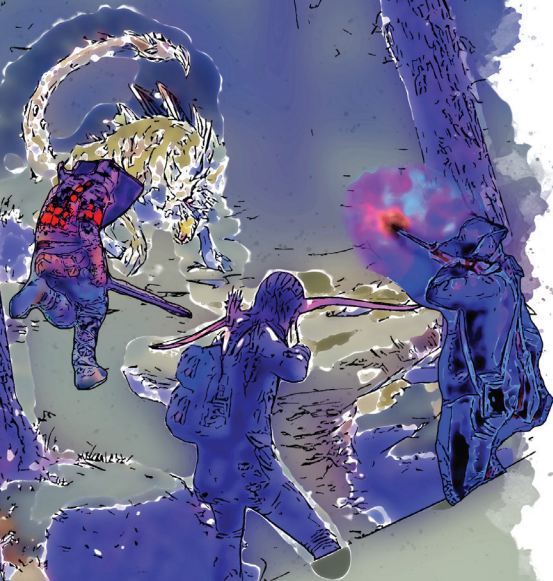


# Strange New World Gazetteer Volume I



## WEIRD COLONIAL FANTASY

PRESENTED BY MICHAEL GALOSI & 400 BILLION SUNS

LAMENTATIONS  
of the  
FLAME PRINCESS  
WEIRD FANTASY ROLE-PLAYING  
COMPATIBLE PRODUCT

DESIGNED FOR USE WITH  
**OLD-SCHOOL  
ESSENTIALS**



The Yukon

Hudson Bay

Nova  
Scotia

Kanata

Oregon Country

New England

Great Plains

Appalachia

New Belgium

Las  
Californias

Old Dominion

*The Old World*

Louisiane

Muertos Florido

Nuevo León

Puebla  
& México

West Indies



Strange Visitors



Caves, tunnels & mines

Hellfire

Poison Layer

Sleeping Giants

The Underworld

Labyrinth

Milky Way

She'ol

Xibalba

Diyu

“A still more glorious dawn awaits. Not a sunrise, but a galaxy rise. A morning filled with 400 billion suns. The rising of the milky way.” - *Carl Sagan*

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## In Memory of the Crossbow Killer

Thanks to Chris, Justin and Michael (alpha test) and Glenn, Greg, Ian, Jimmy, John, and Robert (beta test) for playing in my weird homebrew setting.

# SURVEY OF A STRANGE NEW WORLD

## PREFACE / INTRO

In the myths and old tales they called the far off lands 'Americosa'. A strange world, fabled to be full of new wonders and beset from within by fearsome creatures and horrible mysteries. The legends would prove true as man found in the New World no shortage of danger. The New World is rife with strange beasts, fiendish bogeys, ancient spirits and arcane horror.

Colonization of the New World has been impeded, leaving many areas of the frontier unsettled and unexplored by the western world. There are fewer settlements in this world than there were in actual history - they are spread very thinly through the perilous frontier. Instead, society has packed themselves into cities - increasing urban population above historical levels while spending more resources on military outposts and organizations opposed to the chaos of the New World.

Compared to a traditional fantasy realm, the Strange New World is a gonzo-infused, points-of-light setting. The exact time period is left uncertain, perhaps better described as an amalgam, a mash-up of history from the early 17th to mid 18th centuries. Details of the Old World are left vague and undefined in this setting. In fact, this entire setting can be just be used in pieces as tools for your own weird period campaigns.

**ENCOUNTER** Quick encounters, Roll to randomize. **DISCOVER** Interesting sites and sounds to find. **LOOT** For encounters or discovery. **DUNGEON MOTIFFS** Set dressing for placing/re-theming dungeons in the area.

## ENGLISH COLONIES

### -APPALACHIA-

Comprised of the English colonies stretched along the Appalachian mountains and highlands, to the Blue Ridge Mountains and southwesterly to the Great Smoky Mountains.

### CITY OF LIBERTY

The current capital city of the English colonies. The streets are heavily policed by the Crown's army, actively suppressing the spirit of independence. The city hides the headquarters of The Patriots, a band of revolutionaries currently plotting the beginning stages of a Second Colonial Revolution. Members are wanted by the crown, dead or alive, with open bounties of 200sp each for non-ranking members, 1000sp for officers and a 20,000sp for their leader, General Edgar Allan Arnold.

### SEVEN GATES OF HELL

Near the forgotten, backwater swamp villages south of Pittsborough lies a series of seven gates. Spaced between thirty and a few hundred feet apart from each other. If a creature walks through a gate they must make a Save vs Magic or be stricken with intense fear, unable to proceed through further gates. Each successive gate requires a new save with a culmulative -1 penalty. Each time a gate is cleared without causing fear there is a 1:6 chance that a golden minotaur will emerge from that gate and attack. If a creature manages to walk through all seven gates in a row, they will be teleported to the Seventh Circle of She'ol.

**Encounter:** 2d6 cultists arrive (2HD, attack with ceremonial daggers). Led by a priest in a goat mask (Cleric 7, attacks with a ceremonial



mace or spells). The cultists wear the Sigil of Baphomet and attempt to cross to She'ol.

Gold Minotaur **HD 6 (L) SPEED** human **ARMOR** as plate **ATTACK** Gore and bite at +6/+6 for d6+1/d6 damage **OR** golden greataxe (worth 2,000gp) +6 for d10+2 damage

### HICKORY TOWN

Using a form of folk-witchcraft known as Powwow, the people of Hickory Town ward their homes and farmlands with Hexefoos (*also called Hex Signs or Barn Stars*) - which protect their land and crops from bogeys, beasts and spirits. Functional Dowsing Rods can be purchased here. While the rods are mostly used by farmers to divine water on their lands, they can be used for survival - add 1 to survival/bushcraft checks when using a Dowsing Rod.

**Discover:** A large albino deer with golden antlers (worth 10,000sp) has been reported in the nearby forest.

### -NEW ENGLAND-

Comprised of the northern-most English colonies bordering Kanata. Picturesque but dangerous rivers, lakes, towering forests, mountain ranges, pastoral farmland, and rocky coastlines.

**Encounter: 1;** A herd of 2d8 adult Mastodons with d3 young calves.

**2;** After following moose tracks (possibly while hunting) the party faces a 12' Giant-man with hands like a bear's (attacks like brown bear) and hind feet like those of a moose (moves 2x human).

**3;** The Giant-man, but he has two heads that act separately, the second head is a 5th level magic-user who wishes to separate from his brother. somehow.

**4;** The party is witness to the end of a Witch's ritual. Soon, d8+2 Knights of Salem (Fighter 5, heavy armored with crossbows/maces) and 1 Judge (Fighter 9, barded horse, pike) arrive -

quickly accusing the party of confederating with Chaos.

Mastodon **HD 12 (L) SPEED** human **ARMOR** as plate **ATTACK** 2 tusks for 2d6/2d6 damage **OR** trample for 4d8 damage. Each tusk is worth 800 sp. A captured mastodon calf can be raised as a mount.

### MYSTERY HILL

A lost monastery built by Culdee hermits ('Companions of God', a band of Irish monks) who visited North America in the early 12th century. What remains today is a maze of man-made chambers and walls, monumentally stacked and balanced stones, and a several cave entrances. **Encounter:** The location is now used by a coven of powerful witches who convene here during the full moon. Nights without a full moon are met with encounters of strange bogey beasts (see SBG).

**Discover:** Buried in one of the caves is the entrance to an ancient mine, the Culdee were gathering Orichalcum for a now-forgotten essential purpose. d4 Culdee wights still lurk in the mines.

Culdee: as Wight, xl Fly speed, 1/day *Confusion*

### LUNDBERG & AYRES'

#### STRANGEST SHOW ON EARTH

A traveling carnival and circus featuring a menagerie of strange creatures and a show of freaks. Created by wealthy business magnate Bartholomew Lundberg (net worth of 1.8bn sp) alongside the world-famous naturalist and big-game hunter Iain Ayres (Longhunter 12). At any one time, the circus will have d4+1 different species of strange creatures (sometimes living, sometimes just a specimen of suspicious quality) and d4+4 different 'freaks of nature' attractions. The show's main spectacle is most certainly the massive but docile mastodon Jumbo, which Lundberg & Ayres claim stands 24-feet tall and

weights over 80 tonnes. Jumbo is a category 1 Behemoth that has somehow been captured and tamed. Entry costs 5sp. Riding Jumbo is 50sp.

**Freak Show Attractions:** Bearded Lady, Albino Family, 161 Year Old Woman, The Living Skeleton, African Warriors, Conjoined Twins, Four-armed Sasquatch, Dog Boy, Largest Man, Smallest Lady, Four-legged Woman, Tattooed Prince, Human Torso, Pinhead, Tiny Couple, Lion-faced Man, Fat Lady, Chinese Giant, Missing Link, Giant Kelpie of Nova Scotia, Two-headed Boy, Aztec Children, Scarred Lady, Feral Child, Giant Strongman, Floridian Cannibals, Tiny Wild Men, Armless Dynamo, Legless Wonder, Hottentot Venus, Lobster Boy, Pickled Man, Human Cyclops, Human Triclops, Big-foot Lady, Elastic Man, Pony Boy, Bird Girl, Camel Girl, Penguin Lady, Two-faced Man, Pukwudjie Triplets, Invulnerable Man, Fearless Frog Boy, The Wonderful Invalid, Human Unicorn, Hairless Buffalofolk, Marsh Man, Insatiable Man, The Squatch That Talks, Brothers from Mars, Jupiter Sisters, Rhinoceros Girl, Swedish Nightingale, Nicodemus the Indescribable

### SALEM

Home of The Trials, a continuous public tribunal against witches, leading to mass executions in the streets. Many hundred, maybe thousands, of supposed witches—mostly women—are executed here every year. State-sanctioned Judges, accompanied by the religious extremist crusaders the Knights of Salem, travel through New England carrying out their duty of purging witchcraft from the New World. The KoS are led by Grand Prior Gregorius Harvey, 1st Duke of New England (level 14 warden).

#### Witchcraft Checklist

- ◆ *Ability to harm through mystical powers*
- ◆ *A woman*
- ◆ *Exceptionally old aged*
- ◆ *Spoiling of milk, food*
- ◆ *Suspicious markings, moles, third nipples*
- ◆ *Unable to read scripture out loud*
- ◆ *Married without children*
- ◆ *Invoking envy*
- ◆ *Related to a suspected witch*
- ◆ *Disagreeable personality*
- ◆ *Of low social status*

## -OLD DOMINION-

Stretching the eastern coast from Appalachia to Muerto Florido. Native descendents of the Mississippian culture have tried to re-settle in this area, causing much strife with the colonists.

### FIRST FOUNDING

The first permanent English settlement as well as the former capital city of Old Dominion. First Founding was burned (and subsequently abandoned) during a massive city-wide fire. An unfathomable darkness was unleashed in the center of First Founding, a darkness that was contained only through mass sacrifice disguised as an accidental fire. What remains are the cremated husks of homes and buildings, and an expanse of ever-smoldering, blackened, charred ruins. The only structure that remains unburned and unbroken is The Dark Obelisk in the center of the city; an oily, black pillar that stands 12-feet high and continuously weeps poisonous ichor while audibly wailing with screams of the thousands that were killed during the Great Fire. The Shadow-Dwellers that remain in First Founding wear black laquer masks and cover their bodies in red tattoos.

**Dngn. Motiff:** Underground smoldering ruins.

### MIDDLE PLANTATION

The current capital city of Old Dominion; established after the Scorching of First Founding.

### MONUMENT CITY

On the surface, Monument City is a picturesque, beautiful city crowded with churches and peppered with monuments to those who have fought and died in the New World. Hidden beneath the pleasant exterior, however, is a bed of lawlessness - the headquarters of the New World's two largest criminal organizations, Nox Nostra and the Sonless Suns (see page 19), who operate in competition, waging stealthy wars



of espionage and assassination.

**Encounter:** A thief (level 5+d4, 50% chance of belonging to either gang) believes the party has witnessed his crime and needs to 'take care' of them, through intimidation/murder or bribery/recruitment.

## COLONIAL CRIMES & PUNISHMENTS

Failing to Attend Church, Petty Theft/Criminal Mischief, Breaking Contracts/Promises, Slander/Defamation, Nagging/ Gossip, Public Cursing, Dueling on a Sunday	Fines and Restitution
Trespass, Public Drunkenness, Lewd or Unseemly Behavior, Perjury, Simple Assault, Repeat Theft / Minor Offenses, Vandalism	Pillory / Ducking Stool
Disturbing the Peace, Hog Theft, Wife Beating, Coin Clipping, Dice Cogging, Forgery, Escaped Slaves	Whipping Post / Stocks
Adultery/Fornication/Bastardy, Interracial Relations, Repeated Public Drunkenness, Felony Theft, Repeated Slander/ Gossip, Seditious Libel, Blasphemy, Manslaughter	Branding / Maiming / Long-term Imprisonment or Exile
Murder, Witchcraft / Chaos Magic, Willful Arson, Sodomy/ Rape/Buggery, Treason, Repeated Felonious Activity	Death

## ROANOKE COLONY

The infamous early colony was deserted, the island is now home to only memories. The fate of the approx. 121 colonists remains unknown.

**Encounter:** 1; Animals behaving in odd ways, paying no attention to people.

2; d8+4 hunting warriors from the nearby Croatoa tribe mistake the party and attack.

3; Recently returned, descended from the sky

in a beam of bright light, are 2d8 displaced indigenous people and 2d8 displaced colonists, all with foggy memories of what happened to them (there is a 70% chance this happens while the players are there, otherwise the displaced NPCs are deliriously wandering the location when the players arrive).

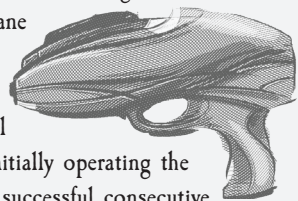
4; d3 cloaked Grey alien scouts. **Loot:** a lightgonne with a full energy disc, mercurial armor (*non-encumbering, shapeshifting heavy armor*), a small pile of magnetic metal bars.

Grey Scout HD 4+1, **SPEED** human **ARMOR** as Chain+2 **ATTACK** Lightgonne w/ 10 shots, *Invisibility* suit (only fits alien), activates at will.

## Lightgonne

Requires an Energy Disc (1 charge/shot).  
Musket range, 2d8 damage.

Ignores mundane  
armor. Beam  
cuts through  
1" x 1" of metal



per charge. Initially operating the  
gun requires 3 successful consecutive  
Intelligence checks, a single failure resets the  
process, failure by 3 wastes a charge, fail by 5  
destroys the Lightgonne, 2d8 damage. If the  
gun is explained to you, +4 to your check.

## DUTCH COLONY

### -NEW BELGIUM-

It is amazing how the Dutch have held onto New Belgium and the strategically priceless port that is the marvelous fortress-city of Fort Amsterdam. Their advanced wind turbines and other secret power sources are heavily guarded secrets. In Dutch settlements one can find technologies that are out of place, hundreds of years ahead of their time, but such things are legendarily guarded state secrets. No spy yet has returned from Dutch territory with useful information.

## FORT AMSTERDAM

The marvelously fortified city began as a small fortress built on the southern tip of the isle of Manhattan. The fortress was rapidly expanded in its early years, utilizing secret construction techniques, eventually covering the entire island and the bustling city therein with a hulking bulwark. A mysterious layer of energy, known as *'The Grid'*, suffuses the city with power, bringing life to pumps, wheels, and gears around the island. The streets are strung with large glass bowls of light that turn on automatically at night, while a subterranean rail transports passengers and cargo around the city via a giant underground loop. The energy is transmitted from a series of monolithic beacons, 'Radionic Windmills' as they are known to the rest of the world. Beneath the underground railway lairs the headquarters (and massive extraterrestrial research base) of the nefarious Holland Institute, to whom the Dutch colonists owe much - for their exchange of technology has allowed the Dutch to maintain a powerful stronghold in the New World. Secret research projects and alien technologies are hidden in a labyrinthine complex of tunnels, laboratories and pneumatic transportation tubes beneath the island.

**Encounter: 1;** A panicked crew of Holland Institute researchers are frantically searching the island for an escaped *alien hybrid* (see strange beast generator) that is terrorizing the populace.

2; A researcher is testing a memory erasing device on the above ground populace. They are accompanied by a detail of Dutch soldiers, any witnesses will be memory wiped or eliminated.

3; A spy, known to one of the party members, asks for help smuggling a humanoid automaton out of the city.

4; Same as 3 but the spy wants to fly out of the city with a stolen prototype hot air balloon.

**Discover:** A hidden pneumatic tube takes the party to an off-limits automaton research area.

An illusionary wall leads to an alien pocket dimension currently being explored by the Holland Institute.

A false wall reveals an underground market.

**Dungeon Motiff:** A series of narrated testing chambers featuring automatons and non-Euclidian geometry.

### Grid Guns

Soldiers and intelligence officers posted in Fort Amsterdam utilize a special firearm that functions only within the confines of the fortress-city's great bulwark, utilizing *'The Grid'*. Available in both pistol and musket form, grid guns are essentially lite railguns, they fire normal shot but require no powder, ranges are increased 1.5x, reload speed is reduced to 2 rounds (1 for fighters), damage die is increased to d10.

## SCOTTISH COLONY

### -NOVA SCOTIA-

In the fallout of the Great Acadian Wars Scottish clansmen and druids were able to re-settle in this area. They have reconstituted the clan system in the New World.

### OAK ISLAND

A former Knight's Templar and worshipper of Baphomet absconded to the New World with untold fortunes stolen from the order's treasuries, possibly including the Holy Grail itself. He cravenly attempted to summon Baphomet to the island, using the treasure he brought and the sinful power of greed. The ritual was incomplete, either interrupted by heroes or flawed from the start, and transformed the former templar into a monster. He became a living hole which can be filled with only greed, known as the Money Pit.



Money Pit HD 20+2, SPEED human ARMOR as Plate ATTACK Slam at +16 for 2d12 damage, creatures hit must check Dexterity or fall d4x10 feet into the pit, catching a ledge. Damage dealt to the Money Pit forces anyone fallen inside to Save vs Breath or take d8 damage from rubble.

**SPECIAL** Any creature carrying 1,000sp in coin or treasure that is sailing within 1 mile of Oak Island must Save vs Magic or be *Dominated* into landing and tossing their treasure into the Money Pit. Dominated creatures are granted a second save when facing the pit. They will be attacked if they break the charm. Treasure thrown into the pit is instantly destroyed. Unless the Money Pit is moving there are no signs (other than magic) that it is alive.

**Loot:** If destroyed, the Money Pit will regurgitate d3 treasures from the following list:

'The False Chanterelle' Painting	25 gb
Sarcophagus of Menkaure	50 gb
Sappho's Lost Poems	100 gb
Lost Inca Gold	250 gb
Kusanagi (+3 short sword)	500 gb
Treasure of Amaro Pargo	550 gb
Ganj-e-Badavard	600 gb
Lllywelyn's Coronet	750 gb
Scepter of Dagobert	800 gb
Menorah of the Second Temple	1,000 gb
Heirloom Seal of the Realm	2,000 gb
Crown Jewels of England	3,000 gb
Imperial Fabrege Eggs	4,500 gb
'La Noche Triste' Treasure	10,000 gb
King Alaric's Treasure	75,000 gb
The Holy Grail	10,000,000 gb

## FRENCH COLONIES

### -LOUISIANE-

An expansive of territory including the basin of the Mississippi River and stretching from the Great Lakes to the Gulf of Mexico. Settlements are concentrated to the upper and lower Louisiane. The territory between is dominated by Native American tribes, strange beasts and monsters.

### CRESCENT CITY

The Lower Mississippi River courses around and through the city, giving it its name. Crescent City is dominated by the iron tower of Bertrand de Got's château. De Got is the appointed Prefect of Crescent City and, secretly, the 500-year-old leader of a council of vampires which plots their domination of the New World. The château has a vast library of scrolls leather-bound tomes that is said to contain all the knowledge in the world and beyond. One of these tomes, locked and bound in chains, contains a dimensional pocket in which the council keeps their treasure of 666 gold bars and a massive lot of jewelry worth an additional 666 gb.

- Encounter:** 1; 2d4+2 street hooligans.  
2; voodoo priest/priestess (level d10+1 witch).  
3; d3 vampire spawn stalking and kidnapping humans, taking them as blood bags.  
4; d2 vampires who much desire new thralls.

### SLITHERING SERPENT MOUND

There are many mounds built by the (now extinct) Mississippian culture. Most are simple burial mounds but there stands one far older, larger and and complex structure hidden among them, a slithering serpentine dungeon - constructed by the ancient temple builders. The entire dungeon is capable of moving its location underground, arriving at one of many entrances amongst the mounds. Artifacts from the area suggest that the people here worshiped or were enslaved by snake-like demons, while also venerating the planet

**Venus. Encounter:** Lesser demons with tiny wings and gems for eyes haunt the area at night.

**Discover:** Landslide reveals a dungeon entrance.

A makeshift memorial found along the way - scrawled quickly for a slain Fang & Fur expedition.

A hollow idol of a snake-demon, breaking the idol releases a deadly poison mist.

### MISSISSIPPI RIVER

The river flows directly on top of an incredibly powerful ley-line connected to the underworld (perhaps the strongest ley-line known to this world). Necromantic magic performed along this ley-line is greatly empowered. During a magical period of time called the Night's Hour the sky along the river become darker than black and cold winds silence the fleeing of animals from the area. The Hour occurs approx. once every 33 days. During this time *flying nightpanthers* (d3+1 appearing), servants of the Great Serpent of the Underworld, snatch at folk moving down the river and pull them into the waters, through the ley-line and into the world of the damned.

Flying Nightpanther **HD 2+2 (L) SPEED 1.5x** human (fly) **ARMOR** as Leather+1 **ATTACK** Claw and Snatch at +3/+3 for d6/grapple

### FORT SAINT LOUIS DU ROCHER

One of the most remote outposts in all of the French frontier. The French maintain this as their stronghold to rocky waters of the Mississippi Valley. How do they manage to stay safe in dangerous, monster-filled territory? They have a size category 12 cannon (that deals 12d6x10 damage) affectionately named the Big Bad Cannon. Accompanying the French to the region were allied members of several tribes from eastern areas, who integrated with the Kaskaskia natives and established a settlement across the river from the fort called the Grand Village.

**Encounter:** 1; A pair of strange beavers (see

SBG, as coyote with x1.5 swim) are trying to tear down the Fort for dam construction materials.

2; A hostile tribe, bent with vengeance against the French, have unleashed an aggressive pair of forest gryffons on the Grand Village.

3; Enemy tribe's shaman (MU 9) leads a group of 3d4+3 warriors (Fighter 2) to assault the fort.

### -KANATA-

The most developed of the French colonies, consisting of the territory along the Saint Lawrence River. The English colonies attempted, unsuccessfully, to 'liberate' Quebec City during their own failed Colonial Revolution.

### GHOST FLEET OF THE GREAT LAKES

They may be lakes, but their sheer size makes the Great Lakes more akin to inland oceans, with vast expanses of cursed open water with no land in sight, enormous rogue waves, and storms just as ferocious and dangerous as any found at sea, the most notorious of which is a seasonal storm referred to as the Witch of November (when checking conditions on Great Lakes a result of 8+ indicates a storm). No body of water has had more ship wrecks than the Great Lakes. Amassing into spectral vessels known as the Ghost Fleet. Led by Le Griffon, a ship which vanished on Lake Michigan in the late 1600s searching for the Northwest Passage.

**Encounter:** The ghostly Griffon is fond of setting itself on a collision course with other vessels, only to vanish into thin air right before contact as d4+1 Wraiths and the Spectre of the ship's Captain board their enemy's vessel. Le Griffon is most often reported sailing near Michigan Territory on particularly foggy nights.

**Loot:** Le Griffon carried 3 tons of cargo, 20,000sp. Lays at the bottom of Lake Michigan.



## SPANISH COLONIES

### -NUEVO-LEÓN-

Northeastern Mexico region. Named for the ancient Spanish kingdom of León. After several failed attempts, the earliest settlements were formed by families of forcefully converted Jews. Some Jewish customs are still practiced regionally though they are beleaguered by the Inquisition and local tribes. Nuevo-Leon has an extremely dry climate with very little rainfall.

**Dungeon Motiff:** Underground caves with gigantic poison salt crystals growing from walls. Without wearing proper protection (breathing mask and bladder or a rubbersuit), the toxicity allows only 1 Turn of exploration before death.

#### SILENCIO

Detailed on page 57.

### -LAS CALIFORNIA-

The Orichalchum Rush began earlier in the century, when massive deposits were discovered in northern Las Californias. News of the discovery soon spread, resulting in over 100,000 settlers (mostly New Spanish) establishing scads of lone mining towns scattered across the territory.

#### GHOULOMA

Formerly Culloma - the site of the Motherload, an orichalchum deposit so large that the Spanish Crown seized control of operations. But.. the Spanish mined too greedily and too deep. Miners, miles underground, tapped into the expanse of the Underworld, unleashing a pandemic of ghosts haunting the surface. There were no known survivors and the area was quickly wardened off by The Tribunal. A lawful circle was inscribed around the town's perimeter, preventing any spirits from leaving. The town consitently sustains 616 unliving inhabitants, an unholy

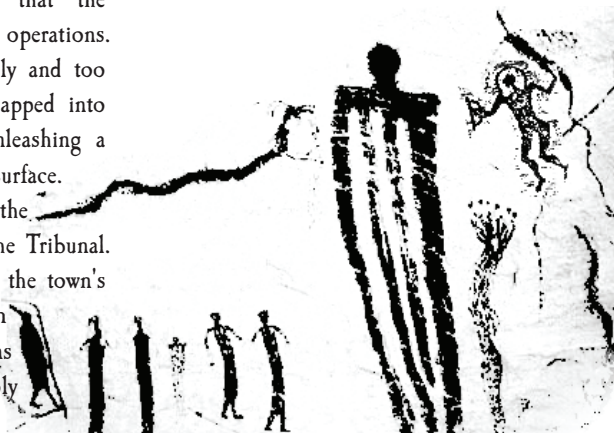
number indicating a connection to She'ol.

- Encounter:** 1; d8+1 spectres, aimlessly wandering, searching for life force to drain.  
2; The spirit of a party member's ancestor recognizes the PC, attempts to reach out but is dragged away by a pair of Slaugh (goblin-like spirits who drag ghosts back to the Underworld).  
3; d20 rattling but non-aggressive skeletons of cats, dogs and horses follow the party.  
4; 2d8 hungry ghouls, controlled by the mummy of an ancient Paleo-american shaman.

**Loot:** d100x10sp in abandoned coins. A random orichalchum weapon. d100 orichalchum ammo (shots/bolts/arrows). Deed to a mine.

#### GRAND CANYON

Ages ago (long before the First Dawning of Magic) the Grand Canyon was a great meeting place for intelligent species from many distant worlds. Portals to these worlds manifest as small holes in the earth. These portals were known to the Ancestral Puebloans and Hopis as *Sipapu*. Though it is not known how, the Ancestral Puebloans (later dubbed *Anasazi* 'ancient enemy' by the Navajo) would eventually turn on the peaceful assembly and cause its collapse. The sipapu remain periodically functional, trickling in creatures from strange and alien worlds. They are found behind ancient lost doorways, hidden in ruins of the interplanetary hub what once was.



Sipapu Portal	Nearby Encounter
Mercury	A magma, smoke, or ash elemental; or d4 fire salamanders.
Mars	2d4 Cacodemon (as gargoyles, no arms, 2 bite & 2 horn attacks).
Venus	4d6 Reptilians (as lizard men that can shapeshift their form, except for their eyelids).
Pluto	d2 Nephilim (as frost giants).
Buffalo-world	A party of 2d4 stranded 'Folk astromancers (Buffalo-folk 5 + cast lawful versions of M-u spells (up to 3rd level), 5/day).
Proxima Centauri (future)	3d6 Space Pirates (as bandits w/ crossbow-energy weapons), scavenging for energy and tech.
Vega System	d4 Gray scouts. Malfunctioning stealth suits and limited energy.

**Treasure:** Lightgonnes and energy discs. Flying horseless chariot vehicles; require a Tinker check to repair (2 hours, very difficult -4, destroyed on 6), fit 2 medium creatures, flies x4 human speed, consumes 2 energy disc charges per Turn. Magnetic shots and arrows, +5 to attack vs. creatures wearing metal armor or made of metal. Kinetic alloy armor, +5 to AC against non-magnetic, orichalchum or magic ranged attacks.

### GROUND AFIRE

The hottest and driest place on the continent. Brave prospectors, trying to mine the many rich cold iron deposits, have dubbed the region 'Death Valley'. It is believed that no man or beast can cross the desert and live. Once, the valley was beautiful and fertile with natural springs, pools and meadows. The people of the valley were enslaved by a vain queen who became cruel and craving power and eternal life, turned to chaos magic. She forced her people to build a grand fortress but before the construction was completed the land itself turned against her. The

once fertile valley became a barren, hot desert pocked with hellfire and crawling with streams of molten lava (see Hellfire, page 16). Bushcraft or survival checks made in the region are with a -10 penalty. Surviving in the extreme heat of the desert requires four times as much water as normal and Desert Survival Gear to avoid dehydration and exhaustion.

The Queen Afire (page 71) and her kingdom remain in a half-dead state of mirage. She is stuck between this world and another. Squads of ethereal mirage warriors roam the valley, taking their undying anger out on unfortunate living creatures that wander into Death Valley. Mirage people can be found living through echoes of their previous lives.

**Encounter:** 1; A squad of 4d8 mirage warriors.  
2; a pack of d100 aimless animal skeletons.  
3; a fire elemental or fire beasts (see SBG).  
4; an illusion of a past encounter or monster.

**Treasure:** Buried chests. Cold iron ore (rarely, orichalchum ore), glass weapons (page 71).

**Discover:** Petrified statues men turned to sand are scattered through the valley. The statues are very delicate, mishandling or accidental contact will destroy them. Whoever did so must Save vs Paralyze or be turned into a statue of sand.

