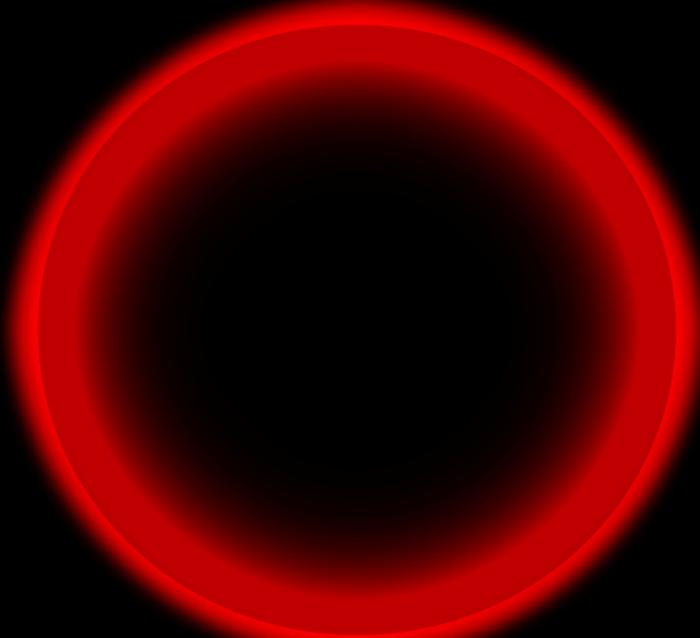


**XON THE BRINGING AND BINDINGX
OF Toothcollectors**



*A magical supplement for succinct fantasy RPGs,
with saving throws and the usual six stats.*



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CONTENTS

Page 4 -

Introduction

Page 5 -

The Ritual of Bringing and Binding

Page 7 -

The Nature of Toothcollectors

Page 10 -

Red Moon Observation Room

Clicking on the *Red Moon*, will return you to this page.
The above ToC is also hyperlinked for your convenience.

INTRODUCTION

There is a moon you do not see, red and full and just overhead. It's not there yet. It might not make it, but it is always near.

It is always there for them. Red, Red Moon is not there for you unless its light reflects within a Toothcollector's huge eyes. Even then, it is only a reflection.

At night, only the Red, Red Moon's strange gravity exists for them. They sprint lithely about, on ceilings and the bottoms of branches. So many secondhand teeth fill their filthy mouths, and their drool is so voluminous, the little monsters are quite easy to track.

A Toothcollector's Strength is tied to the # of teeth in their mouth. Teeth from other species sometimes grant them specific abilities, though most Collectors are loathe to even touch nonhuman mouthparts. They are very particular concerning their stolen smile-bones.

They can be brought; they can be bound. In most ways, these little creatures are the easiest of all beings to Summon and Bind. Keeping to them to your purpose is another matter entirely.

Grimoires detailing their summoning proliferate as does marginalia warning against it.

RITUAL OF BRINGING AND BINDING

“At dawn, upon the floor draw the Tooth-Collector’s sigil in salt mixed with sage or mint, behind a threshold and beneath a roof*. Take care it is large enough for a child to stand within, arms outstretched.

“In this, place a fine linen tooth-cloth, carefully centered. Paint a binding sigil** upon it, in equal parts gall ink*** and thine own blood.

“Atop this, place a tooth of thine enemy. Then draw a tooth from thine own mouth and place it also within the binding sigil. Then Thrice must ye speak,

I bind thee, I bring thee.

My blood and my teeth.

“Careful to disturb nothing, exit the larger sigil.

“That night the creature will come to ye and become thine, and tied to it ye shall ever be.”

*- excerpted from *On the Bringing of Spirits*, usually attributed to Baron Alden of Particolor*

*Only works inside.

**Square inside a circle.

***Any ink is fine.



Dusk breaks through to kiss awake their lidless eyes.

THE NATURE OF TOOTHCOLLECTORS

Toothcollectors

1+1 HD, AC as Leather, 1 attack, Fist 1d3+STR Bonus or by Weapon, Move: Quick, erratic, upside down at night.

Special: Their STR score is equal to the # of stolen teeth in their mouths.

At 15, their mouths no longer close. At 18 they cannot speak.

Tooth collectors have 18 Tooth Slots, teeth from larger creatures take 2 Tooth Slots.

Unless otherwise indicated, assume 12+d6 teeth/STR.

Teeth from species other than human often grant them special abilities, see below.

Special: Toothcollectors can move without sound and be perfectly still. 99% chance to successfully hide/sneak.

Special: Between Dawn and Dusk, Toothcollectors must plant themselves in the ground and sleep. They actually send rhizomes out into the soil to draw nutrients. (Teeth are status symbols and literal power.) In this chthonic state, they commune with all their fellows. They will fly into a rage and viciously attack anyone preventing them from doing so.

Special: Toothcollectors can see perfectly in the dark. The Red, Red Moon's light reaches all places and none.

Special: If they've placed the tooth of a language's speaker in their mouths, a collector can speak that language.

THE NATURE OF TOOTHCOLLECTORS

Collectors look like human children, more or less, covered in rough, thick skin. Mouths drooling and as overstuffed with stolen teeth as they can manage.

