will generally just leave them be unless they start poking their noses around.

The Samsons only show up for Church on holidays to score some free food.

The community as a whole thinks very poorly of them.

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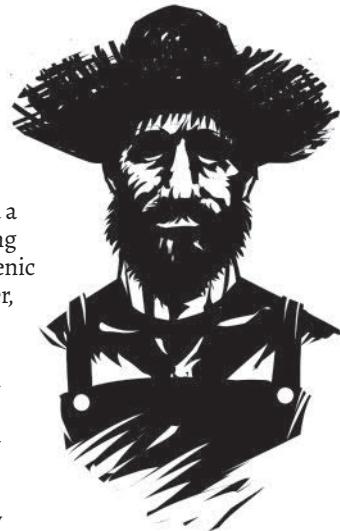
**A♣ Big Al Samson**

At 6'5" tall and 320 lbs., Big Al Samson is a giant of a man. He has 18 Strength, but his heavy set frame means that he only has 8 Constitution. He never wears more than a large set of dyed black canvas overalls and a straw hat, and spends most of his day fishing or passed out stoned from mild hallucinogenic spores mixed with water. Big Al is a widower, though he does have two skittish teenage daughters, Peggy and Sally (who has an unsettling dead stare), who live with him in the small 2-bedroom log cabin with a small brick chimney that sits on a dry spit of land surrounded by dead reeds amidst the swamp. He has a heart as black as pitch, and will threaten his daughters should they attempt to leave their house or observe the players, shouting things along the lines of "Stay inside the damn house or I gonna break yo' fool yappin' jaw agin."

Big Al has nothing in the way of treasure, though he does have a harpoon and a woodcutter's axe in his cabin. If he is looking to inflict some extra suffering, Big Al will attempt to sell you time with his daughters for "5 silver a go."

**If the home is infected,** Big Al himself will not be infected, but both of his daughters will be. Peggy will have the mouth of a spider and no hair upon her head; she will also be chained to the wall in the girl's bedroom. Big Al will charge an extra 2 silver if you want to "get freaky with a real freak."

Assuming that the daughters are not infected, they will serve as free hirelings if the player characters kill Big Al and promise to take them both with the player characters when the party leaves Dunnsmouth.





## K♣ Jimbo Samson

Jimbo Samson lives in a moss covered log cabin, built atop a set of wooden posts mere inches above the waterline. He owns a fairly nice rowboat and will frequently be on the porch with his wife Darlene repairing nets. The bronzed Jimbo is in his fifties while his wife is in her twenties. Despite the apparent age gap, both will claim to be childhood sweethearts, though such a confession is unlikely unless the player characters can find a way into the couple's good graces. The first response from either of them, and probably the second and third, to any approach by the player characters will be, "Best be on your way outsider."

**If the die total for the house was odd,** then Jimbo and Darlene have an 8-year-old son named Johnny who is a natural born fiddle player. If this is the case, Darlene will frequently be heard singing ballads and folk songs with highly racist undertones to the accompaniment of her son on the family fiddle (worth 75sp). If a straight flush was dealt using the King of Clubs, the family has a golden fiddle hidden inside the house worth 12000sp.

**If the home is infected and Johnny is not present,** Jimbo and Darlene have an 8-year-old daughter named Jenny, she has the arms and head of a human, but the torso, abdomen, and legs of a spider.





## Q♣ Billy-Sue Samson

Billy-Sue is a blonde haired, blue-eyed buxom bombshell in her early thirties. She lives alone in a small log cabin built on top of a small hillock, next to an overhanging dead oak tree covered in moss. According to the folk of Dunnsmouth, Billy-Sue is the “the village skiff, cos everyone has rowed once or twice.” Of course such sentiments will not be expressed in polite company. Billy-Sue will welcome the player characters into her home and offer them chicory and jerky, and is happy to gossip about the rest of the village. If asked, she can give directions to anywhere in Dunnsmouth, and will draw a map of the region if likewise asked. She has no idea where the Time Cube is, however.

Billy-Sue’s reputation is not undeserved, but she is not brazen about it. If any player character makes advances towards her, she will cry out in indignation and slap them. She will also demand that offending person apologize and set things right to make up for their bad manners by suggesting that they help clean her gutters. The one exception is if there are any male Dwarves in the party, in which case she will demand that the Dwarves do “your servant work” instead of the offending character. If the character that helped clean her gutters or a lone male Dwarf stays behind, she will invite them into her home to show them a real Dunnsmouth welcome. (Her preference for Dwarves is based on a rumour she heard about their anatomy, and she will always look disappointed when a dwarf drops his britches, but refuses to say why.)

If **Billy-Sue is infected**, regardless of who she gets to fix her gutters, she will leave a candle in the window. This is her signal to the rest of the spider cult which will then assemble a band to come and capture the player character that stayed behind or is visiting alone. This band will wait in the surrounding mists to ensure that the other player characters have left before entering Billy-Sue’s boudoir, whilst she and the player character are mid-coitus. If the cultists manage to subdue the undressed, unarmoured, and unarmed player character, they will take them –stripped, bound, and gagged – to the lair of the original spider.





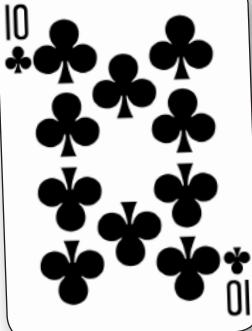
## J♣ Jack Samson

Jack Samson is a scrawny man in his thirties who lives with his twenty-something sister Jill in a dilapidated log cabin that sits at the base of a small hillock with a crude wooden dock extending into the swamp. A small wooden raft, constructed of logs lashed together, is tied to the dock. Inside the cabin are a hunting bow and a quiver of arrows, some fishing poles, a skinning knife, and two wooden clubs studded with nails. Jack keeps a clay jar hidden under the single hay mattress in the bedroom containing 13cp and this home's die result times the same die result in silver pieces.

Atop the hill stands a small shack, its door always barred shut from the outside. Periodically Jack will go up the hill with a bucket of something, unbar the door and enter the shack, pulling the door closed behind him. A few minutes later, he will leave, bar the door shut again, and then come back down the hill with the empty bucket. Jack and Jill have been living together as man and wife for many years now, and each time that Jack goes up the hill he is taking a bucket of fish heads for their inbred son, 'Dean.' Dean's ears are particularly prominent, his jaw is long, and his tongue appears to be too big for his mouth, causing him to drool. He is also missing the little finger on both hands.

**If the family is infected,** Dean's head, arms, and torso will be unaffected, but his lower half will be that of a spider, in essence turning Dean into a deformed spider centaur. Dean is very lonely and wants loving, any loving, with no concern for gender or species. Dean will always be armed with a board with a nail in it, while a centauroid Dean also has 5 Hit Dice.





## 10♣ Dunc Samson

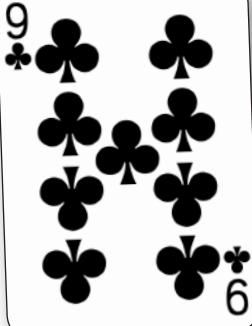
Dunc Samson lives with his wife Amy in a two-room log cabin with a leaky roof and brick chimney. They are in their late twenties and have four children aged between 12 and 4 (Becky, Danny, TJ, and Patrick). Dunc raises hogs and has a smoke house and a slaughter house in outbuildings on a raised earthen mound maybe 80 feet from the house across some hip deep water. The hogs themselves, currently two males, four sows, and 12 piglets, are kept in fenced-in pens behind the cabin. Becky, the oldest daughter, is often seen wandering about the area in leather hip-waders and a baggy burlap shirt, smeared with mud, using a slingshot to hunt some of the gulls who nest in the swamp, stealing their eggs in the process. The other children tend to stay within sight of the cabin and hunt bullfrogs.

If more than two face cards (King, Queen, Jack) are drawn during the generation of the village, then the raised earthen mound is actually an ancient burial mound. Should anyone enter the mound, they will discover a flooded chamber. Inside will be the bog mummified bodies of 12 people, and a stone sarcophagus showing a warrior in an elk headdress holding a two-handed axe. There are also four clay pots, each holding 200cp with 1gp resting on top. The coins all show a pentagram on one side and an eye on the other. Opening the sarcophagus will reveal a bleached bone skeleton inside, with a tattered leather helm adorned with elk antlers. These are the remains of the warrior Fir Mac Nolg. The skeleton is clutching a two-handed, double-edged copper axe known as Kinslayer. It is also wearing several pieces of copper jewelry worth a total of 24sp or 200sp if sold to a university or archaeologist. Kinslayer deals double the normal amount of damage to people of Celtic descent (Irish, Scottish, or Welsh), as it literally causes their blood to boil in their veins. Any human killed by the axe will rise at the next full moon as a flesh hungry, free-willed, intelligent zombie intent on revenge, unless it is buried on hallowed ground or has *Bless* cast on its body. The undead will suffer damage from direct sunlight equal to 1d6 points a Round, and must eat warm flesh at least every other day or it will perish.

If all four of the gold coins are removed from the pots before the axe is removed from the skeleton, it will awaken. As soon as the sarcophagus lid is removed it will lash out at the nearest target before climbing out and attacking with its axe. It fights as a fourth level Fighter, though it only has 4hp.

**If Dunc's home is infected,** Becky will have two small fangs in her gum line that cause a 1d10 points of damage on a successful save versus Poison and death on a failed save. Amy is able to secrete silk, and there will be 50 feet of yellow silk rope stored in the cabin.





## 9♣ Jefro Samson

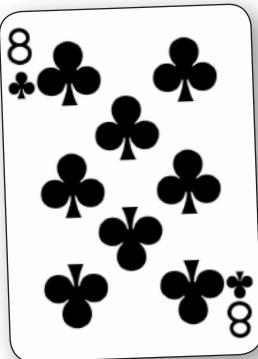
Jefro and his wife Becky-Anne live in a single room stilt house, standing out in a patch of 10 feet deep water. Jefro has a large rowboat full of lobster and crab traps moored to one of the four timber stilts if he is home, otherwise he is out at sea. Their home is heated by a small cast iron stove, and the player characters will frequently hear screams emanating from the hut. This is just the sound of lobsters being thrown into a pot of boiling water.

There is a small crib in the stilt house where their newborn daughter Crystal sleeps.

**If the home is infected,** Crystal has the head of a spider, and will drink blood rather than milk when feeding. This causes Becky-Anne to be light headed and too weak to adequately attempt to fend off any curious or violent player characters.

Hung on one wall is a small leather satchel containing their life's savings. They have 5sp for each Dunlop family in Dunnsmouth and 2sp for each van Kaus family.



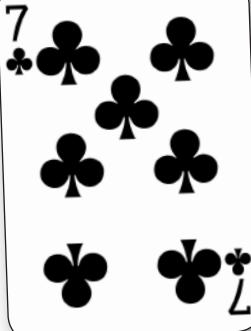


## 8♣ Dicky Samson

Dicky Samson and his long-term roommate, Amus, live together in a rickety one-room shack built atop a patch of reed covered marshy ground. The two are third cousins. Where Dicky is 6 feet tall, burly and heavily obese, Amus is just 5 feet tall and quite frail. Amus, is usually silent and is always sporting a black eye and busted lip, as well as several other bruises. If the Elven Spy is present, Amus will be pregnant (a number of months equal to the home's die result). The locals rarely see Amus, and will just assume he is at last putting on some weight. Dicky farms mushrooms in a large cob outbuilding with a thatch roof. The home has no treasure.

**If the house is infected,** then both men will be. Dicky will not have normal genitals, but some sort of writhing arachnoid pedipalps that prevent him from having any kind of meaningful intercourse. He will devise painful and intrusive alternatives for any captured player characters who are hostile to the cult however.





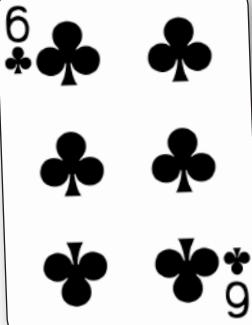
## 7♣ Sammy Samson

Sammy Samson is in her early twenties and has set up her own home in a partially collapsed limestone building. So far, she has repaired the north wall with cob, raised the roof again using pine boughs brought down from the mountains, and got the fire going again. The floor is still dirt and the fireplace lets in quite strong drafts, but she has a cot and her deep-seated irrational rage to keep her warm. She is extremely hostile to outsiders, however; should the player characters approach, she will take pot shots from her window with a hunting bow (she has eight glass-tipped arrows).

In addition, she has a wooden club, a skinning knife (counts as a dagger), and a wicker shield should the player characters attempt to storm the place. She has her home's die result in gold coins of Ancient Roman design hidden under her pillow, but no other treasure. There will be some mud-coated junk (broken pottery, broken glass, rusted bits of who knows what) spread about the south wall along with a wooden bucket. If forced to speak, she will explain that she spends her free time trawling the mud for anything interesting that she might find to help her homestead.

**If she is infected,** and the Infection Level is 3 or higher, she will be two months pregnant with thousands of tiny spiders, the final stage of the original spider's reproductive cycle. She will also be "of the blood" herself.