The unfinished Mirage Palace can suddenly appear to those desperate and lost in the valley.

### -PUEBLA MEXICO-

Southern Mexico stretching from Cortés city to the Yucatan Peninsula, along the Sierra Madre - a hotbed of hellfire (page 16) activity.

**Dungeon Motiff:** Azteca pyramids, trapped and guarded by fierce warriors who have woken from a deep magical sleep.

### CORTÉS

Capital of the New Spanish colonies. Cortes' army captured and razed the Azteca capital city, Tenochtitlan, killed tens of thousands, and

ushered in centuries of Spanish rule. Beneath the new city is a layer of human bones nearly 10 feet deep. The city is gripped with anxiety, unrest and organized insurrection.

**Encounter:** 1. A confrontation between d20 Spanish soldiers and 2d20 Azteca agitators.

2. d10 fanatics of Cortés try to kidnap rich PC

3. d6+1 Azteca ghosts haunt colonists.

4. a gang of 4d6 street kids try to harass and rob party, 2d3 drunk soldiers appear in 4 rounds

**Discover:** Zoos of Moctezuma, formerly palaces - now home to two large zoos, with over 300 strange, exotic creatures and 50 handlers.

Catacombs of Templo Mayo, hidden ruins beneath the newly constructed town center.

Hospital de Jesus. Skilled doctors can be hired with 5:6 *medicine*. Located at the spot where Hernán Cortés and Moctezuma II met for the first time in 1519, Cortés' tomb, with untold treasure, lies beneath a statue of Jesus Christ.

### CHICHEN ITZA

This large Mayan city has been reconquered by a ruler that appeared; claiming to be the resurrected Kukulcan (a powerful Yucatec priest from the 10th century) and led an insurrection against the Spanish. Kukulcan used chaos magic to summon an ancestral spirit army bound to serve him until the Mayan Empire has been restored. Kukulcan claims the entirety of the Yucatan peninsula but his spirit army is held back thanks to the New Spain's military abundance of silver and orichalchum weaponry.

## FRONTIER REGIONS

### -GREAT PLAINS-

The expansive grasslands and prairie steppes that lie west of the Mississippi River and east of the Rocky Mountains.

#### DEVIL'S TOWER

A group of early explorers, after climbing the

legendary tower of granite, caused a catastrophe to occur within the ancient temple they found hidden inside the rock. A crimson explosion turned everything within 13 miles, plants and animals included, into ruby-red glass. Hundreds of infernal bogeys (demons and devils) were released and now infest the rubicund landscape - however, they are bound to the area as well. The temple entrance is still accessible from the high atop of the rubified Devil's Tower. Within its depths are many secrets and wonders, strange cryptographic symbols line the walls. Deep within awaits the cause of the catastrophe, a crystal orb swirling with red energy. It was once used, for purposes unknown, by the forgotten temple builders - it is still humming and radiating intense heat. If the right ritual were enacted upon the crystal it is possible to banish the bogeys and reverse the glassing of the area, but it is more likely that it would rip open a permanent gateway to an infernal realm.

Add one of the following powers to all bogeys encountered in this area:

- **Ruby Wave:** shapes and pushes the landscape in a 60' cone like solid ocean waves.. Creatures are pushed back and take d6 damage per 10' (Save vs Paralyze for half).
- **Sanguine Burst:** nearby frozen plants and animals burst into high velocity glass spikes, all creatures within 120' take 2d6 damage (Save vs Breath for half).
- **Scarlet Rain:** jagged slivers of glass rain from the sky in a 60' circular area, creatures in the area take 4d10 damage (Save vs Breath for half).
- **Ruby Beam:** creatures in a 60' line Save vs Paralyze or be turned to a red-glass statue.

### THE ENDLESS PLAINS

A relatively featureless expanse of flat, grassy fields that spans nearly 160 miles square. The plains were cursed long ago by a powerful and



vengeful tribe of skinwalkers in a ritual attempt to trap the Buffalo-folk within. Traveling within 12 miles of the border has a 5:6 chance of requiring a secret Bushcraft check from the navigating character. If the party succeeds they avoid entering the Endless Plains - failure means they notice the shrubs and bushes they pass start to repeat after it is too late, they have crossed the lost horizon. After crossing it is nearly impossible for normal 'folk to find their way out - at the start of each day of travel, check for Bushcraft at a -4 penalty or travel aimlessly.

**Discover:** An upright stone monolith, 2d12' tall, covered in an equal amount of doves. The doves know the way out of the Endless Plains.

Large stones, stacked to look roughly humanoid, pointing towards the next encounter.

Albino field lizards, cooked and eaten will satisfy a man for an entire week.

**Encounter:** 1; d6+2 exiled buffalo-folk - pillagers and murderers, condemned to wander the Endless Plains for the rest of their lives.

2; d2 strange beasts from another region - lost or displaced here, and very scared.

3; d2 +1 Coyote Skinwalkers (Witch 7) with 1 Black Bear Skinwalker (W9)

4; 2d4+4 Giant Prairie Dogs guard the ground nest of a category 2 Behemoth, the Iron Vole.

Giant Prairie Dog **HD** 4+1 **SPEED** x1.5 human, burrow, climb **ARMOR** as leather+2 **ATTACK** x2 Bite for d6 damage. +1 bonus to Initiative in the first round, increasing by +1 per round.

### PROPHETSTOWN

A large multi-tribal community gathered near the Tippecanoe River, banded in opposition to westward expansion of Europeans. Led by Shawnee chief Tecumseh and his brother, the powerful shaman Tenskwatawa (commonly known as "The Prophet"). The Prophet's

powerful ability to see into the future, coupled with the fourteen (one for each of the tribes in the confederacy) Sanctuary Stones that ward Prophetstown, provide a powerful defense against dangers from both foreign soldiers and strange monsters.

### -OREGON COUNTRY-

The wild unclaimed frontier of the Pacific Northwest, occupied by numerous adventuring fur traders from Britain, Spain and France.

### CRATER LAKE

The Klamath tribes have lived in this area for over 7,500 years. They remember the battle that took place here, a battle between the spirits Lla'o of the Below-World and Skell of the Above-World, that rained earth and fire upon the people below. Two medicine men climbed Mount Shasta and sacrificed themselves to inspire Skell, who fought harder, slaying and burying Lla'o beneath the waters of Crater Lake. Today, Lla'o's head peaks above the lake - appearing as a small island. Lla'o's most devoted follower lairs on the island-head of his fallen god, Wolf-that-Sings the blind skinwalker (Witch 13). WtS infuses the pine trees on the island with lost spirits.

Possessed Pine **HD** 8 (H) **SPEED** ½ human **ARMOR** as plate **ATTACK** x2 Fist for 2d6 damage. Ambushes or surprises 4:6 within a pine forest. Animates and commands up to 4 animal skeletons. Vulnerable to Turning. Immune to normal weapons and non-magical fire.

The waters of the lake are cursed, merely gazing upon the lake's water is enough to mesmerize and trap people. Sentient beings who gaze upon the waters must Save vs or be filled with great dread and sorrow as they are unable to look away while, being forcefully lured underwater to their death.

### SMALL MERCY

This home for refugee slaves is hidden amongst the Rocky Mountains, near a location known as Porcupine Falls, named for the Giant Porcupines which ward the area from danger. The people of Small Mercy co-exist with the local tribes, sharing in a mutual pact of trust and defense.

Giant Porcupine **HD** 3+1 **SPEED** x1.5 human, swim, climb **ARMOR** as leather+2 **ATTACK** x2 Tail-slap for d6 damage. Creatures that attack in melee take 1 point of damage from quills.

### EAGLE'S NEST

A category 1 eagle behemoth, called Heetese'eit Ohunoo (*Flying Eagle*), lives peacefully with the humans in this secluded tribal village - the people give constant praise and worship to Heetese'eit Ohunoo. In return, this behemoth seems to act as a guardian of the people here.

### YELLOWSTONE

The great Yellowstone forest is the domain of Moosmoos, the ancient elk behemoth (category 3). **Encounter:** A tribe of geyser worshippers roams the forest, they have the ability to attack with the steam in the air around their enemies (line of sight, d8+1 damage, save for half)

### -THE YUKON-

The sparsely populated territory abounds with natural scenic beauty, with snow-melt lakes and perennial white-capped mountains, including spectacular mountain ranges. The northern reaches of this territory are arctic in climate, exploration requires Arctic Survival Gear.

### GRIZZLY MAZE

A savagely dense portion of the boreal forest. Nearby volcanic activity in the Valley of Ten Thousand Smokes regularly drives wildlife into the maze. The maze is home to a notorious amount of bears and is the domain of a category

2 behemoth, Gici Awas, an enormous stiff-legged hairless bear with an oversized head.

**Encounter:** 1; 2d3 brown Kodiak bears, moving down stream, hunting sockeye salmon.

2; An injured moose comes charging towards the party, the next round a hungry cave bear appears and stops to attack slower characters.

3; d4+1 polar bears have wandered south, a fierce Eskimo warrior is stalking them for revenge.

4; A strange ice grizzly bear (see SBG) rushes from a snow drift it was hiding in.

**Discover:** A wolf spirit and a coyote spirit both promise to lead the party where they need to go, the wolf is truthful, the coyote will lead the party to an encounter.

Timo Welltread, a eccentric and bear-obsessed explorer from Las California, and his wife Ami were woefully unprepared for their northern expedition and have become lost within the Grizzly Maze, panicked and starving.

### -MUERTOS FLORIDO-

When Juan Ponce de León ventured here, in his early 16th century quest for the fabled Fountain of Youth, he discovered a thriving, vibrant kingdom buried deep in the jungular peninsula. When he stole the waters from the kingdom it was the beginning of the end to an epic cycle of life, death and magic that had been held here in perfect equilibrium. Where there once flowed life there now flowed something living but not alive. Strange tides crept from the fountain, infusing the land itself with weird, as the civilization here fell to ruin.

Centuries later, the land is now a wild and chaotic jungle cloaked in an eternal gray-green twilight, abundant with massive living vines and horrible twisted beasts - conquered by a gruesome and powerful overlord, the Cannibal King. He sits upon a throne of a thousand skulls in the ruins of the fallen kingdom and has a legion of half-

zombified cannibals that worship him as a God-King. The walls of the Cannibal King's star-shaped fortress are warded with an unyielding magic, devouring cannonballs and gunfire.

- Encounter:** 1; d20 Cannibal Warriors.  
2; d10 Skunk Apes (as apes with a revolting smell, Save each round or writh uncontrollably).  
3; Bog Bodies (stats as proper zombies) rise from the ground beneath the party.  
4; A group of foreign fanatics who have come to worship the Cannibal King, 2d10 guards (Fi 5) plus d3 mystics (M-u 10).

## -HUDSON BAY & THE ARCTIC-

The Hudson Bay Company has established outposts to the far north. Surviving in the extreme cold of the arctic climate requires Arctic Survival Gear, otherwise characters will succumb to frostbite, snow-blindness and exhaustion.

**Dungeon Motiff:** A complex building from another time period (past or future), hidden inside of a looming glacier.

### NORTHWEST PASSAGE

Terrible things are buried among the icebergs and glaciers that churn slowly, at the speed of eons, through the frozen arctic seas. The territory is the domain of Nanuq, a ten-legged polar bear Behemoth (category 3). Unlike most Behemoths, Nanuq actively hunts for humans. Nanuq's arrival is always accompanied by a terrible blizzard.

**Treasure:** Small items displaced from time (a lighter, screw, rubber band, glow stick, bar of soap, sharpie, cell phone, etc.).

**Discover:** Lost explorers and adventurers buried in the snow. An abandoned Inuit village haunted with wraiths and specters. A buried stargate, linked to an alien world.

**Encounter:** 1; A qalupalik (page 70) lurks

beneath the ice, tracking the party until one person is alone.

- 2; d2+1 desperately hungry polar bears.  
3; d10 Inuit fighters (F4), fleeing a monster, mistakenly ambush the party.  
4; A Netsilik Longhunter (Lh8) riding a giant reindeer (as warhorse) armed with a longbow and fishing spear, charges and attacks trespassers accidentally stumbling upon his hunting grounds. Speaks only Natsilingmiutut, the Nestilik language.

**'W**e don't believe, we only fear." – *Inuit mythology.*

## OTHER DANGERS, SPECTACLES AND MYSTERIES

### HELLFIRE

Regions with hellfire activity are pockmarked with dangerous terrain features. Such areas range in size from a few acres to tens of miles. There is a 1:20 chance per Turn in such a region that a vein of hellfire will burst near a random character, 2d10 damage (Save vs Breath for half).

Streams and rivers of hellfire lava flow bubble from the worlds below. Anything that is pushed in or falls into a river of lava takes 5d10 damage per round. The heat near the bank of the streams or rivers deals d4 damage per round without proper protection such as heavy clothing (Desert Survival Gear) or magical resistances.

Geysers of hellfire spray a column of lava that rains down in a 20-60' radius (depending on the size of the geyser), there is a 1:6 chance per geyser that it goes off per round. A 20' geyser deals 2d10 damage, add 1d10 damage per additional 10' (Save vs Breath for half).

There is a high chance of encountering strange fire beasts in these regions (see SBG).



## GRAY WINDS

Tornadoes of chaos magic that petrify all life in their path. While flowers and trees are stirred before being turned to stone, fallen sticks do not move and buildings do not sway against the Winds as non-living matter is seemingly unaffected. Any living creature caught by the Gray Winds must Save vs Paralyze or come out the other side as a mineralized fossil. The only known cure is to track down the witch or coven responsible for causing the tornado and burning them at the feet of the petrified.

## LEY-LINES

The ley lines that criss-cross the world are channels via which magic of all kinds (natural, lawful and chaotic) flows more easily than elsewhere. A ley line's natural state is as an imperceptible current of energy; locating one requires *Detect Magic* or *True Seeing* (appearing as ethereal currents). Powerful magic or supernatural events can cause ley-lines to shift, crack and leak magic into adjacent areas over time.

Attuning to a ley-line requires checking against Caster Level (d20 roll under level), takes 1 hour. Attuning increases a casters effective level by 1 and maximizes the effectiveness of certain spells affiliated with the type of magic flowing through the ley-line (for instance an underwater ley-line might enhance water spells). Enhancements persist until the caster leaves the area of the ley-line. Attunement itself lasts for a decade.

## THE WORLDS BELOW

Beneath the crust of the world, underneath the mantles of mountains, are unending layers of caves and tunnels, reaching several miles deep.

### -Poison Layer & Acid Lakes

Expansive boiling pools and bubbling lakes of acid are constantly fuming toxic gases - creating a poisonous barrier layer straddling the tunnels above and the Underworld below. Creatures

and monsters in this layer are adapted to the environment. For surface creatures to survive more than a few minutes requires a breathing mask, air bladder and a sealed rubber suit.

-The Underworld & The Procession of the Dead-  
When someone dies, normally (without some sort of intervention or sufficient attachment to haunt some place or thing) their ghost begins to slowly and mindlessly wander to the nearest cave or tunnel leading into the Underworld. This journey takes a ghost 6d20 days on average, unless a Referee knows the nearest path to the Underworld. Along the way, the deceased's memories slowly escape from their mind and they lose their self-identity. This can sometimes cause a ghost to become a spirit animal. Once a ghost reaches the Underworld, it is there that they will toil, forever in limbo, until the End of Days - if they are not claimed by either the Death Gods or Satan before then. Once a ghost reaches the Underworld it becomes corporeal and cannot be resurrected with magic or prayer, but must be rescued - physically leading them to escape from the Underworld while being chased by the hell hounds and demons that rule the dead. A ghost character outside of the Underworld suffers a -2 penalty to all dice rolls. When a ghost reaches the surface and feels the light of the sun upon them once again, their life will be restored.

### -She'ol-

The Hell of the Old World. The Abrahamic land of gloom and deep darkness. The wicked dead who owe their souls to Satan will be called to Gates of She'ol after suffering their purgatory in the Underworld. She'ol is a landscape without light and without sound. Souls are transformed into mindless thoughtless spirits known as *shades* or into demons to serve in Satan's wars.

### -The Milky Way-

The passage from the Underworld to the Court

of Xibalba is a dangerous path guarded by the most powerful demons and lesser gods. No matter who you are, no matter how fast you move, this journey takes everyone 4 years of their life to complete, whether this is a literal duration of their trip or a toll taken to those who find shorter paths.

#### -Court of Xibalba-

Home of the Death Gods of the New World. They wish to draw the absolute entirety of souls to the Underworld and into their control. Many of these lords try occasionally to surface in the world of the living, where they spread misery, disease and chaos. They are led by the gods 1 Death and 7 Death. The lesser Death Gods serve as generals, they are the Pus Master, Bone Sceptre, Skull Sceptre, the Jaundice Master, the Blood Gatherer, and Bloody Claws. Xibalba is eternally at war with the legions of She'ol and Diyu over control of the spirits of the damned.

#### GIANTS & THE FACES IN THE MOUNTAINS

Stories speak of a time long ago, when titanic giants shook the Earth and the gods of man were forced to put the giants to sleep. As the world moved, the mountains grew, slowly crawling over top of the giant's sleeping bodies. The direct descendants of giants and those with giant's blood can be found scattered through the New World. The latent unconscious power of each of the titanic giants manifests into a phenomenon known as the Faces in the Mountains. Large formations of stone resembling human faces, found hiding high in the most remote mountainsides. The Faces may communicate a riddle or challenge to worthy adventurers. Answering them leads to hidden caches of riches and rewards.

Rarely, parts of the buried titans can wake up and be encountered in a semi-dormant within caves or trapped beneath mines that were dug too deep (see Giant's Hand, page 69).

#### TEMPLE BUILDERS

A highly advanced temple building culture once permeated the lands of the New World, sometimes referred to as the Anunnaki. Ruins of their mighty and mysterious temples still stand, hidden away in far-off and fantastic locations. Each temple is dedicated to one of many powerful heavenly entities - angels, demons, elementals, and fey, and each is associated with a specific planet, moon or star. These places are extremely dangerous - the builders left many traps and guardians. The closest temples were partially explored and looted by early colonists. Governments sold treasures they plundered to fund their continuous wars and expansion; all the while denying the existence of the temples. A native tribe, known as the Children of the Sky, proclaimed themselves the descendents of the ancient temple builders. Today, most of the Children have vanished but a lone handful can be found wandering the New World as prophets heralding the return of the Builders. Behemoths (page 67) are repulsed by the temples.

#### FACTIONS

New characters may begin as members of a single faction. Factions can provide quests/hooks for parties, they can also provide recruitable retainers and hirelings. *Only one (the highest) XP bonus for a particular situation applies.*

#### -FANG AND FUR COMPANY-

A society of bogey and beast hunters that operate in the strange frontier. Hunters, trackers and guides can be found for hire at different Fang & Fur lodges and outposts throughout the New World.



Fang and Fur dues are 20 sterling per month, and are usually paid 1 or 2 years at a time, this covers the following benefits:

- Free room, board and stabling at any lodge.
- 20% discount on hirelings recruited via F&F
- Access to armorers, smiths, gunsmiths, fletchers and taxidermists.
- Treasure sales at 90%.
- 50% discount at F&F gryffon aeries
- Members are taught Frontier Signaling - a method of leaving and reading marks on trees, stones, etc. left by other members.
- 25% bonus XP for slaying beasts and boogys.

The average Fang and Fur party consists of a level 5 Warden, a level 4 Fighter, and two level 2s of Longhunter, Specialist or Preacher.

**-SONLESS SUNS / NOX NOSTRA-**

The two most notorious criminal gangs in the New World - they operate in contention with each other, membership in one precludes membership and association with members of the other gang.



The Sonless Suns require members have no children nor next-of-kin - the gang becomes the prime inheritor of a gangster's wealth should they *expire*. The Suns revel in infamy, relish notoriety and are often considered celebrities and anti-heroes by the commonfolk due to the gang's doctrine of religious morality (they are criminals, but they are God's criminals). Sonless Suns have an ethos of stealing from the rich to give to the poor. Members rarely perform contract killings and, when they do, it is only on those who have evidently and grievously sinned. The gang's leadership is quite boastful, assuming credit - deservedly or not- for scandalous heists and politically advantageous assassinations.

Nox Nostra, conversely, prefers to remain shrouded in secrecy - operating within a hierarchy of Order Levels. While the gang operates out of Monument City, the leadership

and select members crew a galleon that remains at sea. Unknown to the public and lower order level gangsters, higher OL members of Nox Nostra are inducted into a Cult of Darkness who worship the outer god **Magnum Tenebrosum**, *The Unnamed Darkness and Void Between All Things*.



Membership in a criminal gang is collected as a 20% take on fenced treasure and contracts given, this covers the following benefits:

- Treasure fencing at 80%.
- 10% bonus XP on fenced treasure.
- Criminal contacts.
- Thieving opportunities.
- Assassination contracts.
- Access to safe houses.
- Depending on your criminal potential, the gang may attempt to intimidate, blackmail and bribe for your freedom in the event you are caught or imprisoned.

**-HOLLAND INSTITUTE-**



Based out of Fort Amsterdam, The Holland Institute is a center for paranormal, extraterrestrial and supernatural research. While membership is not *openly* available to player characters, there are agents who embed themselves with adventuring parties for purposes of research and discovery. Player characters who achieve research goals for the Institute should discretely be given bonus XP and sent payment (Referee should determine an appropriate reward).

COVER STORY	RESEARCH GOAL
Apothecary, botonist, plague doctor, medicine man, etc.	Research and test properties of strange plants and minerals.



Smith, wheelwright, engineer, surveyer, etc.	Research and test properties of cold iron and orichalcum.
Mountainman, hunter, tracker, scout, explorer, etc.	Track and capture strange beasts and bogeys.
Clergy, shaman, exorcist, witch hunter, etc.	Observe and confront spirits and the spiritless.
All	Report any Close Encounters.

## -KNIGHTS OF THE RED HELMET-

An international order of relief workers that provides aid to victims of both war and monsters. Knights of the Red Helmet are sworn to the Hippocratic Oath, they must do whatever is in their power to keep others from harm and injustice. Knights, the highest ranking members, wear a distinctively anachronistic red pith helmet crossed with white.

- Membership includes basic Medicine training (1:6 skill) and access to trainers who can improve your skill with time and cost.
- Successful use of the Medicine skill rewards XP equal to 5 times the patient's HD.

## -STRANGE FELLOWS-

A secret - and civilized - society of chaos magicians, consisting of wizards, witches, warlocks and others. The Strange Fellows trace their lineage to fall of magical guilds during the times of Nero and the Second Dawning of Magic.



Today, their public guise is a fraternity of upper working class and high society philanthropists.

- Sources for magical components and formula.
- Access to secret libraries and laboratories, increasing in value as you rank up within the society (worth 1,000 sp / two levels).
- Roll twice each time you learn a new random spell. Choose one of the two spells to learn.
- Arcane and mystic treasure sales at 100%.

## -THE TRIBUNAL-

Formally the Supreme Sacred Tribunal of the Holy Universal Inquisition. A secret branch of the Catholic Church dedicated to rooting out and suppressing magical events and the existence of the *supernatural* and *extraterrestrial*. Agents of the the Tribunal, under the authority of the Holy See, are tasked with eliminating and denial of anything that would undermine their dogma.



- Food and sanctuary will be provided for your party at any Catholic mission or church.
- All religious, historic and forbidden artifacts and treasure must be donated to the Church. 50% bonus XP is given for such treasures.
- 25% bonus combat XP when fighting spirits and the spiritless.

## -COLONIAL REGIMENT-

Service in one of the colonial armies, foreign legions or militias of the New World. You may be called to duty that will take you away from (and to new) adventures.

- Standard issue uniform.
- Standard issue flintlock musket w/ bayonet.
- 1 ration voucher per day, delivered monthly.
- Free food and bunk at military forts/camps.
- Quarters in private homes during times of strife and war.
- 5% bonus combat XP.

## -TRIBAL AFFILIATION-

Affiliation, either through birth, marriage or friendship, etc. with a Native American tribe, nation or confederacy.

- Folk tales are spread of your great deeds
- Accommodated within the tribe's territories.
- Tribal relics and artifacts must be returned.
- 50% bonus XP is given for recovering tribal relics and artifacts.
- 5% bonus combat XP.

## NEW WORLD CLASSES

### -Fighters-

Fighting-men in the Strange New World setting are soldiers, militia-men, mountaineers, commanders and combat experts that train in various Fighting Styles; see page 23.

### -Thieves-

Thieves in the Strange New World setting function as Specialists from Lamentations of the Flame Princess; they access to new skills presented in the Strange New World setting.

Normal thieves or rogues work fine too.

### -Clerics-

Clerics are referred to as Preachers, given their penchant for preaching to masses and converting followers. Preachers start with a Inspire skill of 2:6 that increases by 1 at levels 4, 7, 10, and 13. In the Appalachia region there is a variant tradition known as Snake-Handling; see page 25. In the Mexican colonies there is a variant tradition known as The Holy Death; page 20.

### -Magic-users-

Chaos (arcane) magic is illegal in every nation. Traditional, vancian-style magic-users of the old world are usually referred to as Wizards. Although extremely persecuted and outlawed, new world magic-users are much more likely to practice Witchcraft; see page 26.

### -Longhunters-

Renowned hunters, grizzled mountain-men, expert explorers and survivalists of the New World; see page 31.

### -Wardens-

Mage slayers, monster hunters, wandering guardians and masters of sign magic; page 32.

### -Demi-Human Races-

Dwarves, Elves and Halflings do not exist in the Strange New World setting. There are

new and stranger non-humans available to play; Buffalo-folk (page 37), Kelpie (page 43), Pukwudjie (page 40), Sasquatch (page 42).

### Demi-Human Names

Buffalo-folk names are adopted from a range of many Native American cultures.

*Alawa, He-Walks-Over-Much, Honey-Moon, Mu, Nuttah, Shade-Star-Light, Twin-Setting-Sun.*

Kelpie names are derived from Celtic deities. *Alus, Brittanac, Borvo, Caturix, Crom, Esus, Gwern, Henwen, Lir, Niskus, Sulis, Trita, Urien.*

Pukwudjie names are taken from various theological demons and devils.

*Azazl, Baku, Chort, Dagon, Furfur, Gaki, Ifrit, Jinn, Murmur, Namtar, Pazuzu, Vanth, Yeqon.*

Sasquatch names are guttural grunts. Nicknames are necessitated for 'Squatch companions.

## NEW WORLD SKILLS

### -Inspire-

The inspire skill allows you to influence loyalty and morale of henchman, hirelings and followers. When recruiting hirelings, a successful use of this skill gives a +2 bonus to the loyalty roll, failure results in a -2 penalty. Your inspire skill level is added as a bonus to the combat morale of your henchmen.

*Characters with a 13 or higher Charisma ability score begin with a 1:6 Inspire skill.*

### -Lore-

The lore skill allows you to recall something interesting, useful, and/or valuable about a fearsome creature, strange item or location.

*Characters with a 13 or higher Intelligence ability score with a 1:6 Lore skill.*

### -Languages-

Characters in Strange New World start with 2 languages. One of their choice, usually the characters native language, and one regional

language for the campaign, chosen by the Referee. A character's background may sometimes warrant starting with additional languages.

### -Luck-

Each level of the luck skill allows a character to re-roll 1 die per session. When a Specialist or Pukwudjie uses luck to reroll an attack or save, they add their skill level as a bonus to the roll.

*All characters in Strange New World begin with a 1:6 Luck skill.*

### -Medicine-

With a successful use of the medicine skill you can bind wounds, doubling the number of hit points recovered by a single patient when resting for that day. If the patient has at least half their hit points, failed attempt means the patient recovers no hit points at all for their rest. If the patient has less than half their hit points, a failure also requires the patient to Save vs Poison or suffer 1d6 damage.

You can also use the medicine skill to stabilize a character who has dropped to -1 or -2 HP and return them to 0 HP. On a failed check the patient must make a Save vs Poison or take 1 damage. Medicine can save a character dying from damage from battle wounds, suffocation, drowning but not poisons or disease.

*The medicine skill is trained only.*

## MISSING IN ACTION

When a character returns after missing a session the Referee may consult the What Happened... table to determine the cause. Doing so returns a missing share of XP equal to the average amount gained by the party in the last session (does not need to be accurate, just approximate)

WHAT HAPPENED...	
1	You fell asleep.
2	You found a secret passage between where you were and where the party is now.
3	Lost. Rescued by a Longhunter looking for work.
4	You hit your head against a low ceiling and wandered away. Lose d3 hp.
5	Ambushed and robbed by a thieves guild. Lose all the coin, gold, gems and jewelry that you were carrying.
6	Your horse ran away. Check Bushcraft to see if found.
7	You answered the riddle of a Trickster Spirit. Your Luck skill was increased by 1.
8	You found a burlap sack with d3 gold bars inside.
9	You barely survived a battle with a strange beast. You return with only d3 hp. Gain extra XP for defeating a creature with 1 HD more than your level.
10	You saved a random hirelings life, they join your side as a life debt.
11	You won a contest against a Pukwudjie, temporarily gaining its favor.
12	You found a small cold iron deposit worth d6x100sp when mined.
13	You had to take care of the affairs of a family member. They are now dead.
14	You were experimented on by the Holland Institute. Gain a power from the strange beast generator.
15	You were taken hostage by a band of wild men. The party must pay 1d6x100gp for your return. Or, the party can attempt to rescue you.
16	A small vein of hellfire burst from the ground beneath you, Save vs Breath or get burned, taking d10 damage.
17	You lost an important item; determined by the Referee. The party may have forgot you were carrying it.
18	You were turned into an animal by a witch... you got better. You can now speak with that animal family.
19	An ancestor in the underworld angered the Blood Gatherer, cursing your bloodline. Lose 1 Constitution.
20	You were taken by strange visitors, your memories are foggy at best. Given enough time you will find an unusual device implanted somewhere on you.