Toothcollectors cannot be more than 1 mile away from the magician that bound them. They must come as quickly as possible when called by their magician, unless planted. Otherwise, they can do whatever the hells they want. Every request is a new negotiation.

During the day, in the soil, as they dream, the Toothcollectors commune with one another. Complicated alliances form and dissolve as the little creeps vie for status in the quiet dark. Strange new trends in what constitutes a good tooth explode and then disappear day after day.

What Kind of Teeth does the Collector **need** today?

Roll d8 2x

1. <i>Yellowed</i>	1. <i>Child's Molar</i>
2. <i>Glistening White</i>	2. <i>Child's Molar</i>
3. <i>2 Cavities</i>	3. <i>Child's Incisor</i>
4. <i>Cracked / Chipped</i>	4. <i>Child's Canine</i>
5. <i>Blackened</i>	5. <i>Bicuspid</i>
6. <i>Worn</i>	6. <i>Molar</i>
7. <i>Brown</i>	7. <i>Incisor</i>
8. <i>Huge Cavity</i>	8. <i>Canine</i>

THE NATURE OF TOOTHCOLLECTORS

This Collector's Unfortunate Personality

Roll d8 when Summoned

1. Timid and Paranoid
2. Unwittingly Bold
3. Lonely and Talkative
4. Petulant
5. Enthusiastic and Distractible
6. Irritably Lazy
7. Ignorant, Arrogant, Loud
8. Insincerely Obsequious

Effects of nonhuman teeth:

(Grimoires usually include d4 examples of special tooth powers.)

- **Venomous Snake/Reptile** - Bite does 2d4 damage, Save vs Poison for $\frac{1}{2}$. *This is an extremely hard sell.*
- **Ogre or other Brutish Humanoid** - (2 Tooth Slots) +1 HD (+2 max). *No Collector will admit this, but the sense of power they get from these types of teeth far, far outweighs any distaste.*
- **Dragon** - (Note, only hatchling teeth could fit in their mouths.) Gain 1d8 breath attack. *Unless afraid for their life, a Collector won't allow this.*
- **Zombie or Reanimated Skeleton** - +1 HD (+1 max), Collector must obey all direct commands from their magician, but will purposely misinterpret them. Each night, d3-1 Toothcollectors attack the summoner, until the summoner is dead. *These will not be voluntarily accepted.*
- **Bear** - (2 Tooth Slots) AC as Chain. *This carries with it a very unpleasant sensation.*

RED MOON

OBSEERVATION ROOM

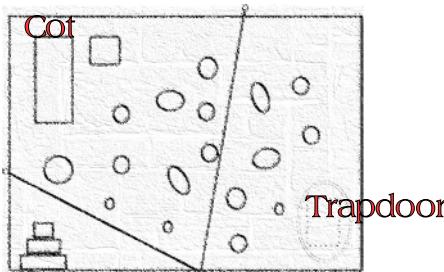
A Cramped, Weird-Sadness Adventure Locale

The young wizard Skeld rents a stonemason's basement. For the last 3 months, Skeld has been meticulously observing the Red, Red Moon.

Talc, the stonemason, is now convinced Skeld is in league with devils, and wants him gone. Deep spiritual fear, however, keeps Talc from speaking to Skeld at all.

Roll d10 each time a room is entered. On 3 or less stop rolling, Skeld is in that room.

- Basement - A cot in the corner, short stool with filthy cushion, rug in the center, vases and pots everywhere, nostril stabbing stink. Around 1/2 the containers are filled with Oil of Vitriol, and the others filled with piss. There are 2 tripwires. Cautious exploration will readily reveal these tripwires. Otherwise, take d6 damage first round from sulphuric acid and broken pottery, d4 damage the second round, and 1 damage the third round. Save to avoid. Spending one round washing the affected area with water, stops future damage.
- Secret/s: 2 Tripwires, trapdoor to sub-basement under rug in middle of room, Acid everywhere.

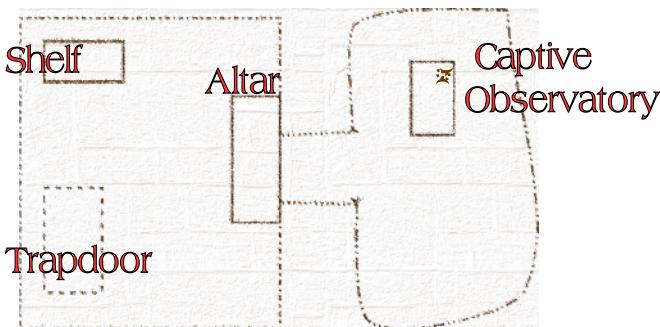


RED MOON

OBSESSION ROOM

- Sub-basement - Dirt walls, 1d4 Leatherbound Heretical Theology Books (600 silver* each) and Vellum Scroll detailing the Bringing and Binding of Toothcollectors (100 silver*) on a small shelf, an altar covered in half-burnt black candles.
- Secret/s: There's a waist-high passage, dug behind the carven oak altar, leading 6' to the Observation Room. Unless one of the candles is immediately lit, Skeld will be aware someone is in the sub-basement.