## 6♣ Bobby Samson

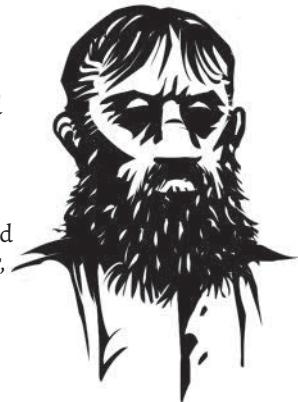
Bobby Samson is a middle aged man with a bushy salt and pepper beard who lives alone in a one-room plank stilt house nestled in a grove of long since dead pine trees.

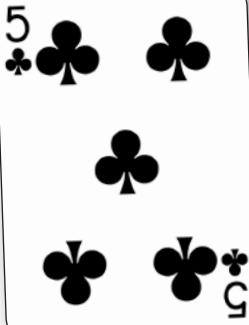
Bobby has seen the Time Cube and has read the script upon it, and is thus suffering the full effects of having done so. He has compiled a manifesto from stolen bits of fabric, leather, pressed leaves, and birch bark, written in blood, containing all the secrets of the Time Cube. This 'book' is extremely fragile and if not specifically handled with exquisite care has a 4 in 6 chance of breaking. Reading the manifesto has the same ill effects as reading from the Time Cube.

Bobby is fairly scrawny as he often forgets how long it has been since he last ate. He is extremely fearful of "outsiders" who could be "from the establishment" and trying to suppress the genius of the Time Cube.

His house has no treasure, but if the player characters can somehow convince him that they are not "part of the establishment," then they may be able to bribe him with food, paper, or ink, into telling them the location of the Time Cube.

**If Bobby is infected,** he will show no signs of it.





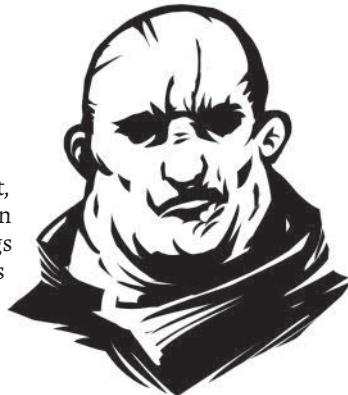
## 5♣ Bubba Samson

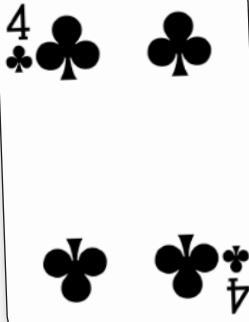
Before the player characters get anywhere near Bubba Samson's shack they will be able to detect the smell of his delicious ribs wafting through the swamp. The source is a large brick barbecue some 20 feet from his front door, that is kept going most of the day. Bubba himself is a large, overweight, bald man who lives in a dilapidated shack on a patch of soggy ground where he raises pigs in a crudely fenced in yard. Currently he has a single male, two sows, and eight piglets, and he also keeps a few chickens about. While Bubba is not one for talking much with outsiders, he will sell them some of his delicious Dunnsmouth famous ribs for 8cp a serving. The meat on the ribs is soft, delicious, and almost melts off the bone. What little money that he makes from the sale of his ribs, Bubba keeps in a clay jar in the shack. Currently it contains 5cp times the die total of Dunnsmouth.

Bubba's shack is strictly off limits and he will come after anyone who goes near the door, heavy cleaver in hand. Inside is Bubba's 'wife.'

**If he is not infected,** this will be the naked twenty-something Hannah Duncaster, bound and gagged. Hannah is infected if most of the Duncaster homes are infected. If there are no Duncaster homes, she is not infected unless every home in Dunnsmouth is infected. Hannah is believed to have died in a fishing accident at sea. If she is freed it will start a blood feud between the Duncasters and the Samsons.

**If Bubba is infected,** inside will be his wife, Sharon, who has the face of a beautiful woman, but the body of a spider. If the Infection Level is 3 or higher, she will be eight months pregnant with a baby in her abdomen. The baby is infected, but shows no signs of mutations.



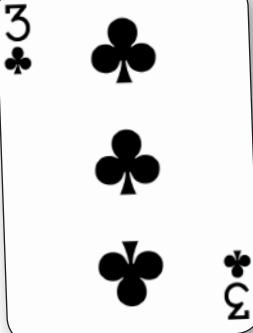


### 4♣ Buck Samson

“Buck” Samson is a nudist. He is overweight and in poor shape. He lives in a decrepit stilt house in a patch of knee high water, overgrown with dead and dying reeds. He has a small skiff and will only ever have a candle lantern and a small, bone tipped eel hunting spear with him. Buck has no treasure, and nothing really of value.

If he is infected, he will show no outward signs.



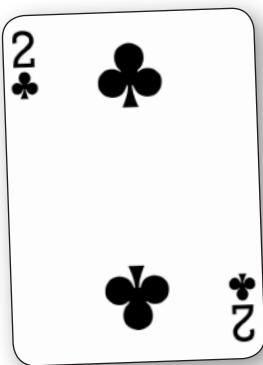


### 3♣ Jeeter Samson

Jeeter is a boney, man in his forties with a bad comb over. He has maybe eight teeth in his entire mouth. He lives in a small, rundown shack with his long-term partner and first cousin, Ira. She is around fifty and always strung out on hallucinogenic mushrooms, so she is even thinner than he is.

If Skeeter Samson (next page) is present, Jeeter owns a rowing boat and spends most days out fishing in it. When not fishing, Jeeter hunts for frogs and forages for mushrooms. Jeeter has no wealth, and **if his home is infected** neither he nor Ira will show any outside signs.





## 2♣ Skeeter Samson

Skeeter Samson is a forty-something year old man with a thinning mullet. He has just 12 teeth in his mouth, all of them yellow and black.

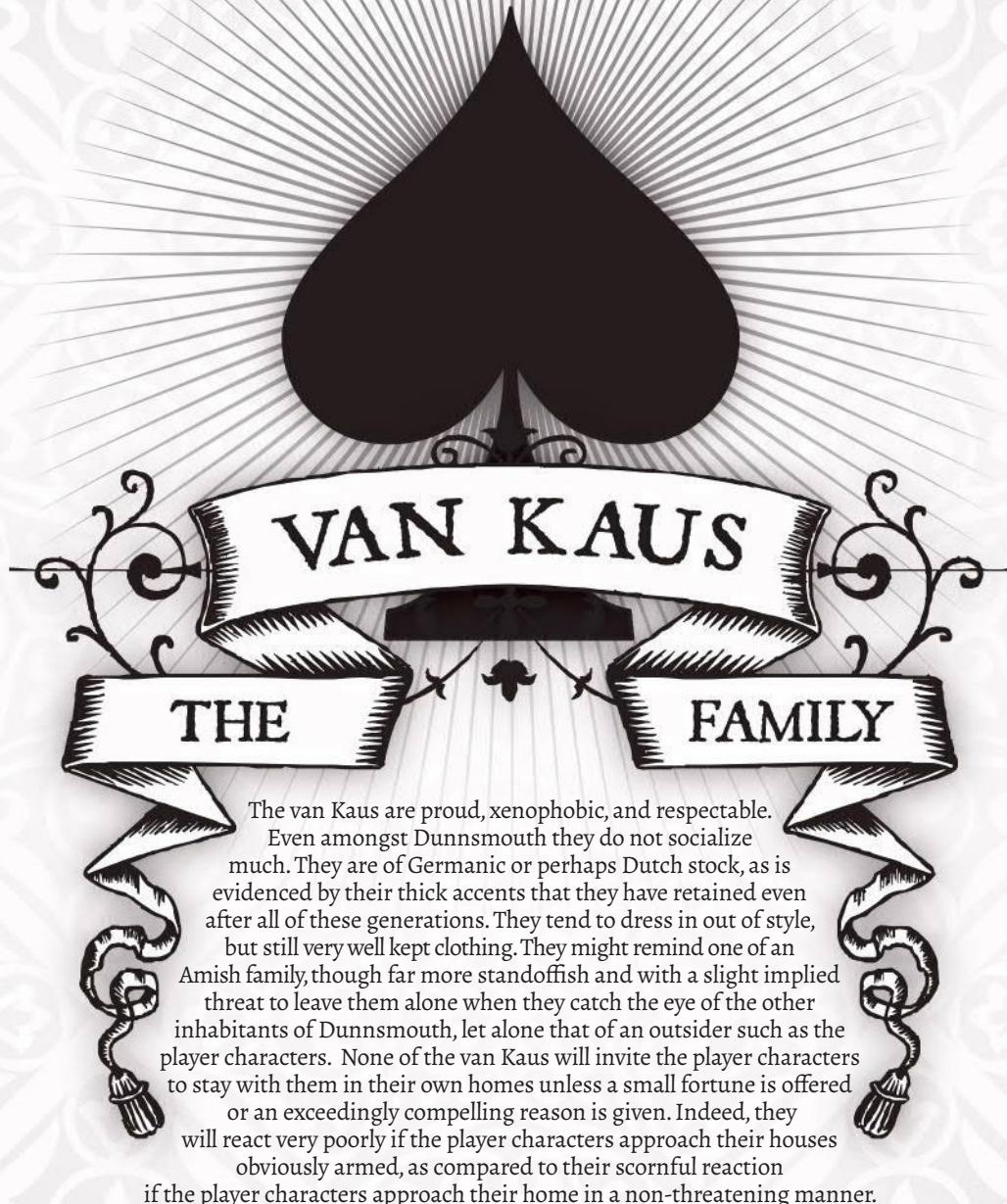
If Jeeter Samson (previous page) is present they will be best friends, and Skeeter will consider his extra teeth a source of pride over his friend.

He lives in a canvas tent on a small hillock of dry ground with his dog "Champ."

If Jeeter is present, then Skeeter will spend his days fishing with him in Skeeter's rowing boat, or occasionally hunting for frogs and foraging for mushrooms. Otherwise, Skeeter's mangy cur of dog is an excellent ratter.

**If Skeeter is infected** he will show no outward signs.





Despite their attitude towards outsiders, the van Kaus will sell supplies to the player characters and give basic directions to the church. Other than that, they generally do not wish to interact

with the player characters, and prefer to keep to themselves. They also prefer to adhere to a social hierarchy and will be somewhat deferential to higher ranking family members(represented by the hierarchy of the cards).

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## A♠ Heinrich van Kaus

Heinrich van Kaus and his family live in an old style, three-story, five bedroom limestone building perched atop a hill. A set of brick steps lead up to the tall front doors which are underneath a third story balcony with iron railings. The hill is surrounded by a wicker fence with a single iron gate. The gate features the van Kaus family crest of the Pegasus.

If the players call out to the building, then Heinrich and his two sons will come down to see what they want. Heinrich van Kaus is an ageing man in his mid-sixties who always dresses in black in a style that went out of date centuries ago. His older son, Jaeger, is 20-years-old and quite burly, while Ulric, the younger son, is 14-years-old and has a boyish look about him. Heinrich will have an old Norse broadsword sheathed at his hip while Jaeger has a hunting bow, and Ulric a quarterstaff. Ulric will also be holding the family dog on a leash, an untrained Rottweiler. Heinrich's wife, Ludmilla, will stay inside their home. Like all van Kaus, Heinrich and his sons will be ill disposed towards any strangers, such as the player characters (especially if they are armed).

The inside of the house is clean, if spartan, dominated by large amounts of well-kept oak furniture. The only ornamental item in the house is a heavy heraldic shield mounted over the mantelpiece. It bears the same van Kaus family crest as on the front gate. Heinrich keeps a locked trunk at the end of his simple king size bed; in it are 340sp and 220cp. This is in addition to four sets of black robes and cowls, and a curved silver dagger (worth 50sp). Several sets of iron excavating tools are stored in the basement, including shovels, picks, and sledgehammers. Heinrich and his family raise chickens, forage and hunt in the surrounding mountains, and occasionally fish in the surrounding muck.

**If the home is infected,** the attic is full of hanging sheets of billowing white silk, the bedroom of Heinrich's teenage daughter, Brunhilde. She can be found lounging on a pile of pillows at the centre of the attic, a stunningly attractive young woman with long flowing blond hair down her back, azure blue eyes, and crisp ivory skin, dressed in a white silk toga that barely covers her breasts. As pretty as she is, the lower half of Brunhilde's body is that of a spider, in essence making her a spider-centauroid creature. The silk sheets that form the maze have been woven from her own silk, which Brunhilde spends her days weaving as she sings hymns – she is devoutly religious. When the player characters first enter the attic she will be heard singing the hymns, but when she becomes aware of their approach, she will scream very loudly.

If collected, the silk is easily worth 600sp to a merchant in a city. Should the player characters have the bright idea to capture Brunhilde and turn her into a silk factory, two problems will quickly arise. First is the fact that the silk in her bedroom is the accumulated effort of a decade's work. Second, she cannot eat solid food and requires a constant diet of fresh blood drawn from any mammal, including humans and demi-humans. She counts as a Specialist who put all of her starting skill points into weaving and she has 4 Hit Dice.