# FIGHTING STYLES FOR FIGHTING MEN

Fighters (and Fighting-men) start with training in a single fighting style and may learn an additional style at levels 5, 9, 13 and every 4 levels thereafter. They must purchase manuals, hire master trainers and spend an appropriate period of downtime learning new styles before they can deploy them in combat.

LEVEL	TRAINING TIME REQUIRED	TRAINING COST
5	d2 weeks	100sp/week
9	d3+1 weeks	500sp/week
13+	d4+3 weeks	1,000sp/week

*Faster reload speeds from styles do not stack. Reduced surprised chance from styles do not stack. Initiative bonuses from styles do stack.*

## -Brawler-

Brawlers are good at wrestling and unarmed attacks. They add their Strength AND Dexterity bonus to Grappling checks, and automatically win ties (unless grappling with another Brawler or creature with a natural grappling ability).

Brawler's unarmed attacks deal d4 damage.

## -Commander-

Commanders lead men into battle, they have an Inspire skill (see page 21) of 2:6 that increases by 1 at levels 4, 7, 10, and 13. Commanders of 3rd level gain the services of a first level henchman with a loyalty of 12.

## -Damplighter-

Damplighters reload firearms faster and they also have a 5% less chance of a misfire. They gain a free damp extraction kit and receive a +2 bonus to gathering damps and checks relating to damps, vapors and gases. Damplighters can

ignite damp clouds with the ricochet of a bullet off of stone or metal (including metal armor), creating a spark. Damplighters can carry a vial of damp attached to a large/oversized weapon or longarm (which would normally get in the way and be impossible to wield) and later fling it as if they were throwing it by hand.

## -Florentine-

A florentine fighter may wield a weapon in either hand, one of which must be small or minor sized, and rolls both weapon damage dice when he attacks, using whichever result is higher. They suffer only -3 penalty when Pressing and Defensive Fighting.

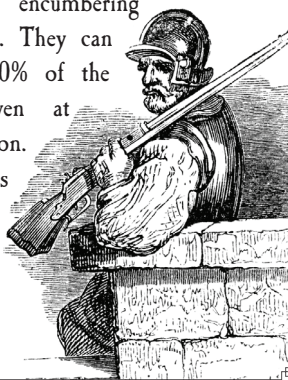
## -Lawbringer-

Lawbringers reload firearms faster and they also have a 5% less chance of a misfire. They may deal a stunning attack with a blunt or blunt side of a weapon. The attack deals the weapon's minimum damage, the target must Save vs Paralysis or be unable to talk and suffer -2 AC and 1/3 movement rate for 1d6 rounds. A Lawbringers pursuit speed is increased by 50% and they have +3 to Initiative in combats with a criminal/wanted/contract target.

## -Man-at-Arms-

Armor is half as encumbering to a Man-at-Arms. They can find armor for 50% of the normal cost, even at character creation.

A Man-at-Arms gains a torchbearer hireling with 3 months of wages paid for.



### -Minuteman-

Minutemen reload firearms faster and they also have a 5% less chance of a misfire.

Minutemen are issued a bayonet and rifled musket for free. Minutemen can affix a bayonet to their firearm as part of a charge attack. They may make a skewering attack with their bayonet, detaching it and dealing d6 damage/round until removed as an action.

### -Mountain Man-

Mountain Men have a Bushcraft skill of 2:6 that increases by 1 at levels 4, 7, 10 and 13. They receive 50% extra value from trading furs, antlers, other creature parts.

### -Mounted Marksman-

A mounted marksman takes no penalty to ranged combat whilst mounted. They (and their mount) have +2 to Initiative when mounted.

### -Primal-

Fighters with the Primal style add double their Dexterity modifier to their Armor Class when they are not wearing any armor or shield. Primal Fighters are surprised less than other characters (1:6 chance). They have a +2 bonus vs fear.

### -Quick Draw-

A quick draw fighter can retrieve a single stowed or holstered weapon and attack on the same round without suffering a penalty. A quick draw fighter who is surprised can still draw a weapon but take no other actions during the surprise. They have +1 to Initiative.

### -Shieldbearer-

When shieldbearers takes damage in melee combat, they can opt to instead have their

shield take the damage. Their shield will be shattered and must be discarded thereafter, but the shieldbearer takes no damage from that particular attack. Magic shields have a 2:6 chance to remain intact.

Shieldbearers treat a single (normal sized) shield they are carrying as non-encumbering. A shieldbearer can shield bash as an attack for d2 damage. Shieldbearers using a lantern shield suffers no breakage.

### -Signature Weapon-

A fighter with a signature weapon chooses a single melee weapon that they own. This weapon is special to them, it may be ancestral, especially keen, customized or otherwise legendary. Damage done with that weapon (by anyone) increases by one die size (1d2>1d3>1d4>1d6>1d8>2d4>1d10>1d12>2d6). A fighter may have multiple signature weapons, gained at different levels.

### -Torch and Arrow-

A fighter with this style can arch while holding a torch. They light their arrows as they loose them, dealing 1 extra fire damage. Arrows must be prepared ahead of time with flammable tips.

### -Trick Shot-

Trick-shot fighters can attempt to knock their opponent's feet out from under them with a thrown weapon attack. The attacker must roll to hit the target, attacks against a stationary target suffer -2. The attack deals the weapon's minimum damage and the target must save against their Dexterity score or fall down (targets larger than the attacker and monsters with more than two-legs have a +4 advantage to this save). Trick-shot fighters can also attempt a hamstring shot when attacking with a ranged weapon. The attacker must roll to hit the target. The attack deals the weapon's minimum damage and the target must make a Save vs Paralysis or be moved to the end of the Initiative order and have their movement speed halved for 1 turn.



# PREACHER TRADITIONS

## SNAKE-HANDLERS

"SPEAK WITH NEW TONGUES...TAKE UP SERPENTS... AND DRINK ANY DEADLY THING." Snake-handlers are a Preacher (Cleric) variant. They gain XP more slowly, at a rate equal to Fighters.

In the Appalachia colony, snake-handling Preachers demonstrate their faith with command over snakes and serpents. Through repeated exposure to snake venom the most devout develop a tolerance to poison. Snake-handlers add their level as a bonus to Saves vs Poison and poisons, venoms and neurotoxins will never kill a Snake-handler outright, instead reducing them to -1 hp.

Snake-handlers begin play with a young venomous snake in a small cage or basket. HD 1 SPEED X1 human ARMOR as leather ATTACK bite at +1 for d2 damage and the victim must make a Save vs Poison or die. If the victim has more than 4HD they will instead be paralyzed and take 1 damage/round for 2d4+1 rounds.

Snake-handlers add the following spells to their spell list, they are always considered prepared:

- **Level 1:** Speak with Snakes, a serpentine specific version of *Speak with Animals*. Snake-handlers may never cast the broader version of the spell.
- **Level 2:** Snake Charm
- **Level 3:** Protection from Poison
- **Level 4:** Sticks to Snakes
- **Level 5:** Crimson Snake Sigil

## LA SANTÍSIMA MUERTE

The Holy Death

"O WHITE LADY – I THANK YOU FOR A BLESSED DEATH." La Santisima Muerte are a Preacher (Cleric) variant. They gain XP more slowly, at a rate equal to Fighters.

La Santisima Muerte wear the sacred veils of Santa Muerta, the Lady of Holy Death, in one of seven colors. Veils cost 100 sp. Changing veils takes 1 Turn.

- Silver represents good luck and protection from negative energy. Wearing this veil increases your Luck skill by 1. +2 bonus on saves vs negative energy spells and effects.
- Red represents love, sex and affairs of the heart. Wearing this veil improves the reactions of NPCs by 1d6. NPCs are more likely to find you attractive.
- Black represents protection from spells and hexes. Wearing this veil causes 50% of curses and hexes cast upon you to fail. +1 bonus to saving throws vs spells.
- Bone represents spirits and ancestors. When a preacher delivers the last rites while wearing this veil, a creature's remains will not decay for one week per level of the preacher. During this time the creature cannot be made undead nor will their spirit wander into the Underworld, instead it lingers with the body.
- Green represents justice. You can determine the general direction of a creature that is guilty of an injustice that was committed while you were wearing this veil.
- Gold represents money and courage. Wearing this veil in combat increases money found afterwards on fallen enemies by 20%.
- Purple represents health and divination. Wearing this veil increases your hp by 1/2 your level. Divination chances (ex; casting augury or divination) are improved by a % equal to your level.
- Blue represents knowledge and understanding. Wearing this veil improves your Lore and Languages skills by 1.

# WEIRD WITCHCRAFT

WITCHES REACH FOR THE POWER OF MAGIC WITHOUT THE STUDY OR GRACE OF A WIZARD. Witchcraft is not about arcane precision and following magical formulae but about primal incantations and manipulating raw magical energies. Witches do not use spell slots that determine how many and of which spells they can cast per day, instead they have a pool of dice (Witchcraft Pool or WP) that represents the depths of their magical power and their connection to ley-lines of chaos.

Witches learn new spells as a magic-user when they level up and add spells to their grimoire exactly as a Vancian magic-user adds spells to a spell book. Witches must prepare spells from their grimoire by committing them to memory, they may memorize a number of spells (of any level) as indicated on the Witchcraft table. Spells remain prepared until the Witch chooses to lose the spell from memory by preparing another spell in its place. To prepare a spell a Witch spends one hour per spell level in deep concentration surrounded burning incense worth 10sp per level of the spell.

To cast a spell that has been prepared the Witch rolls a number of d6's from their Witchcraft Pool equal to the level of the spell. Dice that show a result of 1-3 are returned to the pool, dice with a result of 4-6 are lost. Witchcraft Pool dice can be restored by resting for 1 hour per dice restored. A Witch can restore their WP only once per 24 hours. Witches in a coven (or party members) that can see each other may freely and spontaneously share the dice in their Witchcraft Pool with each other. A Witch can cast a spell they have not prepared but they must roll/expend twice as many WP as it would normally take to cast and they must be clutching their grimoire with the spell written in. Witchcraft

can be empowered through blood sacrifice. For each Hit Die of a creature sacrificed as part of a Witchcraft spell or rite, the Witch requires 1 less WP.

Where witchcraft is cast, normalcy becomes *undone*. If, when casting a spell, two or more of a Witch's WP dice show the same number then the Witch has triggered a chaotic surge of strange energy known as an Undoing. The results of an Undoing varies, depending on how many dice show the same number.

- Two-of-a-kind triggers a Lesser Undoing
- Three-of-a-kind triggers a Greater Undoing
- Four-of-a-kind triggers a Final Undoing

LEVEL	WP	SPELLS MEMORIZED	MAX SPELL LEVEL
1	1	1	1
2	2	2	1
3	4	3	2
4	5	4	2
5	7	4	3
6	8	5	3
7	10	5	4
8	11	6	4
9	13	6	5
10	14	7	5
11	16	7	6
12	17	8	6
13	19	8	7
14	20	9	7
15	22	9	8
16	23	10	8
17	25	10	9
18	26	11	9
19	28	11	9
20	29	12	9



A Final Undoing is the greatest level of chaos where the curtains of reality itself are pulled apart to unleash that which lurks behind, campaign ending (or very extremely, drastically and forever altering) magnitude events A Witch may choose to sacrifice their life to prevent a Final Undoing.

Each Undoing can have up to six sub-effects based on the Trigger Number (TN). The Triggering Number is the face (usually 1-6) shown on the dice rolled of-a-kind. If multiple-of-a-kinds are rolled, only the highest counts. If you are using a focus or other ability that changes your WP dice (ex; to a d8) then any TN over 6 is treated as 6.

## LESSER UNDOING

1. Spell is cast but all effects are delayed for TN rounds.
2. 1-3: All unsecured objects and creatures within 100 ft, failing a Save vs Paralysis, are pulled 5-feet towards you. 4-6: Objects and creatures are pushed 5-feet.
3. Lose your sense 1-2: sight, 3: hearing, 4: touch, 5: taste, 6: smell, for 24 hours.
4. Animals unfamiliar with you are hostile until the next sunrise.
5. 1-3: You grow TN extra fingers, 4-6: extra toes, the digits shrivel and fall off after 1 day.
6. 1-3: You grow TN feet taller. 4-6: You shrink TN feet (down to 1"). You return to your normal height as you sleep.
7. You can only speak backwards for the next TN hours.
8. You're pushed TN rounds ahead in time, blinking out and into existence.
9. Your skin becomes broken with warts and

green in color for the next TN days.

10. Your hair grows TN feet long and animates for TN days, attack with it for d4 damage.
11. You are frozen in place for TN rounds.
12. As Greater Undoing 1 but your growths revert or shrivel off after 1 week.
13. You walk backwards for the next TN hours.
14. You freeze time around you for TN rounds (as *Time Stop*). Your speed is reduced to a mere crawl of 5' during this time.
15. The creature nearest you must Save vs Magic or be turned (for TN turns) into a 1: newt 2: salamander 3: gecko 4: lizard 5: iguana 6: bearded dragon.
16. You catch a glimpse of your own spirit, stunning you for 1 round. Your spirit lingers for TN rounds before returning. You cannot die while it lingers.
17. A hostile Fraction of Chaos (a tiny elemental dealing random types of damage) appears.
18. You grow an unsightly boil or wart.
19. 1-3: You age TN years, the person closest to you regresses the same amount of years. 4-6: You regress TN years, the person closest to you ages the same amount of years.
20. Roll for a Greater Undoing.

## GREATER UNDOING

1. You grow 1: a pseudopod arm (each gives an extra unarmed attack/round at a cumulative -2 penalty to attack for d3 damage). 2: an extra leg (increases your speed by 5') 3: a pair of tentacles in place of one of your real legs (decrease speed by 10' but gain an equal climb speed) 4: an extra pair



- of eyes somewhere on your body (decrease your chance to be surprised if they are exposed) 5: reptilian scales covering most of your body (increase your AC by 1) 6: parasitic growths all over your body, draining your CON by 1/month until you waste and die.
2. 1-3: You learn TN random new languages. 4-6: You replace a random language you know with one unknown to man.
  3. Your soul becomes linked to the closest creature to you, if one of you ever perishes the other's spirit will leave their body as well.
  4. Your skin turns 1: red and your touch is hot enough that you can (slowly) start fires 2: orange and everything you eat or drink tastes strongly of copper 3: yellow and you smell of honey, attracting bees 4: green and you no longer have to eat normal food, photosynthesizing sunlight instead 5: blue and you must keep your skin wet every 12 hours or suffer dehydration and exhaustion 6: violet and sticky, increasing your Climbing skill.
  5. Your pupils roll to the back of your head and your eyes turn black. For the next TN months you have a gaze of fear, 3 times per day, when the power fades you will go blind.
  6. Summon into being 1: Lucifer, who offers you a single wish in exchange for your immortal soul (if you've already sold your soul then roll a d6 to get a new TN) 2: a random, hostile strange beast (see the SBG, page) 3: a long-lost relative or loved one 4: a historical figure from the real world 5: an NPC duplicate of your real, out-of-character self 6: the last character you played that died (even from another RPG).
  7. You are transformed into a 1: Buffalo-folk 2: Pukwudjie 3: Sasquatch 4: Kelpie 5: Yak-folk (as Buffalo-folk with appropriate zodiac companions instead of celestial companions) 6: Yeti (as Sasquatch but abominable). You are no longer a Witch, remake your character using the same ability scores with the new race/class (ignoring ability requirements).
  8. You swap bodies and physical ability scores (keeping your class, skills, experience and mental ability scores) with the nearest human character.
  9. Increase by 1d6 your 1: STR and your muscles bulge in strange ways, you require custom fitted clothing and armor 2: DEX and you develop ghastly twitches, subtract 1d4 when hiring retainers 3: CON and you are insatiable, requiring a full meal to heal each hit point 4: CHA and you become increasingly narcissistic, if you aren't already 5: WIS and you age 10 years for each point increased 6: INT and your brain grows through your skull, it is now exposed, if you get hit with a natural 20 you suffer critical brain damage and die.
  10. Decrease, by 1d6, your 1: STR but once per day you can reroll a failed strength based check (including a missed attack) 2: DEX as strength but with dexterity 3: CON but you never need to eat again 4: CHA but any followers you currently have double their loyalty (to max) 5: WIS and gain 10 years of youth (extending your current age) for each

**A** Witch professed to be able to avert the anger of the gods by means of charms, of which she alone possessed the secret; and she drove a brisk trade, and made a fat livelihood out of it. But certain persons accused her of black magic and carried her before the judges, and demanded that she should be put to death for dealings with the Devil. She was found guilty and condemned to death: and one of the judges said to her as she was leaving the dock, "You say you can avert the anger of the gods. How comes it, then, that you have failed to disarm the enmity of men?" - *Aesop*

point lost 6: INT but increase your WP by the same amount.

11. Your shadow animates with TN hit dice, it obeys your mental orders. If your shadow is slain then you will never cast one again.
12. You develop a swelling tumor on your torso that matures, over the course of a week, into a conjoined twin of TNx2 intelligence.

## FINAL UNDOING

1. **Worlds On Fire.** The earth cracks open, spewing forth a titanic geyser of hellfire and brimstone - a satanic supervolcano. Everything within TN x 12 miles is destroyed in an instant, burned with lava and buried in 3-feet of ash. Black clouds of ash cover the skies for generations, plants and animals die out. Mankind struggles to survive in this apocalyptic wasteland.
2. **Black Dog.** Another Witch, dressed in a manner entirely opposite of your appearance, arrives at the end of the combat round to deliver to

you an immortal, invincible, impossibly loyal and entirely unrelenting beast known as the Black Dog. The beast savagely attacks and consumes any being that dares to approach you - including your friends, family and party members - nothing at all will stop it. You and the beast are inexorably bound, its immortality and invulnerability are shared with you for the next TN decades (after which it will turn on you before disappearing to whence it came) or until a witch summons you to deliver the Dog by causing the same Undoing.

3. **Cope.** Two enormous primordials, elemental gods in opposition to each other (fire vs ice, light vs dark, air vs earth, etc.) are summoned from another realm of existence. Their glorious and titanic battle destroys all life within the region - with the exception of the you and the creature you were targeting (or just you, if you were not targeting a creature).
4. **Peak Magnetic.** The entire spectrum of magnetic energy is absorbed, for only a moment (that's all it will take), into your



being. Every piece of ferromagnetic matter on the planet is pulled violently into you, impaling you a trillion-fold. Your planet is left an apocalyptic wasteland, perforated into a piece of planetary Swiss cheese.

5. **In the Waiting Line.** A ticking clock, everyone stops. The next round never comes. Time in the surrounding TN miles comes to a sudden and complete stand still. You, your party, the dungeon/town/wilderness you are in, etc., are forever frozen as you were in this instant.

6. **In Yumen Xibalba.** The sky darkens and red lightning cracks the horizon as massive crimson-black gates of Xibalba tear open in the sky above. A legion of 999 strange demon beasts pour fourth, led by one or more of the Death Gods of Xibalba.

7. **Cybernetic Apocalypse Preparation.** Your witchcraft sends a signal to an advanced cybernetic race of malevolent AIs with god-like power and resources. The signal is clear, the Earth's magic is too powerful and the planet must be assimilated. Scouting probes parked on the dark side of the moon will arrive in TN Turns (x2 if underground) to investigate your location for residual chaos. Unless the probes are prevented from returning to space and signaling home, hostile invasion forces will arrive in 2d20 months.

8. **Derezzed.** A massive tear in the curtains of reality manifests. It appears as a 333-foot malfunction in the fabric of space-time. The defect swirls in chaotic patterns, reconfiguring all matter that it comes in contact with and leaving only twisted, warped and horrible things behind. You can run but this world will be doomed unless someone figures out how to stop and/or reverse this Undoing.

## rites

Some spells are tagged as Rites. A Witch does not roll dice when casting rites; they instead require burning the spell's level in WP for the day. The following spells from Lamentations of the Flame Princess are considered rites:

*Animate Dead, Bookspeak, Clone, Comprehend Languages, Creation, Detect Magic, Faithful Hound, Geas, Identify, Legend Lore, Permanency, Speak with Dead, Spell Turning, Summon, Trap the Soul.*

All Witches begin with the *Bind Familiar* rite.

## Witch Focus

A Witch may craft or find a focus. Focus come in varied forms and functions. A Witch may be attuned to only one focus at a time.

### -Yew Wand-

*Creation time/cost:* 1 week/150sp, *requires a core of an uncommon yew tree.* When casting with a yew wand a Witch's WP dice become d8s; the larger die representing a more stable magical connection (less chance to have of-a-kind rolls), at a cost of a greater expenditure of daily WP (only rolls of 1-3 return to a witch's pool).

### -Casting Stone-

*Creation time/cost:* 1 month/488sp, *requires a very rare chaos lodestone.* Each side of a casting stone is attuned to a different number between 1 and 6. Use a coin and assign a number to heads and tails. When casting you choose which side is face up, that side counts as an extra of-a-kind. WP dice that show the face down number do not trigger undoings.

### -Blood Goblet-

*Creation time/cost:* 3 days/40sp (silver, 5 days/120sp; gold, 10 days/400sp, *requires increasingly rare bloodstones.* Small sacrifices (1 or 2 hit die for copper, 3 for silver, 4 for golden) made while casting with a blood goblet count as double HD.



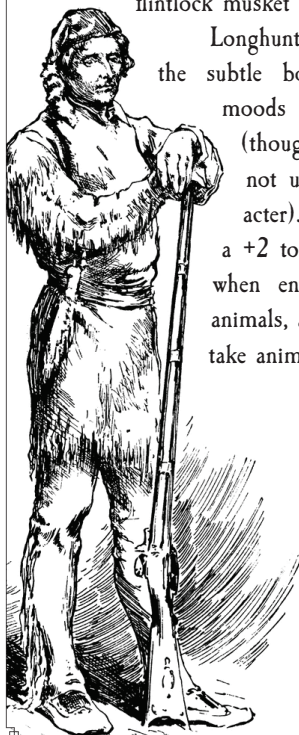
# LONGHUNTER


LEGENDARY HUNTERS AND TRACKERS, EXPERT PATHFINDERS, UNCANNY BEASTMASTERS, AND CELEBRATED SURVIVALISTS - ALL ROLLED IN ONE.

The Longhunters' skills at tracking, surviving and general woodsmaning are unparalleled, they begin with a 3:6 Bushcraft skill. Longhunters are incredible stalkers and ambushers, they begin with a Stealth skill of 3:6. They are surprised less than other characters (on a 1:6) as well as surprising enemies more (on 3:6). Longhunters armor increases by +1 when not surprised.

A Longhunters' aim is masterful, they receive +1 to ranged attacks and may take precise shots into melee combat with a -4 to attack (-2 at 5th level, 0 at 9th level). A Longhunter's initiative is increased by +2 and their speed is increased by 5% per level while in the wilderness. All Longhunter characters begin play with a rifled flintlock musket or pistol.

Longhunters can understand the subtle body language and moods of normal animals (though the beasts may not understand the character). This gives them a +2 to all reaction rolls when encountering normal animals, and allows them to take animals as henchmen.



  
**Requirements**  
 Strength OR Dexterity 13  
**Prime Requisite**  
 Strength OR Dexterity  
**Experience Points**  
 as a Magic-user  
**Hit Points**  
 as a Cleric  
**Saving Throws**  
 as a Fighter  
**Attacks**  
 as a Fighter



LEVEL	STEALTH	BUSHCRAFT
1	3 in 6	3 in 6
2	3 in 6	3 in 6
3	3 in 6	3 in 6
4	4 in 6	4 in 6
5	4 in 6	4 in 6
6	4 in 6	4 in 6
7	5 in 6	5 in 6
8	5 in 6	5 in 6
9	5 in 6	5 in 6
10+	6 in 6	6 in 6

*If you are using a non-d6 skill system, Longhunters have Move Silently and Hide in Shadows as a Thief. They have training in Hunting, Nature Lore, Riding, Survival, and Tracking skills.*

## Animal Henchmen

Animal henchmen gain a portion of XP as a regular henchman would but do not usually get a share of treasure. An animal henchman may increase in HD through adventuring. It requires 3,000XP (plus 500XP per special ability) for a 1 HD animal to advance to 2 HD.

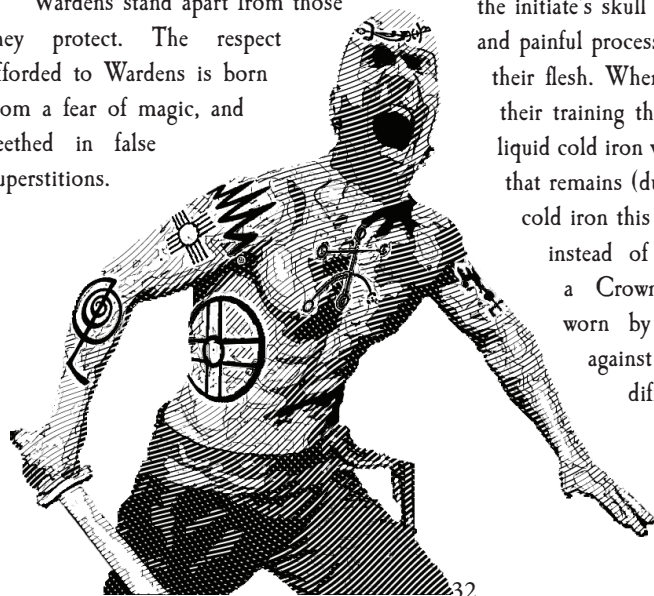
The amount of XP required doubles with each HD (round values greater than 20,000XP to the nearest 1,000). The doubling caps at level 8 (the amount of additional XP required to reach levels after 8 is the same as it took to go from 7 to 8).

# WARDENS

GUARDIANS, AVOWED BY OATHS, SCARRED BY SACRED TATTOOS AND ACQUIESCED BY BOTH CROWNS AND RELIGIONS, WHO USE A NARROW FORM OF MAGIC KNOWN AS SIGNS, AGAINST THE STRANGE AND FEARSOME HORRORS OF THE NEW WORLD. Warden-ism first formed, over a thousand years ago, during the Second Dawning of Magic, as a philosophy of using magic to fight against magic; fire against fire. An order known formally as the Wardens existed only briefly, in the eyes of history, before collapsing and reforming into a tradition of wandering masters who take on one or two apprentices at a time.

All sovereign nations of the new world have accorded the Wardens a station of privilege, with a reluctant acceptance of their use of sign magic. Religions have turned a blind eye to the Warden's use of chaos-magic or otherwise have twisted their doctrine to allow it. Having the Wardens at hand and maintaining their order is a must if mankind is to have any chance of subjugating the New World.

Wardens stand apart from those they protect. The respect afforded to Wardens is born from a fear of magic, and seethed in false superstitions.



## Prime Requisite

Strength and Intelligence

## Experience Points

as an Elf

## Hit Points

as an Elf

## Saving Throws

as an Elf

## Attacks

as a Fighter, Fighter Combat Options



Many view Wardens as little better than the strange beasts and bogeys that they hunt, and they are generally only welcome when there's a monster or witch that needs dealing with. As such, many Wardens become unsympathetic outsiders, letting their guard down only around their more open-minded companions or other Wardens. Many Wardens join the ranks of the professional bogey hunters the Fang & Fury Society. There a Warden is able to find ample opportunity for honing their skill and expertise.

When a young Warden-to-be is taken in as an initiate they will craft a cold-iron circlet. The young Warden will then shave their head and don the circlet, the master tightening it around the initiate's skull with each new lesson - a slow and painful process which presses a channel into their flesh. When a young Warden completes their training the circlet will be removed and liquid cold iron will be poured into the channel that remains (due to the low melting point of cold iron this process is merely very painful, instead of deadly). This is known as a Crown, a permanent adornment worn by Wardens to protect them against chaotic forces. Crowns have different properties depending on their arrangement and the composition of the inlying cold iron alloys; a Warden chooses one of the following Crowns:

- **Assailant's Crown** 1/day you can cause a single creature within sight that just made a successful saving throw to re-roll that saving save.
- **Poison's Crown** Poison will never instantly kill you, instead reducing you to -1 hp.
- **Summer's Crown** You recover an extra 1hp per hd each day whilst resting in sunlight.
- **Stalker's Crown** You begin with 3:6 Stealth, increasing at levels 4, 7 and 10.
- **Vanquisher's Crown** 1/day you can re-roll a missed attack.
- **Witchunter's Crown** 1/day you can re-roll a failed save against any spell or magic effect.

Wardens are the most renowned users of sign magic, a convention of tattooing spells into the caster's flesh so that the spell may be channeled quickly with just the tracing of a Sign in the air. Sign magic was developed by warrior-philosophers belonging to various tribes and clans around the world, Wardens adopted and perfected the techniques. There are two types of spell signs, base signs and flourishes. Base signs are powers equivalent to a magic-user spells, flourishes are modifiers which can be applied to and are unique to each base sign. To learn a new spell sign a Warden inscribes their skin with an enchanted tattoo, inked with cold-iron pigments. A first-level Warden begins with a single base sign and acquires the capability to have more signs as they level up. When a Warden wishes to acquire a new sign (base sign or flourish) they must expend increasingly expensive resources costing

**"Remember, brothers, that we the descendedants of the greatest protectors of men, we trace our lineage to the times of Solomon and the First Dawning. When magic dawned we rose to meet it. Where chaos lurked we saught it out and snuffed it. Pledge yourself today, tomorrow, and forever, to the Order of the Wardens. Declare yourself to take freely and solemnly this oath of guardianship, stewardship and vengeance for man. Pledge your sword, your forces, and your life to the defense, honour and furthering of the Order. To defend those that can afford to pay you. To give no quarter to witch or monster."**  
*- Warden's Oath*

25sp x 3d6 x the number of signs they already have (taking 2d6 days to complete). Wardens may cast a number of signs per day equal to their level + Constitution modifier, after which they may cast an additional sign per day by permanently draining 1 point of Constitution. The Warden's Constitution modifier is also applied as a penalty to saves against the Warden's signs.

