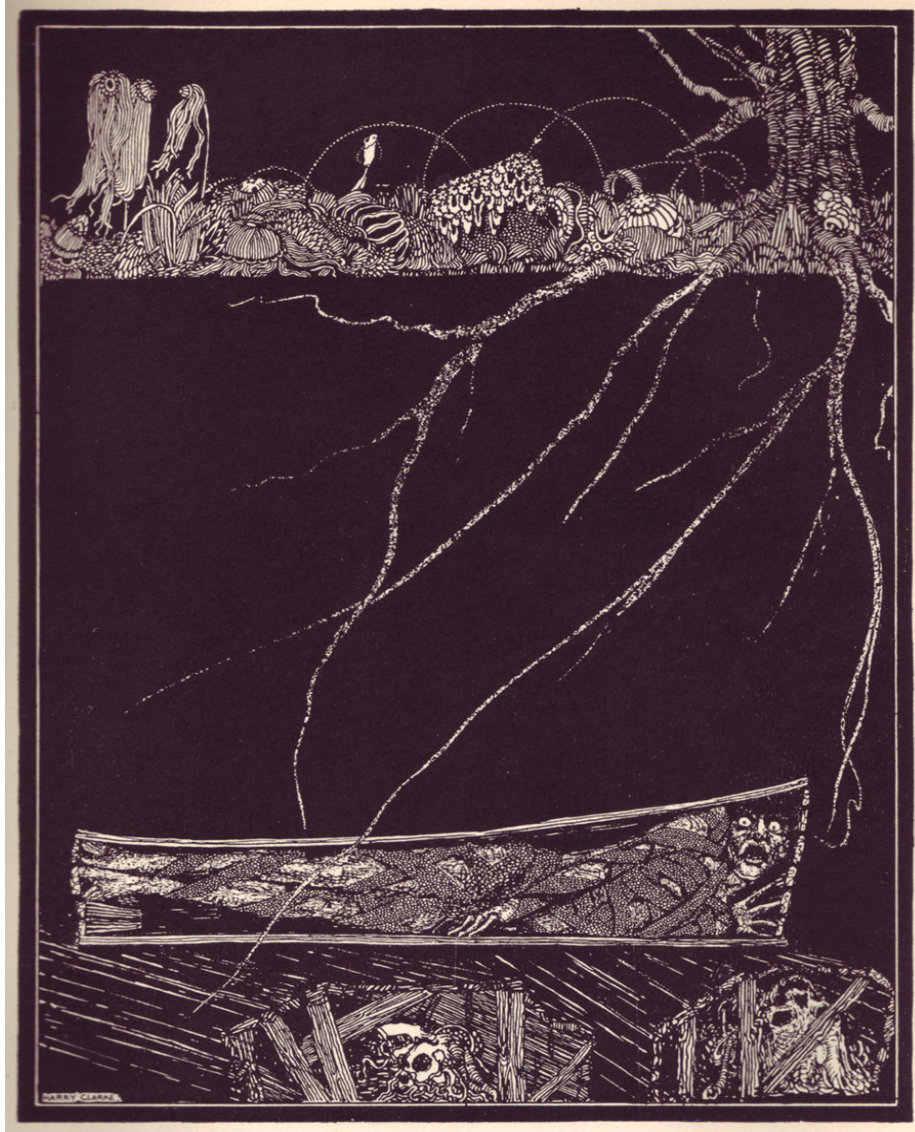


TALES OF THE GROTESQUE AND DUNGEONESQUE III:

THE FINAL CHAPTER



BY JACK W. SHEAR

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INTRODUCTION

Another year has passed, which means I am bringing you another volume of *Tales of the Grotesque and Dungeonesque*. If you're familiar with the previous books, you know what to expect: within these pages are new classes, monsters, and other such sundry for adding Gothic Fantasy atmosphere to your old-school games.

This volume also contains crowdsourced content that illustrates how other people have taken a bit of Gothic inspiration and applied it to their gaming. It also contains a hexcrawl map and key that I started...and eventually abandoned. I'm sure someone out there will find a use for it or perhaps even complete it. I've also included the current state of my campaign world as an appendix; I've advanced the timeline to account for the past successes and failures of the last campaign and added more sketching of the larger world around the main play areas. I've taken the liberty of including some ideas on how to make an infamous campaign setting more palatable (and frankly more interesting).

Finally, I'm rounding out this volume with some non-fiction sources you might consider turning to if you want to find your own Gothic inspirations. This last gesture is something akin to “showing your work” on your maths homework—this is the stuff I turn to when I want to think along the lines of Gothic adventure. The reason why I wanted to end with a brief section meant to inspire is that this is likely the last *Tales of the Grotesque and Dungeonesque* volume. I've gone as far as I need to go with it—now it's up to you, Dear Reader, to take it to places I'd never imagine.

Carry On Screaming,

Jack W. Shear

DANDY CLASS

Requirements: CHA 13 **Prime Requisite:** CHA **Hit Dice:** 1d6 through 9th level, +2 per level thereafter

Maximum Level: none **Experience Chart:** Thief **Attacks/Saves:** Thief

Weapons allowed: Sword canes, bejeweled daggers, walking sticks, bladed fans, thin and elegant swords

Armor allowed: None (see below)

"These beings have no other status, but that of cultivating the idea of beauty in their own persons, of satisfying their passions, of feeling and thinking Contrary to what many thoughtless people seem to believe, dandyism is not even an excessive delight in clothes and material elegance. For the perfect dandy, these things are no more than the symbol of the aristocratic superiority of his mind." – Charles Baudelaire

Special Abilities:

Mad, Bad, and Dangerous to Know—three times per day a dandy may draw upon their magnetic personalities to invoke one of the following effects: *Charm Person*, *Command*, or *Hypnotism*. Upon reaching 3rd level, a dandy may also use this ability to emulate the effects of a *Hypnotic Pattern* or *Suggestion* spell. At 10th level a dandy may use this ability to mimic the effects of a *Mass Charm* spell.

To Burn Always With This Hard, Gemlike Flame—whenever a dandy drops a witty one-liner, a cutting come-back, or succeeds in an insanely stylish action, they gain 1 Flamboyance Point. When a dandy has accumulated 5 Flamboyance Points, they gain a temporary Hit Die. Dandies are literally protected from the world's slings and arrows by the mythic power of their *l'art pour l'art* stance in life.

Fa-fa-fa-fa-fashion—while dandies may not wear armor in the usual sense, they gain an armor class bonus when wearing bespoke clothes of great expense and taste. If a dandy purchases clothes at a cost three times that of an armor type, they benefit from the equivalent armor class. For example, if a dandy were to spend three times the cost of plate mail (1350 gp) on a suit of clothes, the dandy would functionally have the armor class of plate mail while wearing that suit. In place of shields, dandies may opt to spend 30 gp (or more) for a dashing hat or pocket square that improves their armor class by one point. However, note that such fashionable attire is very vulnerable to both the depredations of the adventuring life and the changing tides of fashion in high society.

Reaching 2nd level: *Piccadilly Palare*—the dandy has mastered a secret slang language that allows him to converse with sailors, homosexuals, prostitutes, and aesthete monsters such as demimonde medusas, vampire flaneurs, and githyanki fops.

Reaching 3rd level: *A Bright Young Thing*—the dandy acquires a familiar that is adept at estimating the worth of items such as gems and other treasures. Roll on the following table to determine the familiar's form:

d8	Familiar
1	Automaton dressed like a “painted woman”
2	Automaton dressed like a cowled monk
3	Automaton dressed like a valet
4	Gilded tortoise
5	Invent something new and outlandish
6	Kapala skull
7	Parrot wearing a jeweled crown
8	Rabbit in a brocade waistcoat

Reaching 4th level: *He dreams of scaffolds as he smokes his hookah pipe*—a dandy may pick four of the thief class's skills to use as a 2nd level thief. At 5th level, those skills increase to those of a 3rd level thief, etc. Due to a dandy's wide range of experience, they also have a percentage chance equal to the Find/Remove Traps ability of a thief of the same level to know something useful about any topic. Any topic (sailing, ancient history, heraldry) may be rolled for in this way; if the roll is successful, make a note that the dandy knows something about that topic for future reference should the topic come up again.

Reaching 6th level: *Dandy in the Underworld*—a dandy can cast spells as per a 1st level magic-user. Their spellcasting ability improves every level, but dandies are limited to casting illusions and spells that summon beautiful, otherworldly beings. If an dandy willingly summons a grotesque creature, they permanently lose all spellcasting ability.

Reaching 8th level: *The Breviary of Decadence*—by reading from the “poisonous book” a dandy may cure the soul through the senses and cast *Cure Moderate Wounds*, *Neutralize Poison*, *Cure Disease*, or *Remove Curse*; this arcane process destroys the “poisonous book,” so many dandies keep a number of volumes of that text on hand, each bound in a different pleasing color. Furthermore, a dandy who reads from the “poisonous book” in this manner must make a successful saving throw or suffer from ennui; ennui results in the dandy losing one point from each of their ability scores.

SPIRITUALIST CLASS

Requirements: Wis 13 **Prime Requisite:** Wis **Hit Dice:** 1d6 through 9th level, +2 per level thereafter

Maximum Level: none **Experience Chart:** Cleric **Attacks/Saves:** Thief

Weapons allowed: daggers, darts, and pistols **Armor allowed:** Leather or padded

Spiritualists are haunted men and women who have an uncanny connection to the spirits of the dead. The spirits of the deceased are drawn to them like moths to a flame; spiritualists learn how to harness their connection to the lands of the dead in a myriad of supernatural ways.

Spiritualist Abilities

Sometimes a Charlatan—a spiritualist has the pick pockets, hide in shadows, and move silently abilities of a thief of the same level.

Seance—a spiritualist can hold a séance to ask questions of a departed spirit. This ability functions as the *Speak with Dead* spell and can be used three times per day.

Visions of Death—a spiritualist can flood the mind of their foes with visions of decay and mortality. At 2nd level, a spiritualist can use *Scare* twice per day. At 5th level, a spiritualist can use *Fear* twice per day. At 6th level a spiritualist can use *Phantasmal Killer* once per day.

Otherwordly Assistance—a spiritualist has a variety of powers that come from their contact with the lands of the dead. Roll twice (or pick if your GM allows) on the Rank 1 Abilities table below and roll once (or pick if your GM allows) on the Rank 2 Abilities table below. Each ability is gained at the level listed in its description.

Rank 1 Abilities

d10	Ability
1	Empathic
2	Gallow's Ghost
3	Ghost in Your Head
4	Ghostly Enlightenment
5	Intuit Direction
6	Mind Trick
7	Nightmarish Projection
8	Psychic Enhancement
9	Spectral Warnings
10	Spiritual Healing

Rank 2 Abilities

d20	Ability
1	Astral Travel
2	Catatonic Endurance
3	Commandeer Body
4-5	Door Through the Afterlife
6	Ectoplasmic Wall
7	Ectoplasmic Wall, Greater
8	Entropic Projection
9	Firewalker
10	Hungry Ghosts
11	Judge's Perception
12-13	Omit Presence
14	Past Life Regression
15	Phantasmal Sphere
16	Psychic Surgery
17	Spectral Hands
18	Spiritual Levitation
19-20	Voices in Your Head

Astral Travel

Rank 2

Level 9

Effect: By freeing his spirit from the physical body, this ability allows the user to project an astral body onto another plane altogether. The user can bring the astral forms of five other willing creatures, provided all subjects are linked in a circle at the time of the casting. These fellow travelers are dependent upon the spiritualist and must accompany him at all times. If something happens to the spiritualist during the journey, his companions are stranded.

The spiritualist projects his astral self onto the astral plane, leaving the physical body behind on the material plane in a state of suspended animation. The ability projects an astral copy of the user, but only items that exist in the astral plane may be taken along. Since the astral plane touches upon other planes, the caster can travel astrally to any of these other planes. To enter one, the user leaves the astral plane, forming a new physical body on the plane of existence entered.

While on the astral plane, the astral body is connected at all times to the physical body by a silvery cord. If the cord is broken, the traveler is killed, astrally and physically. Luckily, very few things can destroy a silver cord. When a second body is formed on a different plane, the incorporeal silvery cord remains invisibly attached to the new body. If the second body or the astral form is slain, the cord simply returns to the body where it rests on the material plane, thereby reviving it from its state of suspended animation.

Although astral projections are able to function on the astral plane, their actions affect only creatures existing on the astral plane; a physical body must be materialized on other planes.

The projection lasts until the spiritualist desires it to end, or until it is terminated by some outside means.

Catatonic Endurance

Rank 2

Level 5

Effect: Once per day you can sink into a catatonic state. While in this catatonic state guardian spirits hover about your form and protect your body from harm; these spirits absorb 2d6+1d6/per level of damage until you choose to leave the catatonic state.

Commandeer Body

Rank 2

Level 9

Effect: You may leave your body and invade a host creature three times per day. The victim of this ability must be within 50'. The victim of this ability gets a saving throw to prevent having their body commandeered. If the save is unsuccessful, the user of this ability has full control over the host body. However, if the host body dies, the spiritualist using this body also dies. While commandeering a body, the spiritualist's body lies in a state of catatonia.

Door Through the Afterlife

Rank 2

Level 9

Effect: Once per day you can open a door through the afterlife. The door appears directly in front of you. By stepping through the door you may appear in any location within 20 miles. If this location is unfamiliar to you (you have spent less than twenty-four hours there) there is a 25% of taking 10d6 points of damage due to the depredations of malicious spirits who will take advantage of you stepping through their otherworldly realm.

Ectoplasmic Wall

Rank 2

Level 7

Effect: By calling forth spirits you can construct a wall of ectoplasm that is 20' long and 20' tall. This wall can sustain 5d6 points of damage before collapsing.

Ectoplasmic Wall, Greater

Rank 2

Level 9

Effect: By calling forth spirits you can construct a wall of ectoplasm that is 20' long and 20' tall. This wall can sustain 8d6 points of damage before collapsing.

Empathic

Rank 1

Level 1

Effect: You can accurately gauge the emotional state of 1 creature per two levels within 90'.

Entropic Projection

Rank 2

Level 11

Effect: By concentrating all of your hate into a weapon, you can choose one enemy to mentally attack once per day. That enemy must make a successful saving throw or be ripped apart by malicious ghosts; if your enemy is destroyed by this attack, the malicious spirits also attack you and leave you with one hit point.

Firewalker

Rank 2

Level 1

Effect: By focusing your mental energies you grant yourself an uncanny ability to resist elemental damage, such as the kind you would sustain by walking over hot coals. Each day you use this ability you gain 3 temporary hit points per level that only count toward elemental damage; when those temporary hit points are depleted any additional elemental damage is taken from your usual hit point total.