## K♠ Dietyr van Kaus

Dietyr van Kaus lives in a nice three story, four bedroom brick house on a small hill with his wife Maxine and his two young daughters, Lenore and Klara. Like the other members of the van Kaus family, they all dress very conservatively in black in a style that went out of fashion a few hundred years ago. Their home is furnished with simple but sturdy oak furniture, and each of them has their own bedroom, including Dietyr and his wife. The bedrooms are each furnished with a single bed, a simple dresser, desk and stool, and a silver candelabra (worth 8sp). All four carry a small steel dagger on them at all times, though at night, these weapons are kept under their pillow as they sleep. In addition, Dietyr keeps a steel war hammer, a Germanic great helm, a suit of steel mail, and an iron-bound wooden shield bearing the van Kaus coat of arms, on a stand in his bedroom. The helm is a funeral helm and not truly meant for combat, as such it features two large wings on the sides, each branching upwards. Wearing the helm inside a building is thus impractical. Dietyr also keeps 200cp and 18sp in his dresser.

The family makes their living fishing in the sea, and Dietyr is gone a third of the time.

**If the household is infected,** and Heinrich van Kaus (Ace of Spades) is present and not infected, then only Dietyr is infected and not his wife or children. He willingly submitted to the spider cult to gain its help in usurping Heinrich as patriarch of the van Kaus family in Dunnsmouth, and he will willingly kill his entire family to do that. If Heinrich van Kaus is infected or is not present, then the entire household is infected. They show no outward signs of being infected.





## Q♠ Klaudia van Kaus

Klaudia is a spinster in her late fifties and is the sister of Uncle Ivanovik. She is the one who asked him to come to Dunnsmouth.

If she is **infected**, it was with the aim of luring him to the location of the original spider so that he could be bitten and thus serve the cult.

If she is **not infected**, but **other van Kaus households are**, she invited him back to Dunnsmouth because she suspects that those other households have abandoned their family's "special customs" and wants him to root out the heretics. If she is the only van Kaus in the village, she just does not want to die alone. Of course, what Klaudia wants and what Ivanovik does while in Dunnsmouth is not necessarily the same thing...



Klaudia lives in a two story stone house in the middle of the water. It used to be a three-story house, but with the flooding of the ground floor, Klaudia was forced to move everything into the upper two floors. A window was converted into an entrance way and the ground floor simply ignored under chest deep water. The player characters will be able to hear her singing before they see her house through the fog, and as they approach can hear the sound of dozens of meowing cats and smell her delicious stews wafting through the air.

Klaudia always wears an antler-bladed dagger on her belt and also keeps a light crossbow leaning on the counter top next to her stove. She keeps 23sp in a clay pot on a shelf above the stove. She has a rather large spice rack, and anyone with alchemical knowledge will realize that many of the ingredients are poisons rather than culinary herbs and spices. The crossbow bolts kept in the kitchen drawer are all bone tipped. If anyone is stabbed or shot by Klaudia, then he must make a save versus Poison or pass out in 1d4 Rounds. If the save is made, then he will pass out 1d4 Turns later. A person so drugged will remain unconscious for several hours. Unless there is good reason to keep them alive, any drugged player characters will be killed with as much or as little secrecy as is warranted based on the current state of the village, by simply slitting their throats. Alternatively, she may keep them alive as hostages, either as a means to bargain with the player characters if she is uninfected, or if she is infected, as a means to increase her standing in the cult by presenting them to be bitten by the spider.

If the player characters explore the flooded ground floor, they will not find anything of value unless another Queen card was drawn during the generation of Dunnsmouth. In this case they will find a gold locket worth 45sp buried in the mud under the water.



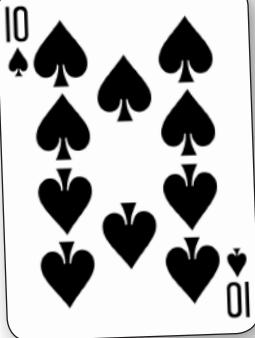
## J ♠ Johann van Kaus

Tall and sturdy, Johann is a solemn, humourless young man who lives in a small one room stone cottage. He is the village undertaker, seeing to it that the dead are buried at sea. He makes wooden coffins and always has one or two prepared. When preparing a coffin, he fills it with sand and rocks in addition to the corpse. If he is not making a fresh coffin or actually burying a body, Johann likes to fish in the immediate area. His home has 34sp stored in his simple wooden dresser. He keeps a steel dagger on his person at all times, and a wicker shield and a club festooned with iron nails (counts as a morning star) hidden under his bed.



**If he is not infected,** Johann will be aware that there is something causing strange mutations, having seen bodies that showed no outwardly visible signs. He will be exceedingly paranoid and fears that he is being watched, and perhaps rightly so. Johann has secrets of his own – he marks each of the bodies that he buries with dark rites and twisted sigils. This will cause each body to rise as a barnacle encrusted skeleton in 66 years' time, before marching along the ocean floor towards the fabled city of the dead.

**If he is infected,** he will simply be burying the bodies out to sea normally, though he will report any player characters who seem interested in the potential existence of a spider cult to his fellow cultists.

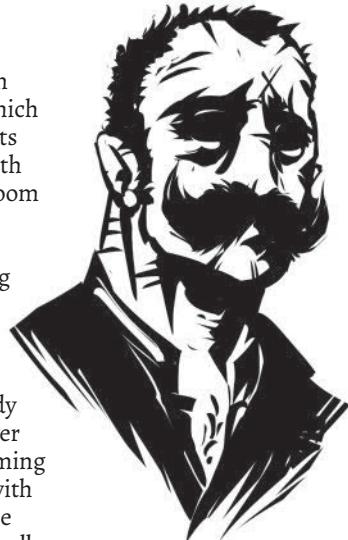


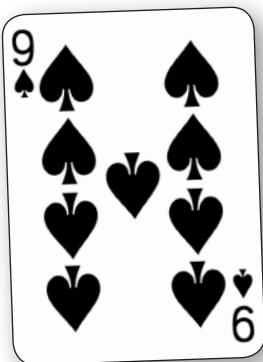
## 10♠ Bernard van Kaus

Bernard van Kaus is a middle-aged man with a fabulous Kaiser moustache in which he takes great pride in maintaining to its carefully waxed appearance. He lives with his wife Gertrude in a simple two-bedroom stone cottage with a wooden shingled roof. His son, Frederik, is 8-years-old and is always at his father's side, helping him hunt the sea birds that nest in the swamp, or foraging for crayfish in the silt clouded waters.

The home itself has a few pieces of sturdy oak furniture, the fireplace is drafty, never providing quite enough heat, and an arming sword is hung over the fireplace along with a small metal buckler. All members of the home wear a steel dagger on their hip at all times, and Bernard will usually be carrying a hunting bow and a quiver of a dozen arrows. Gertrude has managed to save 27sp and 49cp that she keeps in a leather purse carried on her person at all times.

**If the family is infected,** Bernard and Gertrude will have an additional daughter named Margaritt, who remains hidden indoors. Margaritt has the head of a small 6-year-old child, but the body of a spider. She also has pointed canines that allow her to deliver a venomous bite; anyone that she bites must save versus Poison or be paralysed for 2d4 Turns. This will give Margaritt the opportunity to feed as she cannot eat solid food and requires blood, preferably human. Her parents will be glad to oblige and let her feed from any paralysed player characters or hirelings.



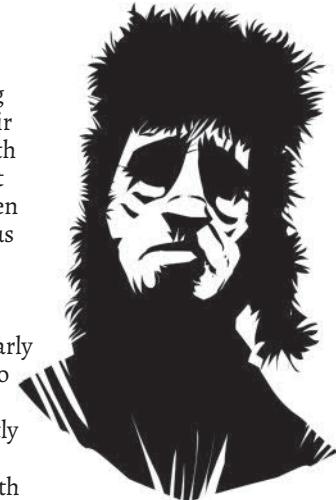


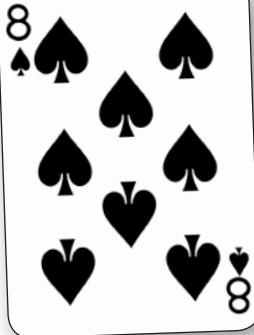
## 9♠ Klaus van Kaus

Klaus van Kaus is a widower, his wife having only recently died following the birth of their son, Klaus Junior or 'little' Klaus. He lives with his infant son in a small wooden house built on a patch of dry ground next to a large fallen oak tree, now moss covered and hollow. Klaus was a hunter and owns two hunting dogs, a hunting bow, several knives, a hatchet, a wicker shield, and a set of leather armour, but with the death of his wife, he spends nearly all of his time attending to his son. Unable to work, the few coins that he and his wife had have run out and he currently subsists mostly on charity from the other members of his family. The house is in a state of disarray, with lines of wet clothing hung across the main room in front of a fire that is barely giving off enough heat to deal with the dampness. Though despondent at the recent death of his wife, Klaus is fiercely protective of his son and keeps his weapons stored on the wall nearest his own bed, right next to the baby's crib.

If there are no other Van Kaus family members in Dunnsmouth, Klaus will be receiving charity from the nearest Duncasters, but if there are no Duncasters either, and he is not infected, Klaus will have died from starvation. This will have happened only in the past day or so, and if the player characters find his home in the first two days of their coming to Dunnsmouth, then they will probably hear the sound of Klaus Junior wailing. If Klaus has died, then his two dogs will have escaped from the house and will be roaming the swamps wild.

**If he is infected,** Klaus will be receiving charity from the nearest infected family. If this is the only household to be infected in the village then Klaus has still died. If infected, Klaus Junior will have eight eyes, prominent canines, and two sets of arms and two sets of legs, though these are human rather than spider limbs. The young mutant does not need milk, but rather a steady diet of blood. Klaus Junior will coo pleasantly if any of the player characters pick him up.





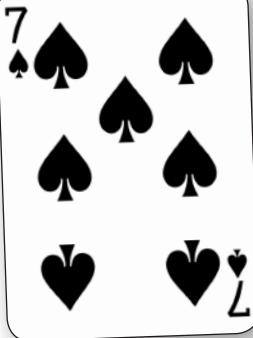
## 8♠ Matthias van Kaus

Matthias van Kaus lives with his wife, Diana, and their adult son, Otto, and teenage daughter, Claire. Their wooden plank home sits on stilts straddling a deep channel of water between two patches of marshy ground. The support posts keep the house from buckling, but it does bow slightly in the middle over the water. The furnishings in the house are pretty utilitarian, and what little money they have, 87cp, is stored in a jar on a shelf. Diana does have a necklace of rough pearls, these having been found and strung together by her husband. They are worth 300sp, but if a jeweller could remount them, they would be worth 450sp. The family also keeps four leather shields and four steel-tipped spears near the stove, and all four of them wear an iron knife on their belts at all times.

Matthias and Otto make their living crab fishing in the sea, while Claire and Diana raise chickens at home. Both father and son have tans from their time spent at sea. The family pet, an old German shepherd dog named Hundesondersturmkommando, long past its prime, occasionally keeps them company, but spends most of its day asleep by the stove. If roused to defend the family, this dog is treated as a war hound.

**If the household is infected,** Claire's canines are pronounced and she is unable to handle solid food, instead requiring a diet of blood.





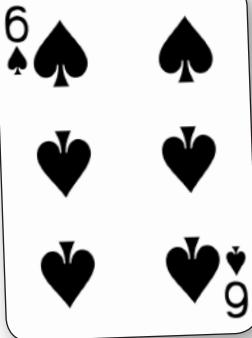
## 7♠ Frank van Kaus

Frank is a middle-aged man with a wiry build and a receding hairline who lives with his equally wiry wife, Olivia, in a plank cottage built upon wooden posts driven into the shallow waters. He spends much of his day on the wide, covered porch that surrounds his house, either whittling fresh spears for frog hunting or tending to the few lines cast into the water to catch some of the eels that live in the swamp. Their only child, Mica, is 4-years-old and helps the family out by sifting for crayfish nearby.

The house is sparsely furnished. The living room is dominated by a rough wooden table, benches, and a stone fireplace that holds a pot of boiling frog stew. Neither of the two bedrooms has more than a hay mattress and a simple wardrobe. In addition to Frank's hunting spears, Frank and Olivia keep a quiver of short throwing spears in the house, two steel short swords of Roman make, and a wicker shield. The family savings, 20sp, are kept hidden behind a loose stone in the fireplace.

**If the home is infected,** Frank and Olivia have three additional teenage sons inside the home. Each one has a deformed hunchback and the face of a spider and each carries an iron knife in his belt and a quarterstaff to lean on.





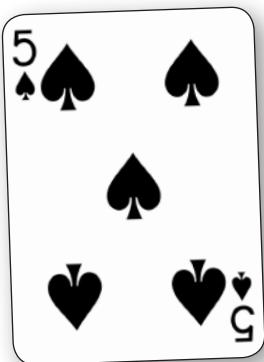
## 6♠ Erik van Kaus

Erik van Kaus lives in a damaged sea-faring vessel that somehow washed into the swamp, probably some time ago given the state of the vessel. Long since stripped of anything useful or valuable, now it is mostly just a roof over Erik's head, but he has plans to turn it into something more. He has already installed a kiln in the hold, and set up a pottery workshop. He has stored stacks of cut peat in the hold, ready to feed the kiln. When not collecting peat and clay from nearby, Erik usually spends his day working clay on the pottery wheel. He sleeps in a hammock near the kiln so that he can keep an eye on both his tools – shovels, hammers, saws, nails, etc. – and the pottery he has fired so far. The kiln also doubles as an oven, there usually being a piece of fish on it sizzling slowly for his next meal.