At first-level, Wardens are provided by the nation, state or religion that they serve with a single cold iron


weapon or silvered weapon of their choice. Each colony of the New World has also decreed - under penalty of law - that Wardens are to be afforded a 50% discount on cold iron and silvered weapons and ammunition.


Wardens have studied extensively on the subjects of monsters and magic, they begin with an increased Lore skill (3:6). Wardens have trained their awareness and are surprised less often than other characters (1:6 chance).


LEVEL	SPELL SIGNS	LORE
1	1 Base Sign	3 in 6
2	2 Base Signs, 1 Flourish	3 in 6
3	2 Base Signs, 1 Flourish	3 in 6
4	3 Base Signs, 2 Flourishes	4 in 6
5	3 Base Signs, 2 Flourishes	4 in 6
6	4 Base Signs, 3 Flourishes	4 in 6
7	4 Base Signs, 3 Flourishes	5 in 6
8	5 Base Signs, 4 Flourishes	5 in 6
9	5 Base Signs, 4 Flourishes	5 in 6
10+	Learn an additional Base Sign and Flourish every other level.	6 in 6


# Spell Signs


Spell signs are cast as an action, with a free hand, by tracing a special sign in the air that pairs with a special tattoo on the caster (most likely a Warden). Most signs have a reverse - an inverted version of the base sign, typically with an opposite effect. Reverse signs are learned separately but a flourish need be only learned once for either. When casting a sign only a single flourish may be added. Several signs can be improved by learning a second level version (as you would learn a new base sign). When you improve a sign in this way you always cast the highest level version known.


 **Beasts** Channel the physical abilities of animal spirits. Increase your Strength or Dexterity bonus by 1 for 1 turn / level.


 **Burden** Sap the physical abilities of a target you can see within 60 feet. Target must Save or decrease their Strength or Dexterity bonus by 1 for 1 turn / level.


 **Spider flourish** While the Beasts or Burden sign is active you can climb walls and ceilings as a spider.


 **Fish flourish** While the Beasts or Burden sign is active you can swim and breathe underwater as a fish.


 **Squirrel flourish** While the Beasts or Burden sign is active you can glide through the air at a 30 degree angle, as a flying squirrel.


 **Calm** A single creature within 60 feet must Save or be lifted of anger and umbrage against yourself and those you designate. The effect lasts for 1 turn / level. Abuse or hostile actions break the effect.


 **Fury** A single creature within 60 feet must Save or be enraged with violent inclinations, launching into physical attack against anyone or anything nearby.


 **Forget flourish** A single creature within 60 feet must Save or forget either a) any interaction with you and those you designate that occurred within a number of turns previously equal to your level, or b) forget a single specific memory that occurred no more than a number of years previously equal to your level.

 **Celerity** Move and act with haste. You can make double the number of actions and automatically win Initiative. Your speed doubles. Only one spell or sign can be cast per round. Lasts 1 round / level. Does not stack with Haste.

 **Celerity 2** Increase the effect and range of Celerity to a number of creatures equal to your level that you can see within 60'. Can be used to counter *Slow*.


 **Linger flourish** A number of creatures equal to your level that you can see within 60' must Save or halve their actions and movement. Only one spell can be cast every two rounds. Can be used to counter *Haste*.


 **Detect Chaos** This spell allows you to know if anything within your field of vision is Chaotic. This includes magic-users, witches, strange beasts, certain bogeys and spirits.


 **Detect Chaos 2** You can determine the relative power (faint, moderate, strong, overwhelming) of chaos that you sense. You can detect lingering auras of chaos after the original source dissipates or is destroyed. Faint chaos





lingers up a minute. Moderate up to 10 minutes. Strong up to an hour. Overwhelming up to a week.


 **Flames** Cast upon a melee weapon you touch. For 1 round + 1 round / level the weapon is engulfed in flames, dealing an extra 1d4 fire damage. If that damage is a 4 the victim must Save or be engulfed in flames, taking 1d8 damage per round until the fire is put out.


 **Flame-arrow flourish** While the Flames sign is active upon a weapon, the wielder may shoot arrows of fire from the weapon as a ranged attack. This attack has the range of a short bow and deals 1d4 fire damage. If that damage is a 4 the victim must Save or be engulfed in flames, taking 1d8 damage per round until the fire is put out.


 **Molten-strikes flourish** While the Flames sign is active upon a weapon, a successful strike melts through worn armor and thick hides, reducing AC by 1 (stacking a number of times equal to your level) until it is destroyed. Natural armor regenerates 1 point / day.


 **Frost** Cast upon a melee weapon you touch. For 1 round + 1 round / level the weapon is covered in frost, dealing an extra 1d4 cold damage. The wielder of the weapon takes half damage from fire. Natural fires within 5 feet of the weapon are extinguished.


 **Frost-bolt flourish** While the Frost sign is active upon a weapon, the wielder may shoot bolts of frost from the weapon as a ranged attack. This attack has the range of a short bow and deals 1d4 cold damage. If the attack hits, the frost-bolt shatters and creatures within 5 feet of the target must Save against Dexterity or take 1d3 damage.


 **Ghost-strike** Your melee weapon strikes become ethereal, ignoring 5 points of worn armor and counting as magical against spirits and undead. The effect lasts for 1 round + 1 round / level.


 **Blur** Your form appears displaced. The first non-magical attack against you on each round always misses. Your AC increases by 2. This effect lasts for 1 round + 1 round / level.


 **Jaunt flourish** While Ghost-strike or Blur is active, you can teleport 5' once, as part of your movement - traveling through strange realities and weird dimensions. There is a 6% chance you never return.


 **Glimmer** You imbue an object that can be held in one hand with shimmering starlight as bright as a torch. The light caused by the spell emits no heat, nor can it be extinguished by water or high winds. The source of the light can be covered, which will block the light, but this will not end the effect (which the caster can end at will). This effect persists for 1 day.


 **Wych-glow flourish** You can cast the Glimmer sign on creatures within 60 feet, outlining targets with shimmering flares of starlight. You can effect a number of human-sized creatures up to your level that are within a 40 foot radius. Victims are visible in darkness at a distance of 80 feet, or half this if creatures are near a light source. The greater visibility grants attackers a +2 bonus to hit outlined creatures.


 **Jump** A target you touch can make mighty jumps, to a maximum height of 10 feet and a maximum length of 30 feet.


 **Ground** A flying target (using non-magical flight) must Save or fall from the sky.


 **Push** A target that you can see within 30 feet must Save or be pushed away by 5 feet / level.


 **Pull** A target that you can see within 60 feet must Save or be pulled forward by 5 feet / level.


 **Hold flourish** You can initiate a grapple with a target you can see within 60 feet. You can maintain this grapple for 1 round / level.


 **Shield** You summon a shield of energy that hovers near you for 1 turn / level, increasing your ranged AC by 2 and melee AC by 1. If an attack hits, it does one less point of damage.

 **Spell-shield flourish** While the Shield sign is active, you have a bonus to saves against spells and magical effects equal to your level.


 **Spiked-shield flourish** While the Shield sign is active, anyone who strikes at you in melee takes 1d4 damage.


 **Sleep** For 1d4 Turns, you cause a magical slumber to come upon creatures with 4+1 or fewer Hit Dice. You can only affect 1 creature if it has 4+1 or more HD, but otherwise affect creatures totaling 2d8 HD. Treat creatures with less than 1 HD as having 1 HD, and creatures with a bonus to their HD as having the flat amount. For example, a 3+2 HD monster would be calculated as having 3 Hit Dice. Excess HD that are not sufficient to affect a creature are wasted. Creatures with the fewest Hit Dice are affected first. Slapping or wounding awakens an affected creature, but normal noise does not. Sleep does not affect spirits, bogeys, arcane horrors or strange/magical creatures. Sleep affects creatures in a 40 foot square within 240 feet.


 **Strange Beasts flourish** Sleep can effect strange/magical beasts and animals that are not specifically immune to sleep effects, but only for 1d4 rounds instead of turns.


 **Bogeys flourish** Sleep can effect bogeys (fey, angels and demons) that are not specifically immune to sleep effects, but only for 1d4 rounds instead of turns.

If you have both Sleep flourishes then creatures effected sleep for Turns instead of Rounds.

 **Ward** Inscribing this sign on the ground places an invisible alarm that warns against intrusion. The ward exists for 8 hours and detects whenever a creature comes within 20 feet. You may designate creatures which do not set off the ward. When you cast this sign you choose whether the alarm is mental (you are telepathically notified as long as you are within 1 mile) or audible (rings for 2 rounds and can be heard within 60 or 120 feet, chosen at casting).

 **Anti-Magic Zone flourish** Creatures that are within your ward must make a Save when they attempt to cast a spell or use a magical ability, else the spell/ability fails.

 **Burning-ring flourish** Creatures that are within your ward take 1d4 fire damage/round. If that damage is a 4 the victim must Save or be engulfed in flames, taking 1d8 damage per round until the fire is put out.

 **Snare-trap flourish** Creatures that are within your ward are slowed, halving their actions and movement. Only one spell can be cast every two rounds. This ward counters *Haste* on creatures that enter the area.



# BUFFALO-FOLK

MAGNANIMOUS WARRIORS, SIDEREAL NOMADS AND PROTECTORS OF THE PRAIRIE. Native folklore foretold of their coming. The Buffalo-folk appeared suddenly in the great plains many years ago. Man cannot be allowed to know where they came from, such knowledge is forbidden and reserved for only the highest of the 'Folk shamans. Theologians claim the 'Folk are a lost tribe of man, punished by God for committing heresies; scholars assert the 'Folk were once bison, spectacularly endowed with consciousness.

Buffalo-folk are proud, stoic and enduring people. Shamanism and astronomy intertwine, held in the highest regard within their culture. Skywatchers monitor the heavenly bodies close, moving their tribes nomadically with the stars. Buffalo-folk shamans are wise to many of the great mysteries of the New World but do not wish to share their sacred views with modern scholars or philosophers.

Buffalo-folk adventurers are uncommon. Most 'Folk regard themselves as conservators of their simple ways of life and consider adventuring to be a fool's endeavor. Still, there are some Buffalo-folk that ramble far from their range.

Buffalo-folk find comfort, strength and guidance from the stars and planets in the sky above. When a Buffalo-folk comes of age, the skywatchers of their clan choose a constellation, star or other celestial body to become the young Buffalo-folk's companion. Buffalo-folk



## Requirements

Strength 9, Wisdom 9

## Prime Requisite

Strength and Wisdom

## Experience Points

as a Dwarf

## Hit Points

as a Fighter

## Saving Throws

as a Fighter

## Attacks

as a Fighter, **Fighter Combat Options**



receive a constant benefit (unique, depending on the celestial body chosen) from their celestial

"Three planets were created, one after another. The gods burned the first world because its people were proud and boastful of that their world was closest to the sun. The second world ended because its people acted without wisdom, they used power beyond measure and destroyed the air. Before creating the third world, our world, the gods met in the darkness. To guide the people, and to humble them, the gods wove planets, stars, moons and comets into the celestial curtain. — We must always remember to see the wisdom in the night sky."

*-Thunder-No-Rain, High Shaman*

companion. 'Folk become depressed and lose this benefit if they have not seen the night sky in the last 24 hours (+1 night per level). Buffalo-folk are also able to commune with their celestial companion (as the spell 'Augury'), once per lunar cycle - as long as they are able to see the night sky. When a Buffalo-folk reaches 5th, 9th, 13th and every 4 levels afterwards they may, after consulting with a skywatcher and performing the ceremony, bond with

an additional celestial companion.

Buffalo-folk can fight with their horns, dealing d4 damage. 'Folk cannot wear clothes, armor or shields made for humans. Anything of the sort must be custom fitted and costs twice as much. Buffalo-folk may use normal weapons & firearms.





# Celestial Companions

## Two Wolves (*Canis Major and Minor*)

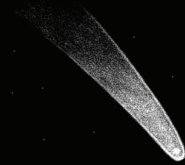
When you and an ally flank an enemy, you both gain a +2 bonus to your melee attacks.



*"Two Dogs are fighting within us, one is evil - the other is good."*

## Lost Braves (*Great Comets*)

You have a Search skill (or the ability to find secret doors) as an Elf of your level.



*"Braves' homes are lost, now they wander, endlessly searching."*

## Giant (*Orion*)

You gain 5% bonus Experience Points.  
Improve all your saves by 2.



*"The furry Giant is our older brother and our teacher."*

## Great Stag (*Hercules*)

Your movement rate increases by 10' per level. You are surprised less (1:6).



*"As the Stag grazed his ears perked up - warning him of danger."*

## Bison (*Perseus*)

Your horns deal d6 damage. You deal triple damage when you make a charge attack.



*"Bison comes to walk in the grass and stampede through the plains."*

## Thunderbird (*Beta Leonis*)

Double the chance your attacks hit automatically (usually from 20 to 19-20)



*"Thunderbird carries all the clouds in his tail and the rain in his wings."*

## Turtle (*Auriga*)

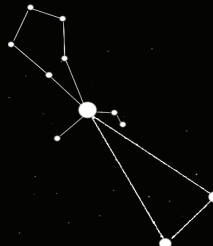
Your hide is tough, your base AC is as Leather. Reduce nonmagical damage by 1 (minimum 1).



*"Injured Turtle found a shell on the shore. He wore it so he would never be hurt."*

## Skyfolk (*Boötes*)

+1 Luck skill, if you aren't using Luck then, 2x per session, you can reroll one die (keep the better).



*"Friends from beyond the blue horizon are watching over us."*

# PUKWUDJIE

KNEE-HIGH, ENERGETIC AND ERRATIC TRICKSTERS WITH THE ABILITY TO TURN INVISIBLE AND A BACK FULL OF POISONOUS QUILLS. Pukwudjie are capricious, dangerous creatures who may play harmless tricks in a whimsy or even help their human neighbors, but are just as likely to steal children or set buildings on fire. They are born as rancorous bogeys, birthed, fully-grown, from the fertile soils beneath ancient forests, in an act of retribution by nature. Pukwudjie lifespans are rapid, rarely living more than a few decades they shrivel and decay into muck.

Pukwudjie quills are as sharp as needles and dripping with acidic poison secreted from the Pukwudjie's glands. Their noses are elongated, standing several inches from their face and their ears are just as disproportionate - while their beady, glittering eyes that range in color from moss green to blood red are sunken into their skulls like set gemstones. Pukwudjie are omnivores, but due to their pernicious nature they tend to have a diet consisting mostly of small forest critters (squirrels, lizards, birds).

Pukwudjie gather into small tribal collectives tucked far-away into the wilderness. They are able to both work together as a community and, at the same time, plot and betray one another with such frequency that many Pukwudjie are outcast, which often leaves short-handed tribes that soon dissolve.

By standing still and concentrating as a full round action, a Pukwudjie may turn invisible (as the spell 'Invisibility') for up to 1 turn. They can initially use this ability as long as they have rounds of invisibility remaining, after which they must rest for 4 hours before using the ability again. This invisibility can be dispelled and is dispelled automatically

if the Pukwudjie attacks or when they choose to end the effect.

A Pukwudjie can discharge their quills while they retreat, firing in a 15' cone behind them. Targets must Save vs Breath or take

2d4 piercing and d4 poison damage.

Pukwudjie can use their quills a number of times equal to their HD. Pukwudjie quills regrow after d3+1 weeks per use. Any creature that attacks a Pukwudjie (with fully-grown quills) from behind must Save vs Breath or accidentally take damage from the Pukwudjie's quills.

Pukwudjie have no respect for personal property, they will pilfer anything in sight. When a Pukwudjie makes a successful melee attack, they can attempt to Sleight of Hand a single item

Requirement  
Dexterity 13

Prime Requisite

Dexterity  
Experience Points

as a Thief / Specialist

Hit Points

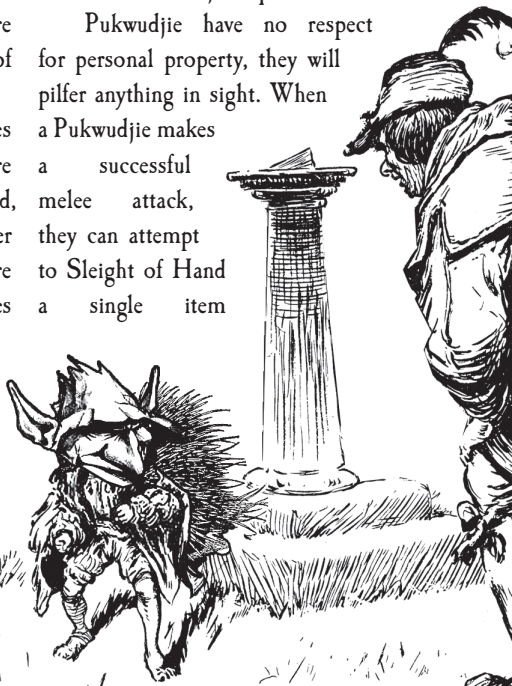
as a Magic-user

Saving Throws

as a Halfling

Attacks

as a Halfling



carried but not held by the target. Pilfering intelligent creatures only works on the first attempt.

To keep their secrets among themselves, Pukwudjie have developed their own secret language. All Pukwudjie characters can speak Pukwudjie in addition to their normal starting languages. Humans and other 'folk' can only learn Pukwudjie through difficult and dedicated instruction (and never through the chance of a LotFP-style Language skill).

ROLL	ADVANCEMENT
1	Gain 1 skill point, your Invisibility lasts for an additional turn. You can divide your Invisibility turns into separate uses.
2	Gain 1 skill point, your quills range increases by 5'
3	Gain 1 skill point, your quills deal +1d4 poison damage
4	Gain 1 skill point, your poison glands reactively spray enemies that attack you while within 5-feet, the attacker must Save vs Poison or take d4 damage (increases by 1d4 each time this is rolled)
5	Gain 1 skill point, your quills grow back faster (to d3 weeks > 1 week > 6 days > 3 days > 1 day min.)
6	Gain 1 skill point, your fingers grow into sharp rake-like claws. Your unarmed damage increases to 1d3 (increase by 1 damage each time this is re-rolled (ie; d3+1))
7	Gain 1 skill point, chaos itself begins to shroud you - obscuring your form from this reality. You can re-roll Stealth checks one additional time per attempt.

8	Gain 1 skill point, your fey-like nature improves the reaction checks of bogeys (fey, heavenly and demonic outsiders) by 1
9	Gain 1 Dexterity up to a racial maximum of 20
10	Gain 2 skill points.

Pukwudjie are talented devils, their skills are varied and versatile. At 1st level a Pukwudjie receives 2 skill 'points' to allocate. After 1st level they may receive skill points, depending on their advancement. *If you are not using a skill point system then a Pukwudjie advances a Thief skill 5% for each skill point they would receive.*

Pukwudjie development cycles are anarchic; rarely do a pair of Pukwudjie ever have the same capabilities. When a Pukwudjie levels up they progress by rolling once on the advancement chart.

Pukwudjie are, by necessity, raised to ward off attacks from larger creatures. They receive a +2 bonus to their Armor Class against attacks from larger than man-size creatures (creatures described as "large, Huge, Gargantuan, etc"). As a rule of thumb, any non-human-shaped creature whose size is not otherwise given in a description can be presumed to be larger than man-sized if it has 4 or more HD.

Due to their size Pukwudjie cannot use large weapons and must use medium weapons two-handed. Additionally, they cannot wear clothes or armor made for humans, nor can they use shields or firearms. Anything of the sort must be custom fitted and costs twice as much. Pukwudjie are allergic to cold iron, they cannot use cold iron weapons or armor. Pukwudjie cannot turn invisible when in contact with cold iron nor can they see anything written in ink pigmented with cold iron.

# SASQUATCH

HUNTED AND ENSLAVED. SASQUATCH ARE UNCORRUPTED BUT SAVAGE NATIVES OF THE STRANGE NEW WORLD. The Sasquatch were discovered by frontier explorers in the early days of colonization, it has been an awful time for the 'Squatch since. Sasquatch slaves are highly profitable, fetching ten-times more than humans.

Sasquatch language is an intricate and perplexing series of howls, grunts, and chest pounding followed by intense staring. Sasquatch can send simple messages (limited to 1 phrase per Turn) over long distances by knocking loudly on trees with rocks or logs, the distance in which this can be heard is 1 mile per point of strength bonus. Sasquatch are incapable of *speaking* human languages but may understand English (or rarely another language) if they begin with at least an INT of 4; they can write simple phrases (with Sasquatch-sized utensils) if their INT is 6 or higher. Humans can learn Sasquatch but it takes twice the time as learning a human language. Humans are incapable of tree knocking but may understand it.

Sasquatch are naturally superior climbers, they have a climb speed equal to their land speed. Sasquatch are familiar with swinging and smashing with tree branches and small logs as weapons, they add +1 to their Strength bonus when attacking with clubs, large blunt weapons or similar. Sasquatch have huge, tremendous fists that deal d6 damage unarmed, but their oversized digits cannot manipulate small tools, shields, medium or minor weapons nor firearms (short of a cannon or specially built weapons). Sasquatch cannot wear clothes or armor made for humans. Anything of the sort must be custom fitted and costs twice as much.

Sasquatch carry their homes with them, they are considered to be one category less encum-

bered than a human would be. Sasquatch can move dexterously on their knuckles and are thus unhindered by most difficult terrain - this doesn't affect their long-distance movement rates; it only affects their encounter speed and running speed.

At will, a Sasquatch can enter a primal frenzy, gaining an additional melee attack per round but swinging so wildly that they have a -2 penalty to all attacks while frenzied. A Sasquatch in a frenzy also gains temporary hit points equal to their level (removed after the frenzy ends) and has immunity to fear effects. Once frenzied a Sasquatch will not flee or evade combat until no enemies are left standing. Sasquatch can frenzy a number of times per day equal to their Constitution bonus. Sasquatch begin play with a one or two-handed club (or tree branch), 2d4 fresh rations and no coins.

## Requirements

Min Str 13, Con 13 - Max Int 8

## Prime Requisite

Strength and Constitution

## Experience Points

as a Fighter

## Hit Points

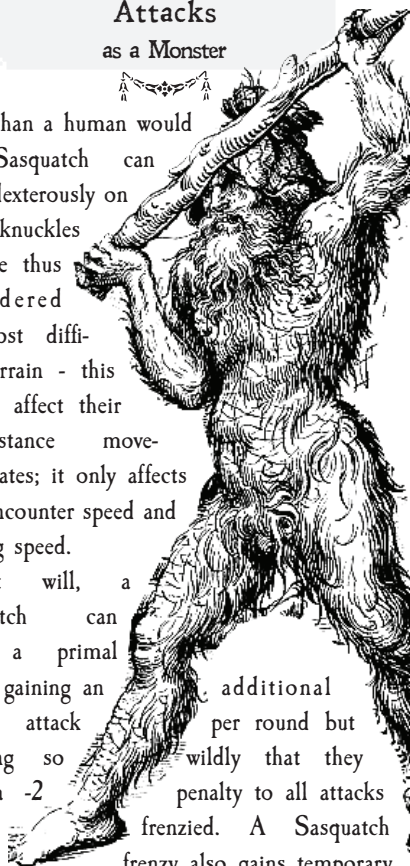
as a Fighter +1 hp/level

## Saving Throws

as a Fighter

## Attacks

as a Monster





# KELPIE

**SEMI-AQUATIC, BIPEDAL, EQUINE MYSTICS.** The Kelpie are spawned every 100 years from the Ebb, an intersection of natural ley-lines deep within the Mid-Atlantic Ridge. Their coral and seashell commune and monasteries are protected by the Leviathan, a titanic deep sea behemoth.

A Kelpie's horn is their magical conduit to the mystic Ebb, without their horn (if it breaks or is poached) a Kelpie loses their access to the Ebb and to their abilities. The horn counts as magical/orichalcum for purposes of overcoming resistances, deals d4 damage (increases to d6/level 3, d8/5, d10/7, 2d8/9, 2d10/9, 2d12/11, 3d8/13, 3d12/15) and grants immunity to ESP, *hold/slow* spells, magical charms and *quests/geas*. Kelpie move on land as humans and swim at 1.5x speed.

Instead of a normal attack bonus, or thac0 roll, Kelpie enter a 'flow' state. Each succesful melee or weapon attack increases their flow state by 1. In return, each point of flow state increases a Kelpie's attack roll bonus by 1. A Kelpie's maximum flow is equal to their level + their Wisdom bonus. A Kelpie's natural flow equilibrium begins at 1 and increases by 1 on odd numbered levels. Kelpie can lower their flow to less than their equilibrium by using abilities/crashing. If a Kelpie does not attack or move aggressively (ie; stands still) then their excess flow (above equilibrium) drops by 1/round. If a Kelpie takes damage then their flow state is reset to zero.



## Requirements

Dexterity 13 and Wisdom 13

Prime Requisite

Dexterity and Wisdom

Experience Points

as a Fighter

Hit Points

as a Cleric

Saving Throws

as a Fighter

Attacks

Special

## FLOW ABILITIES

- Spend 1 flow to move, up to your speed, so fast it appears instantaneous while ignoring enemies, pressure plates, rough and dangerous terrain. 1/round.
- Spend 1 to speak with sea animals for 1 Turn.
- Spend 2 flow to make a second attack per round, spend 3 more (5 total) to make a third, 4 more (9 total) for a fourth, etc.
- Spend 2 while moving to run up walls and across ceilings or to swim up waterfalls.
- Spend 3 to move across surfaces that would not normally support you (water, tree branches, a polearm wielded by an enemy).
- Spend 5 flow to speak telepathically with any creature you can see or sense, regardless of languages.
- Spend 9 to hide behind the currents of reality, turning invisible and undetectable by any means for a total of 1 round per level per day. Moving or attacking ends the effect.
- Spend all flow when you hit with an unarmed/horn attack to *crash*, increasing damage by the amount lost. At level 5, Kelpie can apply this to a thrown or bow attack. At level 7, a Kelpie can split this damage between adjacent targets if the attack would also hit them.

# DAMPS

DAMPS (FROM THE MIDDLE LOW GERMAN WORD DAMPF, MEANING "VAPOUR") ARE HEAVY GASES THAT CAN BE WEAPONIZED. Found throughout the New World in such frequency that adventurers have begun using them in the fight against the beasts and horrors of the strange frontier. Damps are gathered from various sources where they might form naturally or even supernaturally. They are mostly invisible and may be found in enclosed environments such as basements, sewers, wells, tunnels and ships' holds. Or extracted from gaseous veins and volatile vapor pockets inside caves and mines. Perhaps one of the greatest sources of damp vapours are the perilous black swamps where toxic marsh gases linger.

Thrown jars of damp have a range of 10/20/30. Explosive damps must be lit after the jar breaks and the vapors are exposed, using a thrown torch, flaming arrows or fuse. Damps can accidentally be ignited by firing firearms from within the vapor cloud. Damp vapors linger in a 10' space for 1 turn before they dissipate. Extracting and condensing damps requires a Damps Kit (which cost 200sp and weighs 4 lbs) and a successful Intelligence check, the difficulty of which increases with hard-to-extract vapors. Failure to extract a particular damp ruins any chance of future extraction and results in 1 round of

accidental exposure to the damp, however a kit operator taking proper precautions receives a +2 bonus to their save if they are exposed.

Sentinel animals, which are much more sensitive to damps and toxic gases, can be purchased and used for damp/poison gas detection by suffering the toxic effects a turn before they effect a human.

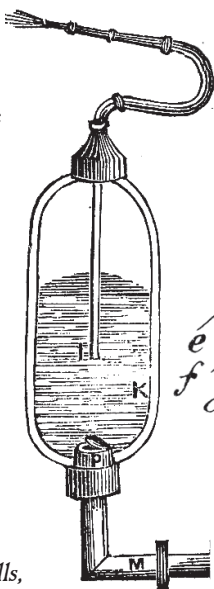
The varieties of damps most commonly found in the New World (and the locations they most frequently occur) are as follows:

*Firedamp (caves, mines), Extraction Difficulty +0, Purchase Cost 50sp*, Explosive when ignited, creatures within the damp cloud must Save vs Breath or take 2d4 fire damage. If the damage is 4 or more then they catch on fire, taking d8 damage on each consecutive round until extinguished. No harm of accidental exposure when extracting, however, carrying a flame (ie; a torch) or igniting a spark (ie; shooting a firearm) within the cloud will ignite it.

*Chokedamp (mines, swamps), Extraction Difficulty +1, Purchase Cost 70sp*, Removes all oxygen from the air in a 20' area. Creatures inside the area start suffocating immediately.



**Stinkdamp** (sewers, swamps), *Extraction Difficulty* +1, *Purchase Cost* 140sp, Creatures within the damp cloud must Save vs Poison or be nauseated (condition or -2 all rolls) for 1 Turn per Round exposed. Spirits and the undead are be affected differently, recoiling or taking damage (d4/round) from the Stinkdamp cloud.



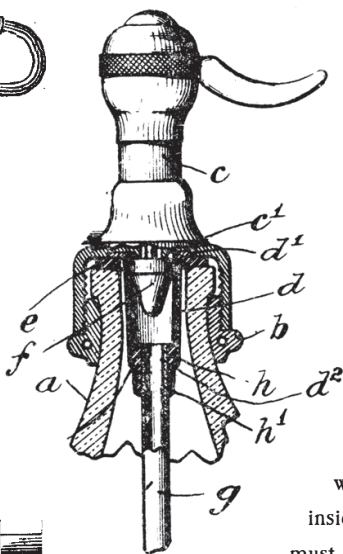
**DAMP EXTRACTION KIT**

**Whitedamp** (deep wells, sewers), *Extraction Difficulty* +3, *Purchase Cost* 660sp, Provides a luminescent soft white glow (as a torch) that can be ignited, transforming into a swirl of poisonous vapors. Creatures with less than 4+1 HD must Save vs Poison or immediately drop to -1HP (dying). Creatures over 4+1 HD take 1 damage per round inside the cloud.