Gallow's Ghost

Rank 1

Level 1

Effect: Your body is inhabited by the ghost of a cold-blooded murderer. This spirit lends you its destructive skill will weaponry; you gain a +1 bonus to attack and damage rolls. This bonus becomes +2 at 3rd level and +3 at 5th level.

Ghost in Your Head

Rank 1

Level 3

Effect: You can speak mind-to-mind with any creature within 30' even if you do not share a language in common.

Ghostly Enlightenment

Rank 1

Level 1

Effect: Your mind is haunted by several erudite spirits that whispers bits of knowledge and insight directly into your consciousness. You gain a persistent +4 bonus to your wisdom score.

Hungry Ghosts

Rank 2

Level 12

Effect: You summon a host of hungry ghosts. For the next three rounds every creature (including friends and allies) within 30' of you takes 2d4 points of damage; you gain this damage as temporary hit points. This ability is usable once per day.

Intuit Direction

Rank 1

Level 1

Effect: Ghosts of departed rangers, hunters, and trackers speak to you. You always know which direction is north, you never get lost when you have a map to consult, and you can always find places you have already been to.

Judge's Perception

Rank 2

Level 7

Effect: The spirit of a deceased judge whispers to your mind, letting you know if anyone is lying to you. The spectral judge cannot be fooled by non-magical means.

Mind Trick

Rank 1

Level 5

Effect: Once per day you command spirits to create illusions on your behalf. You can create a persistent, active illusion within a 20' cube. A passive illusion will disappear if touched by a creature. However, an illusionary monster may be created to attack a foe. Observers are allowed a saving throw versus spells to see through any illusion produced with this spell. If the save fails, the illusion persists and any illusionary monster will seem to inflict harm when it attacks an opponent. Illusionary monsters have an effective unarmored AC, and they vanish if a foe successfully strikes them. If a foe appears to lose all hit points, he falls unconscious rather than dying. Similarly, other special effects will not be real and no damage is ever real. Note that the user is not allowed to take any action while concentrating on this ability.

Nightmarish Projection

Rank 1

Level 1

Effect: You summon devilish specters to assault the mind of your foe with horrific visions. You can use this ability once per day at 1st level; at 1st level the attack does 1d6 points of damage. This ability can be used twice per day at 3rd level, and does 2d6 points of damage. It can be used three times per day at 5th level, and does 3d6 points of damage. The victim of this ability must be within 50'.

Omit Presence

Rank 2

Level 5

Effect: You reach into the minds of any sentient creatures who can see you and omit your presence from their conscious perceptions. For all intents and purposes you are invisible for one round per level. This ability is usable three times per day.

Past Life Regression

Rank 2

Level 11

Effect: By prying into an enemy's mind you can force their mental state to regress to a less-evolved and less capable state. Your foe must make a successful saving throw or suffer a -4 (or -20%) penalty to all of their actions.

Phantasmal Sphere

Rank 2

Level 10

Effect: Once per week you can summon a silvery sphere of spectral evil that unerringly strikes an enemy. That enemy must make a successful saving throw or be brought to one hit point and rendered unconscious.

Psychic Enhancement

Rank 1

Level 1

Effect: Through focusing your willpower you may double one of your ability scores for 1d6 rounds. This ability is usable once per day.

Psychic Surgery

Rank 2

Level 5

Effect: Once per week your spirit can leave your physical form and perform psychic surgery on your damaged body. This process restores your body to full hit points and takes 1d4 rounds to complete.

Spectral Warnings

Rank 1

Level 1

Effect: You receive warnings from friendly ghosts split seconds before calamities are about to befall you. You get a +1 bonus to all saving throws; this bonus increases by +1 at levels 3, 6, and 9.

Spectral Hands

Rank 2

Level 9

Effect: You can direct ghostly presences to move your wisdom x10 in weight within 50' of you. If you direct these presences to move a creature, that creature gets a saving throw to resist being moved in this manner.

Spiritual Healing

Rank 1

Level 3

Effect: Healing spirits swirl about you and help restore your damaged flesh. Your natural healing rate is 4x normal.

Spiritual Levitation

Rank 2

Level 5

Effect: You can fly at a movement rate of 120' for 2d4 turns per day.

Voices in Your Head

Rank 2

Level 1

Effect: Your mind constantly is inhabited by a number of chattering spirits. The benefit of this is that sometimes those spirits shield your mind from harmful effects. Anytime you are required to make a saving throw vs. a mental effect, roll twice and take the best result.

NEW MONSTERS

Animate Cigar Store Mascot

While cigar store mascot are generally used to advertise the wares of tobacconists, they are sometimes animated by the medicine men of the Scavenger Lands to exact revenge against those who insult or rob their tribes.

Move: 90' (30') **AC:** 15 **HD:** 5 **Attacks:** 1 (AB +5) **Dam:** by weapon (tomahawks, bows, and knives are the most common weapons) **Mor:** 12

Special Abilities: *Scalp-Taker* – if an Animate Cigar Store Mascot rolls a natural 20 on its attack roll while wielding a bladed weapon it automatically scalps its foe and kills him or her instantly. *Construct*.

Animate Fur Stole

The penanggalan women of the courts of Harrowfaust often array themselves in sumptuous fur stoles. Some of these stoles are actually undead monstrosities that animate to defend their owners should combat erupt suddenly.

Move: 90' (30') **AC:** 12 **HD:** 2 **Attacks:** 3 (AB +2) **Dam:** 1d4/1d4/1d4 (claw/claw/bite) **Mor:** 12

Special Abilities: *Undead*.

Ba-Rumphian Wig

The Ba-Rumph are a colonizing race from the Dreamlands that plans to take political control of Scarabae. Their natural form is unknown, but when they enter the World Between they take the form of well-made and stylish periwigs and perukes. While in wig form, they have their minions present them to minor members of the court as gifts.

When a Ba-Rumph is placed upon the head, the wearer must make a successful saving throw or be unable to divest themselves of the creature. They can take the wig off for extended periods of time (such as when sleeping) but they will desire to put it back on as soon as the opportunity presents itself.

Once worn, a person knows the nature of the Ba-Rumph precisely. A failed saving throw also means that the wearer cannot speak of the Ba-Rumph's true nature. Furthermore, once it has made a connection with its wearer the Ba-Rumph can speak directly to its wearer mind-to-mind. The Ba-Rumph has no explicit powers of influence, but it slowly wears away the wearer's will by offering the wearer what he most desires. Common promises made by the Ba-Rumph are a feeling of belonging to a greater cause, opportunities to be monetarily rewarded for supporting the Ba-Rumph takeover, and offers of willing nubile who will fulfill the wearer's carnal fantasies. In truth, the Ba-Rumph have no way of granting these desires, but they will use these ruses to bring their wearer into line with what the Ba-Rumph wants to present to the courtly world as consensus opinion.

The Ba-Rumph target minor members of the court because they are subtle creatures. They do not wish to be seen exerting direct control; rather, they exercise their influence on a greater number of people who can control the ebb and flow of politics by warping the appearance of the majority opinion.

If forced into combat, a Ba-Rumphian Wig will sprout four tentacles that lash about wildly. If the wig is still worn, attacking it without harming the wearer will prove difficult and require cunning to accomplish. Of course, if pressed a Ba-Rumph will not hesitate to call on its wearer to defend it. Ba-Rumph rarely deign to face conflict themselves, but are more than willing to sacrifice others for their own protection.

Move: 30' (10') **AC:** 11 **HD:** 1/2 **Attacks:** 4 (AB +1) **Dam:** 1d2 (lash) **Mor:** 4
Special Abilities: *Mind Bonding* – see above. *Telepathy*. *90% Immunity to banishing magic*.

Bloody Mary

Bloody Marys are undead women who died apostate, but are fueled by their shame to return to the land of the living to plague members of their former religion. Despite being undead, a Bloody Mary's animate corpse does not rot or decompose; however, blood continually streams from their eyes and mouths.

Move: 120' (40') **AC:** 14 **HD:** 4 **Attacks:** 1 (AB +4) **Dam:** 1d6 (necrotic touch) **Mor:** 10
Special Abilities: *Touch of Divine Severance* – anyone touched by a Bloody Mary cannot benefit from divine healing for a full day. *Undead*.

Candyman

A Candyman is a demonic entity from the World Below sent to spread fear amongst otherwise peaceful communities. Candyman frequently lure children to isolated locations to murder them; they then arrange the scene of the crime to implicate an innocent man or woman in the murder to sow dissent, discord, and paranoia among the people of a village or town. A Candyman appears as a handsome—though scarred—man; their bodies are covered in a glossy sheen and they always smell sickly sweet. In place of one of their hands a Candyman has a vicious hook.

Move: 120' (40') **AC:** 15 **HD:** 8 **Attacks:** 1 (AB +8) **Dam:** 1d6 (hook) **Mor:** 12
Special Abilities: *Candy is Dandy* – a Candyman can pull an infinite amount of confections from its pockets; anyone who eats this candy must make a successful saving throw or suffer the effects of Charm Person. *Cloud of Bees* – if a Candyman is wounded, its body begins to leak a cloud of angry bees. Anyone within 10' of the Candyman takes 1d4 points of damage from stings per round and takes a -2 penalty to all attack rolls. *Demon*.

Den Mother

When children in the Shae Isles are particularly naughty, sometimes their parents decided to abandon them. In their place comes a Den Mother; a fey creature who attempts to corrupt them to lives of amorality and punishment. Occasionally distant relatives will hire adventurers to rescue the children from the clutches of a Den Mother. Den Mothers are mishapen things with glass eyes and wooden tails.

Move: 120' (40') **AC:** 16 **HD:** 4 **Attacks:** 1 (AB +4) **Dam:** 1d8 (tail thump) **Mor:** 7
Special Abilities: *Illusory Power* – A Den Mother casts spells as a 4th level illusionist. *Fey*.

Disease Spirit

Disease Spirits are spectral beings called into being by the dreadful sacrifice of innocents to Slurge, Demon Lord of Plagues and Contagion. They appear much as they did in life, but their ectoplasmic forms show the degradation of disease.

Move: 120' (40') **AC:** 11 **HD:** 1-4 **Attacks:** 1 (AB +1-+4) **Dam:** 1d6 (spectral touch) **Mor:** 9

Special Abilities: *Contagious Touch* – anyone reduced to 0 Hit Points by a Disease Spirit immediately falls unconscious for a full day; upon awakening they are completely healed of all damage, but they now suffer from a disease that causes them to lose 1 point from an ability score (depending on the kind of disease spirit, see below) per day. When the targeted ability score reaches 0 the victim dies and may become a Disease Spirit themselves. The only way to cure this disease is to be the recipient of both Cure Disease and Remove Curse spells. *Ectoplasmic* – a Disease Spirit only takes half damage from physical attacks. *Hard to Banish* – if reduced to 0 hit points, a Disease Spirit is dissipated for 1d4 days, after which it reforms; the only way to permanently destroy a Disease Spirit is to pulverize the bones of its former body. *Undead*.

Disease Spirit Type	Ability Score Targeted
Spirit of Wasting	Strength
Spirit of Palsy	Dexterity
Spirit of Consumption	Constitution
Spirit of Dementia	Intelligence
Spirit of Addle-pate	Wisdom
Spirit of Pox	Charisma

Dough Golem

Dough Golems are magical constructs baked to perfection by the chef-magicians of Caligari. They are roughly-shaped into a doughy approximation of mankind's form, although they are only roughly three-to-four feet in height.

Move: 60' (20') **AC:** 12 **HD:** 2 **Attacks:** 2 (AB +2) **Dam:** 1d4 (fist) **Mor:** 12

Special Abilities: *Doughy* – if a Dough Golem hits a character they must make a saving throw or be enveloped by its doughy body; thereafter, they take 1d4 points of damage from suffocation. *Crusty* – any fire attack that hits a Dough Golem makes its exterior harder; each hit from a fire attack improves its armor class by one point. *Construct*.

Excess Spirit

Excess Spirits are spectral beings called into being by the dreadful sacrifice of innocents to Slithian Vor, Demon Queen of Pleasure and Decadence. They appear much as they did in life, but their ectoplasmic forms show bodies contorted by an overflow of affect.

Move: 120' (40') **AC:** 11 **HD:** 1-4 **Attacks:** 1 (AB +1-+4) **Dam:** 1d6 (spectral touch) **Mor:** 9
Special Abilities: *Obsessing Touch* – anyone reduced to 0 Hit Points by an Excess Spirit immediately falls unconscious for a full day; upon awakening they are completely healed of all damage, but they now suffer from an affliction that has the effects detailed in the chart below. The only way to cure this affliction is to be the recipient of both Cure Disease and Remove Curse spells. *Ectoplasmic* – an Excess Spirit only takes half damage from physical attacks. *Hard to Banish* – if reduced to 0 hit points, an Excess Spirit is dissipated for 1d4 days, after which it reforms; the only way to permanently destroy an Excess Spirit is to pulverize the bones of its former body. *Undead*.

Excess Spirit Type	Effect
Spirit of Ennui	As a permanent <i>Slow</i> effect
Spirit of Passion	The victim will fall madly in love with (and be highly suggestible) to anyone they meet who has a Charisma of 14 or higher
Spirit of Agony	Upon waking the victim takes 1d4 points of damage and is in constant pain
Spirit of Ecstasy	The victim's armor class becomes worse by 4 points
Spirit of Madness	The victim acquires a random madness

Hand-Maiden

A Hand-Maiden is a perverse creature created by the sorcerers who serve Zzorch. The upper body of a Hand-Maiden is as that of a comely, though wild-eyed, young woman; the lower body of a Hand-Maiden is an enormous humanoid hand. Hand-Maidens are also sometimes known as Lady-Fingers.

Move: 180' (60') **AC:** 12 **HD:** 3 **Attacks:** 1 (AB +3) **Dam:** 2d8 (trample) **Mor:** 7
Special Abilities: Rampage – anyone trampled by a Hand-Maiden must make a successful saving throw or be knocked prone.

Origami Golem

Origami Golems are constructs made of intricately-folded paper by the wu jens of the Island of Jade Mysteries.

Move: 120' (40') **AC:** 11 **HD:** 1-1 **Attacks:** 1 (AB +1) **Dam:** 1d4 (vicious paper-cut) **Mor:** 12
Special Abilities: *You're Going to Need a Bandage* – anyone who receives a paper-cut from an Origami Golem takes an additional 1d4 points of damage the following round as the cut continues to bleed. *Flammable* – Origami Golems take double damage from fire attacks. *Immune to Magic*. *Construct*.

Masked Murderer

A Masked Murderer is a normal human being who has become horribly warped after donning one of the cursed masks crafted by Garleth Vohm, a notorious dark priest of Hakhan. Anyone who wears one of these enchanted masks is transmogrified into a hulking brute and the blank-faced mask becomes irrevocably melded to their head. They become a mindless killing machine devoted only to slaughter.