To date, Erik has managed to make 24sp from his business venture, but he has great faith in it and plans to convert the shipwreck into a proper house and marry soon. Despite his apparent youth – Erik appears to be a teenager – he is older than most of the current inhabitants of Dunnsmouth, having stumbled upon the Time Cube and gotten too close to get away again. If the player characters mention the Time Cube within earshot of him, he will offer to lead them to the Time Cube for 400sp – paid in advance. He will honour the agreement even if he is infected.

**If infected**, he will show no outward signs.





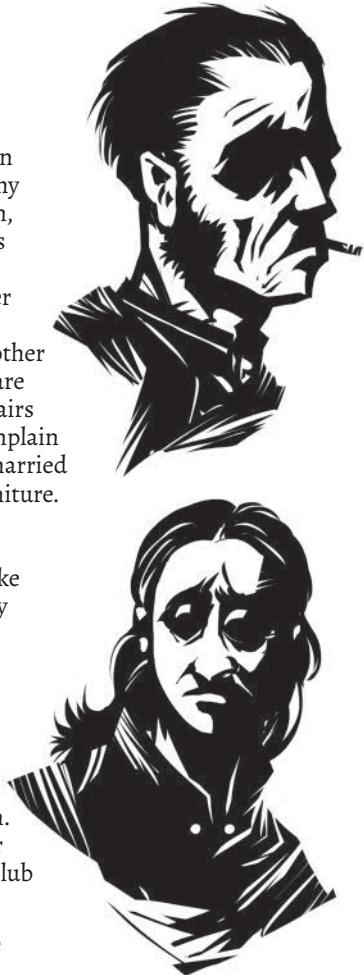
## 5♠ Adolph van Kaus

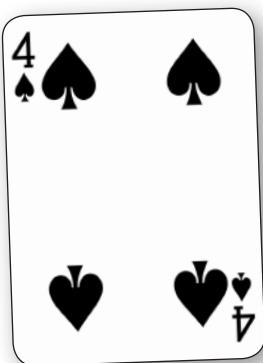
Adolph van Kaus and his wife Sheila are both in their early thirties and live in a small wooden house built upon marshy ground. The house has a noticeable lean, and the roof is constantly leaking drops of water into pots and pans set around the home. Adolph and Sheila live a bitter loveless marriage, never talking to each other, just about each other where the other can hear. The furnishings of the home are utilitarian, crudely-made tables and chairs carved out of pine. Sheila will often complain about how it would be nice if she had married a real man who knew how to make furniture.

Adolph will often despair about how he married a woman undeserving of well-made furniture, as he would love to make better furniture if only someone worthy were around to ever use it. This will continue for as long as the player characters spy on them. Adolph fishes while Sheila raises and tends to a flock of a half dozen sickly goats that seem to mainly eat moss.

The home has little in the way of wealth. Sheila has a stash of 56cp hidden under the straw mattress. There is a wooden club and a wicker shield stored in the home.

**If they are infected,** they have a teenage daughter named Kaylee. A girl of rather comely looks, the most obvious oddity about Kaylee is that she has six arms, but beyond this 'minor' deformity she is rather striking. On the subject of striking, she is training to be a warrior. She owns a set of leather armour cut to fit her unique physiology and carries six iron knives on her belt. If prepared for battle she will be wielding six nail-festooned clubs at once. She is considered to be the equivalent of a first level fighter with the exception that she has six attacks a Round. When out in public, Kaylee wears a large, frumpy dress to hide her extra arms, though she will still have her knives with her.





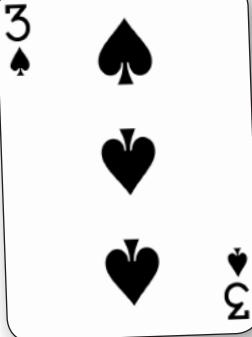
## 4♠ Niklas van Kaus

Niklas and Katrina are a young married couple that live in a single-room stilt house built atop a trio of 10 foot tall timbers on a soggy patch of ground covered with reeds. It stands next to a partially collapsed barn and a fenced off field. The field extends further than the player characters can see through the fog, but covers an area of about two acres, surrounded entirely by criss-crossed cedar logs. The player characters will be able to hear snorting and squealing of pigs in the field. Currently there is a single male, five sows, and innumerable piglets rooting through the muck of the field. Niklas and Katrina raise them for their meat and their leather. The barn is used as a slaughterhouse, tannery and smoke house.

Leather goods can be bought from Niklas and Katrina at rural prices; they also sell sausage and bacon. They have managed to stockpile their die result x 5 silver pieces in savings, plus 20cp. They have also managed to stitch together for themselves a set of leather armour, including a helmet, a leather shield, and a sling each. Stored in the house along with a pile of small stones are two stone hammers opposite their small iron cooking stove. Both Niklas and Katrina each wear a pair of iron daggers on their hip at all times.

**If they are infected**, they will have slightly pronounced canines and be unable to digest solid food, instead requiring a diet of mammal blood.





### 3♠ Lukas van Kaus

The elderly Doctor Lukas van Kaus is neither fully sane nor is he a real doctor. He brews simple salves and poultices and serves as a dentist, barber and blood letter to the folks of Dunnsmouth that come to his wooden shack that sits atop a set of wooden posts in the middle of a patch of knee-deep mud. His tools include several pairs of pliers, an obsidian scalpel, and several jars of leeches and maggots, but his surgery is dominated by a bloodstained wooden operating table and a tattered barber's chair.

These are for his research into phrenology and if convinced to do so (through bribery or threats) can examine the bumps on the skulls of the player characters. If he does so, he has a 4 in 6 chance of correctly guessing the examined character's Alignment; otherwise he gives a random Alignment. He can teach any Specialists in the party the basics of his work given a week of training and a 'fee' of 450sp, allowing them to use and improve the skill (starting with a 1/6 chance).

The tools, ingredients, and text books in Lukas' home are the equivalent of a laboratory worth 600sp, and a library worth 75sp. He has 128cp stored in a mason jar, payment from treatments and remedies given out. He also keeps a quarterstaff and a sling in his home.

**If Lukas is infected he will show no outward signs**, but his 'treatments' have led to the drugging and infection of the nearest uninfected household, kicker, or church (but not Ivanovik or Magda). All of the individuals in that location are now also recently infected (but show no outward signs).



2



## 2♠ Wolfgang van Kaus

The only people happy when Wolfgang van Kaus married Anastasia Dunlop were Wolfgang and Anastasia themselves. Since the wedding, the couple has been shunned by both families, and Wolfgang has had to work extra hard. By day he is the village rat catcher and exterminator, accompanied everywhere by his trusty, small but vicious dog. When he gets home, Wolfgang also cooks, cleans and waits upon his wife, seeing to her every whim, such that for a van Kaus, Anastasia lives a life of pampered leisure. She is not completely lazy though, as she currently spends most of her time by the fireplace embroidering a blanket for their first child, with whom she is pregnant.

They live in a round, one-room stone hut with a thatched roof. The floor of the tiny building, just 10 feet across, is gravel with a small leather rug and it is barely big enough for the single bed, and the table and chairs. Wolfgang has only 12cp saved up, all of it kept on Anastasia's person, though Anastasia does wear a pearl necklace worth 120sp and gold earrings worth 10sp each. Wolfgang will always be carrying an iron dagger, a candle lantern and a wooden club perfectly suited for bopping rats.



## THE KOOKS: FAILURE TO CHECK THE DECK

**J**if you draw any of these, it means you failed to properly check the cards in your deck and you deserve what you get. Don't you dare draw another card—you had your chance and you blew it.



### Jesse McLaud (Black or Big Joker)

Jesse McLaud is a crazy old hermit who lives in a small one-room hut with a thatch roof and cob walls. The floor is covered with piles of animal fur over a layer of pine boughs. Jesse has set up a small alchemical workshop (50sp value as a lab) where he constantly brews formulas looking for his "Vital Essence." Dare you drink one of his brews? If so, the die result of his hut determines the effect from the potion of vital essence (see magic item section).



### Bo Daniels (Red or Little Joker)

Bo Daniels is a middle-aged man sitting in a rocking chair, on the front porch of a smouldering burnt down ruin. No matter what the player characters say he will respond with "I s'pose," or "Mhhmm, I reckon that could be true," or "Never know," as he smokes a pipe. He will not react to anything that the players do, including attacking him. Is he infected, not infected? Does it really matter?



## RULES FOR POKER

Poker is usually played with a standard 4-suit 52-card deck. The ace normally plays high, but can sometimes play low. A joker or other wild cards may be added. At the showdown, those players still remaining compare their hands according to the hand rankings. Suits are not used to break ties, nor are cards beyond the fifth; only the best five cards in each hand are used in the comparison. In the case of a tie, the pot is split equally among the

## Angry Jane (Rules for Poker)

Angry Jane is a bitter old crone living in a Roma wagon with her 35 cats. She always roams around nude wielding a heavy crossbow, babbling incoherently. She will fire at any player character who approaches her after she starts babbling. If any player character attacks Angry Jane, all of her cats will swarm that player character at once. Her wagon is stuck in the mud and contains nothing of value at all. If she is infected, she will be part of any angry mobs that attempt to hunt down the player characters.



## Al Harrington (Advertisements of some sort)

Al Harrington is cursed. He is forced to be always smiling, and always manning the desk of his well-kept shop that seems out of place in the middle of this foggy swamp. No matter what the player characters ask for, he will announce the price and if the player characters agree to it, he can reach under the counter and grab it (or the papers for it, in which case it appears outside in the swamp). The player character must then pay for it. If the player character cannot pay for it (or tries to look or reach behind the counter, Al will warn them not too), Al Harrington will laugh maniacally and turn to dust. The player character will immediately begin smiling and hop over the counter, sit in Al's stool and continue tending the store until someone else suffers the same fate. If a player character is rescued in this manner, he will stand up from the seat and all the years he missed will hit him all at once. If someone kills Al Harrington, he will immediately regenerate himself. This happens to any player character who takes over his task as well. If this seems stupid, silly or unbalancing, perhaps you should have checked your deck of playing cards before shuffling in advertisements.





# MISCELLANIA

## THE ANCIENT SHAME OF THE VAN KAUS FAMILY

If you do not have any campaign specific evils to use as the secret shame of the van Kaus family, two different examples of what you could place there have been provided. The secret shame of the van Kaus family is a good way to draw heroic types to Dunnsmouth. Rather than seeking money or mystic secrets, they could be seeking answers to help them battle this great evil.

In either example, the Ancient Shame of the van Kaus family is that they were once members of the cult devoted to that evil. The cult itself was put to the sword decades ago by a band of adventurous sorts, although some members managed to escape and settle down to an otherwise ordinary life in Dunnsmouth. The oldest members of the van Kaus family in the village have memories of these events from their childhood, while the younger members simply feel a sense of guilt about something that their elders refuse to talk about and a sense of fear of being found out by others and forced to relocate. Either way, they will kill to keep the details of the family shame a secret.

The following members of the van Kaus family always know about its secret shame:

- Uncle Ivanovik (though he will never speak of it without magical coercion)
- Heinrich van Kaus (Ace)
- Klaudia van Kaus (Queen)
- Erik van Kaus (6)
- Lukas van Kaus (3)

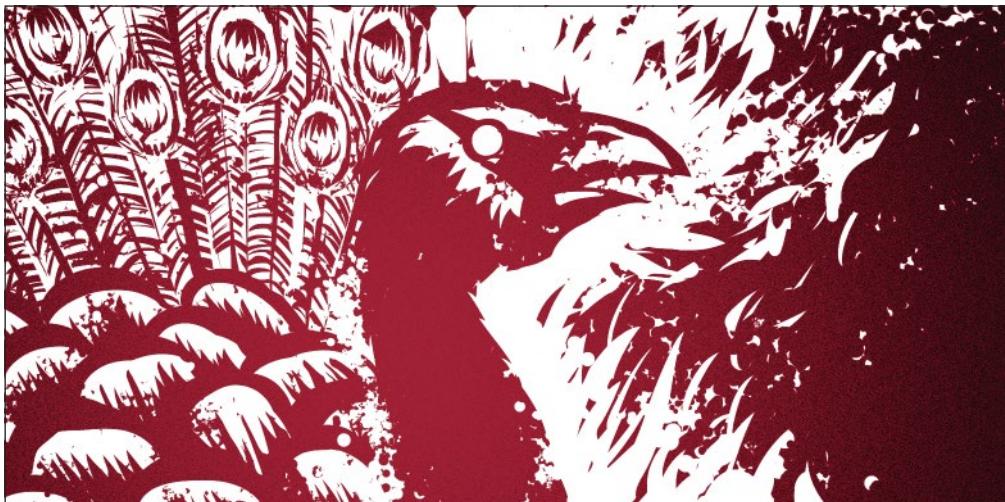
Johann van Kaus (Jack) will be aware of the secret shame if he is not infected.

Dietyr van Kaus (King) will be aware of the secret shame if he is infected and Heinrich is present.

If 6 or more households in Dunnsmouth are van Kaus, every adult member will be aware of the secret shame.

If the Mausoleum is present in Dunnsmouth, every adult in a high ranking van Kaus household will be aware (10, Jack, Queen, King, Ace) of the secret shame.