*Convert to gold if your campaign uses a gold standard for XP purposes.



RED MOON OBSEERVATION ROOM

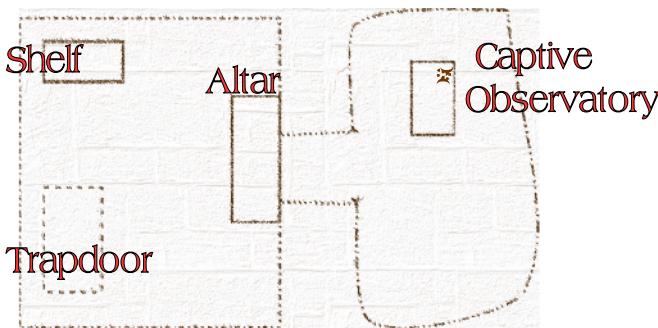
- Observation Room - Dirt walls and ceiling held in place by tangle of boards, 4'x2'x2' box on a table, microscope pointed at small hole on top of box, several rough maps of Red, Red Moon's surface, chair covered in several changes of clothes.
 - Secret/s: Microscope is pointed at the left eye of a dying, toothless Toothcollector, chained inside the box.

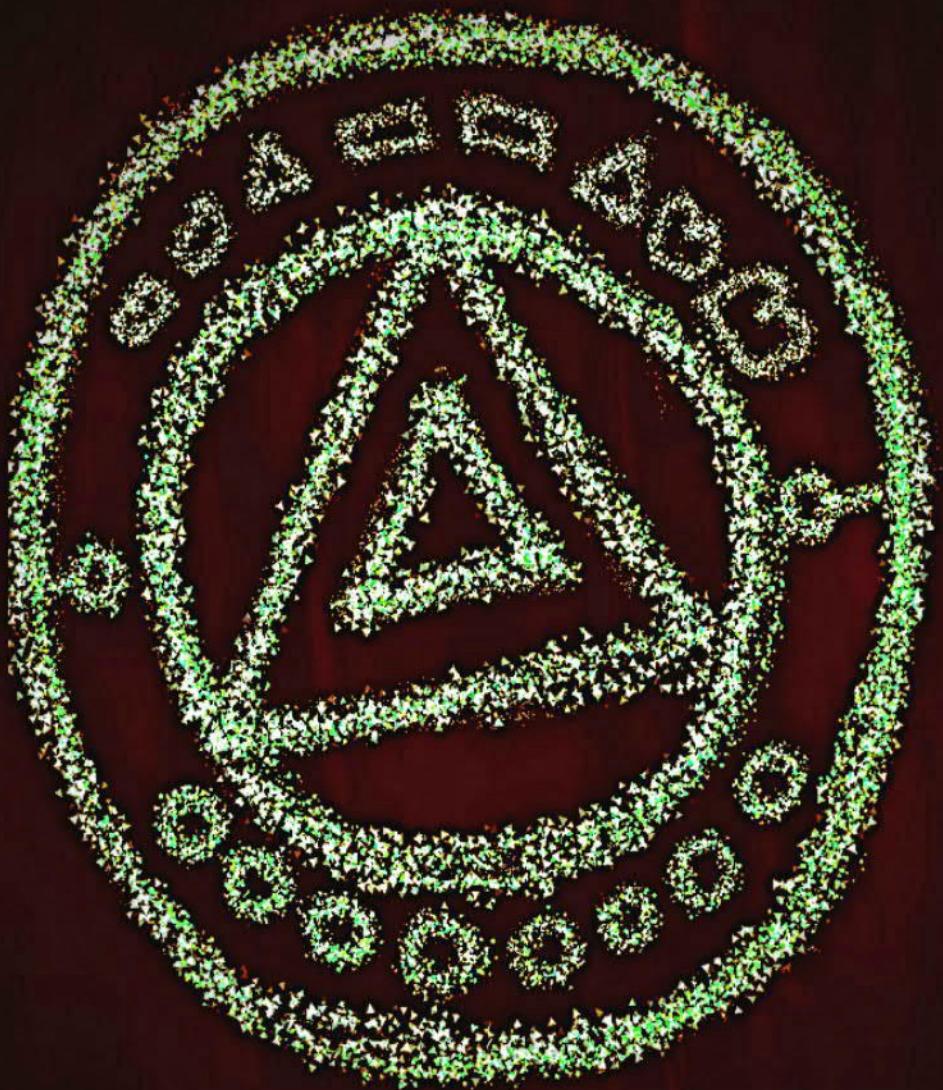
Young Wizard Skeld

1 HD, AC as Leather, 1 attack, Small Club 1d4, Move: Cautious, precise.

Special: 2/day Skeld can permanently blind a victim. Save to merely become myopic, -3 to ranged attacks.

Special: 1/day can force the Cold of Tombs onto a victim. Deals 2d6 DEX damage (going below 1 DEX means Death). Save or be stunned for 1d8 rounds as well.





Smile-Bones are Power!