Move: 120' (40') **AC:** 13 **HD:** 7 **Attacks:** 1 (AB +7) **Dam:** by weapon (sword, axes, and bludgeons are favored) **Mor:** 12

Special Abilities: *Relentless* – when reduced to 0 hit points, a Masked Murderer is inert for 13 turns; if their body has been destroyed, it regenerates and reforms during this period. A Masked Murderer can only be killed permanently if Remove Curse has been cast on them and then they are reduced to 0 hit points. *Murder-minded* – a Masked Murderer gets a +2 bonus to all saving throws vs. mind effecting magic and is immune to fear.

Slovenly Wanderer

The Slovenly Wanderer is a singular fey creature driven to seek the company of men even though it finds mankind to be a contemptuous and repugnant race. The Wanderer appears as an unkempt vagabond: bloated to near corpulence, shaggy haired and crazy-bearded, yet with piercing eyes that betray an enormously inflated sense of self-importance. (Somewhere on his body is a tell-tale witch's teat.)

The Wanderer's usual modus operandi is to join with a group of human travelers, such as religious pilgrims or a pioneering expedition. As the trek progresses, each day the Slovenly Wanderer grows more and more agitated by his company. He will loudly pick out faults, openly criticize members of the group, and engage in long soliloquy about the failings of man (with hints of his own assumed superiority). The bile involved in such will increase each day that the Wanderer travels with his companions.

The Slovenly Wanderer will also help himself to whatever goods the travelers have brought with them. He will eat more than his share of rations, he will assume that he has a right to a portion of any coins or treasure the expedition is transporting, etc. He will, however, do no work in return for what he takes. Even if given the simplest of tasks, he will shirk his duties. He simply assumes that because he is superior to his traveling companions that they owe him for his mere presence on the trip.

Eventually the Slovenly Wanderer's disgust at being reduced to traveling with mere men will boil over into a murderous rage. On night, usually under a full moon, he will arise and attack his companions with intent to kill. He will leave their mangled corpses on the wayside, seek out a new caravan to join, and begin the process all over again.

Move: 120' (40') **AC:** 15 **HD:** 4 **Attacks:** 2 (AB +4) **Dam:** 1d6 (cleavers) **Mor:** 12

Special Abilities: *Hatred* – the Slovenly Wanderer gets +2 to hit and damage against humans.

Argumentative Magic – the Slovenly Wanderer can cast hold person on anyone he has had a heated argument with. *Rage Fueled Fury* – against anyone who has questioned the Wanderer's motives he rolls two damage dice and takes the highest result. *Fey Immunities*.

Tombstone Golem

A Tombstone Golem is an mindless, animated construct made from tombstones and grave markers that have been fused together with powerful necromantic magic. Some of the gravestones that make up the creature's body are inscribed with names and dates (representing the people the Tombstone Golem has already killed), while other markers remain blank and in wait for the golem's next victims. When a Tombstone Golem kills someone, their name is magically inscribed upon one of its stones. When all of a Tombstone Golem's markers are inscribed with names, it ceases to function.

Move: 60' (20') **AC:** 16 **HD:** 7 **Attacks:** 1 (AB +7) **Dam:** 2d8 (stone fist) **Mor:** 12

Special Abilities: *Immune to Magic* (except *Exorcise* spells act as *Hold Person* spells when cast on a Tombstone Golem and *Bless* spells cast upon them act as *Slow* spells). *Construct*.

Undead Schoolmarm

There are those who, in life, lead lives so devoid of pleasure that the only enjoyment they find is in scolding and rebuking others for failing to live up to a imagined (though deeply-believed) system of ethics or morality. These people might be actual spinster schoolmarms, but they might as easily be anhedonic prelates, finger-wagging censors, or even jaded sybarites who can now only find joy in judging the actions of others.

When such an individual dies there is a fleeting chance that they will return as an undead creature bent on continuing to admonish and chide the living.

Move: 120' (40') **AC:** 14 **HD:** 2 **Attacks:** 2 (AB +2) **Dam:** 1d4 (shaking fists) **Mor:** 12

Special Abilities: *Castigate* – an Undead Schoolmarm can verbally reprimand one living being per round. The victim of this attack must make a successful saving throw. If failed, a lawful character takes the criticism to heart and suffers a -2 penalty on all actions until the Schoolmarm is defeated; a neutral character finds themselves suffering from the effects of a slow spell as they attempt to follow the Schoolmarm's emotional lecturing; a chaotic character loses their next action from laughing at the Schoolmarm's silly reproach. *Undead*.

Vengeful Undead Pedestrian

Sometimes when a pedestrian is struck down by a conveyance of some sort (such as a horse, wagon, or coach) they swear to take revenge with their last dying breath and are transformed into Vengeful Undead Pedestrians. Vengeful Undead Pedestrians tend to be horribly mutilated by the accidents and walk with a broken gait. They seek to find the person who struck them down and drive them mad unto death.

Move: 90' (30') **AC:** 11 **HD:** 3 **Attacks:** 1 (AB +3) **Dam:** none (grapple) **Mor:** 12

Special Abilities: *Blood-dripping Madness* – if a Vengeful Undead Pedestrian hits a foe, it causes no damage but has instead latched onto that person with its death-like grip. On each proceeding round it drips blood and gore onto its victim; this causes the victim to lose 1d4 points of Wisdom. If such a victim's Wisdom reaches 0 they are compelled to commandeer the nearest conveyance and drive it to their doom. (For example, a victim driven to madness by this attack might mount a horse and ride it off a cliff or take a coach head-long into an ancient tree, etc.) *Unerring Tracker* – a Vengeful Undead Pedestrian always knows in which direction to find its killer. *Undead*.

Vitriolic Scum

A Vitriolic Scum is a water-dwelling, circular “pool” of black, burbling malignancy that float on the surface of lakes and rivers. A Vitriolic Scum attacks by generating slimy pseudopods to burn and digest any fleshy thing it comes into contact with. In rare instances a Vitriolic Scum may rear up and surge forward to engulf a creature that mistakenly thinks it is safe on the shore.

Move: Water: 180' (60") **AC:** 11 **HD:** 12 **Attacks:** 1 (AB +12) **Dam:** 3d6 (acidic touch) **Mor:** 12
Special Abilities: *Acidic* – if a character is struck by a Vitriolic Scum's acidic touch he or she continues to take 1d6 points of damage per round as the acid eats through their skin. If the character is wearing armor, each +1 to AC that it grants gives one round of reprieve from this burning. If a character strips off their armor, the acid will continue to destroy their discarded protective gear but will leave them unscathed.
Vulnerable to Cold – a Vitriolic Scum takes double damage from all cold effects and must make a successful saving throw or suffer from the effects of a Slow spell if hit with magical cold.



BEINGS OF THE DREAMLANDS

Fornakarn

Fornakarn has a massive crocodile-like body with a head not unlike that of a hooded cobra; it always smells strongly of alcohol.

Move: 180' (60') **AC:** 17 **HD:** 7 **Attacks:** 1 (AB +7) **Dam:** 2d8 (bite) **Mor:** 11

Special Abilities: *Diseased Bite* – anyone bit by Fornakarn must make a saving throw or be afflicted with a random disease.

Grimosh

Grimosh appears as a satyr who has been skinned, leaving only the bloody musculature beneath on display; furthermore, six writhing tentacles the end in barbed stingers sprout from its body.

Move: 120' (40') **AC:** 14 **HD:** 5 **Attacks:** 6 (AB +6) **Dam:** 1d4 x3 (tentacle) **Mor:** 8

Special Abilities: *Sedative* – anyone hit by one of Grimosh's stinger must make a saving throw vs. poison or suffer the effects of a Slow spell.

Kaer Kur

Kaer Kur appears as a man covered in wounds who has unholy symbols etched into his flesh; the corners of his mouth permanently sad into an exaggerated frown.

Move: 120' (40') **AC:** 13 **HD:** 8 **Attacks:** 2 (AB +8) **Dam:** 1d4/1d4 (fists) **Mor:** 10

Special Abilities: *Projectile Vomit* – Kaer Kur can spew flaming vomit in a 30' line; anyone within that line takes 6d6 points of damage. A successful saving throw results in half damage.

Lamak

Lamak appears as a hermaphroditic humanoid whose eyes and tongue have been torn from its head; thick brown slime oozes from its gaping mouth cavity.

Move: 120' (40') **AC:** 13 **HD:** 4 **Attacks:** 1 (AB +4) **Dam:** by weapon **Mor:** 8

Special Abilities: *Dreamlands Magic* – Lamak may cast Polymorph Other three times per day.

Marisette

Marisette looks like a human woman clothed in the habit of a nun, but her lower jaw is missing and a black arm protrudes from her mouth. She smells strongly of exotic perfumes and incense.

Move: 120' (40') **AC:** 14 **HD:** 5 **Attacks:** 1 (AB +5) **Dam:** 1d10 (mouth-arm) **Mor:** 11

Special Abilities: *Breath Stealer* – anyone struck by Marisette finds their chest constricting as they fight for breath; on each subsequent round they automatically take 1d4 points of damage from suffocation until Marisette is killed, banished, or chooses to end the effect.

Memgar Ligar

Memgar Ligar wears the mask of a plague doctor and is robed in dripping skins of human flesh. When he is not speaking, Memgar Ligar hums what sounds like a lullaby.

Move: 120' (40') **AC:** 15 **HD:** 9 **Attacks:** 1 (AB +9) **Dam:** 1d6 (syringe) **Mor:** 9

Special Abilities: *Soporific* – anyone struck by Memgar Ligar's syringe must make a successful saving throw vs. spells or suffer the effects of a Sleep spell.

Rethnuk

Rethnuk has the torso of a pink-skinned and hairless four-armed man and the lower body of a blood-red, undulating grub.

Move: 60' (20') **AC:** 18 **HD:** 7 **Attacks:** 1 (AB +7) **Dam:** 2d6 (bite) **Mor:** 10

Special Abilities: *Vulnerable to Bright Light* – Rethnuk suffers a -2 penalty to attack rolls when exposed to bright light. *Dreamland Magic* – Rethnuk can cast both Animate Dead and Charm Person as a 10th level magic-user three per day.

Rezalian

Rezalian is an unholy hybrid of spider-creature and young girl; she is always clothed in a rosy pink dress. Rezalian is accompanied by the smell of burning wood.

Move: 120' (40') **AC:** 14 **HD:** 10 **Attacks:** 3 (AB +10) **Dam:** 1d4/1d4/1d8 (claw/claw/bite) **Mor:** 10

Special Abilities: *Poisonous Bite* – anyone bitten by Rezalian must make a successful saving throw vs. poison or die. *Dreamland Magic* – Rezalian can cast Phantasmal Force three times per day and Phantasmal Killer once per day.

Terelath

Terelath has the form of a towering ape covered in thick fur whose head is that of a hammerhead shark.

Move: 120' (60') **AC:** 16 **HD:** 8 **Attacks:** 3 (AB +8) **Dam:** 1d8/1d8/1d12 (claw/claw/bite) **Mor:** 9

Special Abilities: *Swallow Whole* – characters hit by Terelath's bite attack must make a successful saving throw vs. death or be swallowed whole and instantly digested.

VARIANT MONSTERS

Bell Tower Goblin

Bell Tower Goblins resemble their kin, except they have a fleshy membrane that stretches from their wrists to their waists. This membrane allows them to glide down from towers at a movement rate of 120' (40') and gain a surprise attack against foes who do not expect an aerial assault.

Blood Beast of Hakhan

Blood Beasts of Hakhan are demonic servitors who appear as wounded, bleeding minotaurs. Stats as a minotaur, but they gain back hit points equal to half the amount of damage they cause in combat.

Bog Mummy

Bog Mummies are the undead remains of people who were sacrificed in sacred bogs. Stats as per a Mummy, but they do not cause mummy's rot.

Crematory Whirlwind

Crematory Whirlwinds are the animate remains of mortals who have been cremated according to the demonic rites of Morgath. They are violently whirling masses of ash and bone. Stats as an Air Elemental; a successful hit from a Crematory Whirlwind has a 50% of knocking its victim down.

Crucified Cadaver

A Crucified Cadaver is a reanimated being who was crucified as a punishment. Stats as a Ghoul, but anyone paralyzed by one stands with arms outstretched as if they had been crucified themselves. While "crucified," a character takes an additional point of damage per round.

Deadtree Dryad

An undead dryad, rotting and skeletal of aspect. Stats as a Dryad, but with undead immunities.

Deadtree Treant

An undead treant, skeletal and mocking of aspect. Stats as a Treant, but with undead immunities.

Detonating Skeleton

A Detonating Skeleton is an animate skeleton infused with an unstable alchemical preparation by goblin necromancers. Stats as per a Skeleton, but when it reaches 0 hit points it explodes in a 30' blast of bone shards for 1d6 points of damage.

Distressed One

The ghosts of those that died in the extremes of depression. Stats as ghost, but they radiate an aura of misery that imparts a -2 to all attack rolls and saving throws within 50'.

Entropic Wraith

An Entropic Wraith is a manifestation of utter annihilation. Stats as a Wraith, but instead of draining levels the touch of an Entropic Wraith causes disintegration on an unsuccessful saving throw.

Foul One

Foul Ones are putrescent undead ogres who have been raised from the grave to serve the cult of Slurge. Stats are per an Ogre, but undead. Also, the gaze of a Foul One has the effect of a Confusion spell and they can summon 1d4 giant rats once per day.

Fossilized Skeleton

Animate fossil remains of humanoid creatures. Stats as a Skeleton, but with an Armor Class equivalent to plate armor.

Frogman

Frogmen are froglike humanoids. They are brutal and revel in wanton destruction. They frequently worship Mother Lothack. Stats as a Giant Poisonous Frog, but can use weapons.

Ghoul's Claw

A Ghoul's Claw is a severed hand of a ghoul that has been given independent life. Stats as a kobold, but possesses a ghoul's paralyzing ability.

Graveyard Golem

A stone golem made of headstones and other memorial markers. Stats as a Stone Golem, but also causes *Fear*.

Hakhanite Knight

Empowered champions of Hakhan whose black armor has fused with their brutish bodies. Stats as a 9th level paladin, but all positive abilities work in reverse. They can also use *Cone of Cold* twice per day.

Headless Horseman

Headless Horsemen are undead creatures that are controlled by whoever possesses their skull. Stats as per a Wight wearing plate armor. If the Headless Horseman wears a lit jack o' lantern as a replacement head it may be thrown as a double-strength vial of flaming oil.