If the Inn in present in Dunnsmouth, the highest ranking van Kaus household is aware of the secret shame.





## Option 1: Order of the Golden Obelisk

Standing atop the lonely mountain peak are the buried remnants of the ancient sun cult fortress. Golden-haired foreigners brought with them a giant obelisk of solid gold. Their patron was once the guardian of the rising sun, a beautiful peacock of fire who rode his chariot to chase away the darkness each morning, but he was full of pride and the king of the gods banished him from heaven. He wishes to regain his chariot and storm heaven with his faithful.

At first they seemed a boon to the local community. They brought wealth and hired locals to build the walls of their monastery. Farm yields increased, and the miserable rains seemed to abate, but then came the drought. The cultists were, day-by-day, drawing the sun closer to the Earth with each passing year. Their goal was to merge the world and the sun, crashing the chariot of the gods into the world, and as long as the obelisk or any of the gold it is made from is exposed to the sun, the closer the sun will be drawn to the world.

This posed very obvious problems that the folk of Dunnsmouth made sure that they solved. Burying it, and telling no one of its secrets is the only way to ensure that it stays hidden.

## Option 2: The Green Queen, Immortal Goddess Made Flesh

At the mountaintop is the locked tomb of the self-proclaimed goddess, Titania. A pale figure with red hair and green eyes, she was sealed away in a mystic prison deep in the mountains by Fir Mac Nolg's betrayal. Every Midsummer's Eve a virgin, a pregnant mother, and a crone of no less than 75 winters was sacrificed to her by her druids to weaken her imprisonment. 1336 sacrifices had been made, but one more was needed before she could be freed. The village folk slew the last of her druids, the descendants of Northmen raiders, before that could happen. Should she be set free, all those of Irish, Welsh or Scottish descent will be transformed into powerful wodewoses, filled with rage and savagery, intent on destroying all civilization. The goddess herself would be equivalent to a seventeenth level Elf that is immune to normal weapons.

## MAGIC ITEMS

### Idol of Bacchus

This amulet is a small soapstone carving of a leering satyr face, hung on a fine silver chain. The amulet drastically increases both one's libido and fertility. If any female of any species engages in sexual intercourse with the wearer, she will always become pregnant. Twenty-five percent of all males will also become pregnant if they engage in sexual intercourse with the wearer (assuming they are receiving, for both genders).

If the Idol of Bacchus is smashed, it will release a wave of pure fertility magic. All those within 100' will become impregnated with the offspring of a random sentient person within the vicinity other than themselves. Each person is the human equivalent of 1d10 months pregnant, a 10 indicating that they will immediately go into labour.

### Sword of the Dunlop Line

The Sword of the Dunlop Line is an ordinary, if nicely decorated (gold inlays on the grip and a large pearl inset into the hilt) two-handed sword worth 200sp. If used to kill its owner, Pearce Dunlop, the wielder will be permanently cursed (-1 to all die rolls, including all saves, attack rolls, Hit Point rolls, and damage rolls, to a minimum of 0). If instead Pearce is infected when killed using the sword, the wielder is blessed (+1 to all die rolls permanently, including all saves, attack rolls, Hit Point rolls, and damage rolls) by the spirits of the Dunlop line.

### Helm of the Svorland Slayer

This helm was forged of black meteoric iron and is adorned with the twisted horns of the Beast of Svorland that terrorized the Irish coast in the 9th century. The helm will radiate magic and when worn will regenerate 2hp per hour. Unfortunately, it also secretly ages the wearer at 100 times the normal rate. This second feature will never reveal itself through magical divination.

### Kinslayer

This two-handed double-bladed copper axe dates from Paleolithic times. The axe head is beaten copper, engraved with ancient sigils, circles and crosses. Any attempt to map them to astrological patterns will show that they are binding rituals based upon the constellations in the sky. The hilt itself is an aged wood, flying rowan soaked in the blood of the dark druid's goddess to seal its dark pact.

The two-handed axe deals double damage to any individual with at least 1/16th Irish, Welsh, or Scottish ancestry. Any human (of any ancestry) slain by the blade will rise on the next full moon as a free willed undead with two main urges: a belly full of warm mammal flesh and revenge upon their killer. They will instinctively know the direction of the axe at any given time. The only way to prevent this from occurring is to bury the body on hallowed ground or cast *Bless* upon its corpse before it rises. If it cannot eat fresh, warm meat at least every other day it will expire.

**Move:** 120'

**Armour:** as Armour

**Hit Dice:** Living total + 1

**Attacks:** d4 or by weapon

**Special:** suffers damage from direct sunlight (1d6 /round).

## Potion of Vital Essence

This multicoloured bubbling broth smells quite odd. It uses the die result of Jesse's house:

1. Ipecac! Enjoy your vomiting spree.
2. Poison! Save or die in two Turns.
3. It's Delicious! And you feel so good right now too. You are addicted to this substance, and failing to get a daily fix halves your physical attributes (Constitution, Dexterity, Strength) unless you undergo two months of detox. +1 initiative for the next hour after any dose.
4. It's a potent placebo! Re-roll your next Constitution check, but keep the first roll anyways! The exception is if Jesse (the brewer) was infected, in which case he had somehow managed to concoct synthetic spider injection. Save versus Poison or suffer the effects of a bite from the original spider. If you do save you are immune to the spider bite.
5. Your hair falls out. All hair! But +1 on your next save versus Poison.
6. This actually seems to be some sort of Vital Essence, +1 to Constitution permanently. Further doses have no effect.

## Time Cube Manifesto

The secrets of nature's harmonic simultaneous four-day Time Cube is maddening to those brainwashed to view time differently. The shift in one's perceptions of time merely upon learning this sanity blasting truth can cause problems when interacting with those still under the control of demonic educators who attempt to suppress it. Anyone who reads these secrets of the natural order will develop an instant and incurable case of temporal insanity; they will be unable to gauge the passage of time without outside indicators. However, the secrets may explain many other half known truths, connecting the dots between facts previously disparate. Magic-Users will require 5% fewer experience points to gain levels after reading the secrets of the Time Cube.



# SPELLS

## Ensoul the Dead

Magic-User Level 4

Range: Touch

Duration: Permanent

This spell summons a temporal pathogen to stitch the remaining psychic echoes of a person's life to his rotting corpse, moving back in time to pull his mind from the last moment of his existence. This is extremely painful as these shards of a mind are stitched together and the subject of the spell will scream in pain and beg for an end to their suffering if they are able to speak. While the resulting undead is as intelligent as it was in life, it cannot harm the caster and must obey the Magic-User's every order, but as it seeks to relinquish its own curse, it will try to involve as much murder in the orders given by the Magic-User as possible (including murdering anyone it was not specifically ordered not to).

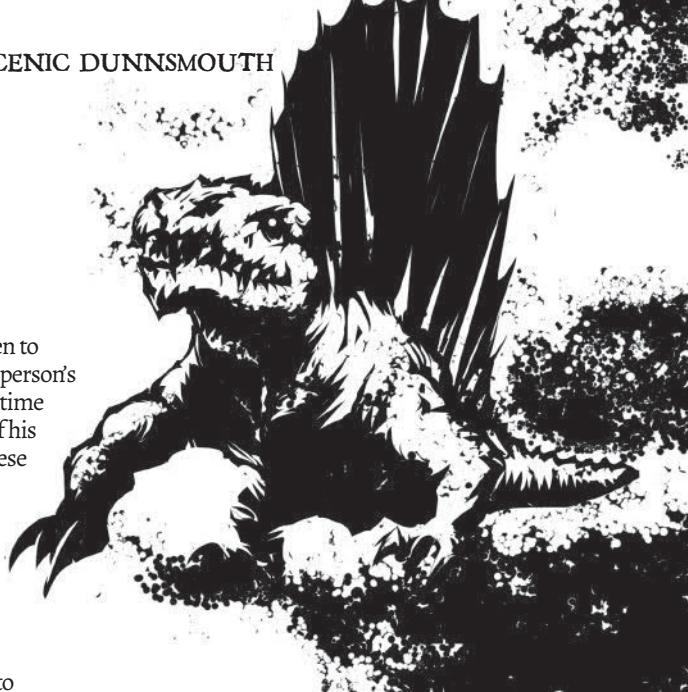
If an Ensouled Dead manages to kill a living person, it will de-animate. The person it just killed will rise in the next Round as an Ensouled Dead. The Ensouled Dead have as many Hit Dice as it had in life, increased by 1 if its corpse is still coated in flesh. It also retains its combat bonus and any spells still in memory. The caster can raise one corpse per caster level, but cannot raise the corpse of an Ensouled Dead that has de-animated by killing another person.

## Summon Old Man Time

Magic-User Level 1

Based upon Summon from the LotFP Weird Fantasy Role-Playing.

This spell works very similar to the standard Summon spell, except it will always summon Old Man Time. It can be bound as if it were 12 Hit Dice.



## Call of the Ages: Dimetrodon

Magic User Level 1

Range: 5 feet

Duration: Permanent

This spell breaches the space time continuum to teleport a dimetrodon to the caster, except it will always summon the same dimetrodon from 265 million years in the past. This means that if this spell is cast again (or by another person) the dimetrodon you summoned will disappear and be teleported afresh. This is not teleporting the dimetrodon from the present; it is still ripping back 265 million years and snatching it from exactly the same picosecond in time, as if it had never teleported at all. This also occurs if the dimetrodon dies and the caster wishes to summon it again. If this does not make sense, remember you are but a mortal and do not understand temporal paradoxes.

To control the dimetrodon the caster must make a saving throw versus Magic. There is a -1 penalty to this roll per hour past midnight that the spell is cast. There is a +1 bonus to the roll for each reptile that the caster spends a Round ritually slaughtering before summoning the dimetrodon. Control lasts for 1d20 days.

## EXPANDING THE VILLAGE

Does Dunnsmouth seem too small to you? Do you want more people in the village? Simply adding an extra 1d6 or two will not harm anything, but if you add too many extra d6s, it will make use of too many of the village's possibilities, and thus lower its re-playability value. It is also important to note that adding more houses/d6s will result in more "average" results; for example there is less of a chance that no one will be infected by the spider cult, or that everyone will be, if using fewer dice. The adventure becomes more predictable.

To expand Dunnsmouth, add up to two additional satellite villages to the top-left (Dunnbank) and top-right (Dunnford) of Dunnsmouth proper. Each satellite village consists of between five and eight additional households (d6) and one additional kicker (d12). The satellite villages do not contain a Time Cube, and neither Uncle Ivanovik nor Magda will be found in either of them. Each village is assumed to be 60 minutes' walk or 12 minutes by boat diagonally away from the nearest top corner of Dunnsmouth. Do not count the die totals of either village towards the Dunnsmouth totals, nor the cards shown in either village for determining any special events. Each village is assumed to have the same Infection Level as Dunnsmouth with the following exceptions:

**If Dunnsmouth has no infected households,** the Infection Level of Dunnbank and Dunnford is 0.

**If Dunnsmouth has all households infected,** the Infection Level of Dunnbank and Dunnford is 6.

Dunnbank's kicker will be a red kicker. If this kicker ends up with a special location that has the same result as the red kicker in Dunnsmouth, instead place the next highest result (looping from 12 to 7).

Dunnford's kicker will be a black kicker. If this kicker ends up with a special location that has the same result as the black kicker in Dunnsmouth, instead place the next highest result (looping from 12 to 7).

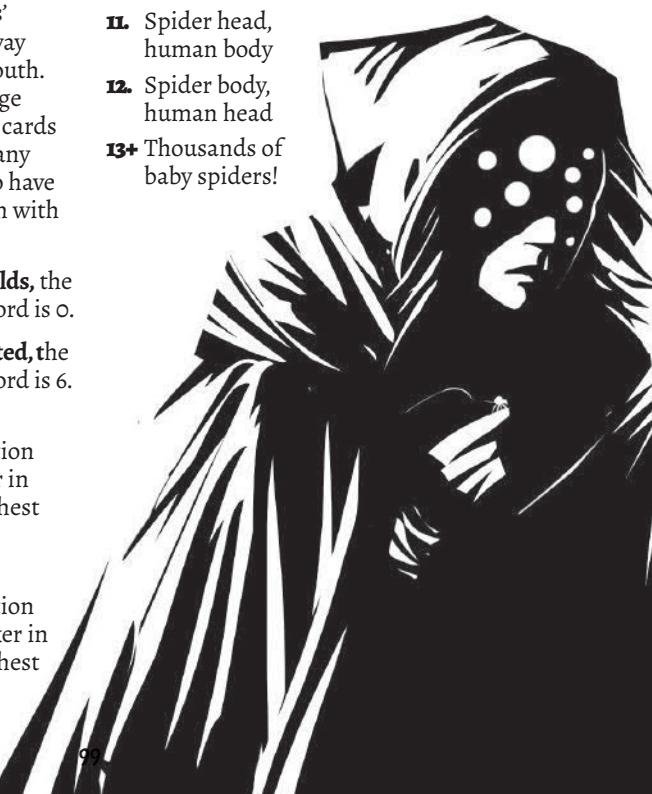
## MUTANT CHILDREN

If you need to know the odds of having a mutant child here is a quick chart.