**Harddamp** (dungeons, lairs), *Extraction Difficulty* +5, *Purchase Cost* 2,400sp, Radiates a faint red glow. Creatures within the damp cloud must Save vs Paralyzation or have their flesh turned to stone.

**Umbredamp** (deserts, barrens), *Extraction Difficulty* +7, *Purchase Cost* 8,500sp, Bends light within its damp cloud, concealing everything inside the damp from being detected visually. Creatures within the umbredamp cloud have a small chance (1 in 20) of being entirely removed from this reality.

**Goddamp** (miles underground, the underworld), *Extraction Difficulty* +7 or more, *Purchase Cost* Not Purchasable,



An elusive arcane damp sought by researchers and wizards alike. Goddamp's properties are only theoretical as writings on its nature are unverifiable. Corpses placed inside of the damp cloud are resurrected from the afterlife. Or, was it that creatures inside of the damp cloud must Save vs Poison or have their flesh transmuted into gold? No, I think it was that creatures inside of the

damp cloud must Save vs Magic or have their consciousness torn into 400 billion pieces and scattered to the far corners of the cosmos.

**Coal Dust** (mines, tunnels), *Purchase Cost* 5s, Fine particles of coal that can ignite the air when carefully added and mixed into Choke, Stink or Whitedamp. This causes them become explosive when ignited, dealing damage in as if they were Firedamps. Mixing coal dust requires a Damps Kit.

**Cold Iron Shavings** (cold iron mines), *Purchase Cost* 40s, Cold iron slivers can be carefully added and mixed into Stinkdamp which causes the damp to affect or repulse nearby bogeys (or fae, angels and demons) as it would spirits. Cold iron slivers can also be mixed with Firedamp, causing the subsequent explosion to deal double damage to bogeys. Mixing cold iron shavings requires a Damps Kit.

# SPELLS & RITES†

## Preacher / Cleric

**Level 2: Snake Charm, Range 90' Effect** A hypnotic pattern causes one or more snakes (up to a total HD of snakes equal to the caster's) to cease all activity except an upright, swaying movement. **Duration** If the snakes are in a torpor, the duration is 1d4+2 Turns. If the snakes are not angry the duration is 1d3 turns; if the snakes are angry or attacking the duration is 1d4+4 rounds.

**Level 3: Freeman's Guise, Range Touch Duration 6 Turns + 1 Turn/level Effect** You place an illusion upon a character that is a slave (human or demihuman). Their appearance is altered to that of a free human, detailed to the whims of the caster. Does not disguise the slave's voice nor change the audible properties of their armor or equipment.

**Level 3: Locate Ancestor, Duration 6 Turns Effect** This spell allows a preacher to locate the spirit of an ancestor (of theirs or another character). The spell requires 1hp worth of blood from a bloodline relative of the spirit that is sought. The base chance of success for this spell is 100% minus 1/2 the number of years the spirit has been dead. If successful, the magic-user knows whether or not the spirit is on the same plane as them (the New World and the Underworld are on the same plane, afterlives beyond that are on distinct planes) and if so, knows the general direction to reach the spirit. A successful use of *Locate Ancestor* doubles the effective reach of a *Speak With Dead* spell.

**Level 3 (Snake-Handler Only): Protection from Poison, Range Touch Duration One turn/level Effect** For the duration of this spell, the recipient is completely immune to the effects of poisons of all types, including gas traps, damp clouds and cloudkill spells. This protection extends to items carried (thus protecting rations, potions, etc, against a bogey's poisonous presence, for example). Furthermore, the recipient gains a +4 bonus on saves vs poisonous breath attacks.

Requires a bit of charcoal.

**Level 4: Sticks to Snakes, Range 120' Duration 6 Turns Effect** This spell turns 2d8 sticks into snakes. The snakes may be poisonous (49% chance per snake) or a strange variation (1% chance per snake to have a power, see SBC). They obey the preacher's commands, but will turn back into sticks when slain or when the duration ends. The components of the spell are a bit of bark and snake scales. **HD 1 SPEED 1.5X human ARMOR** as leather **ATTACK** bite at +1 for d4 damage + Poison (if poisonous).

## Magic-user / Witch

† only witches may perform rites

**Level 1 Rite: Bind Familiar, Rite Length 1 Night Effect** With this rite, a Witch contacts an otherworldly entity (a bogey) and bargains for their services with sin and sacrifice. Before the rite begins a Witch must prepare a vessel for the familiar to inhabit. The witch then begins chanting and burning 100 sp of exotic incense, animal fats, and herbs. Next, roll to see what demands the entity makes, the frequency you must meet these demands and what additional services the entity will provide in exchange. If you come to an agreement, the entity will bind itself to the vessel and become your familiar. If this rite is interrupted or you do not come to an agreement then the rite will fail, wasting the components and vessel. A familiar will leave if a



master does not hold up to their contract. The following rules apply to this relationship:

- Familiars augment some of the Witch's senses significantly, based on the familiar's vessel.
- Master and familiar are surprised less (1:6).
- The master can communicate telepathically with and project their senses into their familiar while within one mile of each other, the master leaving their body comatose.
- A familiar may deliver a spell with the range of "touch" for the magic-user.
- Familiars use the Saves of it's master.
- Familiars have Intelligence and Wisdom scores equal to their master.
- Familiars have the animals hit points plus bonus hp equal to  $1d2 \times$  the master's level.
- Familiars gain any improved senses their master may have that the familiar does not possess (such as color vision).
- Familiars uses their own attack bonus.
- If a familiar dies, the master must Save vs Magic or suffer 1 point of Constiution loss.

**Level 1: Snake Hands, Range Touch**  
**Duration** 6 Rounds **Effect** On a failed save, a writhing, hostile snake bursts from one of the victim's palms (the victim loses use of their hand). The snake tries to free itself by biting the wrist of the victim every round, +2 attack/ $1d3+1$  damage. If the victim loses more than half their health to the snake, it severs the victims hand and flees. Requires shed snake skin.

**Level 3: Bloodburst, Range 80'**  
**Duration** Special **Effect** A target the caster can see saves or suffers  $d4$  points of Constitution drain as their blood is ripped from their capillaries and hurled with force at a target within 60' of the victim as a ranged attack, dealing  $4d4$  damage.

**Level 3: Crimson Snake Sigil, Range 15'**  
**Duration** Special **Effect** The caster of this spell inscribes a snake sigil upon a text using their own blood as ink. When read, a **Blood Snake** springs into being and strikes at the nearest living creature (does not attack the caster) as a monster of the caster's HD. If successful the Blood Snake crystallizes the blood of the victim, paralyzing them in tortuous pain for  $1d4+1$  days. If the attack misses the Blood Snake disperses into a pool of blood. Requires 100sp worth of powdered ruby and a snake's tongue.

**Level 3: Dark Wings, Range Touch**  
**Duration**  $1d6$  Turns plus 1 Turn per caster level **Effect** You transform a character's arms and hands into leathery bat wings. They can fly (at  $4x$  speed) but cannot hold items. Requires the wings of a bat (living or dead). Unwilling targets make a saving throw.

**Level 4 Rite: Flying Broom, Rite Length 1 Turn at sunset**  
**Duration** Until dawn **Effect** This rite enchants a broom with the ability for any witch to fly with it (at  $4x$  speed) or hover. Flying brooms function only under moonlight.

**Level 7: Bones to Snakes, Range 120'**  
**Duration** 6 Turns **Effect** As *Sticks to Snakes* but with  $2d8$  bones. The bones need not belong to a dead creature. A living creature targeted by this spell can make a Save vs Magic to resist having their ribs turned into snakes that burst from their chest. This deals  $1d4$  damage per snake. A creature that loses more than half of its ribs in this fashion has their chest cavity collapse, causing instant suffocation and possibly death.



## Familiar Vessels

VESSEL	MASTER'S ENHANCED SENSES & ABILITIES
Dog, Fox, Young Wolf or Coyote	Keen smelling, hearing and a +2 bonus to tracking checks.
Cat, Young Bobcat or Lynx, Ocelot	Night vision and a +1 bonus to Dexterity ability score.
Mouse, Rat, Flying Squirrel, Prairie Dog	Keen smelling and you can squeeze into tiny spaces.
Owl, Nighthawk	Keen hearing, night vision, and +1 to Wisdom ability score.
Raven, Crow, Parrot	Keen sight, the familiar can speak its master's languages.
Fish, Beaver	Keen taste and a swim speed equivalent to land speed.
Turtle, Tortoise, Armadillo	+1 to AC and +1 to physical saves.
Chameleon, Lizard, Iguana, Salamander	Keen hearing and +2 bonus to stealth rolls.
Snake, Scorpion	Infravision and a +1 bonus to poison saves.
Falcon, Harrier, Hawk, Osprey, Vulture	Extra keen vision, can see things as if they were 1/2 as far away.
Frog, Toad	Hold your breath 50% longer and you cannot be side flanked.
Bat, Shrew	Keen hearing and echolocation.
Rabbit, Hare, Pika	Land speed and high jump distance are increased by 1.5x.
Spider, Cockroach, Centipede	+2 bonus to climb checks and sense ground movement within 30'.
Goat, Ram, Gazelle	+2 bonus to Charge attacks and +1 to bushcraft.
Young Child (under age 10)	You do not age. Instead, the child absorbs the aging for you.

Roll separately for each column below.

	CONTRACT DEMANDS	FREQUENCY	THE ENTITY PROMISES...
1	Sacrifice 1 HD/level in animals	per day	that you will gain an extra 10% XP.
2	10sp x level in valuables destroyed	per week	increase spellcasting ability modifier by 1.
3	Murder 1 HD/level of sentient characters	per tenday	immunity to one type of elemental damage.
4	Start a large structural fire	per fortnite	to teach you 1 additional witch spell per level.
5	Tell 1 lie to friend or family / level	per lunar cycle	resistance to normal weapon attacks.
6	Perform bestiality	per month	to increase your Charisma and Inspire by 1.
7	Sacrifice of a virgin	bi-monthly	to teach a spell, stolen from a lawful caster.
8	Have sexual intercourse	tri-monthly	the <i>Tongue of Babel</i> , learn 3 languages and maximize your Languages skill.
9	Ritual worship of the entity	semianually	to increase your Luck skill by 2.
10	Ritual scarification (make a save vs poison or permanently lose 1 hit point)	yearly (multiply HD/costs by x8)	that the familiar can grow to a size where it can be ridden by you. It can do this once per day, reverting at will.
11	Consume rare plants (spend 5sp x level or make a bushcraft check at -2 penalty)	biannual (multiply HD/costs by x12)	to channel raw chaos through you. Gain your level in extra WP per day.
12	To feed on your blood, 1 hit point / level	once (multiply HD/costs x16)	to stop your soul from entering the Underworld when you die. You will resurrect, in a new body, at the nearest graveyard after 1d6 days. Roll new physical ability scores. After this service is performed the contract is voided and the entity released.

# EQUIPMENT

## Currency

The value of coin varies from colony to colony; an Appalachian pound, for example, is not equivalent to a doubloon in Mexico. Colonial pounds are of less value than the pound sterling from the Old World. To simplify tracking and spending currency, coinage is encapsulated into two types: continental pieces (cp) and sterling pieces (sp). 10 continental pieces are worth 1 sterling piece. Furthermore, 100 sterling pieces are worth 1 gold bar (gb), which can be used as a more convenient way to transfer large amounts of coin. 100 coins or 5 gold bars take up one inventory slot.

## Movement & Encumbrance

Strange New World uses the simplified encumbrance system from Lamentations of the Flame Princess. Check out the free LotFP rules for more details. *Italicized* items are considered Non-Encumbering items for encumbrance purposes, although the Referee can rule that quantities of the items do count towards encumbrance. Underlined items are considered to be Oversized.

## Firearms

In the Strange New World setting all firearms are presumed to have a flintlock firing mechanism.

- Firearms deal d8 damage unless indicated.
- Firearms take 10 rounds to reload (8 for Fighters, 6 for Fighters with a faster reload Fighting Style) plus the character's Encumbrance value, minus the character's Dexterity modifier. Any round in which the character moves or defends themselves (using their regular Armor class when attacked) does not count towards the reload time.

## COST / RANGE

FIREARM	CITY	FRONTIER
Pistol	25 sp	50 sp
<i>Range &lt; 25' / &lt; 50' / &lt; 100'</i>		
<u>Musket</u>	40 sp	80 sp
<i>Range &lt; 50' / &lt; 100' / &lt; 600'</i>		
Hand Mortar	65 sp	100 sp
<i>Range &lt; 25' / &lt; 50' / &lt; 100'</i>		
MODIFICATIONS	CITY	FRONTIER
Tack-on Pistol	50 sp	100 sp
Bayonet	7 sp	7 sp
AMMUNITION	CITY	FRONTIER
Shot Bag	1 sp	1 sp
Powder Horn	1 sp	1 sp
Paper Cartridges	5 sp	6 sp
12 Apostles	5 sp	8 sp
Scattershot	1 sp	1 sp
Fire Bomb	5 sp	7 sp
Grenade / Mine	15 sp	30 sp
<i>Grenade Range &lt; 10' / &lt; 20' / &lt; 30'</i>		

- Firearms suffer double the usual range penalties at Medium and Long range (-4 and -8 to hit). Dexterity to-hit modifiers do not apply for Medium or Long range targets.
- Firearms have a 1 in 10 chance of misfiring (meaning that the powder discharges, but the bullet does not fire). A misfire will require three rounds to clear before attempting to fire again. Damp conditions (most dungeons count as being damp) double the chances of misfiring. Wet conditions (rain, etc.) quadruples the chances of misfiring. Wet powder cannot be used until it dries.
- At short range, firearms ignore 5 points of worn armor.

- You can melee with a pistol and hand mortar for d4 damage, a musket can be swung two-handed for d6 damage.
- A firearm's discharge can cause an immediate Morale check for some enemy characters and creatures with a Morale of 7 or less.
- Cold iron, orichalcum, magical ammunition fired from an unmodified (Magelock) firearm doubles the chance of misfire.
- Cannon and mortars are considered field artillery. Each "size category" of artillery costs 250sp, counts as 25 points for encumbrance purposes and takes one barrel of powder to fire. Firing artillery at individual targets requires a natural 20 to hit (save vs breath for half). Stationary targets require a normal to-hit roll. If artillery hits, it deals  $d6 \times 10$  damage per size category. Artillery can only be fired once per turn per size category of the piece, multiple characters may contribute to reloading artillery.

## Modifications

### -Rifled Barrels-

Eliminates the increased ranged penalty of firearms. Armor cancellation at medium range. Doubles the cost. Increases reload speed by 1.5 x.

### -Breach Loading-

Eliminates the increased reload speed of rifled barrels. Quadruples the cost.

### -Wind Rifle-

Rifled muskets only. Requires an air pump to compress the rifle's air reservoir in the stock of the gun. Holds 20 shots in an attached barrel-side tube. Reloading the tube and pumping the air reservoir takes the normal reload times per individual shot stored in the gun. Range is reduced to pistol ranges. Cost is increased 10x.

### -Blunderbuss / Dragon-

Smoothbores only. The firearm can only fire

scattershot. Upgrades damage to 2d4 (Save vs Breath for half), increases misfire chance by 5%.  
No cost difference.

### -Double Barrel-

Increases cost by 1.9 x. Adds a 5% chance of misfire. Both barrels can be fired simultaneously, but the user must Save vs. Poison or break an appropriate part of their body and/or the gun. Reload times are as normal per barrel. Each additional barrel added beyond the second adds the same cost and misfire chance, and the Poison save if all barrels are fired is penalized by -4.

### -Tack-on Pistol-

A small-caliber pistol may be built into virtually anything. Cannot use scattershot. No armor cancellation. Halves range, decreases damage to d4. Does not increase the item's encumbrance.  
Adds a 5% chance of misfire.

### -Bayonet-

You may add a spike or axe-blade to the end of a musket to change its melee damage from bludgeoning to piercing or slashing. If you hit with a natural 20 while charging, you cause the target to bleed for 1 damage per round until healed.

### -Magelock-

Removes the misfire chance when using cold iron/magic ammunition. Magelock firing mechanisms are a secret of the Spanish military and are extremely rare. Such a firearm costs 100x.

## Ammunition

### -Shot Bag-

Contains 50 normal shots. Pistols and muskets both deal d8 damage with normal shot.

### -Powder Horn-

Holds 50 shots of powder.

### -Paper Cartridges-

A box of 50 paper cartridges. Using paper cartridges halves reload times (Fighters round



down, other characters round up).

### -12 Apostles-

Wearing an apostle reduces reload times by 1 round. If a character wearing the apostles is hit by a fire attack they must Save vs Breath for each unused apostle; each failure explodes and deals 1 damage.

### -Scattershot-

Can only be loaded into smoothbore firearms. Effective only at close range, no armor cancellation. 45° area effect. d6 damage, Save vs. Breath for half damage

### -Fire Shot-

Incendiary ammunition that deals d4 fire damage that ignites flammables. No armor cancellation. If a character carrying fire shot is hit by a fire-based attack, they must Save vs Breath each round; for each failure a round of fire shot explodes and they take damage. Misfires with fire shot explode, damaging the shooter.

### -Grenades-

A grenade must be lit before thrown. To throw a grenade, make an attack against a base AC (12 in LotFP). Grenades scatter 5 feet in a random direction for each point the attack misses by. All creatures within 10 feet of the grenade when it explodes must Save vs Breath or take 2d4 damage.

### -Hand Mortar-

A hand mortar fires grenades at a longer distance than can be thrown. Grenades need not be lit ahead of time when using a hand mortar. Hand mortars reload as a normal firearm. Hand mortars cannot be rifled.

### -Land Mine-

Placing and arming a mine requires a successful check (Tinker or Intelligence depending on your system) - failure accidentally sets off the

mine. Mines can be stepped on or connected to a tripwire. The flintlock firing mechanism in the mine has the same misfire chance as a firearm. All creatures within 10 feet of the mine when it explodes must Save vs Breath or take 2d4 damage.

## Classic Weapons

Classical weaponry (swords, bows, etc.) is still used extensively, especially by adventurers, frontiersmen and professional monster hunters. Most classical weapons cost 150% on the Frontier.

COST

WEAPON	CITY	FRONTIER
Atlatl (dart)	10 sp	1 sp
Atlatl (javelin)	20 sp	5 sp
Atlatl (spear)	40 sp	10 sp
Lantern Shield	300 sp	500 sp

### -Atlatl-

Atlatls use javelins, spears or darts as ammunition.

The atlatl will be designed to work with only

one of these, and cannot be used with the other types of ammunition.

Using an atlatl triples the short-range of the thrown weapon and doubles the long-range.

With a 20-foot running start, the long-range triples. The weapons damage increases by 1 die size (to a maximum of 2d4).



### -Lantern Shield-

A buckler attached to a spiked gauntlet and a longsword. The buckler is itself spiked and it has a hook to which a lantern can be attached. The lantern shield provides AC as a normal shield or can be used as a weapon that deals d6+1 point of damage. Lantern shields break if you roll a 1 when using it to attack or, if you are hit while defending with a roll of 20.

## Armor

In a world filled with strange beasts to hunt and monsters to fight, a wide-range of armors are still being used. Heirloom family armors are being pulled from their storage and put to use in the frontier. New armors in the styles of old are still being produced in abundance by armorers and bought by bogey hunters, militias, frontiersmen and adventurers alike.

### -Light / Robe-

Base AC +1, it is *non-encumbering* when worn.

Cannot be worn with a buff coat.

Examples; Leather Robes, Waxed Linen Cuirass, Woven Armor.

### -Medium / Leather-

Base AC +2, it is *non-encumbering* when worn.

Examples; Leather, Hide or Scale Armor.

### -Heavy / Chain-

Base AC +3, Examples; Breastplate or Pike-man's Armor, Chain-mail, Brigandine.

### -Suits of Armor / Plate-

Base AC +6, includes a helm, cannot be worn with tassets or buffcoat and counts as two over-sized items for encumbrance. Grants +1 to Physical Saves. Examples; Plate-mail, Officer's Plate, Monster Chitin (+1 to Magical Saves).

## Shields. Coats & Helms

### -Shields-

Shield grant +1 to Melee AC, +2 to Ranged AC.

### -Medicine Shield-

A medicine shield's purpose is to protect its carrier spiritually, rather than ward against physical attacks. Medicine shields grant +1 to Magical Saves. They grant no bonus to AC.

### -Buffcoat-

A heavy leather jerkin used for basic protection, often worn under armor. +1 to AC.

## COST

ARMOR	CITY	FRONTIER
<i>Armor, Light</i>	25 sp	25 sp
<i>Medium</i>	50 sp	100 sp
<i>Heavy</i>	100 sp	200 sp
<i>Suit</i>	1000 sp	-
<i>Monster Chitin</i>	2000 sp	2300 sp

OTHER	CITY	FRONTIER
<i>Shield</i>	10 sp	25 sp
<i>Medicine Shield</i>	80 sp	40 sp
<i>Buffcoat</i>	15 sp	30 sp
<i>Tassets</i>	25 sp	50 sp
<i>Pot Helm</i>	25 sp	50 sp
<i>Skullcap</i>	5 sp	10 sp

### -Tassets-

Pieces of plated armor designed to protect the upper thighs, +1 to AC.

### -Pot Helm-

A helmet with segmented plates to protect the back of the head and neck, +1 to AC, +1 to Physical Saves.

### -Skullcap-

A helmet that covers only the top of the head, +1 to Physical Saves.

## Other Equipment

### -Rations-

A standard ration is fresh or unpreserved food - such rations spoil after 24 hours in damp conditions (eg; a dungeon). Trail rations do not spoil.

### -Plague Doctor's Outfit-

A long overcoat and bird-like beak mask, filled with fragrant herbs (juniper, rosemary, mint) along with gloves, boots, a wide-brimmed hat, and an outer over-clothing garment. Herbs must be replaced with fresh ones after 1 week. Provides a +4 bonus to saves vs air vector diseases,

toxins, poisons and damp clouds.

#### -Arctic Survival Gear-

Snow goggles, heavy clothing/gloves, furs, snow-shoes/boots, small sledge.

#### -Desert Survival Gear-

Dust goggles, heat resistant light clothing, scarf and wide-brimmed hat, a deployable shade and extra water canteens or gourds.

#### -Rebreather-

A skin-tight mask with glass goggles, attached to a swappable bladder of air. A full bladder of air allows for 1 hour of exploration.

#### -Rubbersuit-

An impermeable woven full-body suit, sealed with rubber. Protects the wearer from hazardous vapors, gases, mists and splashes. Includes a Rebreather.

#### -Breaching Boots-

A tack on pistol built into a boot, used for blasting through closed doors. When kicking a door, add damage dealt (d4) to an Open Door check. A creature on the other side takes 1/2 damage. If used as a normal attack both parties must Save or be knocked prone. 20% misfire chance.

## Animals, Vehicles & Services

When using the LotFP encumbrance system, Buffalo-folk and Kelpie count as humans for the purposes of a mount's encumbrance, Longhunters count as Elves. Pukwudjie count as Halflings.

#### -Sentinel Animals-

Sentinel animals (honey bees, canaries, pigeons) are highly sensitive to poison gas. If a character carrying a sentinel animal is exploring an area filled with dangerous, invisible gas, then the animal will expire before the character is exposed.

#### -Giant Beavers-

Wickedly difficult to tame, vicious but skittish. Stats as a horse, 1d6 morale, starts with 6 encumbrance, attacks with bite and tail for d8/d3.

## COST

ADVENTURE EQUIPMENT	CITY	FRONTIER
<i>Backpack</i>	3sp	1sp
<i>Barrel</i>	1sp	5sp
<i>Breaching Boots</i>	200sp	-
<i>Chest</i>	10sp	5sp
<i>Pouch</i>	5cp	1cp
<i>Quiver</i>	5sp	10sp
<i>Rebreather</i>	350sp	600sp
<i>Rubbersuit</i>	1200sp	-
<i>Air Bladder</i>	1sp	1sp
<i>Sack</i>	5cp	2cp
<i>Saddlebag</i>	1sp	5cp
<i>Survival Gear, Arctic</i>	250sp	325sp
<i>Desert</i>	100sp	150sp
MISC. EQUIPMENT	CITY	FRONTIER
<i>Bedroll</i>	2sp	1sp
<i>Block and Tackle</i>	2sp	3sp
<i>Book, Blank</i>	5sp	10sp
<i>Reading</i>	10sp	20sp
<i>Spell (Blank)</i>	100sp	-
<i>Caltrop</i>	5cp	-
<i>Candle</i>	1cp	1cp
<i>Chain, per foot</i>	1sp	2sp
<i>Chalk</i>	1cp	1cp
<i>Clothing, Fancy</i>	20sp	-
<i>Normal</i>	5sp	2sp
<i>Poor</i>	1sp	5cp
<i>Tricorn Hat</i>	10sp	25sp
<i>Leather/Fur Cap</i>	25sp	10sp
<i>Wig</i>	25sp	-
<i>Hair Powder</i>	4cp	1sp
<i>Crampons</i>	5sp	5sp
<i>Crowbar</i>	2sp	2sp
<i>Compass</i>	5sp	15sp
<i>Drill</i>	5sp	5sp

Fishing Gear	1sp	1sp
Flask of Lamp Oil	5cp	5cp
Grappling Hook	5sp	10sp
Holster	5sp	5sp
<i>Holy Symbol, Silver</i>	25sp	50sp
<i>Steel</i>	10sp	10sp
<i>Wood</i>	1sp	1cp
Holy Water	25sp	25sp
Hourglass	100sp	–
<i>Ink</i>	1cp	5cp
<u>Ladder (10')</u>	10sp	7sp
Lantern	3sp	5sp
Lard	1cp	1cp
Lock	7sp	10sp
<i>Magnifying Glass</i>	100sp	-
Mallet	3cp	3cp
Manacles	10sp	15sp
<i>Map, Colony</i>	10sp	25sp
<i>Local</i>	1sp	5sp
Mirror, Glass	10sp	15sp
<i>Silver</i>	30sp	–
<i>Steel</i>	1sp	5sp
<i>Nails</i>	1cp	2cp
<i>Paper</i>	2cp	2cp
Pick, Miner's	6sp	12sp
Pipe	1sp	5cp
<i>Pocket Watch</i>	>50sp	-
Pole, 10'	1sp	5cp
Rope, 50'	3sp	3sp
Scroll Case	1sp	3sp
Shovel	3sp	3sp
Specialist's Tools	50sp	–
<i>Spike, Iron</i>	3cp	5cp
<i>Wooden</i>	1cp	1cp
<i>Spurs</i>	5sp	1sp

Spyglass (Telescope)	250sp	–
<u>Tent, Pavilion</u>	50sp	–
<u>Personal</u>	5sp	10sp
<u>Regular</u>	10sp	20sp
Tinderbox	4sp	4sp
<i>Matches</i>	1sp	1sp
Torch	1cp	1cp
Twine (50')	8cp	8cp
<i>Vial or Bottle, Empty</i>	5cp	7cp
Waterskin	1sp	1sp
<i>Whistle</i>	1sp	1sp
Wool Blanket	1sp	4cp
FOOD / TRADE GOODS	CITY	FRONTIER
Rations, Trail/Day	2sp	1sp
Standard/Day	1sp	5cp
Feed, Animal/Day	1sp	5cp
Snuff (pound)	10sp	10sp
Livestock	10sp	5sp
Tobacco (pound)	15cp	15pc
Soap (pound)	1sp	1sp
Coffee (pound)	100sp	100sp
Ale (gallon)	8sp	8sp
Cider (gallon)	4sp	4sp
Rum (gallon)	20sp	20sp
Misc.spirits (gallon)	10sp	10sp
Wine (gallon)	12sp	12sp
Tea (pound)	15sp	15sp
Butter (pound)	1sp	1sp
Beef, pork, mutton, etc. (pound)	5cp	5cp
Sugar (pound)	1sp	1sp
Cinnamon (pound)	100sp	100sp
Misc.spices (pound)	3sp	3sp
ANIMALS	CITY	FRONTIER
Beaver, Giant	-	>500sp
Dog	1sp	2sp



Dog, Hunting	100sp	80sp
Camelops	-	>300sp
Falcon, Hunting	140sp	10sp
Horse, Riding	100sp	100sp
War	500sp	-
Messenger Pigeon	100sp	100sp
Mule	50sp	25sp
Oxen	45sp	20sp
Pony	75sp	50sp
Sentinel Animal	100sp	100sp
Riding Gear	25sp	10sp
Saddle Holster	8sp	8sp
<b>VEHICLES</b>	<b>CITY</b>	<b>FRONTIER</b>
Cart	50sp	25sp
Coach	500sp	-
Wagon	150sp	75sp
Boat, Raft	5sp	5sp
Canoe	30sp	25sp
Lifeboat	100sp	-
Ship, Trireme	100gb	-
Quadrirème	500gb	-
Longship	300gb	-
River Galley	4,000sp	8,000sp
Riverboat	1,000sp	2,000sp
Sailboat	6,000sp	12,000sp
Cog	150gb	-
Caravel	390gb	-
Carrack	480gb	-
Galleon	600gb	-
Cutter	450gb	-
Brig	900gb	-
Corvette	1,350gb	-
Frigate	1,800gb	-
<b>SERVICES</b>	<b>CITY</b>	<b>FRONTIER</b>
Professional (per job)	>100sp	>50sp
Post, Local	1sp	2sp

Continental	20sp	-
Transatlantic	150sp	-
Coach, Local	1sp	-
Travel, per day	10sp	10sp
Charter, per day	20sp	-
Freight, per lb/per day	5cp	5cp
Ship, Passage, per day	2sp	-
Charter, per day	100sp	100sp
Gryffon flight, mile	-	10sp
Barn	-	1cp
Inn, Poor	1sp	5cp
Average	5sp	2sp
Secure	10sp	5sp
Fancy	> 25sp	> 2sp
Rent, 1 month (per 10' sq.)	30sp	15sp
Buy (per 10' sq.)	300sp	150sp

-Hunting Dogs and Birds-

Hunting with specifically trained animals grants a +2 to checks and uses 50% less ammunition.