Kappa

Kappa are fey turtle men who guard bridges over rivers and demand tribute from anyone who wants to cross. They can be bribed with cucumbers. Stats as a goblin, but a kappa has an indentation in its head that must hold water from its river; a natural attack roll of 20 upsets the water from the kappa's head, killing it instantly.

Insectman

Insect-like humanoid beings. Stats as per any kind of giant insect.

Mad Ghost

The ghost of a person who died particularly and extremely insane. Stats as a Ghost, but anyone who casts a spell in its vicinity must make a saving throw to have the spell function normally.

Magma Head

Magma Heads are giant stone heads that float above the earth. They are charged with guarding sacred volcanoes. Stats as Red Dragons, but they have no other attacks save fire breath (molten hot magma) and any spells.

Mutilated Mass

A chaotic mass of mutilated and severed limbs. Stats as a Gray Ooze, but undead.

Necrobot

A Necrobot is an automaton fashioned from mechanical parts and the undead remains of a giant insect by the death-priests of Mord-Stavian. Stats as any kind of giant insect, but with undead and construct immunities.

Octoman

An octopus-like humanoid creature. They desire solitude, but can be bargained with if presented food that they covet. Stats as a Giant Octopus.

Plague Zombie

Plague Zombies appear as particularly diseased specimens of undead. Stats as a Zombie, but anyone killed by one becomes a Plague Zombie within 1d4 rounds.

Ratman

A ratlike humanoid being prone to trickery and cowardice. They often worship Slurge. Stats as a Giant Rat, but can use weapons.

Ravenman

Ravenmen are birdlike humanoids who tend to wear monkish robes and voluminous cloaks. They hail from the Island of Jade Mysteries. Stats as a Harpy.

River Wretch

A River Wretch is an undead woman who has drowned herself due to being spurned as a lover. These fell beings often gather in groups to use their *Charm Person* ability to find a “faithful” mate that will serve them all. Stats as a Nixie.

Sentient Molasses Flood

A deluge of hot, sticky molasses that has attained uncanny intelligence. Stats as a Black Pudding.

Silent One

Silent Ones are the undead remnants of a knightly order that were debased by the cult of Zzorch. They appear as rotting men clad in ancient, tarnished armor. Stats as a Wight, but they are surrounded by an aura that works as a 60' area of *Silence*.

Snakeman

Snakelike humanoid beings. They are inhuman and cruel; many are magic-users or clerics. Stats as per any kind of Giant Snake, but with arms to wield weapons.

Tubercular Shadow

The undead specters of those who died with a cursed sanitarium of a horrific magical disease. Stats as a Shadow, but instead of draining levels their touch causes disease.

Vargouille Butler

A Vargouille Butler is a grotesque head that flies by means of bat-like wings. From their necks hang a mass of writhing tentacles and their teeth are razor-sharp. They are brought to the World Between to serve the penanggalan of Harrowfaust. Stats as per a Giant Hawk, but undead and naturally healing will not avail the wounds they cause.

Vicar of the Deep

A Vicar of the Deep is a priest of Mother Lothack who has been rewarded for their service by being transformed into a creature that looks like a large manta ray with the claws of a scorpion. Stats as a Giant Scorpion, but they can cast spells as a 4th level cleric.

Wormtongue Phantom

Wormtongue Phantoms are the ghostly remnants of royal councilors who held too much sway over their sovereign masters. In undeath they seek to retain their status as the power behind the throne. Stats as a Specter, but a Wormtongue Phantom's statements have the power of a Suggestion spell. Once per day they may use either *Charm Person* or *Charm Monster*.



RANDOM AUTOMATON GENERATOR

d12	Form	Armor Class	Hit Dice	Mode of Locomotion (1d3 modes)
1	Arachnid	15 (4)	1d4	Aquatic
2	Bird-like	15 (4)	1d4	Burrowing
3	Dinosaur-like	15 (4)	1d6	Far-leaping
4	Humanoid	16 (3)	1d6	Fast-climbing
5	Humanoid	16 (3)	1d6	Flight
6	Humanoid	16 (3)	1d6	Gliding
7	Humanoid	16 (3)	1d8	Legs
8	Humanoid	17 (2)	1d8	Legs
9	Insecte-like	17 (2)	1d10	Levitation
10	Lizard-like	17 (2)	1d10	Slithering
11	Mammalian	17 (2)	1d12	Tank treads
12	Serpentine	18 (1)	1d12	Wheels

d12	Movement	# Attacks	Attacks	Defense
1	60'	1	Big metal fist (1d6)	Chromatic field (<i>Prismatic Sphere</i>)
2	60'	1	Chainsword (1d8)	Cloaking device (<i>Invisibility</i>)
3	60'	1	Death ray (<i>Finger of Death</i>)	Electric field (1d6 damage if stuck)
4	90'	1	Electric stun (<i>Hold Person</i>)	Energy absorption (immune to elemental damage)
5	90'	1	Electro-blade (1d12)	Force field (+1 Armor Class)
6	90'	2	Laser blast (1d10)	Force field (+2 Armor Class)
7	90'	2	Metal teeth (1d6)	Force field (+3 Armor Class)
8	120'	2	Metal whip (1d4 + entangle)	Heat-sensing vision
9	120'	2	Poisonous gas	Nanobots (regenerate 2 HP/round)
10	120'	3	Rending claws (1d6)	Repulsor beam (<i>Clenched Fist</i>)
11	180'	3	Venomous injection	Smoke screen (<i>Fog Cloud</i>)
12	180'	4	Vibro-axe (1d8)	Tractor beam (<i>Telekinesis</i>)

MAGICAL MURDER WEAPONS OF THE WORLD BETWEEN

Not all magical weapons are born of an enchanted forge; some acquire their supernatural powers through association with notorious deeds.

Two items of this latter type are the silver straight razor wielded by the infamous murderer Morgan Plumm and the hefty cleaver used by his accomplice Mrs. Thorne. The Devil Doctor of Blackcross Street, as Plumm was dubbed by folklore after his assassinations came to light, made a ghoulish habit of killing his clients and turning over the corpses to Mrs. Thorne, who disposed of the bodies by turning them into meat pies that she would sell to unwitting cannibals who frequented her shop.

Morgan Plumm's Thirsty Razor – the Thirsty Razor is a +2 weapon that inflicts 1d4 points of damage on a successful attack. Additionally, wounds received from this straight razor bleed profusely; anyone struck by it takes an additional point of damage per round until action is taken to staunch the wound. Anyone of lawful alignment that attempts to shave themselves with this razor must make a successful saving throw or cut themselves for 1d2 points of damage.

Mrs. Thorne's Hungry Cleaver – the Hungry Cleaver is a +1 weapon that inflicts 1d4 points of damage on a successful attack. Additionally, anyone wounded by this meat cleaver is cursed with an insatiable hunger that causes them to lose one hit point per day until steps are taken to remove the curse. A character cursed in this way will eat all food available to them, but it will not avail the pangs of hunger pain that assail them. If a cursed character commits an act of cannibalism (and their dreams will now be rife with the suggestion of such) it will temporarily abate the hit point loss and pain of starvation.

Two further weapons that have been imbued with the spectral power of the crimes associated with them are the knife that belonged to the infamous highwayman and assassin Hart MacFitz and the pistol used in the many killings perpetrated by the flamboyant madwomen Roxana Lee. MacFitz was a bandit who haunted the forests of Caligari; he was known to kill his victims to avoid identification. Lee was an adventuress full of braggadocio and a mean streak that was much feared by even the lowest criminal element of the Islands of Unparalleled Liberty; she shot many a man, woman, and child dead in the heat of her tremendous anger.

MacFitz's Knife – the Knife is a +1 weapon that inflicts 1d4 points of damage on a successful attack. Additionally, if this highwayman's knife is used to backstab a victim the victim does not notice that they've been wounded—even though they take damage normally. Someone else can, of course, point out that the victim has been wounded; they will simply not notice the wound or feel pain from it.

Roxana Lee's Bloodthirsty Revolver – the Bloodthirsty Revolver is a +2 weapon that inflicts 1d10 points of damage on a successful attack. Additionally, when the revolver is close at hand it allows its owner to make an attack before normal initiative is rolled because the gun has absorbed the power of Lee's temper and is now eager to engage in bloodshed.

ITEMS OF SACRED POWER

The Head of Pope Alexi II

Alexi II was a pope of the Eastern Tradition famous for personally leading a crusade against a cult known as the Brothers of the Blazing Wind. The Brothers of the Blazing Wind follow an upstart faith that preached that it was their destiny to sweep across lands of the Lady's faithful and burn everything in their path. Alexi II's response was to rally the kingdoms of the Grand Continent to launch a preemptive strike against the tribal holdings that adhered to this threatening faith. The Brothers of the Blazing Wind were successfully scattered to the deep desert, but this victory came at a cost—Alexi II fell in battle and was beheaded by the infidel.

Many years later, the served head of Alexi II was found for sale in a bazaar in the Martyrlands. His head had been preserved in a glass jar of spirits. Nevertheless, even death could not rob Alexi II of his great faith. Once per day the head may be beseeched for aid by a pious follower of the Church of the White Way. When addressed thusly, the head will awaken and begin to intone a song sacred to the Lady of the White Way. To date, the head has been known to grant the following benefices:

The Crusader's Chant – all allies within hearing range of this chant gain a +1 bonus to attack for seven rounds. Additionally, all allies who can hear the chant are immune to fear effects during that time.

The Benediction of Mercy – all allies within hearing range of this chant are healed of 2d4 hit points worth of damage.

The Malediction Against Infidels – all allies within hearing range of this chant gain a +1 bonus to damage rolls for seven rounds. Additionally, all allies who can hear the chant gain a +2 morale bonus when fighting religious fanatics who follow a religion other than the Church of the White Way.

Saint Margueritte's Cross

Saint Margueritte's Cross was a weapon carried into battle against the Mircea the Foul, a vampire lord of the Northlands who viciously preyed upon the people of his domain. The Cross is a heavy, ornate, and sharply-spiked weapon. It can be used as a bludgeon equal to a +1 mace, or it may be thrown as a hand axe +1. However, the Cross also unerringly returns to the hand of the thrower and it inflicts double damage upon undead creatures.

MERCENARY COMPANIES OF THE WORLD BETWEEN

The Komodo Tribe – the Komodo Tribe is a mercenary company comprised of associated barbarian families from the Scavenger Lands. Much feared for their ferocity and much valued because of their loyalty (when paid well), the Komodo march into battle wearing helms shaped like the heads of komodo dragons and their shields emblazoned with a lizard rampant. The Komodo Tribe is particularly well-known as skirmishes, guerrilla fighters, and as cavalry. Armed with khopeshes and javelins, the Komodo break both enemy lines and enemy morale. They are currently engaged on behalf of a petty prince of the Iron Principalities.

The Mourning Widows – the Mourning Widows, or Mourners as they are more commonly called, are a mercenary group entirely comprised of warrior-women who have lost their husbands in war. The Mourners were originally founded by women who planned to die in battle to join their menfolk in the World Above, but their success in battle quickly turned their sisterhood into a sought-after sellsword force. Based out of Scarabae, the women of the Mourners tend to wield short swords, kukris, and naginatas. (The company was trained in the art of naginata by a widowed woman from the Island of Jade Mysteries who joined their ranks.) They are renowned for their skill in skirmish warfare and as an able assassination squad; they are a recognizable threat on the battlefield due to their black garb and mourning veils.

The Bowmen of Reaper's Glade – the Bowmen of Reaper's Glade are a famed group of archers from the Shae Isles. Of all the mercenary companies in the World Between, they are the most feared; their rain of arrows has mowed down many an opposing army. The Bowmen take to the field of battle arrayed in tartan sashes and kilts to the strains of kettle drums, bagpipes, and violins. The Bowman are also supported by a number of war-wizards who use their occult abilities to multiply the archers' arrows as they sail through the air, cause their missiles to turn into incendiary explosives, or cause their foes to be enveloped in rain and fog.

The Hungry Ones – the Hungry Ones are a mercenary company of bear pelt-clad warriors from Frostreave. They attack as a wild horde and are especially adept at causing otherwise disciplined formations of soldiers to break and flee. Many rumors follow the Hungry Ones wherever they go; some say that the men and women of the Hungry Ones can are all werebears who alter their forms in the midst of combat, others claim that they are cannibals who are paid in the flesh of any they fell on the battlefield, and others still contend that they sold their souls to a Demon Lord in return for success in battle. Of course, the Hungry Ones cultivate all these rumors—and more—to add to their fearsome reputation.

The Deathridge Gunners – the Deathridge Gunners are a company of mercenary riflemen from Caligari. The are deadly marksmen both on foot and a harassing force on horseback. They are recognizable by the colorful plumes they wear in their hats; while they are fierce riflemen, they refuse to engage in melee combat unless they must fight their way out of a situation that has gone wrong. They are currently engaged on behalf of Sharla Grongatt, a penanggalan elector-countess of Harrowfaust.

The Knight Deplorable – the Knights Deplorable are not knights in the proper sense; in fact, they are little more than well-armored butchers who observe no rules of just engagement with their foes. They are known to use every dirty, unsporting trick in the book and seem to take a perverse delight in wanton bloodshed. The Knight Deplorable have such a foul reputation that many fear to face them in battle and only the most desperate lord or lady will employ their rapacious services.

TWO TREES

Avernal Tree - it's not really a tree per se, but an earthly manifestation of the Avernus Tree--the reverse image of the World Tree that extends backwards through the mythic underworld. Those who hold the right sigils can step into the tree and Charon will take them to the sigil's specified Hell.

Vengeful Tree of Woe - the blood spilled into the tree after centuries of using it as a "tree of woe" have granted it a malign sentience and a hatred of mankind's cruelty. It will attack anyone that comes near it, which is why that section of the cemetery is abandoned. However, it is rumored that a forlorn poet buried his last book of verse with his departed wife...now a disreputable publisher wants to pay you to go dig it up. (See Elizabeth Siddal/Dante Gabriel Rossetti.)

COLD STORAGE

Cold Storage In the middle of this circular room is a deep well. At the bottom of the well is an ice demon bound with the Chain of Deplorable Fixity. The enchanted chain renders the ice demon powerless to leave the bottom of the well. However, the ice demon still emanates a chilling aura that helps keep any perishables in the chamber preserved.

The ice demon is, of course, furious at his imprisonment. He will promise much if he can broker his release.

The chamber is lined with shelves along the walls that hold various anatomical specimens used by a mad wizard who experiments with flesh golem creation. A number of meathooks on chains hang from the ceiling; some of these hold aloft carcasses of various types--both humanoid and inhuman.

The room is frigid, and one can see their breath turn to mist while inside. The chamber smells of old blood and damp.