Mutations occur on a 5+ on a 1d6. For each parent already a mutant, add +1. On a 1 roll a d20; on a 1 again the arachnid blood line has ended and the child no longer carries the spider's genes.

If a mutation occurs, roll 2d6 below. For each parent born infected, add +1.

- 2. Superior Strength and Dexterity (18)
- 3. Pointed canines and only gains nutrition from blood
- 4. Silk glands
- 5. Poisonous bite/spit poison
- 6. 8 eyes
- 7. Spider-Fangs
- 8. Extra 1d4 limbs (maximum of 8)
- 9. 1d4 limbs as spider limbs
- 10. Spider centaur
- 11. Spider head, human body
- 12. Spider body, human head
- 13+ Thousands of baby spiders!



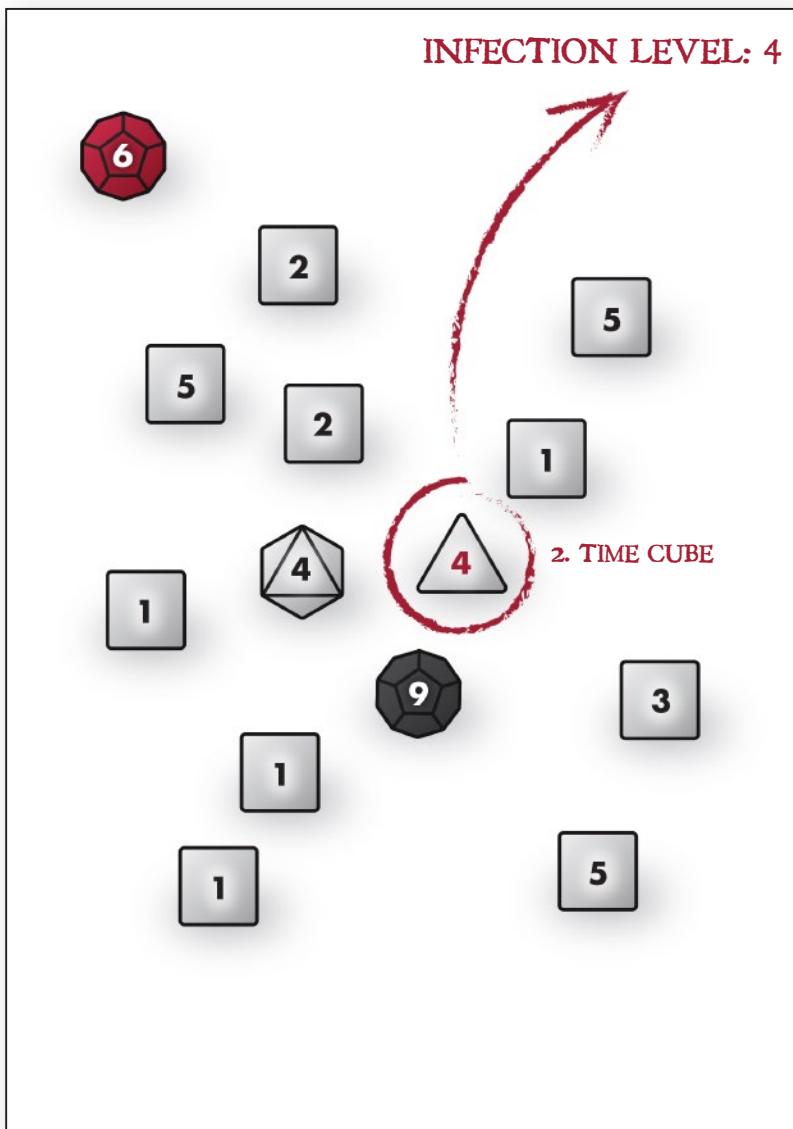
# BUILDING DUNNSMOUTH: STEP BY STEP

1. Roll ten d6s, one d8, one d4, and two different coloured d12s (call one red and one black) onto a blank sheet of paper.
2. Mark the location of the d4 as the Time Cube and write down the number on the d4 as the Infection Level of Dunnsmouth.
3. Mark the location of the die furthest from the d4 as the location of Uncle Ivanovik. Note the number of the die and the type of die.
4. Mark the location of the die furthest from Uncle Ivanovik as the location of Magda. Note the number of the die and the type of die.
5. Mark the d8 as the church and note the result of the roll. Note that the d8 can also have already been marked as Magda or Ivanovik's location. It can be both.
6. Mark the location and result of the red d12 as the red kicker if the die result is a 7+. Note this can also be the location of Ivanovik or Magda.
7. Mark the location and result of the black d12 as the black kicker if the die result is 7+. Note this can also be the location of Ivanovik or Magda.
8. Mark down the die results and locations of all d6s and d12s not already recorded as regular homes.
9. Mark the church as infected if its die result is less than the Infection Level. If Ivanovik or Magda are at the church, they can also be infected (see the entry on the church).
10. Mark all d6s and d12s with a die result equal to or less than the Infection Level as infected, even if they are the location of Magda or Ivanovik.
11. Add together every single dice result shown. This Dunnsmouth Dice total has various effects at certain locations across the village.
12. Clean a deck of cards to the four suits only (remove jokers, advertisements, instructions, etc.). For each regular home, draw a card from the deck of playing cards, noting the card drawn. This will show who is living at each regular home based on the number on the die, if the home is infected, and what card was drawn. Only do this for regular homes, not the special locations (d12s that rolled 7+), the church, or the locations of either Magda or Ivanovik.
13. The top of the map is orientated towards the mountains, the bottom towards the sea. Find the home closest to the bottom of the map and draw a line (representing a trail) that winds around any intervening locations to the very bottom. This is the location of the boat house. Mark the suit (family) of the home nearest to the sea next to the boat house.
14. Once the position of all the inhabitants and locations is determined, and the number and proportion of Infected has been determined, work out the location of the Original Spider using the rules on p10.
15. The Referee should read the descriptions for all locations and inhabitants that he rolled or drew before play starts to ensure that he knows what is going on where.
16. Feeling creative? Using the locations, positions and information you can draw a map of Dunnsmouth.

## BUILDING DUNNSMOUTH: EXAMPLE SETUP

1. Roll ten d6s, one d8, one d4, and two different coloured d12s (call one red and one black) onto a blank sheet of paper.
2. Mark the location of the d4 as the Time Cube and write down the number on the d4 as the Infection Level of Dunnsmouth.

*In this case, it is 4.*



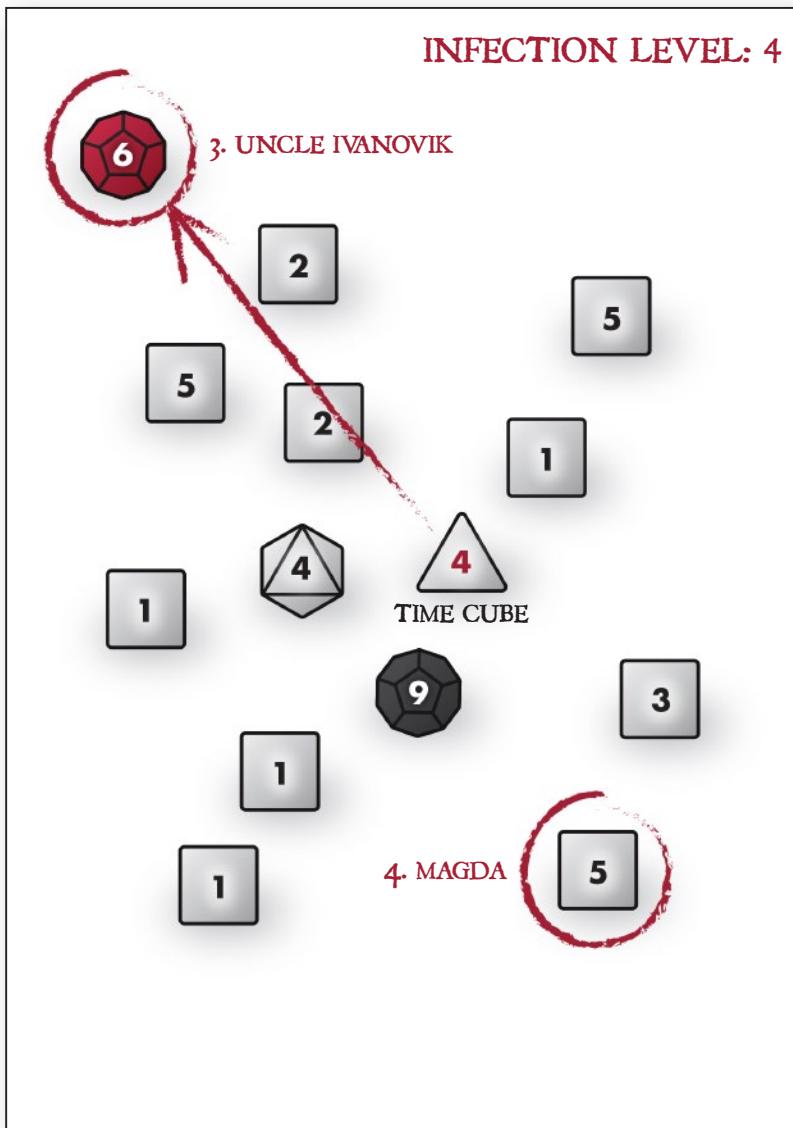
## SCENIC DUNNSMOUTH

3. Mark the location of the die furthest from the d4 as the location of Uncle Ivanovik.  
Note the number of the die and the type of die.

*In this case it is the red kicker (d12).*

4. Mark the location of the die furthest from Uncle Ivanovik as the location of Magda.  
Note the number of the die and the type of die.

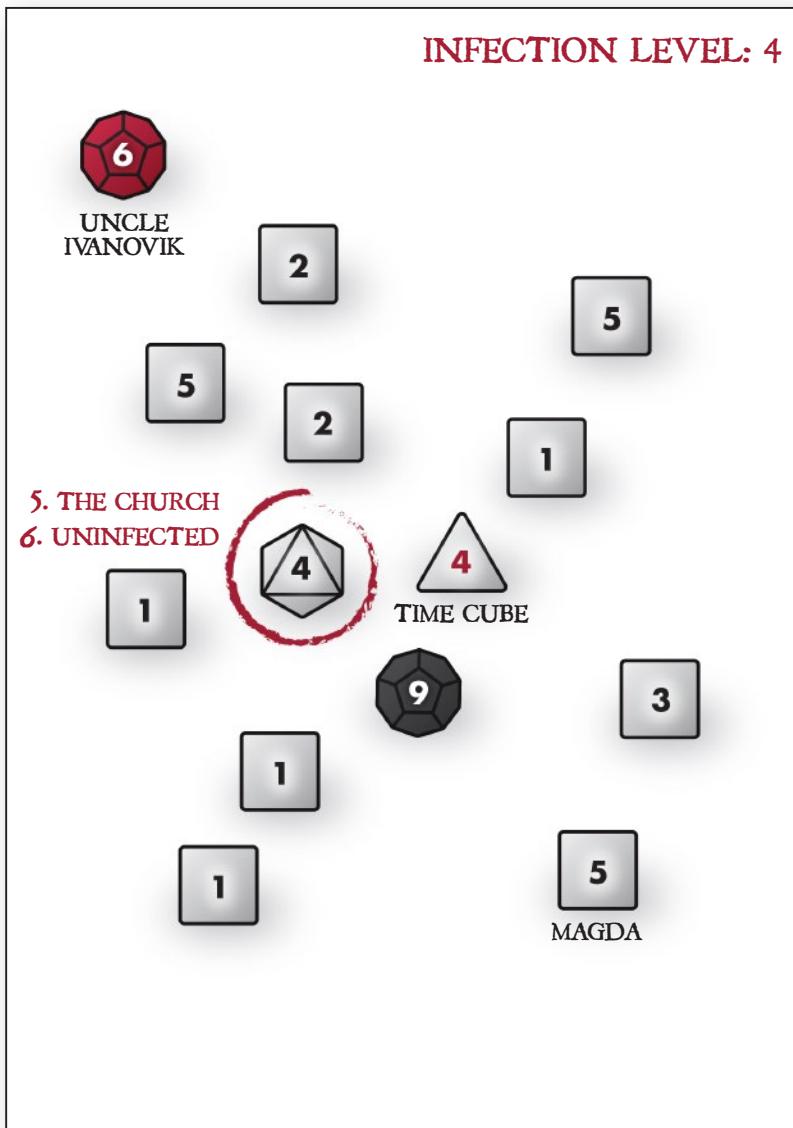
*In this case it is a d6 in the bottom right.*



## SCENIC DUNNSMOUTH

5. Mark the d8 as the church and note the result of the roll.
6. Mark the church as infected if its die result is **less** than the Infection Level. If Ivanovik or Magda are at the church, they can also be infected (see the entry on the church).