-Camelops-

Mounts used by desert dwelling tribes. A well-watered camelops may travel for a month without drinking. Stats as a regular camel with 1 extra hit die.

-Boats & Ships-

Good quality boats cost 5% more. Excellent quality boats cost 15% more. Advanced boats cost 33% more. Poor boats cost 10% less, and Awful boats cost 25% less.

-Gryffon Flight Paths-

The Fang & Fur Company (as well as about a dozen native tribes) operate gryffon aeries in the frontier where characters can purchase direct flights from outpost-to-outpost. Flight paths are averted from cities, towns and villages as tamed gryffons are still considered too dangerous to be allowed in populated areas. Forest gryffons can

carry the pilot and 2 passengers; desert gryffons are smaller, carrying only 1 passenger.

-Professional-

A cooper, gunsmith, printer, wheelwright, etc.

Strange Materials

-Cold Iron-

Cold iron can be forged at incredibly low temperatures, giving weapons interesting properties. Damage dealt to bogeys (celestials, demons and fey), magic-users and strange beasts by a cold iron weapon is increased by 1. Cold iron weapons (or 20x cold iron ammunition) cost an extra 200 sp.

-Silver-

Silvered weapons are effective in combating spirits and the spiritless. Damage dealt to those types of creatures (undead) by a silvered weapon is increased by 1. Silver weapons are able to strike ethereal spirits such as ghosts and spectres as if they were magical. Priced as cold iron.

-Orichalcum-

Orichalcum carries a certain essence of magic within its materia. Weapons forged of orichalcum contain the magic necessary to bypass damage reductions of certain creatures as well as providing a +1 damage bonus (or more, at higher, rarer magical concentrations) against all creatures. Armor made of orichalcum cannot be reduced in effectiveness through any magical means and anyone who takes non-magical damage while wearing orichalcum armor reduces their damage taken by 1 (to a minimum of 1).

Orichalcum is a near priceless commodity.

Retainers

See LotFP for the full rules on Retainers.

-Hunter/Trapper-

Each hunter or trapper that spends a day hunting (5:6 chance of success +/- conditions) provides 1 days food for themselves and d4 others.

-Miner/Prospector-

Laborers that work mines and pan rivers you have discovered for gold, iron, cold iron, coal. Rare (10% or less) chance of locating a damp cloud. Very Rare (5% or less) chance of finding orichalcum.

-Scout-

If there is a random encounter while traveling, a scout has a 4:6 chance of spotting it before it spots the party. If they spot a random encounter, the party can attempt to ambush with a 1:2 chance or you can avoid it entirely. When a scout fails to spot an encounter, they are ambushed alone.

-Slaves-

Views on the morality of slavery vary from region to region. Regardless, none of the New World governments object to the owning of slaves.

Demihuman slaves cost 500sp, or 200sp if purchased as a child. A slave will cost more if he has a specialized skill. Demihuman slaves count as a whole person (instead of half, as a normal slave) in a property's food budget due to their unique diet and lifestyle requirements.

MONTHLY

RETAINER	DAILY WAGE	WAGE	LIVE-IN WAGE	(IN FEET SQUARE)	SHARE
Hunter / Trapper	-	125sp	93.75sp	10'	1/5
Miner / Prospector	5.6sp	56sp	42sp	5'	-
Scout	-	200sp	150sp	5'	1/2
Slave, Buffalo-folk	(1 sp)	-	-	10'	-
Kelpie, Pukwudjie	(1 sp)	-	-	5'	-
Sasquatch	(5 sp)	-	-	20'	-



### Rural/Roads/Farmlands 1:6

*Check twice per day.*

- 1 a herd of Buffalo-folk traders
- 2 2d4-1 traveling conquistadors
- 3 d12 wild xolo dogs
- 4 d6+1 sneaky banditos
- 5 d3+3 Green Sleeves shakedown
- 6 d6x6 Rarámuri running warriors (x2 move) attack Silencio
- 7 2d4-1 Blood Gatherer cultists
- 8 d8 heavily intoxicated citizens
- 9 3d4 pukwudjie crop thieves
- 10 Azteca, traveling to 1,3
- 11 El Grande Bandito
- 12 a strange salt crystal beast
- 8 Blood Gatherer activity

### Desert and Scrubs 2:6

*Check three times per day.*

- d4 giant rattlesnakes
- d6 giant scorpions
- 3d6 Mexican wolves
- d3 giant camel spiders
- a giant ant lion lays a sand trap
- d8 roadrunner skinwalkers (as wererats, x2 move), seek home
- 3d12 Rarámuri running warriors
- d2 large herds of bighorn sheep
- 2d4 desert gryffons
- d6 giant gila monsters
- El Grande Bandito
- a strange salt crystal beast
- Quetzalcoatl sighting

### Hills and Mountains 3:6

*Check three times per day.*

- d8 jumping pit vipers
- d4 mountain lions
- 2d4 Mexican dire wolves
- d4 black bears or d3 grizzly
- d3 thunderbirds
- 3d4 small carnivorous dinosaurs, tracked by a Longhunter
- 1d3+3 traveling disguised cultist
- d2 lost citizens with d6 children nest to a large swarm of wasps
- d8 giant yellow-leg centipedes
- d3 wychglow near lost treasure
- a strange beast (random type)
- Quetzalcoatl sighting

# SILENCIO

## HEXPLOATION AREA

### -Reasons & Rumors-

- ◆ People are going missing, perhaps a long lost family member or loved one. (t)
- ◆ The town Preacher has his followers pay a blood debt to wash them of their sins. (t)
- ◆ A small gang, Los Ninos Boys, harass town. (t)
- ◆ A powerful bruja has moved to the nearby hills to work foul magics against Silencio. (f)
- ◆ The nuns at (2,1) seek an Azteca translator. (t)
- ◆ A quetzal bird behemoth that the Azteca believe is Quetzalcoatl has appeared north of Silencio. (t).
- ◆ A ghost haunts the streets of Silencio. (f)
- ◆ Old Azteca village hides hoards of lost gold. (f)
- ◆ Plots of land have become growingly infertile. (t)
- ◆ A serial killer has escaped to the area. (t)
- ◆ Packs of dinosaurs prowl the mountain forests. (t)
- ◆ The stone gargoyles at the Covenant of the Holy Voice come to life at night. (f)

### (1,1 Abandoned Iron Mine)

This mine could be reclaimed and its recesses worked for cold iron. The mine supplies enough cold iron per week for 1 small/minor weapon or 10 ammunition (ore for 2 small weapons can make 1 medium, 8 for a great). After 1 week the mine is attacked by the ancient bear from 1,2 unless it has been slain. After 3 weeks an orichalcum lode is discovered, enough for 2 small weapons. After 8 weeks the mine is exhausted and a passage to the Underworld is discovered - sparsely illuminated by strange, luminous turquoise stones.

### (1,2 Trapper's Lodge)

An ancient overgrown black bear (see SBG) has holed up a trapper named Montague within his lodge. By the time the party shows up, Montague has used up all of his food, water and resources fending off the ancient bear, yet unable to slay it. Montague rewards his rescue with a pile of furs worth 300sp and use of his lodge.

### (1,3 Azteca Camp)

20 Azteca (plus an additional d10/week) have come to worship the great Quetzalcoatl. They are led by the rumpled but wise Tezcacoatl (Shaman 6). The shaman's nephew, Zuma, is a recruitable primal-style Fighter 1. The Azteca are currently preparing a voluntary human sacrifice to the great bird god. Before agreeing to any help, the Azteca will demand the party search the region for an ancient, hidden temple built by 'visitors from another world, called the Annunaki' (4,5) and destroy an artifact within - a source of great evil that is repelling Quetzalcoatl. With assurance that the party will assist, the tribe will send Zuma and provide the party with a *potion of merging*.

### (1,4 Great Cactus Patch)

Characters traveling through this terrain must reduce their speed to 1/3 or take d3 damage per round from cactus spines. A pack of 24 wolves (d8+8 initially, followed by d6 each round of combat) stalks and chases characters traveling through. In the center of the patch, surrounded by ruins of an Aztec shrine, is a rare ghost-cactus. Bushcraft or Lore can reveal the cactus' nature - intelligent creatures that consume the cactus fruit will receive a seizure-induced vision where the ghost of a deceased party member or NPC solemnly marches towards the mine at 1,1.

### (1,5 Bramble Fields)

A barely visible trail leads to the center of the large field of poison brambles. Blackened bones, scorched from fire, poke through the sand here; a horned skull, shoulder blades and a single arm. If one unburies the bones, they discover the skeleton was a Buffalo-folk adventurer whose lower half is mostly intact. Buried with the Buffalo-folk is a cursed orichalcum tomahawk. If the tomahawk is returned to the Buffalo-folk ghost then he will join the party as a henchman for 1 month before beginning the Procession to the Underworld. If the tomahawk is kept, the ghost will hunt the character who has taken it.



### (2,1 Covenant of the Holy Voice)

A nunnery waits at the end of the long mountain path, at the far edge of the hex. The twenty sisters here are led by Mother Rosa Fontela. They have in their possession many books, scrolls and codices of religious lore. The nuns offer 490sp for the translation of a series of Aztec codices - which could hide the location of holy artifact, a **Foundation Stone** (Mother Rosa explains that this is a broken piece of the Pillars of Creation). Translation takes 10 days minus one day per the translator's intelligence bonus. Once they are interpreted, the codices reveal the Foundation Stone's location (salt-crystal caves at 4,4) as well as a preventative spell (Preacher 1) that will allow one character to gaze upon the Stone, absorbing great amounts of experience stored within (gaining a level of experience, 5% extra XP going forward, and exhausting the stone of its corruption). The map within the codices also displays a discrepancy noted by the translator - the Black Hills at (4,5) are nowhere to be seen upon the old scrolls. Mother Rosa offers an additional reward for recovering the Foundation Stone, blessed Holy Rosary belonging to one of the Twelve Apostles of New Spain. A faithful Christian character wearing the Rosary receives a *Blessing* (as the spell) by praying, once per day.

### (2,2 Medina Agave Farmstead)

A tribe of 15 Pukwudjie have dug burrows in the agave fields and are harassing the farmstead here. The Pukwudjie wear multicolored war paint on their bodies and have armed themselves with darts made of spines from the giant saguaro cactus nearby. The Medina's, an extended family of 40, offer a reward of 1,500 cp and a small collection of Azteca gemstone jewelry (of amethyst, onyx, and red jasper) worth 200sp for the removal or eradication of the Pukwudjie. The Medina's secretly worship the Azteca agave goddess, Mayahuel. They have built a hidden shrine in a small outdoor shed.

### (2,3 La Luna Orchards)

Orchards of fruit trees surround a hidden mulberry field. The Luna family (not cultists but uncooperative and antagonistic to strangers) are raising silkworms in the field and illegally harvesting silk. Shortly after the field is discovered by players, or before they leave - several Green Sleeves show up to shakedown the Luna family. If players help the Luna's situation the family rewards them with *heirloom silk armor* (light armor, +1 to non-magical saves).

### (2,4 Vargas Maize Plantation)

The Vargas secretly worship and have a shrine to the Cintéotl - the four Azteca gods of maize, White-Corn, Red-Corn, Yellow-Corn and Black-Corn. The Vargas family is hunting four matching colored gems, each worth at least 200sp, to add to their shrine. If the four gems are placed within, the shrine summons tall ghostly manifestations of the Cintéotl, whom rain mana (as Quetzalcoatl ability) down upon the Vargas' fields, bringing the family prosperity.

### (2,5 Abandoned Farm)

The Los Ninos gang has made their headquarters out of an abandoned three-story farmhouse. Surrounding empty fields give a clear and advantageous view of anyone approaching the house. There are nine total members; Luis, Mateo, Dacey, Ivan, Marcos, Hernan, Hadwin, second-in-command Enrique Diego, and his brother and leader Juan Sebastian Diego. 2d4 members are here at any given time. Los Ninos' treasure consists of 5 gold bars and a blue cactus flower encased in a flawless crystal prism (2,000sp). Los Ninos pays off the Silencio sheriff and his Green Sleeve deputies to ignore the gang's activities.

### (3,1 Eagle Aerie)

High in the jagged cliffs lies the aerie of giant eagles (d20 appearing). The eagles fiercely guard the chromium egg of a rare *giant*

*prismatic eagle* that is about to hatch. Giant prismatic eagles can be raised from birth as an ultrafast mount - requiring an expert such as, or similar to, a gryffon trainer - taking 45 days - requiring 4,000sp in training and material costs. Otherwise an unhatched egg or young eagle can fetch between 2,200 and 3,400sp.

### (3,2 Romero Agave Plantation)

This agave plantation is owned by a small family of blood cultists that have converted their 20 slaves to the cult as well. The Romero family has a hidden pit in their fields, beneath a patch of fake agave plants. The pit is 20-feet deep and is used to house kidnapping victims temporarily. If the pit is discovered while someone from town is missing, the victim might be held here before taken to the temple at (4,1). Otherwise, the pit is empty except for chains and manacles.

### (3,3 Silencio)

POPULATION: 2,661

*Catholic town of traders, farmers, craftsman and an exceptional amount of dark, unearthly activity.*

#### -GOVERNMENT-

Magistrate Rafael Casanova; offers enticing rewards totaling no more than 4,000sp to parties helping the town.

Sheriff Oscar Cazallo; deputizes citizens in his corrupt Santa Hermidad (Holy Brotherhood) - referred to by the populace as Los Mangas Verdes (The Green Sleeves) due to their uniforms.

Sheriff Oscar and Magistrate Casanova share a life long friendship which the sheriff exploits.

#### -SILENCIO LOCATIONS-

##### CANTINA EN FUEGO

Closed by the Green Sleeves after a mysterious fight resulted in everyone at the cantina dying. The cult temporarily stores gathered blood in a secret basement (known only to regulars) that is guarded within by a leashed chupacabra.

A demon idol of the Blood Gatherer (worth 100sp) is placed in the center of the basement.

##### SALON AZUL AGAVE

Owned and operated by cultists, 75% of patrons are cultists. The rooms are small, sized for a single person. If the party decides to stay, the owner will try to give them separate rooms and the cult will act immediately to try to kidnap the weakest PC.

##### MAGISTRATE'S ESTATE

###### *Manor and plantation.*

Magistrate Casanova has 4 personal guards (F2), 3 personal slaves, and his servant, Whitehall. He has a harem of 3 native Maya slave dancers, Itzel, Yohl and Fa, to whom he is quite cruel.

##### MISSION SANTA BIANCA

Silencio's only Catholic church, a small building with a few dorms, an attic and a dusty basement filled with junk (and a relic worth 2,800sp). Alonso keeps a secret ledger written in blood ink (warded with *crimson snake sigil*) containing a list of kidnapping victims and targets (including some who have already returned brainwashed). Also hidden are his *faked* letter of appointment from the Bishop of Cortés, along with a blank sealing ring and wax. The ring is magical, it can attune to any symbol the bonded wearer knows. Father Alonso gives services on Thursdays, Saturday nights and Sunday mornings. Alonso receives confessionals at all hours as he is very eager to collect blood.

COURTHOUSE, JAIL AND SHERIFF'S BARRACKS  
Three combined buildings surrounding a tropical courtyard. Inside the Sheriff's office, he has left a fleam engraved with *OC* in his desk drawer, linking him to the blood cult.

(3,4 Diego Farmstead, Torres Farm)  
Angelo Diego is a retired longhunter, lives with his wife and 4 children. Their farmstead is very successful, well stocked and staffed by a handful

of locals. Alan's magelock rifled musket, cold iron sword and 30 cold iron shots are locked in a safe along with 1500sp and a gem worth 5gb. Angelo won't take chances inviting strangers in, asking the party to talk to folks in town instead, but will flash a secret sign that any Longhunter in the party will recognize. If Angelo's confidence is gained he shares that his neighbors to the south (the Torres family) disappeared, vanishing for ten days before mysteriously returning. Unknown to Angelo, the Torres are now blood cultists. One of Angelo's young children saw a large group of Azteca passed through here just the other day, led north by a soiled and chanting priest.

### (3,5 Father Martinez's Farm)

Father Martinez (Preacher 2) is the former priest of the Mission Santa Bianca. He will welcome parties that may have been turned away from town. Martinez has two former acolytes who live in the guest house and work as farmhands. A trickster spirit frequents the fields and, unknown to Martinez, one of his fields contains a portal to the realm of faerie. The portal can only be accessed by walking in a specific pattern through the stalks of maize. The trickster spirit tries to lead curious characters to the fey world.

### (4,1 Tenzacua (*Be Silenced*))

Approaching the far edge of the hex - the Blood Gatherer's cult has claimed and begun restoration of the razed Azteca village of Tenzacua (*Be Silenced*). A pyramid sits against a small mountain, between jagged cliffs, in the back of the village. The village ruins are sectioned into the forest floor, wild and overgrown, and a second-tier of tightly-packed labyrinthine buildings and cult-placed obstructions that characters will have to navigate before entering the pyramid. Inside the pyramid, the High Priestess of Blood prepares the rituals necessary to summon their god. Beneath the temple chambers is a large underground pool where tons of harvested blood has been amassed. The reason this location

was chosen by the cult is a *ley-line of blood* that flows beneath this hex. It enhances blood sacrifices and maximizes blood based magic for those that attune to it.

#### -TENTZACUA ENCOUNTERS-

- 1; d6 cultists, brainwashed citizens, (HD 0-1).
- 2; d6 cultists, Mayan warriors (Fighter 3).
- 3; d4 fanatical priests (Cleric 3) + d4 cultists
- 4; Chupacabra (page 69).

#### -TENTZACUA TREASURE-

Scattered through the repurposed Maya temple are 50gb in gems, silver bars and stolen coins. Cultists carry varying ranks of fleams from iron (1sp) to silver (10sp) to gold (200sp) to orichalcum (greater than 1000sp).

Lost Azteca magical codice (scroll) of *Magic Missile* (but each missile is a stone phallus).

The High Priestess has 10HD, wears a *Charm of the Death Gods* giving her a constant *Protection from Good*. She also wears a ceramic Cowl of the Bat which functions as both a lobster-tail helm and a medicine shield. She can fly at xl speed. She is attuned to the blood ley-line† that permeates the temple. Casts these spells 1/day:

MAGIC-USER *Bloodburst†* (x3), *Continual Darkness*, *Detect Magic*, *Detect Invisible*, *Dispel Magic*, *Identify*, *Invisibility*, *Protection from Normal Missiles/Firearms*, *Mirror Image*, *Sleep*

PREACHER *Detect Good*, *Enthrall*, *Drain Life†*

She carries an orichalcum locket of her parents.

### (4,2 Leeward Meadows)

Scattered through the quiet landscape are bits of human bones from early colonists who were unaware of the dangers here - there is a 25% chance of finding a century old Spanish helmet or small weapon. The meadows here are home to a rare species of *deadly butterflies*, a particularly large black-and-white variety with wings as big as a man's head. Spores shaken from the butterflies wings spread a disease called the 'butterfly

plague'. The plague causes a humans flesh to shed from their bones over the course of d6 days. Any contact with skin calls for a save vs poison to avoid contracting the plague. Natives and those of native heritage as well as non-humans are immune. A Lore or Bushcraft check (as well as a warning from locals) reveals the butterfly's nature.

#### **(4,3 Perez Mill, Old Bridge, Sanz Farm)**

A treasure map scrawled on the underside of the old Azteca bridge can be deciphered with an Intelligence check - pointing to a buried treasure in the middle of the meadows at 4,2. If someone can contend with the butterflies there, they are able to unearth a small wooden Azteca chest with 5 silver bars (50sp each), 3 gems (300sp each) and an enchanted ring, carved from reddish-brown cocobolo. If the ring is worn, the wearer receives a memory of the Azteca warrior who was chased to the meadow by Spanish colonists, and buried his treasure chest. The wearer will automatically impart the previous few moments of their memory whenever they remove the ring.

The Sanz' agave farm is short on hands, many have been poached or chased away from working locally by the cultist run operation at (4,1).

#### **(4,4 Salt-Crystal Caves)**

Reaching the entrance requires carefully navigating a field of poisonous brambles (impossible for a horse). If the party has yet to face a salt-crystal beast then one awaits for them near the entrance, otherwise there is a 1:4 chance. Waiting inside is a corrupted Foundation Stone, a citron colored and mysterious boulder, hot to touch and inscribed with majuscule yet incomprehensible letters which glow and spark. It rests upon an outcropped shelf, beneath stalactite of salt reaching from the ceiling to grip the Stone. Those who see the Stone (closing one's eyes is not sufficient, it glows too brightly) are overcome with fractal hallucinations of demons

gibbering unfathomable things, they must save vs magic or stand catatonic while losing d4 points of Charisma per minute. If drained completely, victims are transformed to mindless, frenzied salt-men. On the floor are the belongings of the original bandits who were transformed, including d4x500 sterling pieces. If the 3 salt-men banditos have not yet been encountered (either outside or on the south-bound road) then they are here. The salt-crystal caves extend deeper underground and can be used for further adventures, provided players can overcome lingering toxic gas below.

#### **(4,5 Black Hills)**

Hills of black volcanic ash, dotted with unusual gray-leaved cypress trees (Lore reveals that the leaves can be powdered and mixed with black powder to protect against moisture (removes dampness misfire penalty, halves penalty in wet conditions). Buried beneath the northern hill is the desolated upper level of an ancient temple of the Builders. Still active inside is a Temple Golem (currently at half health) guarding a glowing red orichalcum disc. The disc rests upon a pillar of stone jutting from a roiling pond of energy. If brought near Quetzalcoatl, the disc violently spins and radiates intense energy for 1 minute before disintegrating and filling the horizon with crimson light that banishes Quetzalcoatl from the galaxy. The Azteca camp will become begin sacrificing themselves until Quetzalcoatl reappears (it never does). Casting the disc into the pool of energy destroys the disc and causes a catastrophic explosion after 5 Turns.

#### **(North-East Road to Texas)**

A ghost of a one-armed Buffalo-folk haunts the north-eastern road from Silencio. It appears at twilight and attacks, relentlessly, anyone it sees with a glowing tomahawk until dawn when the ghost disappears with the sunrise. If destroyed, the ghost will reappear the next night.

#### **(South-bound Road to Mexico City)**

The southern road is plagued by strange salt-



crystal beasts. Passing south of (4,5) requires dealing with the beasts and the salt-men banditos from the cave at (4,4). Once the threat is cleared, travel is safe(r) and medicine deliveries begin to make it into town, slowing cult related plagues.

### El Grande Bandito (The Big Bandit)

Descended from giants, El Grande Bandito is an ogre of a man (literally an ogre) with an oversized musket (d10 dam, +5 misfire) 2 highly trained wolves, Chico and Amore. He randomly raids farmsteads, plantations and Silencio itself. El Grande Bandito always camps in the same hex (within a few miles) that he attacked.

### Attacks on the Road South

Strange salt beasts are emerging from the caverns of giant crystals beneath the area. The beasts are continually spawning from a corrupted Foundation Stone and will not cease until the Stone is removed, cleansed or destroyed. In addition, a trio of banditos wandered into the cave at (4,4) and were turned into mindless salt-men, d6HD banditos with the salt-crystal strange beast powers (page 82).

### Cult of the Blood Gatherer

A cult dedicated to a Mayan death god has started to slowly take over the town of Silencio. The cult used a forged letter of appointment from the Bishop of Cortés to have the good Father Martinez replaced by a priest of the Blood Gatherer, Father Alfonso Alonso. Their operations are headed by a Mayan High Priestess of Blood in the razed, abandoned and overgrown Azteca village at (4,1). The High Priestess, Magdalena Soliz, is a fugitive serial killer who ascended to lead the cult through seduction, sorcery and

sacrifice. Her name is known to authorities throughout New Spain - she carries a bounty of 7,000sp, dead or alive.

See page 65 for the Cult of the Blood Gatherer Activity tables.

### -STARTING CULT MEMBERS-

- Sheriff Cazallo (Fighter 8)
- The sheriff's Green Sleeves (Fighter d4+1).
- Father Alonso (Preacher 7)
- Father Alonso's acolytes (d3 HD Preachers).
- Plantation at 2,2 is (now) a cult operation.
- Random NPCs have a 10% chance of being a cultist, increased by 5% per week.

Magistrate Casanova (Specialist 8, Inspire 6) should not be a cultist, but rather played as a red herring for the party to mistrust.

Random cultists have a 50% chance to be armed with a pistol, otherwise attacking with iron fleams (minor size bloodletting instruments). Cultists carry either lidded wooden cups, bladders, or bags of leeches - plus 2d10sp each.

### -CULT GOALS-

High Priestess Magdalena desires to gather enough blood beneath the old temple (4,1) in order to open a gate for the Blood Gatherer. To recruit new members the cult kidnaps and brings victims to the temple, where the kidnapped are forced to drink the *binding blood*. Victims are mind-controlled unless they can save against poison. Those that make their save are sacrificed before a massive altar of the Blood Gatherer to make more *binding blood*.

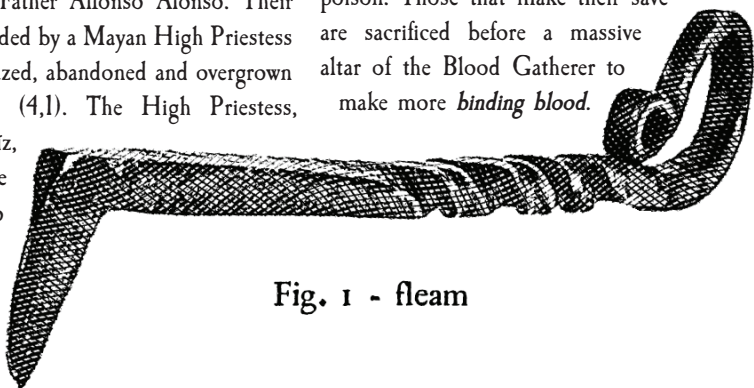


Fig. 1 - flem

## -CULT OF THE BLOOD GATHERER LORE-

### -MAYA LORE-

Blood Gatherer is the fourth-ranking lord of Xibalba; he heads the *Blood Table* where the other death gods of Xibalba (page 18) bring together all human blood that has been lost since their previous banquet. The death gods usually operate in pairs. If one cult fails then the other, in another location, may succeed. Prophecy foretells that a legendary pair of heroes will come to defeat the death gods.

### -AZTECA LORE-

Those who die from violent deaths go to paradise in Tlalocan. Those who die of illness or old age go to Mictlan, the Azteca name for the Underworld. All they know of the Mayan Death Gods is to fear them.

### -CATHOLIC LORE-

The nuns at (2,1) share much different views than Father Alonso. The nuns find his bloodletting to be abhorrent and sinful. They question the judgment behind his appointment.

## Quetzalcoatl

*Category 1 Quetzal Bird Behemoth (page 67)*

Quetzalcoatl roams the northern border of the map but a siting may occur in any hex north of Silencio. It leaves just as quickly as it appears. The truth of its nature remains a mystery to all

## -QUETZALCOATL LORE-

### -AZTECA LORE-

Behemoths are incarnations of the great Aztec spirit beasts such as Quetzalcoatl. They are here to be worshiped and will carry the faithful to a world of great glory and honor.

### -CATHOLIC LORE-

In the early ages of mankind, Lucifer sent evil monsters in the guise of God's animals to terrorize the world. The Lord wiped the world

with a great flood - but, a scarce number of the largest and strongest of these evil beasts survived the floods.



*Quetzalcoatl suddenly appears and..*

(referee choose)

*..rains mana from its wings*, crops and other vegetation grow wildly. Creatures that drink the mana are sate of hunger and thirst for 1 month.

*..parts the heavens*, moving constellations into favorable positions to enhance magical ley-lines. Spells cast in this hex are maximized in potency.

*..sings*, healing all creatures within the hex for d8 and relieves them of current tension and anxiety.

*..roars*, frightening all creatures within the hex, save vs magic or flee the hex, as fast as you can.

*..exhales*, creating a massive gust of wind across the hex, save vs paralyze or be knocked back d10x10 ft, if you hit something hard (eg; stone or trees) you take d6 damage per 10 ft. thrown.

*..weeps bemoaningly*, causing great anguish and discomfort to all creatures in the hex, save vs magic or suffer a -1 penalty from melancholy to all dice rolls for a week.

*..brings the light of the sun*, night becomes day.

*..uses its Star Patterns ability on the party.*

*..sleeps*, characters resting in this hex are invigorated with great vibes, gain d10 temp. hp.

## -CULT OF THE BLOOD GATHERER ACTIVITY-

Use the cult's activity to increase tension and present a countdown to doom. Recommend using an event every 2-3 days while the party is in Silencio. Have 1 event occur off-stage while the party adventures outside of town. Cult members never act overtly unless they are sure there will be no surviving witnesses.

### Kidnappings (1-3)

*Proceed in order. 1:2 the victim returns as a brainwashed cultist.*

Margarita (f), basket weaver

Juan (m), unemployed bartender

García family

Sophia (f), nun

Savannah (f), candlemaker

Itzel (f), Mag.'s slave dancer

Ruiz family

Lenz and Chaco, farm hands

Rocío (f), tailor

Lope (m), cabinetmaker

Gonzálo (m), spice & oil trader

Saranno family

Nicte (m), cooper

Hadwin (m) brickmaker

Cadmael (f) apothecary

Atl and Etzl, brother and sister

Zenon (m), silversmith

Perez (m+f), millers

Octavio (m), potter

### Regional Effects (4-5)

*Choose and check off.*

*† can occur multiple times.*

Crops in a field are ruined after

bleeding a red sap manifests. †

Painful, bloody sores begin to show up on seemingly random citizens inside Silencio.

Citizens dream of vague evils. †

Winds begin to wail mournfully.

The Sun over Silencio reddens.