TRANSUBSTANTIATION

Transubstantiation

Level: Cleric 3

Duration: Permanent

Range: Touch

When this mystical prayer is uttered, the cleric's blood is temporarily changed into that of his goddess, the Lady of the White Way. By choosing to suffer 1d6+1 hit points of damage, the cleric may wound themselves with a bladed weapon and bleed on an ally; if the ally is a true believer of the Lady's church they are immediately healed of 2d6+2 points of damage. Alternately, if the cleric inflicts 1d6+1 points of damage upon themselves they may bleed upon unholy creatures; in this case, the blood acts as holy water and causes 2d6+2 points of damage—as well acting as if the Turn Undead ability had been used.

TWO TRAPS

The Vayne Portrait

This trap takes the form of an oil painting housed in an ornate gilt frame. The painting is a portrait, but the subject of the painting appears differently to each viewer. When initially encountered, the portrait is veiled by a sumptuous red curtain. The ground immediately at the foot of the portrait acts as a pressure plate; anyone stepping into that area activates a hidden mechanism that unveils the portrait.

Once unveiled, the portrait appears to be an aesthetically-pleasing image of the viewer. At first, they see themselves in the prime of their youth; even if they never possessed physical beauty, the painting shows hidden aspects of their comeliness that they never imagined possible.

However, the beautiful portrait soon turns foul and degenerate. Before the viewers' eyes they see the weight of their secret sins corrupt their visage. Each round that a person is exposed to the Vayne Portrait they must make a saving throw vs. poison or lose one point from an attribute. The first round a save is failed means that the viewer loses a point of constitution, on the second they lose a point of wisdom, on the third they lose a point of strength, and then the cycle begins anew. Characters who fail their initial saving throw are enthralled by the painting and unable to act as it siphons-off their mortal vitality.

If any of the viewers' attributes drop to 0 because of the portrait's effects they lose their humanity entirely and become a monster under the control of the GM. A character who passes their saving throw at any point may act freely and can break the portrait's power over other viewers by veiling it, obscuring it from view, or blinding the viewers. Note that attacking the portrait is ill-advised; any attack against the canvas means that the remaining enthralled viewers must make a saving throw vs. poison or die immediately—anyone who fails this save will have their body contorted into the wrecked visage they saw displayed on the canvas as a record of their hidden sins.

Autothysis Trap

Wikipedia has this to say on the subject of autothysis: Autothysis (from the Greek roots autos- αὐτός "self" and thysia θυσία "sacrifice") is the process where an animal destroys itself via an internal rupturing or explosion of an organ which ruptures the skin. It is caused by a contraction of muscles around a large gland that leads to the gland wall breaking. Some termites release a sticky secretion by rupturing a gland near the skin of their neck, producing a tar baby effect in defense against ants. It is a form of suicidal altruism

RPGs tells us that there are a lot of giant versions of bugs around. Some of these bugs must be capable of autothysis. We can make a trap out of this. Say a tribe of goblins keep giant termites chained up in their dungeons as a kind of biological defense mechanism. Anyone who doesn't smell of goblinoid who approaches one of these termites (or tries to pass by one to get down a corridor) set is off; it ruptures into sticky goo that roots the hapless adventurer to the spot (saving throw pending, of course).

Perhaps the goblins assume they will discover any adventurers held in this way in due time and off them them, coup de grace style. Perhaps once an adventurer is stuck in place a secondary effect is triggered: descending ceiling spikes are a favorite, as are a flood of hungry fire ants unleashed in the vicinity.

RANDOM CABARET GENERATOR

d12	The Proprietor is...	Proprietor's secret is that...
1	A battle-weary warrior	Madness runs in their family
2	A famous, though retired, entertainer	One of the performers is a serial killer
3	A member of a thieves guild	The cabaret is a front for a smuggling operation
4	A member of the resistance	The cabaret is a front for drug-dealing
5	A minor noble	The cabaret is a front for prostitution
6	A retired courtesan	Their employees are doppelgangers
7	A spymaster	Their employees are hypnotized slaves
8	A wealthy merchant or banker	They are a double agent
9	An agent of the brain lashers	They are burdened by massive debts
10	An agent of the doppelganger	They are driven to pursue an embarrassing fetish
11	An indolent dandy	They have a drug addiction
12	Not entirely human	They sometimes shanghai unwary customers

d12	The specialty of the house is...	An odd patron of the house is...
1	Bare-knuckle brawling set to music	A deadly assassin employed by a thieves guild
2	Bawdy songs	A famous actor or actress and their bravos
3	Burlesque and strip-tease	A famous priest of the Lady in disguise
4	Grand Guignol theatrics	A high-ranking member of the court
5	Live sex shows	A lich-lord cloaked in illusion
6	Murder ballads	A penanggalan ambassador from Harrowfaust
7	Parodic morality plays	A priest of Slithian Vor
8	Performers who are horribly scarred	A vampire ambassador from Harrowfaust
9	Phantasmagoria via shadow magic	A very powerful warlock or witch
10	Ritualistic, magical performances	An emissary from the fey courts
11	Satires on local officials	An ennui-plagued immortal
12	Traditional folk songs	An exiled prince of the Iron Principalities

d12	Exotic refreshments to be had include...	Where to go for a “private talk”
1	Absinthe served with full ceremony	A corner of the bustling kitchen will suffice
2	Absinthe served with pyromantic flourish	A disused dressing room backstage
3	Barbarian-brewed cobra-tequila	A foul-smelling bathroom stall is all we got
4	Chilled black lotus juice	A mildewed mop closet is the best place
5	Ectoplasmic cocktails	Down into the unlit cellar
6	Flavored Frostreaver vodka	Into the hidden chamber beneath the trapdoor
7	Goblin lager	Pay extra to go beyond the velvet curtain
8	Microbrewed dwarven ale	Talk openly; no one here will rat you out
9	Midianese bourbon	The cloak-room while the entertainment is on
10	Sake from the Island of Jade Mysteries	The dimly-lit back stairs
11	Spiced rum from the pirate lands	The proprietor rents special rooms for that
12	Wines retrieved from a sunken galley	Up this ladder into the attic

d12	Relations with local law	Relations with underworld	Public Perception
1	Soured	Soured	A decent, clean sort of place
2	Soured	Soured	A den of scum and villainy
3	Distrustful	Distrustful	A real professional outfit
4	Distrustful	Distrustful	A real two-penny opera
5	Distrustful	Ambivalent	Champagne and decadence
6	Ambivalent	Ambivalent	Entertainment for discerning gentlefolk
7	Ambivalent	Helpful	Home of the bright young things
8	Ambivalent	Helpful	Home of the downtrodden
9	Helpful	Mutual aid	Low-class clientele
10	Helpful	Mutual aid	Patronized by whores and drunks
11	Mutual aid	Direct involvement	Rough joint, watch your back
12	Mutual aid	Direct involvement	Working man's entertainment

d12	Intoxicated at the cabaret mishap
1	A group of fops begins to loudly mock your fashion choices. They will follow you out of the cabaret to continue their assessment of your aesthetic failings.
2	An unpleasant man or woman has decided that you are to be their bedfellow for the evening. They will be most persistent in their suggestive advances. They might be someone it would be disadvantageous to offend.
3	Somebody slipped something in your drink, like in that Ramones song. Enjoy your trip, psychonaut.
4	Someone slips you a piece of paper; thinking it is your bill for the evening, you read it out loud. That was no bill, that was an incantation!
5	Someone you really respect is extraordinarily rude to you. You'll never be able to enjoy that guy's novels as much as you used to, etc.
6	The vice squad rushes in and singles you out to make an example of how disorderly conduct is not going to be tolerated on this fine evening.
7	Two things you should never discuss at a cabaret: religion and politics. You started talking about politics to the wrong people; the threat of mob violence looms.
8	Two things you should never discuss at a cabaret: religion and politics. You started talking about religion to the wrong people; a fierce theological debate is going to spoil the evening.
9	You have been dragged on stage to participate in the cabaret troupe's performance. Public embarrassment is a distinct possibility.
10	You have been mistaken for someone's lover; unfortunately, that lover has jilted your interlocutor and you're going to have a hell of a time extricating yourself from their harangue.
11	You let your eyes glide along the curves of the wrong lady or gentleman; now their partner is spoiling for a fight
12	You've been mistaken for a gambler who owes quite a bit of money to a crime lord of a most impatient disposition. Paying your way out of this one is the safest bet, but it will cost you dearly.

SIGNS INDICATING THAT THIS NPC HAS SUFFERED MENTAL TRAUMA

d20	Sign
1	Nervous tittering and laughing at inappropriate times
2	Sudden, spasmodic movements of the limbs
3	Consistently turns conversation to morbid and gruesome topics
4	Sudden and lasting periods of catatonia
5	No longer seems to derive pleasure from anything, especially the natural sublime
6	Driven to eat inappropriate things in place of food, such as vermin and insects
7	Consistently turns conversation to sexually inappropriate topics
8	The merest mention of a specific topic arouses profound rage
9	Consistently turns conversation to religious (especially apocalyptic) topics
10	Rendered childlike; repeats the behaviors and pleasures of their youth
11	Talks of self in the third-person; addresses their comments to no one in particular
12	Eyes are fixed on a far-off object that no one else can see
13	Confused emotional response; cries when happy, laughs when sad
14	Responds with suspicion, paranoia, and conspiracy theories to mundane statements
15	Speaks only to a fetish object
16	Extremely suggestible and lacking in willpower
17	Lethargic, will only take action if repeatedly prompted to do so
18	Claims to hear something moving within the walls
19	Flatly refuses to leave their home, under any circumstances
20	Randomly lapses into animalistic behavior and inhuman expression

SIGNS INDICTING THAT THIS NPC IS PHYSICALLY AMISS

d20	Sign
1	Frequent and persistent nosebleeds of a prodigious quantity of blood
2	Something tentacle-like moves beneath their skin
3	Something insect-like moves beneath their skin
4	Ectoplasm forms and drips from their mouth and nose
5	Thorns randomly break the surface of their skin
6	Crucifixion wounds appear at their wrists and ankles
7	There is a birthmark shaped like an unholy number somewhere on their body
8	There is a birthmark shaped like an unholy symbol somewhere on their body
9	Their eyes reflect light in the dark, like a cat's
10	They seem to be greatly expanding in weight and mass
11	They appear to be far more ancient than humanly possible
12	Their feet are misshaped, perhaps resembling cloven hooves or a raptor's talons
13	They are struck with a severe palsy and general quivering of the flesh
14	Their flesh peels and sloughs off at an alarming rate
15	They continually lose teeth, but these are replaced by newly-grown ones—like a shark
16	They frequently vomit forth toads, rats, or other vermin
17	Their blood is all the wrong color, consistency, and smell
18	A undeveloped twin is still attached to their body
19	They give off an intense, sour odor—and their presence causes food to go rotten
20	They give off an intense, sweet odor—and their presence causes flies to gather

HOLD PERSON & PARALYSIS EXPERIENCE EFFECTS TABLE

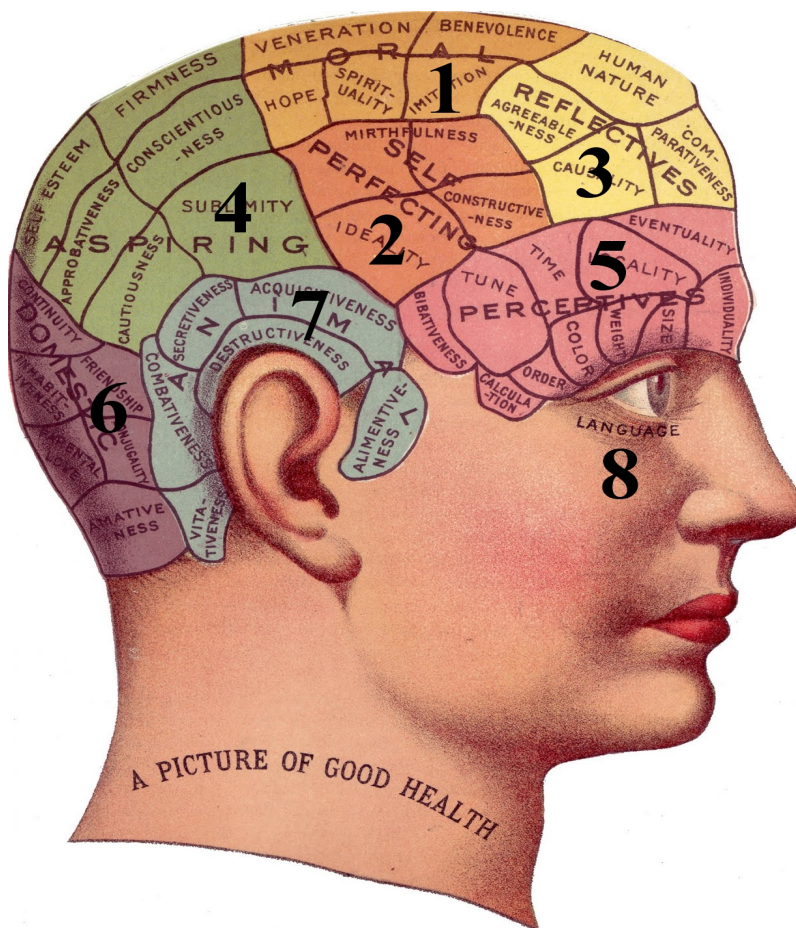
Hold Person and other paralytic effects are ubiquitous in fantasy role-playing games, but they are rarely described as more than a state of momentary stasis. For situations that call for a bit more descriptive heft, roll or pick a result from the table below:

d20	Description
1	A writhing tentacle (whether real or imaginary) has blossomed from the ground to constrict the character. They feel the breath being squeezed from their body.
2	Spectral hands have emerged from the ether to grasp the character and hold them in place. One hand clamps over the character's mouth. The touch of these spectral hands is as cold as the grave.
3	The character feels invisible shackles and nails that pass through skin and muscle, anchoring themselves to bone, pinning the body in place. (By Rafael Chandler.)
4	The character feels their body encased in a straight-jacket of arcane force; as the jacket becomes tighter and tighter, the character feels their grip on sanity easing from their grasp.
5	The subject dispassionately sees a body, its face frozen in fear, its muscles tensed painfully, unable to move. It is, of course, a vision of their own form. (By Joey Lindsay.)
6	The victim feels as though they are floating underwater and all they see is water in all directions; they believe they are flailing about underwater and drowning. (By James Aulds.)
7	The victim feels the agony of being crucified; they experience the pain of nails being driven through their wrists and ankles. While paralyzed they stand with their arms outstretched in a martyr's pose.
8	The victim is literally frozen in place—a rime of frost covers the victim's body. (By Keith J. Davies.)
9	The victim is overcome by intense feelings of ecstasy; they can only stand and quiver with pleasure.
10	The victim is paralyzed with anxiety, unable to decide on a course of action to take until the effect ends. (By Paolo Greco.)
11	The victim reels, stunned into inaction by strains of music only they can hear.
12	The victim stands with mouth agape as they relive a moment of past trauma while rooted to the spot.
13	Time around the target is shattered; they jerkily repeat their movement of the last five seconds over and over again. (By Gus L.)
14	While the body is frozen, the mind is shunted into dreamscape where the character spends minutes, hours, or even days aboard a strange rivercraft or wandering a seemingly-infinite library. When the effect ends, the mind is snapped back to the original reality. (By Erik Jensen.)
15	You feel too weak to move, even to breathe. You panic, but you can't even flail wildly. (By Ian McDougall.)
16	Your body doesn't move like you want it to. You're sure you're moving, but when you look you haven't gone anywhere. (By Ian McDougall.)