*In this case the church scored a 4, tying the infection level. The church is not infected.*

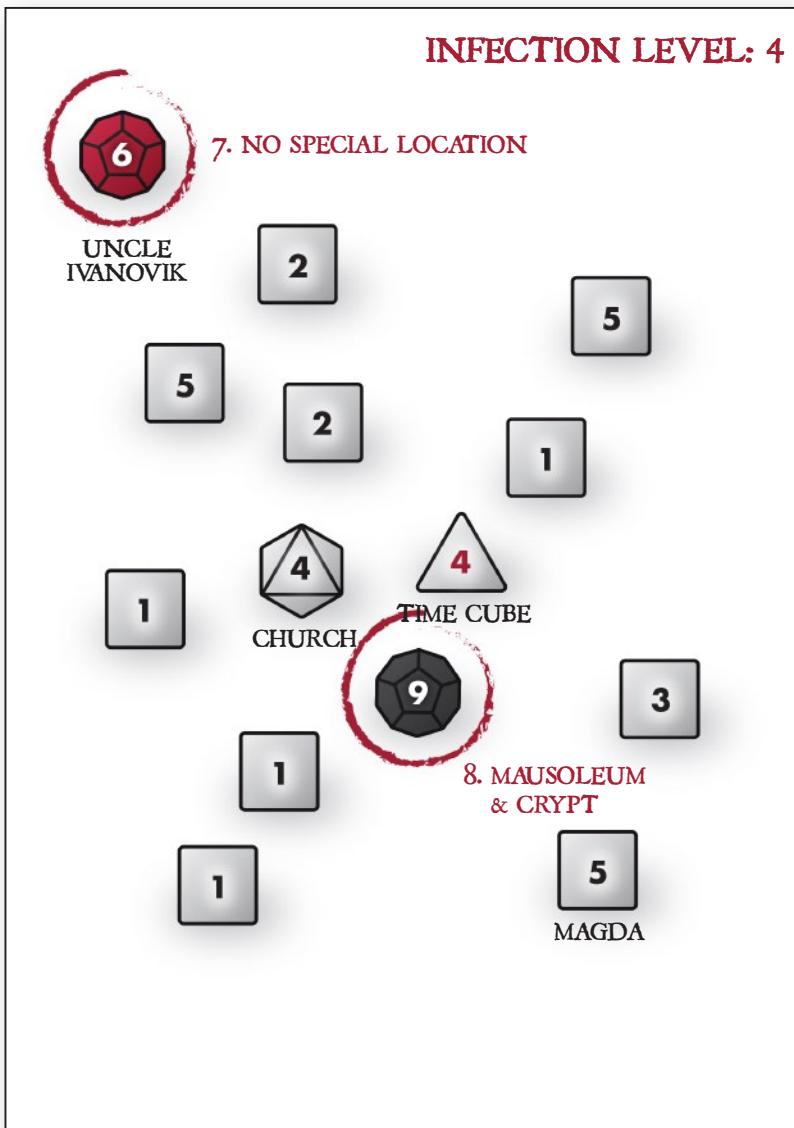


7. Mark the location and result of the red d12 as the red kicker if the die result is a 7+.

***It is currently a 6, a 7 or more would be a special location. Instead it is an average home.***

8. Mark the location and result of the black d12 as the black kicker if the die result is 7+.

***It is a 9: the Van Kaus Mausoleum and Crypt.***



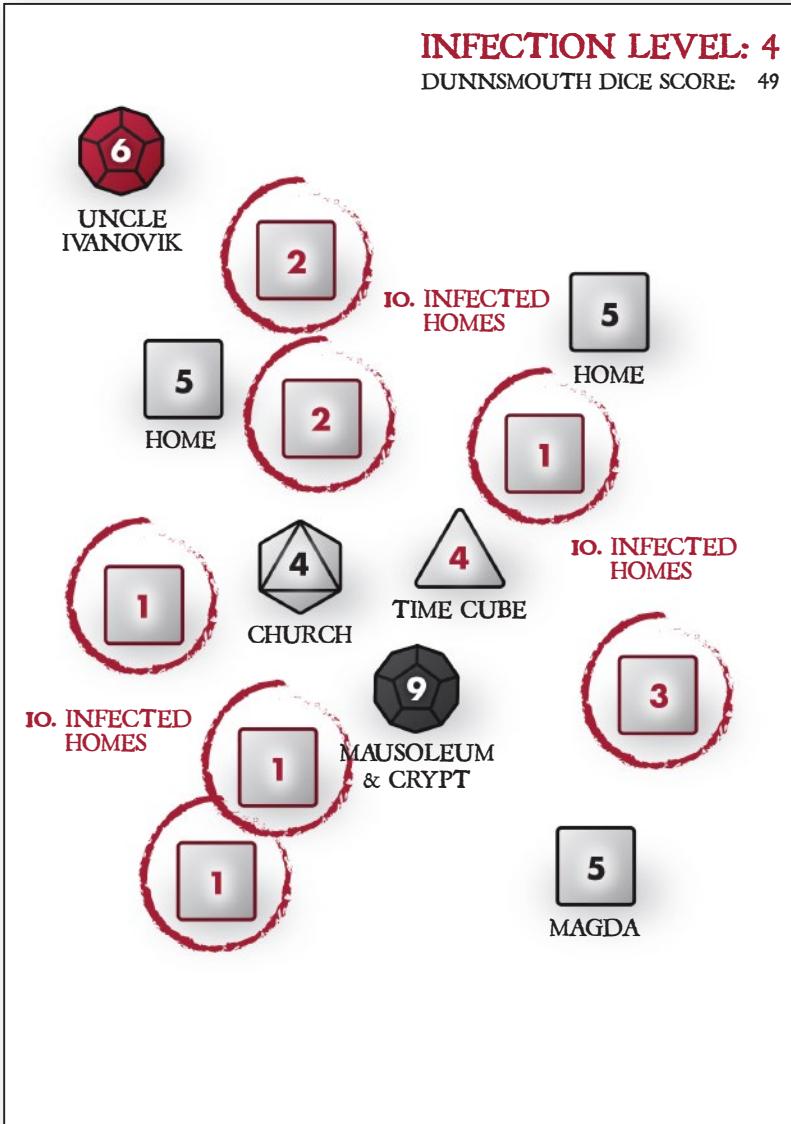
## SCENIC DUNNSMOUTH

9. Mark down the die results and locations of all d6s and d12s not already recorded as regular homes.
10. Mark all d6s and d12s with a die result equal to or less than the Infection Level as infected, even if they are the location of Magda or Ivanovik.

**Seven homes are infected. Neither Uncle Ivanovik or Magda are infected.**

11. Add together every single dice result shown. This Dunnsmouth Dice Score has various effects at certain locations across the village.

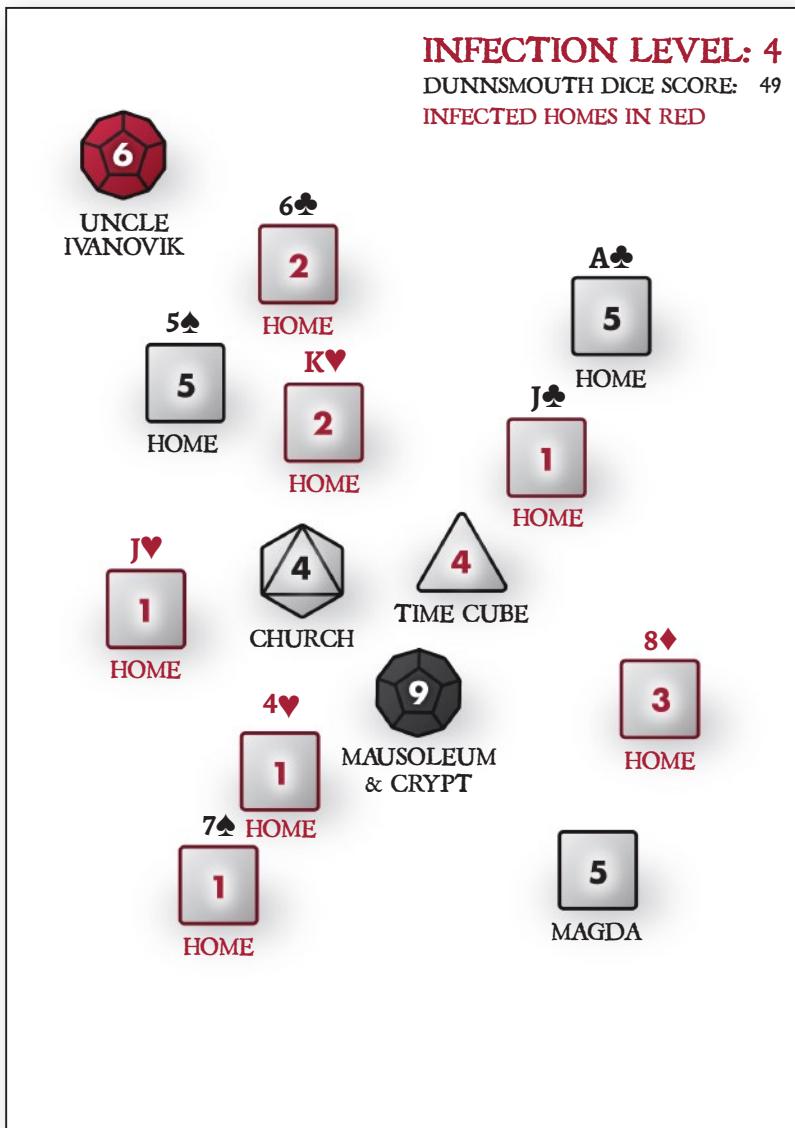
**In this case the Dunnsmouth Dice total is 49.**



## SCENIC DUNNSMOUTH

12. Clean a deck of cards to the four suits only (remove jokers, advertisements, instructions, etc.). For each regular home, draw a card from the deck of playing cards, noting the card drawn. This will show who is living at each regular home based on the number on the die, if the home is infected, and what card was drawn. Only do this for regular homes, not the special locations (d12s that rolled 7+), the church, or the locations of either Magda or Ivanovik.

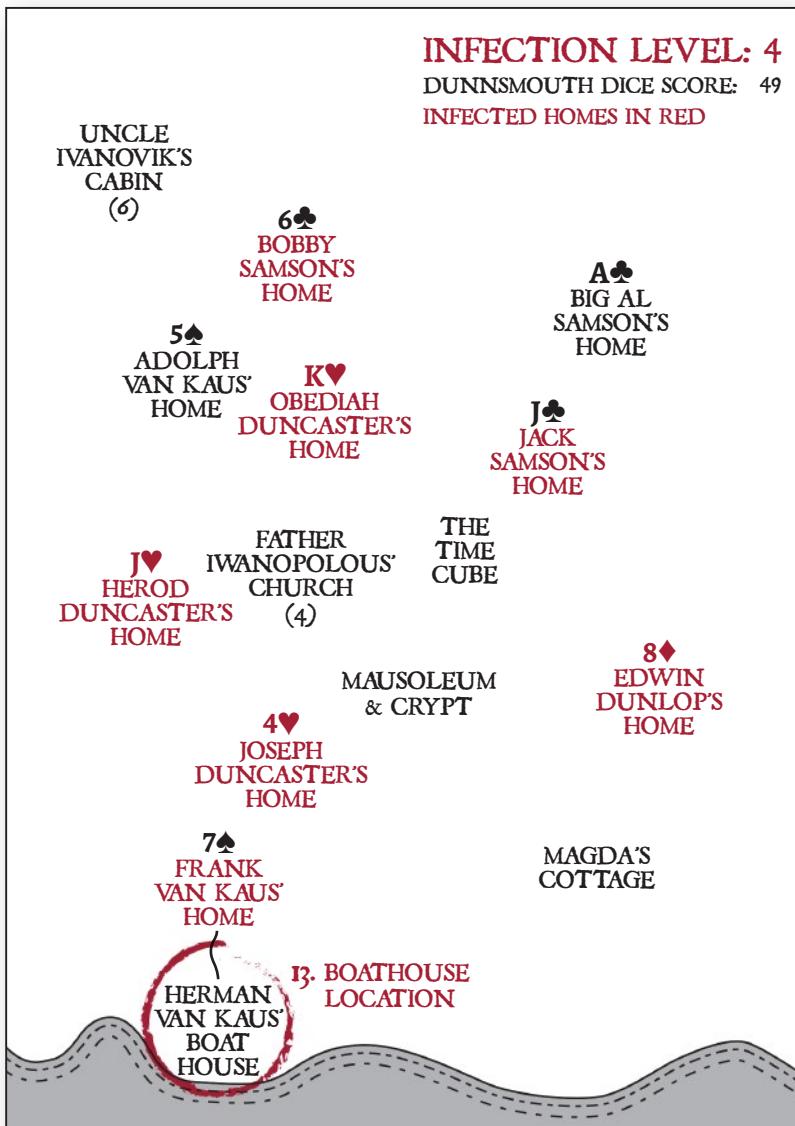
**The uninfected homes of Dunnsmouth are:** A♣ **Big Al Samson** 5♠ **Adolph van Kaus.**  
**The infected homes are:** 6♣ **Bobby Samson** K♥ **Obediah Duncaster** J♣ **Jack Samson**  
8♦ **Edwin Dunlop** 4♥ **Herod Duncaster** J♥ **Joseph Duncaster** 7♣ **Frank van Kaus.**



## SCENIC DUNNSMOUTH

13. The top of the map is orientated towards the mountains, the bottom towards the sea. Find the home closest to the bottom of the map and draw a line (representing a trail) that winds around any intervening locations to the very bottom. This is the location of the boat house. Mark the suit (family) of the home nearest to the sea next to the boat house.