Self-existent screams are heard

throughout the area at night. †

Venus appears larger in the sky.

Sores worsen. d2 people begin

to die per day. Victims have

demonic fever dreams. After 1

month d6+2 people die each

day forth. After two months

d10+6 die each day forth.

### Nights of Blood (6)

*Proceed in order. Scale encounters to your choosing.*

Vampire bats begin to swarm

(headed from the temple at the

far side of 4,1) at night, forcing

citizens indoors after dark.

Giant leeches rain from the sky

Distant howling is heard. d6

hours later, a pack of blood-

eyed wolves enters town to kill.

A kettle of blood hawks circle

Silencio in the morning. At

dusk, the hawks attack humans.

d8 chupacabra attack Silencio.

Replace all wild wolf or dog

encounters with chupacabra.

A demon herald of the Blood

Gatherer is summoned, marches

upon Silencio with cultists.

The Blood Gatherer is

summoned. Game over.

### ☞ Misc. Silencio Events ☞

If (and when) the first TPK occurs in this region the party will find themselves rescued by a group of Knights of the Red Helmet. The party will be carried to the Convent of the Holy Voice.

Three members of Los Ninos extort a business, one known or near the party, for 100 sterling pieces in protection money. Unless dealt with, the gang murders the nonpaying business owner.

An attempted medicine delivery (40 doses) is attacked and destroyed by salt-crystal beasts and salt-bandits. Another delivery will be made in ten days. Each dose of medicine prevents 1 death.

A traveling, fortune-telling mechanical turk called Ovini the Genie is brought to town. The owner informs that Ovini is operational but rarely gives relevant fortunes due to an astromantic component requiring constant calibration. A skilled character can attempt calibration but failure will be irreparable. Calibration will allow Ovini to deliver a single pertinent fortune.

*Buffalo-folk trade wares:* deerskin, pelts, fur, clothing, dried meats, pemmican, bone jewelry, stone knives and blades, tomahawks, nets, gold, silver, medicinal herbs, copper, shell and stone charms & trinkets

*Rarely:* untrained giant beavers or camelops

# FEARSOME CREATURES

## CREATURE CLASSIFICATIONS

### Bogey

*'Fairy tales do not give a child his first idea of bogey.'*

**B**ogey is those creatures that crawl out of hell through the veins of the earth or slip into our world from a fey or elemental realm. Or, are summoned here by witches from demonic places. Or, fall high, from a heavily sphere, upon our mortal soil. The Fang and Fur Company is most interested in hunting bogeys.

### Spirits and the Spiritless

*'One need not be a chamber to be haunted.'*

**S**pirits are the haunting souls of the dead, they can be peaceful, or deranged and desperate. Spiritless are reanimated, soulless husks and bones, given unlife via evil and chaotic magicks. Preachers of all religious orders are troubled with putting spirits to rest. Tribes have mixed and nuanced views on spirits and the afterlife.

### Arcane Horrors

*'Ought to be thy Adam, but are rather a fallen angel...'*

**W**holly original monstrosities, golems and homunculus crafted by mad warlocks, rogue magicians and deranged alchemists. The Tribunal as well as the Knights of Salem are vehemently interested in eliminating horrors created through witchcraft and arcana.

### Strange Beasts

*'Many fearsome beasts and monsters roam our land.'*

**S**trange beasts are distinctly chaotic animals. Where chaos and magic lurk so do strange beasts. They include ancient megafauna, mutant relatives of known beasts, sea monsters and mythic creatures of lore. The Fang and Fur Company also deals with strange beasts. Consider, when handling these beasts, that many of the native cultures may revere a beast and hold them sacred.

### Visitors | Sky Folk

*'A time will come when men will stretch out their eyes.'*

*'They should see planets like our Earth.'*

**W**e don't believe that the visitors are monsters nor beasts, but we really don't know. They come from the heavens. Fringe lore describes them as aliens from other planets. Several tribes have stories of sky folk visiting from other worlds, the Buffalo-folk especially. Beyond that, little is known to anyone who hasn't had a personal experience with visitors. The Holland Institute chiefly concerns itself with strange visitors and would be very interested in talking with anyone who has had an encounter of the first, second or third kind.

### Behemoths

*'God, help us.'*

**T**hese titanic monsters are very few in number, very secluded by their nature and due to total supremacy over their domain. What very little is known about these dragon-like mythic beasts has been gathered from religious tomes and ancient arcane texts.

See Quetzalcoatl Lore, page 64.



# BEHEMOTHS

ANCIENT MEGALITHIC CREATURES, GUARDIANS OF THEIR DOMAIN. These cosmic megafauna are an incredible and rarely seen sight to behold, resembling Earth animals grown to gargantuan sizes as they age - ranging in height from giant tree to small mountain. Their origins and their motivations are unclear, some religions speak of them as gods, some as guardians, and others fear the Behemoths as otherworldly conquerors.

**HD 24 (L) HP 60-180**, depending on age category (1-3 x 60 HP) **SPEED** 1.5x human, may have fly, climb, burrow or swim as appropriate **ARMOR** as plate + (1-3) **INTELLIGENCE** it is not known whether the Behemoths are sentient or a force of nature **REFERENCE** elder dragons

**ATTACK** (2-4/round, as age category + 1)

- **Claws, hooves, talons, etc.** at +10 for 2d8 damage. A Behemoth can grapple with this attack, up to 2 creatures at a time. A successful called shot at -3 will free a trapped creature. Grappled targets can be hit automatically with a bite/rake for 3d12 damage
- **Star Patterns:** The sky within 200' fills with shimmering, calculating and swirling patterns of stars and constellations. Creatures within the area must make a Save vs Magic or be under the effects of a *confusion* spell. These patterns persist as long as the Behemoth

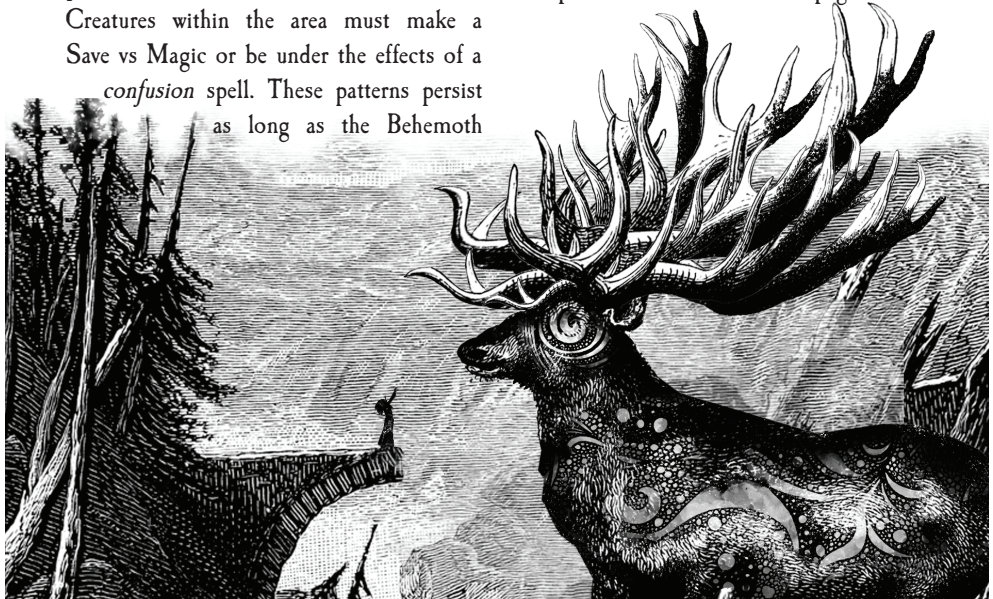
uses one attack per round to sustain them.

## DEFENSE

- **Cosmic Power:** Behemoths are surrounded by an aura of awesome energy, any creature within 10' must make a Save vs Magic or burst with cosmic radiance for d10 damage.
- **Weird Magic:** Anytime a spell targets a Behemoth, there is an 70% chance that it produces a Lesser Undoing (page 27) and a 10% chance of a Greater Undoing.
- **When injured**, black ichor jets from the wound.

## SPECIAL

- **Characters may spend an entire round climbing a Behemoth to gain a +2 bonus to their attacks and damage.** Behemoths can be climbed to cumulatively advantageous spots a number of times up to its age category. On the Behemoth's turn, all climbing characters must check Dexterity or be thrown from the Behemoth.
- **When reduced to 0hp**, black energy is released, the Behemoth disappears and a random target within 240 feet must Save vs Magic or disappear and be replaced by a twenty-ton stone idol in likeness of the Behemoth.
- **When worshiped**, Behemoths gain deity-like powers (see Quetzalcoatl, page 64).



# THE CANNIBAL KING

THE EVERLIVING RULER OF MUERTOS FLORIDO. He arrived from the Old World as an explorer, he remained as a conqueror. His current goal is to expand the breadth of his forces and domination of the New World.

HD 18+1 HP 136 SPEED human ARMOR Spanish orichalcum plate (as plate+2) INTELLIGENCE genius REFERENCE 18th level Fighter CLASSIFICATION deathless human

## DOMAIN EFFECTS

- Healing effects are minimized within 12 miles of the Cannibal King's fortress.

## ATTACK (2/round)

- Tizóna, legendary longsword of El Cid, at +14 for d8+2 damage. The sword instills dread into the hearts of enemies, every succesful attack subjects the victim to *Cause Fear*. Additionally, anyone who can see the sword adds 1d6 to their morale checks.
- Heavy crossbow at +14 for d8 damage. Cannibal King may reload with 1 action.
- Cannibal King calls to his legions, summoning d3 Zomby Cannibals or 1 Priest, which arrive and act at the end of the round. 1/Round.
- Cannibal King turns his gaze of domination upon a person within line of sight, who must Save vs Magic. Failure means the victim becomes a willing thrall, obeying the King's mental commands. The victim may repeat the save at the end of their turn.



- Cannibal King may reach through the chest of a willing thrall or grappled/helpless victim and retrieve their heart, swallowing it to transfer the victim's health to himself.

## DEFENSE

- Cannibal King is not a spirit (he is deathless) and he cannot be turned as an undead.
- Detects Invisible creatures within 120 feet.

## SPECIAL

- When killed, the Cannibal King will return from the world of the dead after 66 days, unless the Waters of Life have been restored to the Fountain.

## TREASURE

- A map which highlights a path to a cove hidden on the coast. Inside the cove is the Santiago, a Spanish brigantine ship loaded with 50,000 sp in resplendent treasures; doubloons, jewelry, plates, and artifacts. Most notably the silver Chalice of Cartagena, inscribed with a phrase, "Aqua de Vida".

## CANNIBAL ZOMBY

THE FLESH STARVED LEGIONS OF THE CANNIBAL KING'S ARMY. They were once natives, lost explorers, soldiers and sailors, who were captured and drained of intelligence by the King's priests.

HD 3 HP 14 SPEED human ARMOR thick skin (as leather+2) INTEL. animal NO. APPEARING d12 (4d12) REFERENCE Cult fanatic CLASS. human

## ATTACK

- Bite at +3 for d2 damage + 1 poison damage and the Zomby consumes a piece of flesh.

- Drift iron spear at +3 for d6 damage.
- Grapple at +3 & Choke at +3 for d3 damage.

### SPECIAL

- When a cannibal zomby consumes flesh they gain a +2 bonus to attacks/damage, and increase their speed to x1.5 human for 1 Turn. While under these effects a Zomby that drops to 0hp gets a Save vs Poison/Death to stay standing with 1hp instead. Critical hits and cleric spells bypass this.

## CANNIBAL PRIEST

**HD 7 HP 32 SPEED** human **ARMOR** woven robes (as leather) **INTELLIGENCE** above average **NO. APPEARING 1** (d6) **REFERENCE** 7th level Cleric **CLASSIFICATION** human

### ATTACK

- Drift iron dagger at +5 for d4 damage.
- Light crossbow w/ drift iron bolts at +5 for d6 damage.
- Spellcasting as a 7th-level Cleric.

### SPECIAL

- A Cannibal Priest may reach through the skull of a willing thrall or grappled/helpless victim and retrieve their brain, swallowing the brain and absorbing the victim's memories and, if the victim was a caster who prepared spells, the Cannibal Priest has those spells available as if he prepared them himself.

## CHUPACABRA

A MONSTROUS PREDATOR THAT ATTACKS CREATURES AND CONSUMES THEIR BLOOD. Early reports describe a creature that stood upright and resembled a large reptilian kangaroo with spines and huge red eyes.

**HD 6 HP 28 SPEED** human **ARMOR** as Leather+2 **INTELLIGENCE** semi **NO. APPEARING 1** (d3) **REFERENCE** Brown Bear **CLASSIFICATION** animal

### ATTACK

- Claws x2 at +6 for d4 damage, and Bite at +6 for d6 damage.
- When a Chupacabra bites an opponent, it clamps its jaws and sucks blood, automatically inflicting 2d6 damage/round.

### SPECIAL

- Hemotosense, automatically detects presense of warm blooded creatures within 300ft.
- Creatures attacking a Chupacabra in melee must Save vs Dexterity or take d4 damage from the Chupacabra's spines.

## GIANT'S HAND

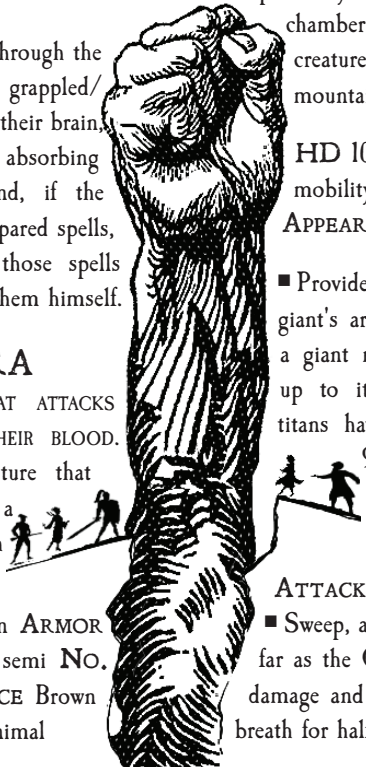
THE DORMANT TITANS WERE BURIED LONG AGO BENEATH THE MOUNTAINS OF THE WORLD. The restless giants maintain a passive and aggressive counciousness, one that rages against their eternal imprisonment - their house-sized fists smashing through walls and ceilings, stretching and reaching to attack all creatures wandering haphazardly into their cavernous bed chambers. The giants sense all creatures in contact with the mountain they are buried beneath.

**HD 10+4 HP 85 SPEED** limited mobility **ARMOR** as Plate **NO. APPEARING 1** (d2)

- Provided there is room for the giant's arm in the encountered space, a giant may move/stretch their arm up to its total length (the largest titans have colossal arms stretching 90 feet in length, most of the sleeping giants have an average reach of 35 feet).

### ATTACK (x1 Sweep or x2 Smash/Flick)

- Sweep, all creatures in a 180° arc (as far as the Giant can reach) suffer 2d10 damage and are knocked down. Save vs breath for half damage and no knockdown.



Hands cannot sweep in consecutive rounds.

- **Smash** at +10 for 3d10+3 damage. Creatures that are hit are grabbed (must have 3 fingers to grab a medium creature, 4 for larger). Grabbed creatures are squeezed and begin to suffocate, may attempt to escape a grapple on their turn. A giant's hand can still **Smash** and **Sweep** (but not **Flick**) while grabbing a creature. Grabbed creatures are automatically crushed at the end of the round for 2d10 damage.
- **Flick** at +10 for d10 damage, creatures that are hit are thrown backwards d6x10 feet, crashing and possibly taking more damage.

#### DEFENSE

- Regenerates d6 hp per active finger, at the end of the round. If a 6 is rolled then a disabled finger is re-activated.
- Every 12 damage suffered disables a finger. Each attack can disable only a single finger. When the last finger is disabled (or the hand's HP is brought to less than zero), the giant's hand is severed, broken, burned, etc. from its wrist - the arm retreats into the depths, collapsing a tunnel behind it. Giant's blood sprays the encounter area, covering creatures with a reeking, sticking ichor that attracts underground dwellers.
- A giant's titanic arm is immune to damage.

## GILA MONSTER, GIANT

UP TO 6 FEET LONG, more aggressive than their normal cousins. Ridden by desert Pukwudjie.

**HD** 3+1 **HP** 16 **SPEED** human  
**ARMOR** as Leather+1 **INTELLIGENCE**  
animal **NO.** **APPEARING** d6 (3d8)  
**REFERENCE** dire wolf **CLASS.** animal

#### ATTACK

- **Bite** at +3 for d4 plus save vs poison (4d6).

## NEW WORLD GRYFFONS

AGGRESSIVE CARNIVORES, RELATED TO THE OLD WORLD GRIFFON; they seek cliffs and rocky habitats to nest. Two distinct varieties exist in the New World. Forest Gryffons have the legs and tail of a large bobcat and the head, claws and wings of a bald eagle. Desert Gryffons are scrawnier, they have the tail of a scorpion, legs of a pronghorn and the wings and head of a turkey vulture.

**HD** 7 (L) **HP** 30 **SPEED** 3x human (fly) or xl human (walk) **ARMOR** as leather+2 **INTELLIGENCE** animal **NO.** **APPEARING** d2 (d6) **REFERENCE** Griffons **CLASS.** animal

#### ATTACK

- **Forest Gryffon** - **Claw** at +7/+7 for d4 damage and **bite** at +7 for 2d8 damage.
- **Desert Gryffon** - **Tailsting** at +7 for d4 damage plus deadly poison, and **claw** or **bite** at +6 for d4 damage.

#### SPECIAL

- If a Gryffon encounters a horse, deer or similar prey, it must make a morale save or attack.

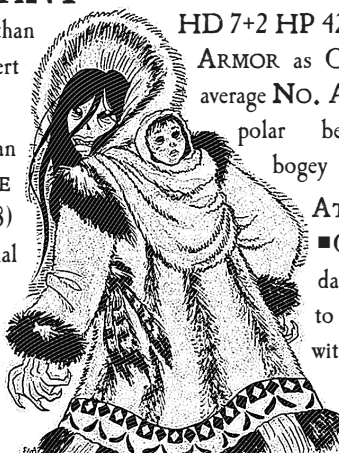
## QALUPALIK

A HUMAN-LIKE CREATURE THAT LIVES IN THE SEA - beneath the ice, with long hair, green skin, and long fingernails. They wear an amautik, a Inuit pouch to carry children, so they can steal babies.

**HD** 7+2 **HP** 42 **SPEED** xl walk or swim  
**ARMOR** as Chain+1 **INTELLIGENCE**  
average **NO.** **APPEARING** 1 (1) **REFER.**  
polar bear **CLASSIFICATION**  
bogy

#### ATTACK

- **Claw** at +7/+7 for d6 damage. Can forgo damage to automatically grapple with a hit.





## SPECIAL

- Burst through 9 feet of ice with its movement.
- Can stuff a grappled creature, child-size or smaller, into its sack as an action, who must then check Strength on their turn to free themselves.

## QUEEN AFIRE

THE CHARNELLY RESPLENDENT MIRAGE QUEEN, SHE HOLDS DOMINION OVER GROUND AFIRE, THE VALLEY OF DEATH. Her current goal is to find a way for her mirage warriors to leave the Ground Afire valley so that she may bring an eternal twilight to the realm of mortals.

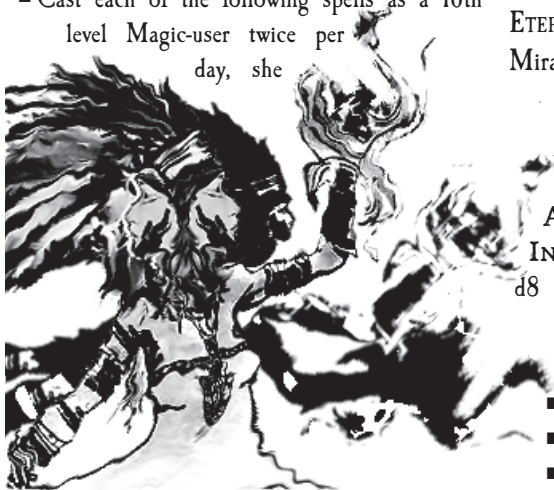
**HD 20 HP 90 SPEED** human (walk or hover, can phase through solid objects) **ARMOR** mage armor (as chain) **INTELLIGENCE** genius **REFERENCE** 16th level Magic-user **CLASSIFICATION** spirit

### DOMAIN EFFECTS

- Creatures within the Mirage Palace must save 1/Turn or experience intense hallucinations.

### ATTACK (2/round)

- Storm of Glass Daggers (melee or thrown) at +5/+5/+5 for d4+1 damage, she may make this attack via her mirages, thrown daggers return to her after the attack.
- Cast each of the following spells as a 10th level Magic-user twice per day, she



may cast via her mirages: *Dispel Magic*, *Hallucinatory Terrain*, *Mirage Monsters* (as Shadow Monsters), *Phantasmal Supergoria*, *Tangled Souls* (as Web, drains 1 Constitution per round of entrapment).

## DEFENSE

- Superior Mirage, Queen Afire has up to 100 mirage duplicates of herself active at anytime. They function as Mirror Images but can be separated and controlled freely by the Queen Afire, including instantly summoning them to her location when necessary. She may replace 1 lost mirage a day. During combat Queen Afire will divide her mirages into equal stacks for each of the party members, including a stack on top of her true form.
- Immune to all spells except those affecting evil or chaos.
- Automatically Detects Illusion and Invisibility.
- Turns as a 15-hit die undead creature.

## TREASURE

- An orichalcum-plated double-arrowhead she wears on a necklace around her neck, worth 8,300sp.
- Any other treasure from the Mirage Palace disintegrates to dust when taken away.

## MIRAGE WARRIOR

ETERNAL DEFENDERS OF THE QUEEN AFIRE. Mirage warriors remember only a whisper of their former lives

**HD 5 HP 25 SPEED** human (walk or hover, can phase through solid objects) **ARMOR** glass armor (as plate) and shield **INTELLIGENCE** low **NO. APPEARING** d8 (2d10) **REFERENCE** 5th level fighters **CLASSIFICATION** spirit

### ATTACK

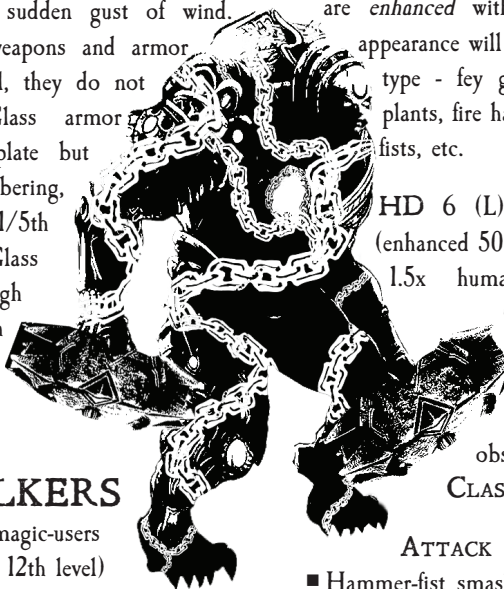
- Glass club or hatchet at +3 for d8 damage.
- Atlatl & javelins at +4 for d8 damage.
- Unarmed attack at +3 for d3 damage.

## DEFENSE

- **Mirage Warriors** have up to 3 mirage duplicates active at anytime. They function as Mirror Images, Mirage Warriors may replace 1 lost mirage a day.
- Turns as a 4-hit die undead creature.

## SPECIAL

- When reduced to 0 hp **Mirage Warriors** dissolve into piles of sand and are swept away with a sudden gust of wind. Their glass weapons and armor are substantial, they do not disappear. Glass armor protects as plate but is non-encumbering, weighing 1/5th as much. Glass weapons weigh 1/5 as much as normal.



## SKINWALKERS

Skinwalkers are magic-users (typically 7th to 12th level) who acquire dark powers through the ritual killing of a close family member, most often a sibling. They have the ability to change shape, at will, into a specific animal (more often than not, a coyote) or a small set of animals (such as snakes or birds of prey). When shape-shifted, a skinwalker's eyes still appear to be human. They also have the power to take possession of the bodies of human victims if a person looks eyes with them (and fails a Save vs Paralyze). Skinwalkers gather in dark caves for wicked purposes – to initiate new members, plot their activities, harm people from a distance with black magic, and perform dark ceremonial rites to extend their power.

## TEMPLE GOLEM

GUARDIANS CONSTRUCTED TO PROTECT THE TEMPLES OF THE BUILDERS. Souls of the condemned are trapped within a construct, like a prisoner forced into an iron maiden, forged from orichalcum and chiseled obsidian, bound and locked inside with cold iron chains. Some Temple Golems are bound with the spirits of angels, demons, fey or elementals, and are *enhanced* with additional power. Their appearance will be highly suggestive of the type - fey golems will be covered in plants, fire have red hot molten hammer-fists, etc.

HD 6 (L) (enhanced 10) HP 30 (enhanced 50) SPEED human (enhanced 1.5x human) ARMOR as plate (enhanced plate+2) INTELLIGENCE low NUMBER APPEARING 1 (1) REFERENCE obsidian/amber golems CLASSIFICATION arcane horror

ATTACK (enhanced golems 2/round)

- Hammer-fist smash at +6 (enhanced at +10) for 2d6 damage (enhanced deal 2d10 damage).

## ENHANCED TEMPLE GOLEMS

- **Angelic** - Angelic golems have wings and a fly speed. Can smite enemies on a successful attack for an extra 2d8 damage, 1/round.
- **Demonic** - Hellfire Vents, creatures within the 15' cone exhausts coming from the Golem's flanks take 4d8 damage (Save vs Breath for half).
- **Fey** - Fey golems have an additional vine whip tripping attack at +10 for d8 damage.
- **Ice** - Ice golems automatically cover the ground within 90' of them in ice, creating difficult terrain for others. They can skate on this ice at 3x human speed.

- **Fire** - When a Fire golem hits with an attack, the target's worn armor is damaged, reduced by 1 until destroyed. Their attacks deal an extra d10 fire damage.
- **Earth** - If an Earth golem hits with both of their attacks, they will deliver a crushing hug for 4d6 damage, Save vs Poison for half. Earth golems can burrow at x1.5 speed.
- **Air** - If an Air golem hits with an attack, the target is robbed of air and suffocates until the golem is disabled. Have a x1.5 fly speed.

#### DEFENSE

- Temple Golems can only be damaged by magic or magical weapons (including orichalcum weapons). They are also immune to sleep, charm, fear and hold spells, as well as all gases and damp clouds. Elementally enhanced Temple Golems cannot be harmed by damage of their type.

#### SPECIAL

- Detects Invisible creatures within 60'.
- Disabling or smashing the locks (golems are bound with 1 lock per HD, a called shot can be made against a lock at a -6 attack, 3hp, same resistances as the golem) unbinds the soul within the Temple Golem, causing it to go berserk (attacking wildly), and self-destructing 1d4 rounds later, releasing the energy within, creatures within 90-feet take 8d8 damage (Save vs Breath for half).

## THUNDERBIRD

SMALL BIRD OF PREY WHICH GATHER ELECTRICITY AS THEY FLY THROUGH STORM CLOUDS - sacred to Algonquian, Winnebago and many other tribes.

**HD 2 HP 9 SPEED** x1.5 human (fly)  
**ARMOR** as Leather+3 **INTELLIGENCE** animal  
**NO. APPEARING** - (d6) **REFERENCE** magic hawk **CLASSIFICATION** animal

#### ATTACK

- Bite or claw at +2 for d3 damage.

#### SPECIAL

- A Thunderbird may streak across the sky in a bolt of lightning, moving up to 120' in a straight line. Any creatures that are 'bolted' through suffer 6d6 points of damage, Save vs Breath for half damage.

## TIZHERUK

(Other names: Opopogo, Pal-Rai-Yük, Snow Snake) A LARGE SNAKE-LIKE CREATURE WITH A 7-FOOT HEAD AND A FLIPPED TAIL. It is said to inhabit the arctic waters, snatching men invisibly.

**HD 5 HP 23 SPEED** x1 walk or x1.5 swim  
**ARMOR** as leather+2 **INTELLIGENCE** animal  
**NO. APPEARING** 1 (1) **REFERENCE** giant rattler **CLASSIFICATION** strange beast

**ATTACK** (2/round plus 1 additional action at the end of the round)

- Bite at +7 for d4 damage.
- Tail flipper at +6 for d6 damage and knockback.

#### SPECIAL

- Invisible while under water or on snowy ground.  
 May remain invisible when attacking; cannot be attacked until detected; in subsequent rounds, may be attacked at -2 to hit (locatable by turbulence, snow trails).
- Swallow whole; An attack roll of 20 indicates a small victim is swallowed. Inside the Tizheruk's belly: suffer d6 damage per round (until the snake dies); may attack with sharp weapons at -4 to hit; bodies are digested in 6 turns after their death.

## TRICKSTER SPIRIT

Trickster spirits use their shapechanging and spells to deceive mortals for their own amusement. Often, the tricksters will reward adventurers that endure their torment with a few inconsequential words of wisdom and a permanent increase to Luck. They have no 'true' form.

**HD 6+1 HP 33 SPEED** and **ARMOR** as their **Shapechanged** form **NO. APPEARING 1 INTELLIGENCE** very **CLASSIFICATION** bogey

#### ATTACK

- As their *Shapechanged* form would suggest.

#### SPECIAL

- *Shapechange* at will into any animal form.
- Detects Invisible creatures.
- *Charm Person, Clairvoyance* at will.
- Audible glamors and minor illusions at will.

## URAYULI

(Other names: Hairy Men)

A MYTHICAL RACE OF CREATURES THAT LIVE IN THE WOODLAND AREAS OF THE YUKON. They stand 10 to 14-feet tall with long ragged fur, patched with moss that grows upon their flesh. Their small dots for eyes on either side of their head glow with luminescence at night. Their mouth stretched as wide as their face and is lined with hundreds of small razor-like teeth. They hunt deer and elk, which are hypnotized by their eyes. It is said the Urayuli are transformed children who become lost in the woods at night.