17	A dreamy lassitude overcomes you. You are reminded of summer afternoons and the scent of peonies, while people hurry and buffet about you. (By Richard G.)
18	You are compelled to dance, frantically and invisibly. (By Richard G.)
19	The victim is overcome with spiritual awe; they kneel and pray to a god not their own. (By Gus L.)
20	The victim is turned to stone or hardened wax. (By Gus L.)

SEARCH THE BODY? NO, SEARCH IN THE BODY

d12	What's in the Body?
1	Growing on the left lung is a hard, mutated lump of flesh that is actually a tumor key grown in the corpse by priests of Zzorch. The tumor key can open any tumor lock crafted by Zzorch's clergy.
2	In life the person prepared for a sneak attack by secreting an enchanted razor blade underneath their tongue. Obviously, something else got them before the ambush ever came. If wielded in combat, the razor blade does 1d4+1 damage and gives a bonus of +1 to attack rolls.
3	Iron spikes have been pounded into the soles of the feet. These spikes are rusty, but otherwise nondescript and non-magical.
4	Slivers of holy wood from a cross used in the martyrdom of a saint belonging to the church of the Lady of the White Way have been driven under the corpse's fingernails. If immersed in a vessel of water for a week, these slivers will transform it into holy water.
5	Stuffed down the corpse's throat is a wad of paper. If removed and smoothed flat, the paper will be revealed to be a random magic-user or illusionist (50% of either) scroll penned by a wizard from the Orxham School of Ulverland.
6	The brain is encrusted with a thin layer of gem-like crystals that can be pried off and sold for 20-40 gold pieces; if the brain is presented whole to the right collector in Mord-Stavian, it will be worth 100-800 gold pieces.
7	The corpse's heart has been replaced by a mechanical construction that also functions as a locked and trapped jewelry box. It contains a ring of random value that had been crafted as a gift for a noblewoman attached to the court of Scarabrae.
8	The gut contains a stoppered vial of an incredibly pure narcotic. The vial also contains a miniscule scrap of paper on which there is writing—presumably the address for the vial's buyer—that will require the use of a magnifying glass to decipher.
9	The nasal cavities have been stuffed with the kind of marbles used as bowling balls by the pixies of the Shae Isles. If given to a fey creature, that creature will owe you a boon.
10	There are 1d6 poisoned needles embedded in the right thigh. An experienced assassin, or perhaps a thief or fighter, will know these needles to be the preferred method of execution by the Kung-Loon clan of the Island of Jade Mysteries. The poison on the needles is particularly long lasting; they may be re-used if handled carefully.
11	Tucked into the right eyelid is a coin that can be used to pay one of the ferrymen who shuttle the living across the Grottheim River in the Wailing Labyrinth.
12	You don't even want to know how that wand got where it is.



PHRENOLOGY - A SYSTEM FOR DETERMINING A CHARACTER'S MENTAL STRENGTHS (ROLL D8)

- 1 – +1 to all saves vs. spells cast by evil-doers
- 2 – +10% bonus to XP earned
- 3 – +1 to initiative
- 4 – +1 to all mind-affecting saves
- 5 – +1 to notice hidden doors
- 6 – +1 to reaction rolls
- 7 – +1 to attack rolls
- 8 – one additional language

TRULY RANDOM MAGIC

d100	Descriptor	Form	Effect
01	Holy	Abjuration of	Debilitating Weakness
02	Whirling	Armor of	Violent Rupturing
03	Spectral	Arrow of	Vanishing Teleportation
04	Contagious	Aura of	Utter Terror
05	Empowered	Ball of	Utter Fear
06	Shifting	Band of	Unreal Monsters
07	Glowing	Banishment of	Unpleasing Irritation
08	Oracular	Barrier of	Unheralded Growth
09	Abyssal	Beam of	Unhallowed Resurrection
10	Tenebrous	Bird of	Undead Dominance
11	Painful	Blast of	Undead Animation
12	Sacred	Blessing of	Uncontrolled Clenching
13	Explosive	Bolt of	Uncanny Cloning
14	Advantageous	Boots of	Transformation
15	Quickened	Cackle of	Time Alteration
16	Arboreal	Call of	Tenuous Friendship
17	Illusory	Casque of	Telekinetic Moving
18	Chaotic	Chain of	Surprising Phasing
19	Improved	Chariot of	Studied Detection
20	Blazing	Charm against	Slow Melding
21	Radiant	Chest of	Wizardly Sleep
22	Chilling	Circle of	Shifting Terrain
23	Haunting	Cloak of	Shape-shifting
24	Phantasmal	Cloud of	Self-alteration
25	Ghostly	Coins of	Seductive Veiling
26	Protective	Conflagration of	Secretive Scrying
27	Enrapturing	Conjuration of	Ringling Alarms
28	Beguiling	Crowns of	Remorseless Curses
29	Dazzling	Dance of	Rapid Regeneration
30	Hideous	Divination of	Scintillating Radiance
31	Objectifying	Door of	Quick Fabrication
32	Tempestuous	Evocation of	Plaguing Demons
33	Advanced	Eye of	Convulsive Paralysis
34	Bestial	Finger of	Overpowering Enchantment
35	Demonic	Fist of	Otherworldly Contacting

36	Devilish	Fog of	Occult Lore
37	Animalistic	Force of	Murderous Spirits
38	Barbaric	Fountain of	Monstrous Strength
39	Conical	Gate of	Misdirecting Gestures
40	Extensive	Geyser of	Mental Probing
41	Shadowy	Globules of	Mental Confusion
42	Blighting	Grasp of	Masterful Dispelling
43	Instantaneous	Guard against	Malefic Laughter
44	Lingering	Gust of	Majestic Creation
45	Prolonged	Hand of	Leaping Lightning
46	Temporal	Hooks of	Known Secrets
47	Incendiary	Hut of	Knowledgeable Spirits
48	Mass	Images of	Irrevocable Banishment
49	Prismatic	Immunity against	Ineffable Blurriness
50	Curative	Insect of	Impish Demons
51	Restorative	Invocation of	Hypnotic Patterns
52	Slippery	Ladder of	Heaving Earth
53	Sticky	Mastery of	Grotesque Contagion
54	Adhesive	Missile of	Glowing Scripts
55	Denigrating	Moonbeam of	General Beneficence
56	Ludicrous	Mouth of	Hoary Frost
57	Sentient	Net of	Forgetfulness
58	Ambulatory	Neutralization of	Forceful Water
59	Wandering	Nimbus of	Miraculous Flight
60	Ethereal	Prayer of	Brilliant Flame
61	Vampiric	Rainbow of	Ethereal Screening
62	Ghoulish	Ray of	Environmental Survival
63	Poisonous	Reversal of	Enshrouding Blindness
64	Spiritual	Rod of	Enhanced Sense
65	Hallucinatory	Rope of	Enhanced Mobility
66	Crystalline	Rune of	Enduring Resiliency
67	Dreadful	Sanctuary against	Embarrassing Clumsiness
68	Sublime	Scepter of	Elemental Spirits
69	Over-awing	Servant of	Elemental Control
70	Repugnant	Shell of	Dream Control
71	Stinking	Shield of	Draining Enervation
72	Woodland	Shroud of	Dissonant Sounds
73	Fairy	Sigil of	Difficult Locks

74	Lush	Sphere of	Desiccated Shriveling
75	Skeletal	Spike of	Deceptive Invisibility
76	Gilded	Spray of	Deathly Appearance
77	Smoking	Staff of	Impenetrable Darkness
78	Transparent	Stars of	Daring Falsehood
79	Noisome	Steed of	Curative Healing
80	Multi-hued	Stone of	Creeping Doom
81	Glittering	Summoning of	Comprehensive Understanding
82	Chilling	Sunray of	Commanding Presence
83	Compendious	Sword of	Willful Charming
84	Sodden	Symbol of	Changeable Countenance
85	Voluptuous	Tentacles of	Canting Exorcism
86	Imaginary	Touch of	Spreading Calcification
87	Morbid	Transmutation of	Serrated Blades
88	Macabre	Trap of	Black Storms
89	Mechanical	Umbrella of	Rusted Barbs
90	Dapper	Vestment of	Awkward Dancing
91	Mirrored	Vomit of	Avenging Angels
92	Echoing	Wall of	Audible Illusions
93	Enveloping	Wand of	Atonal Disruption
94	Misdirecting	Ward Against	Astral Travel
95	Cushioning	Wind of	Applied Avoidance
96	Hardened	Window of	Annihilating Disintegration
97	Shining	Wings of	Animal Control
99	Variegated	Word of	Caustic Acid
100	Velvet	Wreath of	Wrongful Imprisonment

SOME IDEAS FOR REFLAVORING MAGIC

Foetid Breath (Sleep) – you exhale a breath of dank mist that has a soporific effect

Blood Brothers (Charm Person) – by pricking your thumb and forcing it into the person's mouth, you cause their sympathies to align with your schemes

Nature is the Devil's Church (Jump) – your legs transmogrify into those of a satyr, giving you remarkable jumping abilities

Hypodermic Nail (Amnesia) – your fingernail grows long and thin like a hypodermic needle; it now drips a fluid that smells like ammonia. Anyone pricked will suffer memory loss.

Meet Jekyll (Strength) – your form elongates and grows both more powerful and more brutish.

Photostrobic Defense (Blink) – you fade into and out of existence like the picture on a broken television.

Visions of Death (Hold Person) – you whisper to a being one way that they might meet their demise; this revelation holds them in a state of catatonic shock.

Wandering Eye (Arcane Eye) – one of your eyes detaches and floats where you will it to go.

THE PENNY DREADFUL PROJECT

I ran a contest, these are the results.

The Seven Horrible Secrets of Winter, or, Blood on the Driven Snow! **A Tales of the Grotesque and Dungeonesque penny dreadful by a host of murder-minded rogues**

To the Entrant: What follows is a fragmentary chapter outline of a penny dreadful circulated in serialized form throughout that fell realm known only as the World Between. Pick a chapter and edit this document so that it states your name next to the chapter; you have now claimed that chapter as one you will write on.

By the contest's concluding date you must submit the following related to the chapter you have claimed:

- 1) A short fictional vignette relating something that happens within that chapter. Favor the short and evocative over the long and tedious. A vignette in four lines that hints at the awful happenings in that issue of *The Seven Horrible Secrets of Winter* is preferable to a fifty page fanfic novella. No Jander, please.
- 2) A piece of original, gameable content that would be featured in the chapter you have claimed. This content might be a new monster, a map, a spell, an item (magical or otherwise), an NPC, an adventure sketch, a random table, etc.

Entries will be judged according to three criteria: the degree of aesthetic wonderment your entry causes in me as I read, the immediate interest provoked by your element of gameable content, and your ability to encapsulate the oft-nebulous conventions of Gothic Fantasy in your entry.

Entries will be due on midnight of December 28th—should this wearied world of ours last that long. Please send all entries to totgad@gmail.com. Please restrain your enthusiasm and observe a sense of mournful decorum; limit yourself to claiming two chapters as your own. (If there are a remarkable number of entrants, further chapter titles of the penny dreadful will be unearthed.)

The winning entrant will receive a package of Gothic texts so that they might whittle away their remaining years in quiet contemplation and study before a flickering candle-flame.

Good luck to you all and may the spirits keep you close in these more trying of times.

Known Dramatis Personae

(feel free to use them, use them not, or add additional characters in your vignettes)

Magnoth – a barbaric Eternal Wanderer who brings sorrow and heartbreak wherever his immortal travels take him

Cassandra Fennimore – a beautiful young woman who is said to be more properly thought of as the creation of her father than his natural daughter

Count Mircea – a pale, haunted young man whose bloodline harbors a horrid secret

Annabelle Lewis-Stratmore – a widowed heiress prone to fits of glossolalia

Pikes McGowen – a dishonored soldier fallen into drink and the study of occult sciences
Sora of the Veil – a cursed priestess of Mord-Stavian prone to phantasmal dreams

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THE HUNGRY EYES OF THE VEILED WOMAN - BY JOEY LINDSEY

"The cursed wanderer Magnoth arrives in Darklane, clutching a letter pleading with him to interrupt the wedding of one Cassandra Fennimore lest disaster befall all involved. To raise money for his awful experiments, her father has promised her hand to melancholy old Pikes McGowen, who has pledged his secret, stolen fortune to the Fennimores if Cassandra can assuage his loneliness.

Simultaneously scheming to prevent the marriage while also attempting to ascertain who his employer might be, Magnoth manufactures evidence of a dalliance between Cassandra and young Count Mircea, and draw suspicion on Pikes for the pregnancy of Annabelle Lewis-Stratmore.

When the real reason for Annabelle's sudden trip to London is discovered, along with Magnoth's interference, usually cold and stoic personages will stir to dire violence to exact revenge. Visions of blood and shouted recriminations dancing through her dreams, at whom does Sora of the Veil smile? Is she the author of Magnoth's letter, and his undoing?

FIND OUT, dear reader - this and other thrills for only a penny!"

Heartwine of the Mind's Shadow—A full bottle of this rare alchemical wine must be drank in an evening, after which the drinker will fall into a deep sleep lasting a week or more. During this sleep the drinker's body does not need to eat or use the toilet, but may toss, moan and display heightened facial expressions.

The consciousness of the drinker is freed from their body, and may be in as many places at once as points of the drinker's Charisma over 15. This disembodied consciousness may not affect the world physically, but can see 360 degrees and "hear" with heightened ability.

They may also attempt to influence those around them, making a contested roll of the drinker's Charisma VS the target's Wisdom to plant suggestions in a target's mind that they will feel a strong compulsion to follow. The target is at a penalty if they are lower in Hit Dice equal to the difference.

The drinker may also possess a victim for d100 minutes if successful in a contest of the drinker's Charisma VS the target's Wisdom or Charisma, whichever is higher. Repeated attempts are at penalties for previous failures to possess, and bonuses for previous successes.