**The nearest home is 7♠ of Frank van Kaus. So the boathouse is run by Herman van Kaus.**



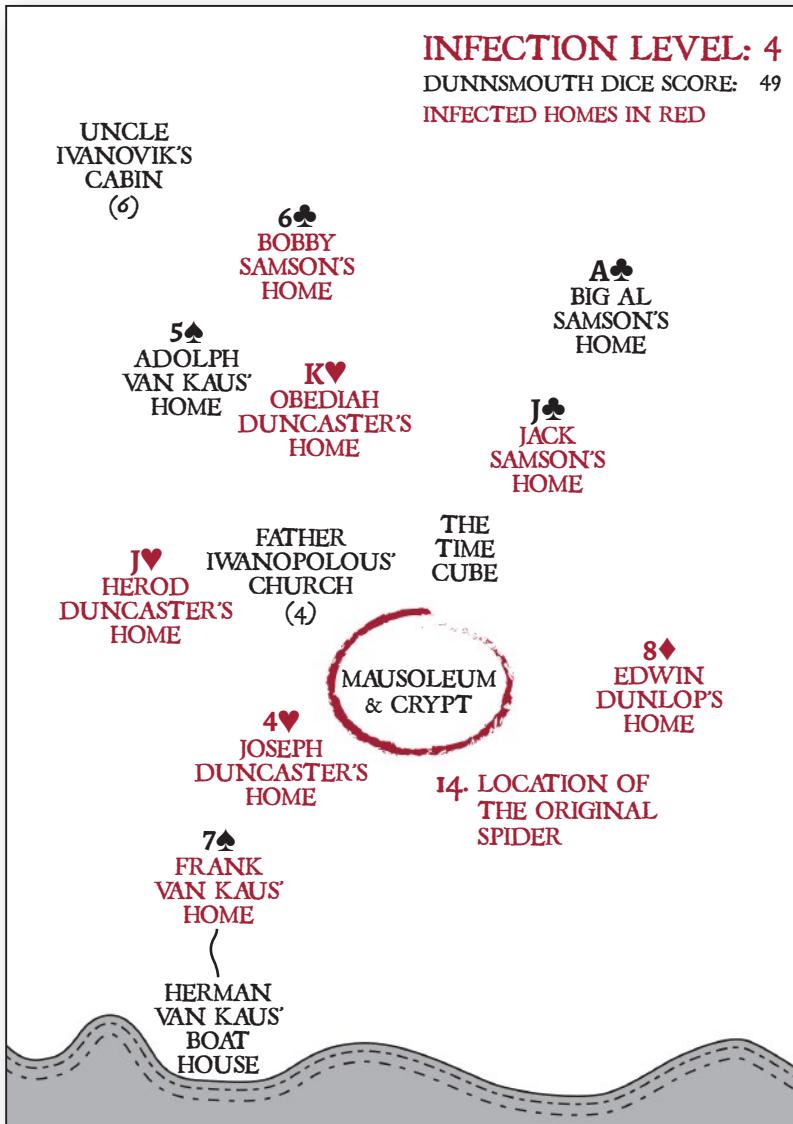
## SCENIC DUNNSMOUTH

14. Once the position of all the inhabitants and locations is determined, and the number and proportion of Infected has been determined, work out the location of the Original Spider using the rules on p10.

**Looking at the list on p10, we see that #3 fits the set up: "The black kicker is a special location (7+), Ivanovik is not there, and the Dunnsmouth Dice Score result is odd."**

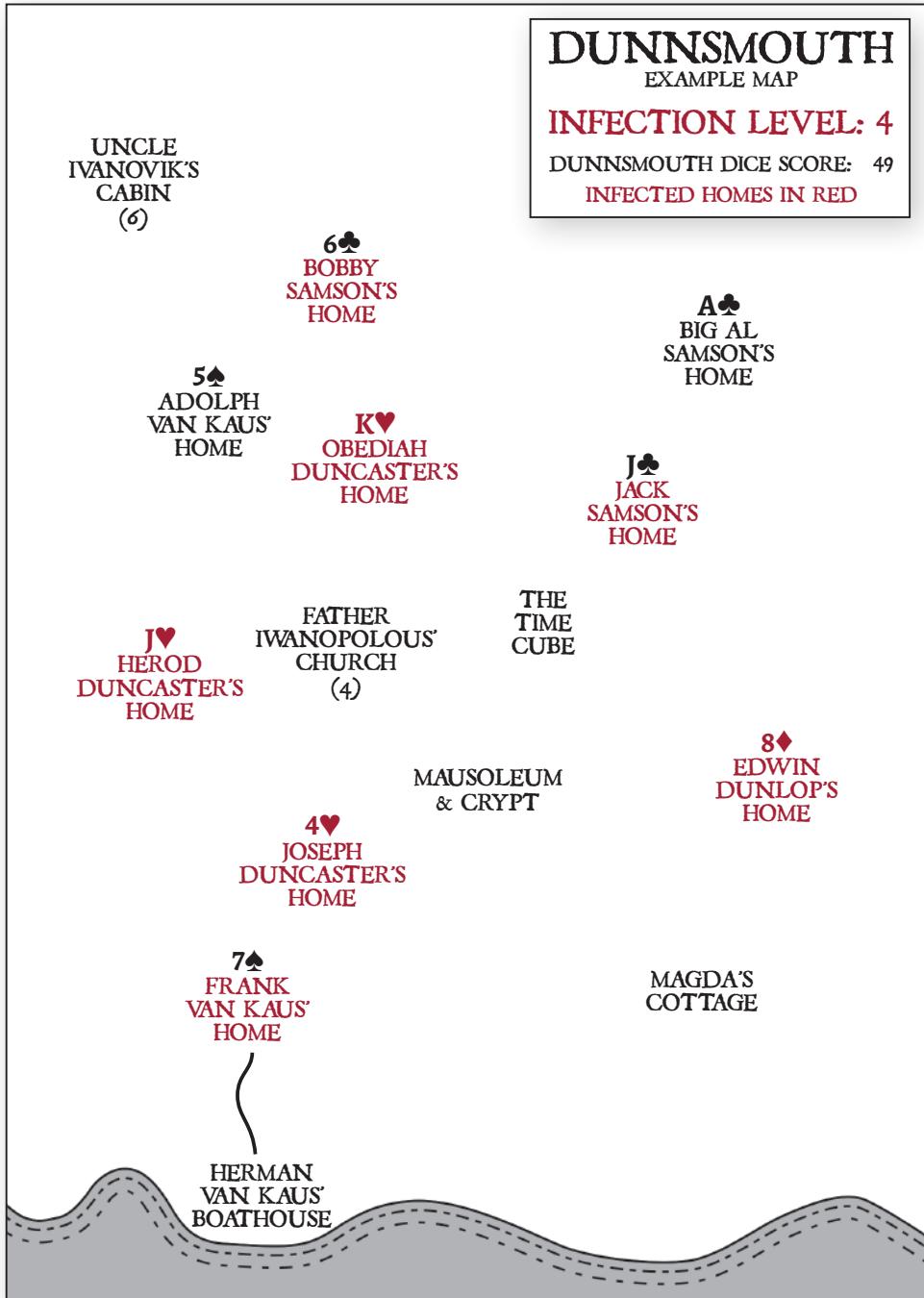
**Therefore the Original Spider is lurking at the Van Kaus Mausoleum and Crypt.**

15. The Referee should read the descriptions for all locations and inhabitants that he rolled or drew before play starts to ensure that he knows what is going on where.



## SCENIC DUNNSMOUTH

16. Feeling creative? Use the locations, positions and information you can draw a map of Dunnsmouth.



## QUICK REFERENCE

### 2♠ Small but Vicious Dog

**Move:** 150'

**Armour:** 13

**Hit Dice:** 1hp

**Attacks:** 1d4

**Special:** On an attack roll of a natural 20, also removes a finger per point of damage dealt unless mailed gloves are worn (starting with pinky and moving up).

### War Hound

**Move:** 150'

**Armour:** 14

**Hit Dice:** 2

**Attacks:** 1d6

### Generic Dog

**Move:** 150'

**Armour:** 14

**Hit Dice:** 1

**Attacks:** 1d6

### Dimetrodon

**Move:** 100'

**Armour:** 17

**Hit Dice:** 4

**Attacks:** 1d10

### Jaguar

**Move:** 150'

**Armour:** 16

**Hit Dice:** 4

**Attacks:** 1d4/1d4/1d8

### Ensouled Dead

**Move:** 120'

**Armour:** 13

**Hit Dice:** 2

**Attacks:** 1d4 or Weapon

**Special:** Killing a living person causes the Ensouled Dead to de-animate, and animates the body of the person killed. The undead is fuelled by the soul of that individual and uses their combat bonus, and retains any spells already memorized.

### Ghost of the van Kaus

**Move:** 150'

**Armour:** \*

**Hit Dice:** 4 (for turning)

**Attacks:** \*

**Special:** Anyone who is killed in the van Kaus crypt will have their corpse possessed by a ghost of the van Kaus family. The corpse can take a number of points of damage equal to the body's Strength score when it was alive, or it can be Turned and forced from the body. If anyone falls asleep in the crypt they are also possessed and must either be forced out through a Turning attempt, or the person must be killed and then suffer additional damage equal to his Strength score. A possessed body has no attack bonus.

### Van Kaus Dead

**Move:** 80'

**Armour:** 12

**Hit Dice:** 1

**Attacks:** 1d4 or by Weapon

### Fir Mac Nolg (Skeleton)

**Move:** 120'

**Armour:** 13

**Hit Dice:** 4hp

**Attacks:** 1d4 or by weapon

**Special:** Attacks as a fourth level Fighter, de-animates if disarmed of Kinslayer.

**Original Spider**

Infestation Lvl:	1	2	3	4	*
Move:	240'	150'	120'	80'	30'
Armour:	13	15	15	17	17
Hit Dice:	1	3	6	10	15
Attacks:	1d4	1d4	1d4	1d4	d4

**Special:** Bite delivers poison of permanent charm (amongst other issues). Characters under third level get no save.

\*The spider will only use these attributes if the Infestation Level is 4 and the spider is located at the Worldly Explorer's home.

**6♥ Eve Duncaster**

Move:	210'
Armour:	14
Hit Dice:	2+2
Attacks:	1d2
Special:	Climbing 5/6

**6♥ Edith Duncaster**

Move:	120'
Armour:	10
Hit Dice:	1hp
Attacks:	1d1*
Special:	Climbing 5/6,

\*Poison; save versus Poison or 1d20 damage.

**K♦ Hugo Dunlop**

Move:	120'
Armour:	10
Hit Dice:	3hp
Attacks:	Weapon/Weapon
Special:	Climbing 3/6

**J♦ Rebecca Dunlop**

Move:	120'
Armour:	12
Hit Dice:	1
Attacks:	1d4 or weapon

**9♦ Peter Dunlop**

Move:	120'
Armour:	12
Hit Dice:	6hp
Attacks:	Weapon (+3)

**J♣ Dean Samson**

Move:	150'
Armour:	13
Hit Dice:	5
Attacks:	Weapon
Special:	Climbing 2/6

**10♣ Jenny Samson**

Move:	210'
Armour:	12
Hit Dice:	2hp
Attacks:	Weapon
Special:	Climbing 2/6

**Becky Samson**

Move:	150'
Armour:	13
Hit Dice:	5
Attacks:	1 or Weapon
Special:	Poison; save versus Poison or 1d10 damage.

**5♣ Sharon Samson****Move:** 210'**Armour:** 14**Hit Dice:** 4**Attacks:** 1d2**Special:** Climbing 6/6**A♠ Brunehilde van Kaus****Move:** 150'**Armour:** 12**Hit Dice:** 4**Attacks:** Weapon**Special:** Climbing 3/6**10♠ Margaritt van Kaus****Move:** 150'**Armour:** 12**Hit Dice:** 1hp**Attacks:** 1d1\***Special:** Climbing 6/6,

\*poison: save or paralysed for 2d4 Turns.

**7♠ Frank's Boys****Move:** 100'**Armour:** 12**Hit Dice:** 2**Attacks:** Weapon**5♠ Kaylee van Kaus****Move:** 120'**Armour:** as Armour**Hit Dice:** 8hp**Attacks:** Weapon x6, as a first level Fighter**Special:** Climbing 4/6**"Old Man Time"****Move:** 120'**Armour:** 12**Hit Dice:** 7\***Attacks:** 1d10\*

**Special:** Old Man Time appears as a robed spectral figure with a flowing white beard, wielding a scythe in one hand and a large key in the other. Anyone attacked by Old Man Time must make a saving throw versus Magic or meet his gaze. Looking into his eyes causes the unfortunate soul to see the being from then on as a floating series of glowing orbs. This also resets the character's Experience Points to zero, though he will not lose any levels. (In order to advance to his next level, the character must gain sufficient Experience Points to reach his current level first and then enough for the next.) Any attempt to communicate what the victim sees to others will cause the other person to require an immediate saving throw or they too will likewise be afflicted. Sometimes it is better to keep such things to yourself. For every point of damage inflicted on Old Man Time the aggressor will age one year immediately. For every point of damage suffered from Old Man Time, the target also ages one year immediately.