**HD 5+1 HP 28 SPEED**  
human **ARMOR** as leather+1  
**INTELLIGENCE**  
low **NO.**

**APPEARING -**  
(d8) **REFERENCE** ogre  
**CLASS.** bogey

#### ATTACK

- Hundred-toothed bite  
x2 at +5 for d8 damage.

#### SPECIAL

- Creatures that meet the Urayuli's hypnotic gaze must Save or be Paralyzed; repeating the save at the end of their turn until free.

- Urayuli emit a high-pitched cry similar to a loon. Creatures and hunters following this cry are ambushed with a 5:6 chance.

## VAMPIRES

Vampires of the New World have no aversion to running water nor can they be killed by submersion. They are strongly repulsed by *stinkdamp* (page 45) - they must make a successful Save vs Poison or stay at least 10 feet away from the damp's cloud during that round.

Vampires are classified as spirits.

## WENDIGO

(Other names: Wechuge, Wetiko)

IN THE FRONTIER WOODS BEYOND THE GREAT LAKES IS THE DOMAIN OF A MALEVOLENT DEMON KNOWN TO THE ALGONQUAIN AND CREE PEOPLE. The beast was once a human warrior who, corrupted by greed and weakened by hunger and cold, made a desperate deal with dark chaotic powers. The Wendigo is a fifteen-foot giant with a black heart of frost; sometimes thought to be entirely made of ice. Its body is skeletal and deformed, with lifeless eyes, a lipless mouth, jagged teeth and a gnarled crown of antlers. The Wendigo is a near-perfect hunter, knows and uses every inch of its territory, and can control the weather through the use of dark magic.

**HD 16+3 (H) HP 120 SPEED x1.5**  
human (walk) or x2 (fly) **ARMOR**  
as leather+2 **INT.** above average  
**REF.** archdevil **CLASSIFICATION** bogey

#### DOMAIN EFFECTS

- Intelligent creatures require x4 amount of food/water to avoid starvation. Starving creatures quickly succumb to Wendigo Psychosis.

#### ATTACK (2/round)

- Spindly Claw or Bite at +16 for 2d6 damage.



## DEFENSE

- Aura of *fear* (save or flee for 2 turns), radius in feet equal to the Wendigo's current HP.
- Immune to normal damage, cold damage.
- Regenerates d6 hit points / round, does not regenerate damage from magic or fire.

## SPECIAL

- Improved Infravision, sees through *Invisibility*.
- Summon a blizzard whenever it wishes. The radius of the storm is tied to the Wendigo's health, equal to 1/2 its hit points in miles. Creatures caught in the blizzard must check Constitution 1/hour or suffer d6 damage. Arctic survival gear grants a +4 bonus.
- Inside a blizzard, the Wendigo is nearly invisible. It surprises with a 4:6 chance.
- Anyone who fails a morale check in combat with the Wendigo succumbs to psychosis.

### Wendigo Psychosis

Intelligent creatures that are suffering from starvation (1/hour until they have eaten) or take cold damage while inside of the Wendigo's domain must Save vs Poison or begin to suffer from psychosis. The voice of the Wendigo starts to whisper words of madness into their mind, fully manifesting after 3 failed saves.

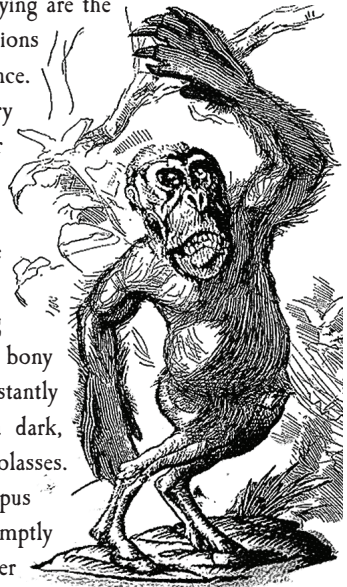
Intelligent creatures that succumb to Wendigo Psychosis become mindless flesh-craving cannibals. They are mentally dominated by the voice the Wendigo, no longer able to resist. Their body transforms and gain the following:

- Immune to cold damage.
- Infravision (cannot see through *Invisibility*).
- Can only recover health by eating flesh.
- Speed becomes x1.5 human (walk and climb)
- Hands become x2 claw attack for d6 damage.

## WHIRLING WHIMPUS

A BEARISH BEAST, SOME SEVEN FEET TALL, WITH A BODY ABOUT THE SIZE OF A WINE CASK AND ROUGHLY FURRED. The Whirling Whimpus lives along the hardwood forest ridges of the Southern Appalachians, and is doubtless responsible for the occasional disappearance of loggers and inexperienced hunters in the area. The Whimpus has a gorilla-shaped head and body and enormous equine legs. The arms, disproportionately long, sinewy and powerful, end in broad paddles. When standing at ease, the Whimpus usually rests these on the ground. The Whimpus is wholly carnivorous. Deer, bear, oxen, turkeys, humans—they're all grist to its mill. At sundown they will take stand by a bend in the trail and begin to whirl on a single hoof. Incredible speed is quickly reached and is joined by a peculiar droning sound as the Whimpus turns nearly invisible, a little dust or a few leaves eddying are the

only indications of its presence. The unwary investigator of the odd droning is, in the instant he steps within the flailing circle of bony paddles, instantly pulped into a dark, bloody molasses. The Whimpus then promptly crawls under



**"N**OTICE: a Whimpus was recently reported near the City of Liberty by a chap whose name, age, and previous condition of veracities are unknown to us. He swears that he saw one at precisely 11:32 P.M., on June 23, just as he was emerging from a roadside gin-mill. We are seeking confirmation of this report." - *Fang and Fur Society*



a nearby patch of honeysuckle to lick off its syrupy supper.

**HD 6 (L) HP 28 SPEED** human (walk or climb) **ARMOR** as chain **INTELLIGENCE 2 NO. APPEARING 1 (d4) REFERENCE** polar bear **CLASSIFICATION** strange beast

#### ATTACK

- 2 claw-paddles and bite at +5/+5/+5 for d8/d8/d6 damage.
- When Whirling: Rend x3 each adjacent target at +5/+5/+5 for 2d8/2d8/2d8 damage. Targets brought to 0 health are macerated.

#### DEFENSE

- Invisible while whirling. Only an audible droning can be detected. Ambushes on 4:6.
- If the Whimpus takes more than 5 damage from a single attack it's forced to Save vs Paralyze or stop whirling. Grappling can stop it, but the grappler is subject to Rend.

#### SPECIAL

- A Whimpus can begin whirling as an action, it takes an additional combat round to get up to speed, during which the Whimpus can take no other actions.

## WYCHGLOW

(Other names: Will-o'-the-wisp, Friar's Lantern, Fool's Fire, Ghost Candles, Jack-o'-Lantern, Treasure-light)

LOST SOULS DOOMED, FOR SOME TRAGIC MISDEED, TO HAUNT MARSHES. Unchristened spirits trying to lead travelers to a deadly baptism. Shape-shifting witches disguised as balls of light. Floating fires that light the way to buried treasure or faerie gold. Or, maybe, just marsh light that has taken on a strange sentience.

**HD 6+6 HP 27 SPEED** x2 human (fly) **ARMOR** as chain+2 **INTELLIGENCE 18 NO. APPEARING d3 (d6) REFERENCE** will-o-wisp **CLASSIFICATION** spirit

#### ATTACK

- Lighting bolt for 8d6, save for half damage.

#### DEFENSE

- At-will Invisibility
- Can only be struck by cold iron weapons.
- Immune to electrical damage.
- Takes minimal fire damage.

#### SPECIAL

- When a solitary Wychglow is reduced to zero HP, something strange happens:
  1. The Wychglow rapidly blinks out of your reality, ending with a audible sigh.
  2. The two closest creatures within 60 feet must Save vs Death or have their souls swapped with each other.
  3. Two Wychglow, each with a quarter of their original health, appear in place of the one that was defeated (does not chain).
  4. 2d6 buried skeletons claw to the surface, attacking the character that killed the Wychglow
  5. A Lesser Undoing affects the closest creature.
  6. The Wychglow as actually a shapeshifted 10+d6th level magic-user

#### TREASURE

- Increased treasure rewards. Wychglow are attracted to coins and treasure - which are guaranteed to be found nearby.



# STRANGE BEASTS GENERATOR

STRANGE BEASTS ARISE AS THE ENTROPIC FORCE OF CHAOS ENCROACHES INTO THE WILDS OF NATURE. These dangerous and highly aggressive beasts are found menacing throughout the New World, often with large rewards for their defeat. Intended as difficult solo monster for small parties (sometimes a duo or more, for more powerful parties).

- 1: Pick a base mundane animal (with stats, from a bestiary of your choosing) that you wish to turn into a strange beast. Increase the animal's HD and size to an appropriate challenge for your party (strange beasts are often larger than their natural analogues)  
-OR- Choose a beast from the regional tables.

Party Level	Beast HD	POTENTIAL BOUNTY
1st - 3rd level	d2 + Average Party Level	HD x d10 x 100 sp
4th - 7th level	d6 + ½(Avg. Party Level)	HD x 2d8 x 100 sp
8th level+	2d6 + ½(Avg. Party Level)	HD x 2d10 x 100 sp

Large beasts have an extra 1d2 HD. Huge beasts have an extra 2d3 HD. Alignment is always chaotic (thus all strange beasts suffer 1 extra damage from cold iron weaponry). Strange beasts possess enhanced senses, *can usually see in the dark or detect heat signatures, smell, movement, etc.* Their speed is as their form would suggest (and always at least xl human) Strange beasts are never frightened by firearms and generally have maximum Morale.



- 2: Assign a type and subtype for the strange beast. Apply the type/subtype abilities and benefits. Choose at least 1 subtype power (each additional power increases the XP reward by 1 tier). Larger varieties of beasts often have enhanced abilities.

## Mountain / Forest

Beast	Size	Attacks †	Notes/Special
Giant Skunk	Medium (90%) to Large (10%)	Bite and spray 20ft, d4	Save vs. Poison   Nauseous
Giant Squirrel	Medium (90%) to Large (10%)	Bite and claw, d3/d4	50% chance to be flying
Snake, Rattler	M (65%) L (30%) H (5%)	2x Bite, d4 + Poison	Save vs. Poison   Death
Mountain Lion	Large (80%) to Huge (20%)	Bite or 2x claw, d8/d6	Roar 1/Turn   morale check
Coyote	Medium (50%) to Large (50%)	Bite and claw, d6/d4	Always in pairs or more.
Bear, Black , Grizzly	Large (50%) to Huge (50%) Huge (100%)	Bite and 2x claw, d6/d3 Bite and 2x claw, d8/d6	Hugs on claw roll of 18+ for 2d4 (2d6 Grizzly)
Giant Eagle	Large (50%) to Huge (50%)	2x Talons & bite, d4/d8	Dive 50ft. for x2 damage
Elk	Large (30%) to Huge (70%)	2x Antlers, d8	Charge   3d6 +d4 trample

## Prairie

Beast	Size	Attacks †	Notes/Special
Buffalo	Large (40%) to Huge (60%)	2x Horns, d6	Charge w/out lowering AC Charge   3d6 +d4 trample
Swift Fox	Medium (75%) to Large (25%)	Bite or 2x claw, d8/d6	x2 Movement
Giant Bee	Medium (80%) to Large (20%)	Sting, d6* & paralyzed for 2d6 hours	Stung creatures Save vs. Poison   5d6 damage
Red-tailed Hawk	Medium (70%) to Large (30%)	Bite and claw, d6/d4	Dive 50ft. for x2 damage

## Desert

Beast	Size	Attacks †	Notes/Special
Giant Toad	Medium (80%) to Large (20%)	Bite, d8	Leap 100ft./20ft. high Swallow whole on roll 18+
Scorpion	Medium (60%) to Large (40%)	2x Claw & Tail, d3/d2	Tail-sting: SvP   Death
Gila Monster	M (25%) L (65%) H (10%)	Bite, d8 & Attaches	SvP/round attached   Death
Vulture	Medium (90%) to Large (10%)	Beak, 2x talons, d6/d4	+1 attack/dmg vs. wounded

## Tundra

Beast	Size	Attacks †	Notes/Special
Moose	Large (60%) to Huge (40%)	2x Antlers & bite, d6/d6	Charge w/out lowering AC Charge   3d6 +d4 trample
Bear, Polar	Large (50%) to Huge (50%)	Bite & 2x claw, d10/d6	Hug for 2d8 damage
Wolverine	Medium (80%) to Large (20%)	Bite and claw, d6/d4	+d4 dmg if below half HP

## Jungle

Beast	Size	Attacks †	Notes/Special
Crocodile	Large (75%) to Huge (25%)	Bite 2d8	Bite automatically grapples
Howler Monkey	Medium (80%) to Large (20%)	Bite or 2x claw, d6/d4	Howl 1/Turn   morale check
Jaguar	M (30%) L (60%) H (10%)	2x Claw and 2x Rear Claw or 1x Bite, d3/d4+1/d8	

†Larger size variation(s) deal an extra die of damage (per size) with their primary attacks.

## ANCIENT BEASTS

d12 HD. Immune to fear effects, maximum morale.

### MEGAFAUNA

*Size is at least Larger-than-Human. Damage increased by 1 die size. +4 HP per HD. Saves as 2HD higher. Harvest: Furs worth 100 times normal varieties or more. Teeth or claws can be fashioned into minor weapons.*

*Cave "Raging fury.." Frenzies when below half health, dealing extra damage with each attack equal to its HD.*

*Overgrown "Covered in living vines.." Can make a vinelash attack at a range of 25' (large, 50') for d6 (large d8) damage and grapple. Can have up to 1/4 of its HD in medium-sized creatures grappled at once (min. 1). Harvest: Vines that stretch like bungee cord.*

### DROWNED

*Swim speed x1.5 human, breathe underwater. Resistant to fire damage while its skin is moist.*

*Harvest: Soup of scales/jelly, temporary water breathing.*

*Waterstalker "Translucent hide, visible organs.." The beast is invisible while its hide is wet. Can cause column of nearby water to attack a creature within 20' (large 30') for HD damage, forcing water in their lungs/drowning. Drowning creatures can spend a full round to attempt a save vs paralyze to end the effect.*

*Jellied - Immune to normal damage (non-cold iron/orichalcum/magic). Can squeeze into tiny spaces. Can stretch its attacking anatomy, targeting creatures up to 25' (large 40') away. Primary attack gains poison, save or be paralyzed for d6 hours.*

## SPIRIT BEASTS

Immune to charm, poison. Do not breathe. +2 Saves against Chaos, -2 Saves vs Law. Susceptible to *turning*.

### HAUNTS

*Ethereal, plane shift 2/day. Only be harmed by Cold Iron or Orichalcum/Magical weapons. Instead of normal attacks, haunt's touch ages victims by d4 x 10 years. Kelpie and Pukwudjie may ignore the first 20 years, Buffalo-folk the first 30.*

*Harvest: Ectoplasm, temporary etherealness.*

*Fearful Wails "The howls.. our ears bled!" The beast*

can wail desolately causing HD x d4 damage to all creatures within 90' (large, 135'), save for half. Creatures who take damage are affected by *Cause Fear*.

*Poltergeist "Where is it?!" The beast is completely invisible to non-magical sight. Primary attack becomes telekentic push at 50ft, Save vs Paralyze or be sent flying HDx5' taking d6 damage for each 10' thrown.*

### UNBURIED

*Unending death, must fail a save to actually die.*

*Harvest: Rotmusk, powerful poison enhancer.*

*Spirit bones, craft to weapons/armor useful vs spirits.*

*Assembler "It assimilated dead body parts.." Begins with a number of extra body parts it has gathered equal to its HD. Attacks against the beast have an equal chance to hit an extra part. Parts have HP equal to the beasts HD, parts that are hit detach and attack. Parts must be doused in Holy Water to be completely exterminated or they will rise after d6 Rounds.*

*Gravegrabber "The ground churned.." The beast is able to burrow and move freely underground at x1 speed. The beast's primary attack automatically grapples and may choose to pull a victim underground to suffocate.*

### ANCESTOR | VAMPIRIC

*Can enter a mist form; x1.5 fly speed, immune to physical damage, regens HP equal to its HD/round.*

*Harvest: Mist motes, .*

*Ancestor Spirit "The voice of a lost soul called out, trapped inside the form of a beast." Can take the form of a Wychglow (attack changes to Lightning Bolt). Death releases the soul inside, causing it to begin a new procession into the Underworld.*

*Night's Caller "A pack of evil beasts.." The beast controls a pack of HD x d6 normal creatures of its type, white-eyed and under complete control. The beast can issue mental commands to its pack at will.*

*Vargouille - The beast's head has grown wings and detached from its atrophied body. Gains a fly speed at x2 human. Primary attack becomes a bite, increase damage by 1 die size. Creatures who are bit must Save vs Poison or have their body atrophy and head detach over 19 days.*



## BOGEY BEASTS

+4 bonus to all saves against magical effects. Immune to mind/psychic effects. Susceptible to *banishment*.

### SEELIE

*Can immediately re-roll a single die, x3/day.*

*Harvest: Seelie pineal gland, single use luck skills.*

*Floral Coral* "A mane of flowers, coral stripes.." Beast can cast *Plant Growth* at will. The beast may substitute any of its natural attacks with an attack via vegetation within 30' (large beasts, 45') for the same damage.

*Recurrent* "Our echoes could be seen near the beast.."

If an enemy uses the same attack twice against the creature, it will always miss the second time, a third attempt will return the attack against the enemy. Contrastingly, if the beast repeats an attack against the same creature, it may immediately use its Seelie power once for free, even if it has already exhausted all uses.

### UNSEELIE

*Immediately cause a creature it sees to re-roll. x3/day.*

*Harvest: Unseelie brain cluster, temp. magic disguise.*

*Brain Coral* "A rippling brain-like tumor". The beast merely concentrates upon a creature it can see, which must test against Wisdom or imagine they are drowning, burning, rotting, etc., suffering d6 potential damage for the next HD rounds. Potential damage becomes real after 1 Turn unless the beast has been killed.

*Old Wounds* Any creature that has suffered damage caused by this beast within the last 2 rounds (large beasts, 3 rounds) must save or suffer the same amount that the last attack dealt to them. This ability takes a round to recharge, beast may still attack normally.

*Seeming* "Looked just like a man.." The beast assumes, at will, a human form, indistinguishable except for their (covered) feet and scent remain bestial. Powerful magic such as *true seeing* can peer through this illusion. The beast's attacks translate to their human form equivalent.

### LUCIFERIAN

*Saves as 2HD higher. Barbed tail attack, d3+1 damage.*

*66% chance to have bat/devil wings and a fly speed.*

*Harvest: Satanic leather, chaotic aligned creatures that wear satanic leather armor have +2 to magical saves.*

*Abaddon* "Swarms of buzzing, thousands of locusts..."

A swarm of locusts follows and surrounds the beast (10', large 20'). Attacks have an equal chance to hit the swarm instead. The locust cause constant damage to the surrounding environment, creatures automatically suffer HD x 1/2 damage. The beast can move the swarm at will, but doing so loses its protection.

*Legion* "And there are many.." Each HD is a separate

creature with full HP. All but the last disappear when killed. All must be killed within HD days of the first death or they will each return at full strength.

*Moloch* "Three glowing yellow eyes." Primary attack

is replaced by large horns (increases damage by 1 die total, if the beast already had horns, increase by 2). Beast can open its third eye (3/Day) to suck in the soul of a creature it sees within 10' (large 15'). Save or suffer 1 point of Charisma drain, catatonic for 1 Turn.

### XIBALBAN

*Attacks as 2HD higher.*

*Harvest: Heart of Xibalba, temporary death ward.*

*Blood* "A gaping maw for a face, filled with teeth."

*Boils of blood grew from its hide.* Primary attack is replaced with a blood-draining bite, damage increased by 1 die size. Each successful attack drains blood and stores it as a blood boil on the beast. Attacks against the beast have an equal chance to hit each boil instead, bursting and hitting the attacking character automatically for damage equal to the beast's HD.

*Pus* "Dripping with infectious pus from every pore."

Each successful attack melee attack against the creature risks exposure to disease, Save vs Poison or be immediately incubated with a Con-draining disease. Interval of 4 hours and infection length of 5 days.

*Bone* "Armored with bones, a scythe for a horn." +2

Armor Class. Main attack changes to scythe. The beast may make a charging gore attack for x3 damage. The beast may also cause its bone plating to shard and whirl around the beast as an attack for HD x d6 damage, -2 AC until the next round. 1/Turn.



## COSMIC BEASTS

d10 HD. Immune to poison/gas/damps and mind control. Phaseshift # of rounds / day equal to the beast's HD; Shifting is determined at initiative, causes the 1st attack against the beast to miss and then grants +2 AC.

### SOLAR

*Regenerates hit points equal to its HD each round while the beast is in sunlight. Immune to fire/heat.*

*Harvest: Solar cortex, eaten for temp. HP regeneration.*

*Sunbeam "Huge eyes, burning white-hot with the sun's radiance." Solar beam deals HD x d6 damage to all creatures in a 60' (large beasts 120') line, save vs breath for half damage. Creatures who take damage are blinded for 24 hours (save 1 hour). 3/Day.*

*Supernova "The beast's inner radiance gained intensity as we struck it." Stores damage dealt to it. Can erupt solar energy 1/day, dealing HD x d8 damage plus the total of its stored damage to all creatures within 200' (large 350'). The explosion also disables any electric, alien or advanced technological devices.*

*Solar-powered "The beast's muscles bulged and it flew across the sun." Magical flight at xl.5 speed. Damage increased by 1 die total and 1 die size (eg: 2d4 to 3d6).*

*Without sunlight this beast loses its abilities.*

### LUNAR

*Hibernate during the day. Immune to damage from non-silvered weapons while under the moonlight.*

*Harvest: Lunar strands, woven into skin for dmg. resist.*

*Screeching Echo "Unrelenting howls and horrible screeching." Sonic screech against creatures in a 50' radius (large creatures, 75') for HD x d6 damage, save for half. Creatures (other than the beast) that remain in the area are subject to echoing damage, taking 1 less damage than the previous round until that damage that decays to nothing, 2/day. If used overlapping, the new echo nullifies the previous.*

*Dark Moon Magic "The beast discharged violet wisps of magic." Spellcasting ability as a witch/magic-user of the same HD. Moonlight-dependant flight at xl speed. Increased XP awarded by 1 tier.*

### VENUSIAN

*Levitates 20'. Acid damage regenerates HP.*

*Harvest: Venusian lung-sac, inhaled as a hallucinogen.*

*Insanity Mist "Gravitating, misty pods attached to the*

*beast by thin tendrils.' Expels gas in a 50' radius (large beasts 75') that dazes creatures for 1 Turn and induces Insanity, sentient characters may make a saving throw to resist. 1/day. Insane characters cannot attack, cast spells, use special abilities or items. Victim may walk, but must be carefully tended or may run away. Insanity is permanent until removed by dispel magic.*

*Emotional Cerebrum "The beasts enlarged brain pulsed rapidly within its skull." Once/round, as free action the beast may attempt to cause Confusion, Blind Rage or Extreme Indifference in a creature it can detect within 200' (large beasts, 300'). The creature is affected until the beast moves out of range or until it makes a save vs magic at the end of its round. The beast can affect any number of creatures, one at a time per round.*

**DEEP SPACE ABERRANTS | ALIEN EXPERIMENTS**  
*Unusual anatomy; immune to automatic critical hits and extra damage from crits and sneak attacks.*

*Harvest: Biotechnological cyphers and trinkets.*

*Mutation glands that can be grafted with surgical skill.*

Choose d3+1 abilities that represent experimental DNA mutations, aberrant physiology or technological implants.

*Acid Glands "Caustic spew.." Spits a 20' (large, 30') line of acid, HD x d3 dmg, save to avoid. Creatures that take damage are covered in acid for HD damage/round. 3/day.*

*Chitin Plate "Armored.." Beast has +4 AC.*

*Chromatic Camouflage "Where?" Very-near invisibility.*

*Enlarged Claws/Teeth "Massive.." Beast's primary attack damage is increased by 2 die sizes.*

*Frog's Tongue "Sticking.." Beast gains an extra grapple attack at a distance double the beast's body length.*

*Infra-eye Stalks See invisible. Cannot be surprised.*

*Many Limbs/Mouths "Hundreds.." Beast has d4+1 extra attacks per round, determined each round.*

*Slime Hybrid "Amorphous.." Squeezes through tiny spaces, natural attacks deal an extra d6 acid damage.*

*Spider Legs "Eight-legged freak.." Beast gains a climb speed at xl.5 human (or more, if already faster).*

*Stings "The tail!" Gains a poison (save or die) stinger attack.*

*Tail or Tentacle "Muculent.." Beast is able to make an additional trip attack, once per round.*

*Wings "Above!" Gains a xl.5 human fly speed.*

## ELEMENTAL BEASTS

d10 HD. Immune to sleep, charm, poison and paralysis.

Resistant to normal damage. Susceptible to *banishment*.

### FIRE

*Slain fire beasts have a 1:6 chance/hour to rise from its ashes, fully restored, unless it was buried underwater.*

*Immune to fire, vulnerable to cold.*

*Harvest: Fire glands, thrown as flask/grenade.*

**Firebreathing** *"The beast's glowing throat sac swelled before it exhaled."* Flaming breath attack in a 60' cone (large beasts 90' cone), 3x per day, HD x d6 damage, save vs breath for half.

**Flame-fanged** *"Its piercing fangs dripped with liquid-hot magma."* Primary attack becomes a bite and magma enters the blood, dealing extra damage per round equal to the beasts HD. The victim can make a save vs poison at the end of their turn to end the effect.

**Flamehooved/winged** *"The beast's flaming feet/wings left a path of fire in its wake."* Fire left behind as the beast moves deals HD x d6 damage to anything moving or standing in it. Flames last for 60 seconds. The beast can teleport through any small fires it senses.

**Calefactor** *"The air refracted and sweltered with heat."* The air in a 15' radius (large beasts, 35' radius) deals HD x d4 damage to all creatures, save for half. The heat distortions around the beast cause ranged attacks directed within to suffer a -4 penalty.

### ICE

*Icy fortitude allows ice beasts to reroll all saves missed by less than 5. Immune to cold, vulnerable to fire.*

*Harvest: Frozen shard, temporary bonus to all Saves.*

**Ice Crystal** *"The beast's crystalline hide dazzled with a glaring rainbow."* Resistant to slashing/piercing damage, vulnerable to bludgeoning/explosives. Creatures looking towards the beast must save vs paralyze or be stunned and blinded until the end of their next round.

**Frost-breathing** *"Its breath froze the air and shredded flesh with icicles."* Frost breath attack in a 60' cone (large beasts 90' cone), 3x per day, HD x d4 damage, save vs breath for half. Creatures that take damage must save vs paralyze or be frozen for a number of rounds equal to 1/2 the beasts HD.

**Snowbringer** *"Dark flurries and howling winds followed."* A deadly sleet storm follows these beasts in a 200' radius. Any creature without cover takes damage equal to HD x d3, save vs breath for half (creatures with partial cover or shields save for no damage).

### EARTH

*+4 bonus to Armor Class. +2 HP per HD.*

*Harvest: Earthmote, temporary AC increase.*

**Salt Crystal** *"Acidic crystals burst from the beast's bones."* Absorbs moisture as attack, creatures within 10' (large beasts 20'), take HD x d4 damage, save for half. Normal weapons (non-cold iron/orichalcum/magical) that strike the beast corrode with a cumulative -1 damage penalty. Suffers xl.5 damage from bludgeoning/explosive.

**Earthglide** *"Armored in the front with metal."* Instead of +4 AC, these beasts have +8 to Front AC, -4 to Hind AC. Can burrow underground, leaves behind rubble in its wake.

**Quakestorm** *"Massive legs kick up a dust storm."* Causes an earthquake 200' around it (large beasts, 350') 3/day. Creatures in the area save vs paralyze or fall, taking HD x d4 dmg from heaved rubble.

### AIR

*Increased movement by .5 human speed (eg: from xl to xl.5 or xl.5 to x2). Magic flight at xl.5 speed.*

*Harvest: Airmote, temporary speed increase.*

**Shockcaller** *"The beast thrummed, our hairs stood up."* **Outdoors:** Call lightning HD x d8 damage, save for half. **Indoors:** Static shock 35' radius (large, 70') HD x d4 damage, save vs paralyze or be stunned until end of next round. Both abilities take a round to recharge, the beast may still attack normally.

**Pressure Wisp** *"Air in our lungs felt heavy. The beast wore a mantle of clouds."* Removes oxygen, lowers the air pressure in a 15' radius (large, 30'). Creatures must save or have blood vessels burst and suffocate, HD x d4 dmg. Moves by swiftly turning to immaterial clouds, functions as near instant teleportation.

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# Native cultures pre-colonization, circa 1500





# Strange New World

In the old tales they called  
the far off lands 'Americosa'  
A strange world, fabled  
to be full of new wonders, beset  
from within by fearsome creatures  
and horrible mysteries...

...the legends would  
prove to be true.

More than 30 New World colonies and locations.

With more than 50 encounters.

2 New Classes, Longhunters and Wardens.

Sign Magic casting system for Wardens.

4 New Races as Class including Buffalo-folk, Pukwudjie, Sasquatch and Kelpie.

New Spells and Rituals including Bind Familiar ritual and tables.

8 Player Factions.

4 New Skills.

New equipment including weaponized gases known as Damps.

Silencio Hexploration Area adventure.

Fighting Styles for Fighters and Fighting-men.

Weird Witchcraft, a chaotic alternative casting system.

Strange Beasts Generator for fighting boss monsters.

Dozens of new and dangerous Fearsome Creatures.

Compatible with Lamentations of the Flame Princess, B/X, BECM1, Old School Essentials  
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