Letter of Insinuation—the first person to read this letter will be compelled to carry out any requests or commands in it unto completion. These letters can be created by a Priest of higher than 7th level in a ritual that involves a week long trance and the Priest's own blood as ink. This ritual attracts the enmity of powerful spirits, however, and often leads to ruin for the Priest.

A DAGGER UNDER HORRIBLE MOONLIGHT - BY J. CARR

The slick cobbles gleamed and echoed with the sound of the carriage as it rounded the corner and left the seamstress alone on the avenue. She continued on her way home, pulling her worn shawl tight as the mists of her breath drifted away on the wind. The windows of the wealthy leered at her with a dim, suggestive light where they peeked above high brick walls flanking her path. She paused; a feeling of dread coming up from the depths of her gut told her that she was not alone. Her ears pricked, but there was no sound to be heard. Another blast of wind barreled over her, conspicuously absent of howling.

The seamstress turned to see the cloaked gentleman behind her, awash in the brilliance of the full moon. Beneath his high-topped hat, naught was visible save the hint of a sinister smile. His black-gloved hand held a stiletto, gleaming like a guiding star.

She tried to scream; in her lungs, in her jaw, in her bones she felt the scream rattle and rip its way free of her with the all of the desperate desire for life a cornered prey can muster. But the street was silent.

Ripper Blade—This +1 dagger allows the wielder to cast Silence, 15' Radius once a week. While the spell is in effect, the wielder's features are also obscured by dark and shifting shadows, making the wielder extremely difficult to identify.

When the dagger is wielded outdoors under a full moon, the Silence and obscured features automatically come into effect and remain so for the duration of the night. This does not count as the weekly use of the power, and will occur even if it has already been used within a week. Any humanoid creature struck by the dagger on such a night must save versus death or suffer a fatal wound, such as a slit throat. Even if the save throw succeeds, the target still takes damage as normal.

Once the owner of the dagger uses it to kill on the night of a full moon, the item's curse takes hold. Beginning on the next full moon, the owner feels a deep compulsion to kill a helpless victim (a 0-level human or the equivalent) -- monsters and capable combatants will not satisfy this need. If the owner attempts to resist this urge, it will grow steadily and maddeningly, causing the character's Intelligence, Wisdom, and Charisma to be lowered by one point a day until the bloodlust is sated; the following morning the attributes return to the original values.

Furthermore, the dagger's owner is compelled to take some sort of "calling card" action 1d6-1 days after the killing (a result of 0 means the calling card is left at the scene). This can take various forms, such as a letter to a popular publication or a particular mutilation to the victim.

The method of escaping the curse, if any exists, is left to the DM to decide.

NO COMFORT WITHIN THE WALLS OF CASTLE TRAYEMAINE

- BY JEREMY DUNCAN

Cassandra Fennimore, en route to meet her betrothed (a mysterious associate of her "father's" named Doctor Parabolus) is waylaid by a gang of brigands, who, having slaughtered the coachman and his assistant, spirit the struggling Cassandra back to their lair; where they at once make attempt on her virtue. She is spared this ruinous fate by the sudden arrival and intervention of Magnoth, a dour and ageless wanderer. Unbeknownst to Cassandra, Magnoth has been following her trail for some time, to some purpose as yet unknown. The Eternal Vagabond dispatches the villains handily, and pledges to deliver the grateful maiden safely to her fiancé. Claiming to know a more direct route to their destination, Magnoth leads her across a lonely and doleful landscape, until at last they stand before a crumbling, magnificently decayed edifice whose very stones seem to coalesce from the pale green miasma rising from the fetid moat.

"What is this place?" asked the girl, and her voice quivered as she spoke, though whether this arose from the chill of the coming night which the setting sun heralded with unwelcome haste, or from the sight of the lonely turrets and decaying barbicans of the fortress itself, she could not say with certainty. "I own there is something in its aspect which drives away all thoughts of reason and wholesomeness."

"It is the Castle Trayemaine." said her companion, his pale blue eyes surveying the scene with little emotion. "It has a vile reputation, and has borne such for centuries ere my grandfather's grandfather was a boy. Its stones were mortared with innocent blood, and its foundation is the charnel pit. Behold! Even now, its moat roils and seethes as if in a cauldron licked by the cooking-fires of hell."

"And must we sojourn in such a place? Even for one night? I have yet some little strength, and if there is some inn or rude farmhouse—"

"There is naught else for miles in any direction, and soon the sun shall gutter and fail, and we shall be in darkness entire. Even the walls of Castle Trayemaine may offer some haven from such as make this their dwelling-place. There is no light to be seen from within, and mayhap the gods yet smile on us, and we find Trayemaine untenanted. But come! Daylight's crimson bleeds away with every moment we tarry."

And so at length, the travelers made their way past decrepit gatehouse and rust-red portcullis, to stand in the great hall of the Castle Trayemaine, where from the walls hung the cobwebbed rags of once-rich tapestries, in which Cassandra could discern by the flickering light of Magnoth's lantern the capering of obscene figures and the blighted forms of grotesques at their liberty. All at once, the flambeaux on each side of the hall roared to life, and any ambiguity the shadows had mercifully lent to the embroidered figures was now stripped away. A woman's voice, low and with strange accents, addressed them from an archway in the western wall.

"I dreamed of a jackal with the face of a man, his lips red with the blood of a ewe lamb, and it was then I knew you had returned to me, my love. And not empty-handed, I see." With these words, the speaker stepped into the hall, her form tall and gaunt, swathed in robes of barbaric splendor—night-black fustian and the feathers of a screech-owl, worked throughout with glittering opal and ornaments of black iron, and bronze, and copper. Rings of the same glinted on her fingers. Her hair was left unbound, and fell almost to the floor in a mass of black coils. Of her features, little could be perceived through a veil the color of ash which depended in folds from a headdress of copper bands worked to resemble writhing serpents.

"I am no love of yours, witch," answered Magnoth hoarsely. "But here I am to fulfill my part of our compact.

I have scoured this world for seven years, and have had no small pains on my part, but here she is – take her-- a child of no father and no mother--- “

“And is she yet a virgin?”

“Aye, though it was a near thing. Had I been delayed but another minute--- “

“But you were not. O! She is exquisite! See how the firelight dances in her eyes! The maiden’s blush at her cheeks!”

The girl stared in wonderment at these words, and her eyes brimmed with tears as she looked into the face of her betrayer. “O monstrous! What compact is this, in which I am the promised chattel? Speak, if honor holds yet some sway in your chanced soul!”

“I have done what I have done, and would do a thousand times over if by so doing I should gain my heart’s desire.”

“For pity’s sake! For the sake of all my sex—think to your mother or your sisters—“

“All have been picked clean by worms when your great-grandsire was in swaddling clothes.”

“And what of your oaths and promises – what of my betrothed?”

At these words laughter echoed forth from behind the veil. “O my dear, my dear! You must give thanks that I have spared you thus from a dreary fate! I take you from one husband to help you to a better one! To think you were to be wed to a man of base clay, who must diminish and die as all men must—you who are now to be united with a God Undying!”

“And what of my recompense?” said Magnoth. “You held out to me the promise of death, and I would have it without delay.”

“Alas, my champion, but your death is not within my keeping, though I may yet be the instrument. There are great spells and bindings, invocations of great power lost to my sisterhood these many centuries, and among these, it is said, was the song which brings death to all—even to the gods themselves should they give audience.”

“And where are these spells now?”

“The impious wretch that bore them away was a Count of Mircea, and no doubt the scrolls lie there still in the vaults of his descendants. They are written in the ancient tongue of Mord-Stavian—words whispered to dying stars before the days of men. Bring them to me and you shall have your death.”

“Very well. I will hie me to Mircea, and from their vaults seek out my death, though I must slay and forswear myself all the while. But I caution you, witch-- if these are false dealings I shall strike off your head myself, and what I leave of you, even your corpse-gods will turn from embracing.”

Without another word, Magnoth departed, leaving Cassandra alone with her captor.

“All men seek immortality, yet the fool desires only an end. Well, that is of no matter to us, at present. Come, my dear—your bridegroom awaits! We must prepare you for the marriage-bed.”

The Tenant of Castle Trayemaine

Castle Trayemaine can be freely inserted into any campaign setting, its baleful influence blighting the area around it for a distance of some five miles. In the absence of its original masters, it has come to be occupied and re-occupied many times over its history. It has changed hands a thousand times, and knows no one master for very long. Roll on the following table to determine the castle's current occupant(s).

1. The ghosts of the Castle's Master Builder, along with carpenters, stonemasons, etc.—who were all walled within the building soon after its construction.
2. A mad doctor, who has made use of the castle's forbidding appearance and the infrequency of travelers to carry out his bizarre experiments in peaceful seclusion.
3. A troupe of actors, acrobats, jugglers, etc. Compelled by the malign influence of the castle, they will act out bloody tableaux from the centuries of atrocity that have taken place within its walls, their identities subsumed by those for inhabitants long dead.
4. An aristocratic diabolist and his rakehell friends. Attracted by the splendid ruin, they have decided that Castle Trayemaine is the perfect location for a week of orgies, black masses, and novel entertainments.
5. A vicious gang of bandits, who have made the castle into a hideout and a base from which to launch raids into the surrounding areas. Within a month, each man will have betrayed his fellow, and all will lie dead.
6. A party of adventurers, exploring the ruins in search of the treasure rumored to lie within its ancient vaults.

AN EXPERIMENT IN EXSANGUINATION - BY J. BRADY WHITE

I am very much a modern thinker.

Any man in my profession should be as such.

And when my wife became ill, I afforded her the best doctors.

I do so love my wife, you see?

I do so love her.

These doctors, these needlemen, so-called healers.

They said nothing could be done! Nothing!

They would wring their hands behind their backs and shake their heads and offer me words of consolation as my wife lay dying not twenty paces away! I love my wife!

I do so love her.

I would not let the opinions of such men doom my beloved. Not when I could still think and act.

As I have told you, I am a thinker. As any thinking man should, I have collected a handsome library. Therein contained are books and manuscripts from far reaches, plucked from forgotten tombs and haunted depositories.

Among these is a grimoire bound in the flesh of an unknown beast. It is written in the dead tongue of a people long forgotten (a second text is needed merely to translate!). Described in its pages are maladies of the soul, curses they are called, and remedies both foul and fair.

I am a learned man, and a modern thinker, as I have said.

So why should I mention such an obvious work of savage superstition?

I do love my wife.

My friend, if one has eliminated all mundane solutions, should he not then look elsewhere? If there is but a chance for success, should I not endeavor to discern by what machinations my wife would be saved even if it may cost me my soul or you your life?

Ah, and there we have come to it.

You have by now come to realize how securely you are bound and have not doubt began to wonder at the contraption on which you are laid.

I love my wife, and it is the blood she needs.

For weeks I have fed her. How tenderly she drank.

But as you can see, her condition has continued to deteriorate. Even now she looks as a corpse.

I have hypothesized that freshness must be a key element. By the time I have drained a man and return with the pail, the blood is often beginning to congeal. Surely this is the cause of my wife's further deterioration.

And now you understand, don't you? With this method I have devised and these apparatus so cleverly designed, your own sweet heart will pump its lifeblood out to my wife.

You shall see, indeed you shall see, how tenderly she laps it, how gently she accepts the cure.

I am sorry that this has to happen, my friend. I do not hate you, nor bear you any ill will.

But,

I do so love my wife.

Dr. Fenias Philmon is a professor of natural philosophy who believes his wife to be a vampire. (Though he would never openly acknowledge it, or use that term.) For the love of his wife, he has killed men, women, and children and drained them of blood which was then fed to his wife. Unsurprisingly, his wife's health continued to deteriorate and she is now very much a corpse. This hasn't stopped Dr. Philmon, however. Believing that fresher blood will bring his bride back to life, he now kidnap folks and drains them at home, directly into his wife's mouth. And here's the turn: Dr. Philmon's wife is indeed a vampire. She directs his actions using Suggestions. As a young vampire, Ligeia Philmon could not bring herself to hunt the innocent. She had less problems with her husband doing it for her. However, the blood he brings her is not fresh enough, and her physical condition has deteriorated to the point where she is indistinguishable from a corpse.

A FRAGMENT ON THE FATE OF THE DOLL-RAG GIRL

- BY TREY CAUSEY

In which Annabella (between fits of uncontrolled glossolalia worsened by the terrors she has witnessed) relates as she can a partial accounting of what befell, Lilly, the seamstress resurrected in a rag-doll body by the art of the elder Fennimore. There is a glimpse of the horror of the doorless playroom of the Children with Black Eyes, where all mortals are playthings for the ageless Children's dark amusements, and a rag-doll girl (or "doll-rag" as the Children would have it) even more so.

DREAD SCRAP

Those few lucky enough to escape the nightmare realm of the Children with Black Eyes on occasion return to the mortal realm with a scrap of the peeling wallpapers that decorates the walls of that place. The geometric design is imprecise and seems to writhe when viewed out the corner of the eye. The background might have been yellow once (when the earth was covered with boiling mist and flows of lava), but now it cannot be called anything credibly but gray. A dread scrap will cause nightmares (leading to poor sleep and a -1 on all rolls the following day, cumulative) if it is left in someone's bedclothes. If burned it causes anyway in a 10' radius to suffer fear (as per the spell) if they fail a save vs. spell, which lasts 1d4 rounds. At the same time a Shadow is loosed into the world.

DEATHLESS STARE OF THE SERPENTINE CHILDREN - BY ERIK JENSEN

The children - perhaps a dozen - were huddled in the corner of the cellar, cloaked in a velvety pool of shadow which was broken only by the weak light offered by Annabelle's rapidly-retreating candle. They were but hollows of dry skin, cracked as porcelain, their eyes empty gapes; here and there small tears in the skin fluttered as the breeze meandered in from the cellar door.

"Are they...moving?" gasped Annabelle.

"So it would seem," Doctor Thibideaux offered. "It is not merely innocence which has been left behind, but youth. Unfettered, youth is immortal."

Slowly, the desiccated heads turned and, as a mass, focused their absent eyes plaintively on Annabelle, sending an otherworldly chill through her from top to bottom and back again. Their movements produced a sussurus like that of autumn leaves tumbling, heralding the coming winter; and while their chapped little mouths first moved noiselessly, presently a sweet chorus lilted forth --

Forsake us not again

Return now to us, sweet Mother

Long have we awaited you

A heart to love, a mouth to smother

Annabelle dropped the candle, and all went dark.

Husk-Moppets

Slowly creeping forth from dark corners, the husk-moppets appear as the dried, hollow skins of children. Flakes of skin rub and chip off of them as they rub against walls and people, yet a husk-moppet somehow maintains its integrity. They are eyeless in any traditional sense, yet can see perfectly well in both light and dark, their stubby fingers ever-groping for human contact - which is inevitably fatal.

A Husk-Moppet, also known as a serpent-child, is a spontaneous construct of shed skin animated by the lost innocence of the child who created it. Just as in adults a traumatic incident might lead to a whitening of the hair (often in a dramatic stripe) or seemingly-instant aging, with some children, abject terror causes the epidermis to loosen, then later shed and wander off. The child, left behind, is typically none the wiser, although they may wake from a nightmare a more 'adult' young person - growing cynical and jaded over time and becoming "a proper grown-up".

This event is limited to children whose illusions have been suddenly, violently dashed. Simply growing up is an insufficient trauma to generate a husk-moppet; only bearing witness to unspeakable terror can do so. Typically these manifestations have as their origin an event which unites not only terror but a personal trauma, such as the loss of one or both parents to something ghastly and incomprehensible. Note that the things which terrify children are not necessarily the same things which terrify adults; and it might take a strange occurrence indeed to generate more than one in a single incident.

Although easily smashed or cast aside by the heartless or pragmatic, the husk-moppets can be terribly dangerous to those stunned by their begging faces and the horror of their very existence. Given the opportunity, a husk-moppet will attempt to embrace, cuddle, and squeeze the life out of its target. Husk-moppets are not undead - they are constructs animated by lost innocence, and do not need to feed. A fell sorcerer treading a bleak path may have all manner of uses for a child's lost innocence, including grinding the skin-construct into a fine powder which, if taken as a snuff, makes the user's lies seem true to all mundane and magical tests for ten minutes. **Husk-Moppets** Number appearing 1 or 2d6; AC9, HD 1-1 transfixing stare (save vs paralysis; The paralysis lasts only so long as the husk-moppet is looking directly into the victim's eyes); asphyxiating touch (save or die)

LOVE SONG OF THE BROKEN WITCH GIRL - BY STELIOS VASILIS PERDIOS

"My dear Cecilia, I'm afraid that you've put a spell on me."

"My lord, my husband," Cecilia said. "Your words are too kind."

His name was Pikes McGowen, a wealthy mercenary captain. Her father, the duke, had married her to McGowen that afternoon and now it was their wedding night. McGowen resembled an aged devil standing near the fireplace, wearing a thick red robe. The firelight danced across one half of his weathered face, goatee, and forked beard. The other side was in shadow. Even his hair seemed to have horns in it, the way it was combed. His dark eyes looked her over, not out of lust, but of mischief.

Cecilia looked away, glancing around the room. The painted portraits of family members, the busts and statuettes of saints, looked back at her like an audience watching a comedy unfold. Cecilia shifted to a more provocative pose beneath the four-post bed's silk sheets, perhaps to conceal her fear.

Did he somehow see me in the courtyard last night? she thought. She had dropped a key down the chateau's well, and buried the key's lock nearby, before sneaking back to her room. Had the spell worked? She was terrified to marry such a brute, and an old one at that. He wasn't even of noble blood.

"Your father wants to be rid of you," McGowen said. "And so he passes you on to me, luring me with your fine dowry. A pity your first husband died before enjoying it."

"He was a pig," Cecilia said. "You are more of man than he ever was. My loyalty belongs to you." It was true. She was married to her first husband for only a month. He often brutalized her. Thus, she turned to the old wise woman in the woods for help. She taught Cecilia the Hex of the Rusty Key and later the poison Cecilia used to kill him. "I am truly yours."

"Oh my dear Cecilia," McGowen sighed and then smirked. "Give up the sharade. Your spell worked, sort of. I shall not bed with you. Those sores peaking through the paint and powders on your cheeks and chest are most hideous. And I sensed your curse in the courtyard. I've traveled too far and learned too much to be hexed by a spoiled little rich witch."

Seized with panic, she knelt on the bed as if uttering a prayer.

"It won't work," he said.

Cecilia kept concentrating on the spell, another curse. She felt him grab her by the wrists and push her over. "I said it won't work!"

Then she saw why. His robes had parted at his chest and there hung a golden medallion with three well-cut diamonds engraved next to the runes etched on its surface.

"We all have secrets we desire to remain hidden," he said. "Shall we make other arrangements?"

The Amulet of Pikes McGowen bestows upon its wearer a +1 to all saving throws. Furthermore, it dispels curses and hexes cast against the wearer via spell or ritual of 3rd level or below, with a 25% chance of reversing the spell or ritual back on the caster. Furthermore, the wearer gets a wisdom check (done secretly by the GM) to see if he or she senses the hex being cast.

THE LAUGHTER IN THE MUSIC HALL TURNED TO SCREAMS

- BY STELIOS VASILIS PERDIOS

"Gentlemen, I shall keep you in the dark no longer if you would cease your natterings. Yes, thank you.

"First, let us rap knuckles to the doxies on stage for their jigs and keening. And, of course, congratulate the barman who kept our tongues sluiced tonight. My ladies and gentleman, thank you. You all may go now. Erm...somebody make sure the doors are locked after they've left. Now on to the main business of our Order..."

"All of you must have seen the Sign and the Code hidden on the pages of the penny dreadful I circulated throughout the city. Thus, you have come here. I rap my knuckles and raise my glass to you for braving the chill, damp, and snow on this dark winter solstice!"

"Furthermore, I've deduced from all your wigwagging that you've come to nearly figuring it all out, but not quite. Yes, quite right. This is a most important meeting of the Order. The likes of which haven't occurred in seven years. And, what you possess are short chapters in a book, serialized for your consumption. And some of you have begun arranging the chapters in order, knowing that they are thirty-nine chapters. Yes, excellent!"

"Yet alas, I am not the one who penned those little gothic tales. I merely copied them from the original source, a grimoire that came into the hands of the Order early in the Order's history, perhaps at the beginning. I reveal it to you now from beneath this veil..."

"Behold, The Seven Horrible Secrets of Winter or Blood on the Driven Snow. Why two titles? Because two books are sequestered between these covers of crocodile skin. I can only assume that the first book was sussed from the desert sands of Mord-Stavian and combined with the second book. The pages of the first book seem to be... well, cured human flesh. From what I can divulge from its esoteric dialect, it's about burial rites, reincarnation, and the nature of apotheosis.

"The second book is scrawled on fine paper in at least a dozen or so different styles of handwriting. There are thirty-nine short chapters, each a story in its own right, but certain characters may reappear in certain stories, perhaps signifying reincarnation. The book ends several pages short, with a heading titled 'Chapter XXXX'.

"The number forty has significant meaning. It's the number of years a generation must pass through to go from slavery to freedom. It's the number of days the priests and prophets of the bygone age petitioned their gods for blessings. Forty symbolizes, trial, probation, and testing. In certain occult schools here in Ulverland, one must be forty to receive the wisdom of the elders. Most importantly, our order was founded forty years ago, tonight. Also, I feel it is no coincidence that my fortieth birthday lands on this very special day, the Winter Solstice! Ha! You laugh now. But tonight, we will write the final chapter of this grimoire, and achieve the Enlightenment this Order has long sought, whether by fire or by blood..."

The Seven Horrible Secrets of Winter or Blood on the Driven Snow is a grimoire that originated in Mord-Stavian. In its current form, it actually two books combined into one, a dark omnibus of Mord-Stavian death rites and rituals of attaining apotheosis, titled The Seven Horrible Secrets of Winter, and about forty chapters of handwritten gothic tales, titled Blood on the Driven Snow. The author of each is unknown, though it appears there is at least a dozen or more authors in the second section. Examining the grimoire takes 1d10+1 weeks and requires an initial horror or insanity check (depending on whether you are adapting rules from Tales of the Grotesque and Dungeonesque/Ravenloft or Call of Cthulhu). Should the check fail, the Game Master is encouraged to have something creepy happen to the character. The character must start again. At the end of the examination period, he must make another check (at a higher difficulty). If he does, he's learned all of the secrets of the grimoire and automatically gains a form of insanity. The book contains 4d6 spells/rituals, appropriate to the Game Master's campaign. Supposedly, one ritual enables a person to achieve superhuman powers, perhaps even apotheosis, via a mass sacrifice of about forty individuals.

SERMONS DELIVERED TO THE DEVILS OF THE MIND

- BY ALEC SEMICOGNITO

Even before Pikes McGowen was stripped of his Guardsman's commission, he had been known for his leer. What he intended as a smile was instead both lewd and predatory. Most found it repulsive.

After years of drink and freelance demonology this leer had acquired a tic, a lopsided twitch accompanied by a faint hnh of involuntary breath. McGowen's familiar malice now seemed complicated with "nerves," or possibly disease. The twitch was very much in evidence as he regarded Sora of the Veil across a plain wooden table. He wiped his lips along his sleeve and spoke.

"So, bad dreams in Mord-Stavian. From a curse you picked up, too bad, hnh. Was there no help there for you? No balm from your death-gods for their Handmaiden?"

As the Mehpriestess turned her head to regard him directly, McGowen heard a faint jingle and realized that the lace of her veil was a mesh of fine black wire. No hint of her face showed through.

"The steel lords of Mord-Stavian know nothing of dreams," she said, "and the Necropolitan is concerned with my obedience, not my suffering. I seek not protective spells, but speech with the phantoms that plague me. Can you deliver it?"

Her voice was deep and liquid. For a moment McGowen felt an odd longing, but it turned in his mouth to a thirst for whiskey burn. He coughed, feeling suddenly queasy.

"Aye, I can, for the price I named. By means of this Astral Mask."

With both hands McGowen lifted up a bundle and pulled aside its wrap of purple velvet, displaying for the Mehpriestess a mask of smooth brass plate—a blank and simple face, neither male nor female. Its lips puckered to a round hole, which held the stem of a brass key.

After a moment McGowen turned the mask around to show the inside, which presented a surprisingly dense array of mechanical apparatus. He fingered each of the nodules and described it in turn.

"Fit each of these cups to an eye --- see here, they slide a bit to match your face. Each of these plugs goes into an ear. Then open your mouth as wide as you can and fit this ball into it. Then I'll turn the key that the mask is sucking, hnh.

"The plugs and cups will push down hard, but they shouldn't mark you permanently. The ball will open in your mouth, which will hurt your tongue and palate—it's like the device torturers call 'the Steel Pear,' but it won't quite, hnh, break your jaw."

"How, then, will I be able to speak?" The Mehpriestess sounded arch and unimpressed. McGowen's leer fell flat for a moment.

"When your face has pushed through into the Astral Plane, the metal won't seem to be there. Your tongue will be, hnh, free, and you'll be heard." McGowen set the mask down on the table, and his mouth again twisted and twitched. "But what will you say to your bad dreams, Handmaiden? Will you ask them for mercy?"

"I will tell them of the Carrion Marquis whom I serve, and that he demands their worship. I will tell them of the vorpal blades of his Handmaidens, which can surely cut even such wisps as they are. I will say that if they will not obey him, they shall only feed the fires of his Forges, which can burn even matter as foul as their own."

"I hope they're impressed," McGowen chuckled, without affectation. "All authorities agree that dreams are astral, but some, hnh, a few say that we send our dreams to that Plane, rather than receiving them from an astral origin—that they come from us, you see. And if these, hnh, phantoms come from you they may not fear your threats."

"Then they shall learn to. I shall turn the key myself," said Sora, and lifted her veil.

Astral Mask—A brass mask with eye cups, ear tubes, and a bit that locks in place between the wearer's teeth, allowing them to see, hear, and speak into the astral plane without actually traveling there. The wearer undergoes the unpleasant sensation that his face is submerged in lukewarm water, but he can breathe normally.

The wearer will not be able to move about on the Astral Plane but must concentrate when donning the mask on the being or beings he wishes to speak with. If the being's name is known, the correct being will always be contacted. If only a description ("the beings that plague my dreams") is offered, the DM should judge the clarity of the description and adjust results accordingly at his discretion. The mask does not increase the wearer's ability to influence beings he contacts, but only allows communication. The effect lasts for 10 minutes.

ALONE IN THE WOODS ON THE NIGHT OF MANY REAPERS - BY G.S. SMITH

Alone, two emptied bottles of cheap wine at his side, Pikes grasped the broken crystal skull and stared into it one last time before smashing it into pieces on the ground. All for naught!

The body of his friend, Chulk, a few feet away, dead because of him. Dead because he wanted one last chance to claim what should have been his at birth. Dead because his plans failed. The Gray Hounds that appeared from nowhere this night. Yes, they had carefully planned for the reapers, Chulk the bait for him to capture using the crystal skull. And if he could have captured one the reapers, he could have claim his prize, his promised nobility, along with all that comes with it.

Now, he had a moment to say farewell. His hand reached into the pouch at his side, to pull out some of the dark clumpy sand, "sorry" he whispered and dropped some down. The few grains dropped from his hand multiplied endlessly, until mere seconds later fully covered the body in a burial mound, Pikes swallowed his tears and said nothing walking away. He did not need to see the mound, swallowed by the land itself, a final and safe resting place before the reapers emerged to claim what was theirs.

Holy Sand is a minor magic item created by the faithful to assist in interring the dead. A few grains or one portion, will be enough to bury a human, two portions for a larger creature. If outside or on soil, the body and mound will fall settle the earth leaving no trace. If on any other surface the burial mound will remain. Most pouches will have enough for 11-20 instant burials. It is created by taking sand from a consecrated spot, casting the appropriate rituals on it for at least six hours. It sells and is available at the same frequency and rates as holy water in any given area.

THE HUNT FOR RED JOHN - BY BEN DJARUM

When you're a child, adults are quite fond of telling you about the will o wisps, or the wicked whispers in the larch grove, or Posey Mathers who stole naughty children from their beds and sold them to trolls for soup. I knew such stories were only told as a way to goad my sisters and I into drinking our beet tea and making tidy Mother's parlor.

However, my half-mad Uncle Vincent's tales were something else altogether. His stories weren't cautionary fables for us to abide, they were tales of the wondrous and horrible things he had seen and heard during his wanderings.

When he would come to stay with us, Uncle Vincent would drink half a kilderkin of father's strong ale with supper and sit before the fire. The thick clouds of his cinnamon-scented pipe smoke would bring my sisters and I from all corners of the house. He regaled us into the night with stories of gypsies and wizards and blind women who could fly like birds.

But it was after my sisters were made to go to bed, that my uncle would tell me great bloody tales of the mad kings of Rictus or the Thing in the Vault of Caronos, or the terrible story of Red John.

Red John was a young man who lived in a village called Sparrow's Point. John was wrongly accused of a terrible crime. He was hung by his wrists in a dungeon for years and years, and in the darkness, John cursed his accusers and wished for revenge.

Finally, a demon heard John's wish and released him from his prison. John's arms had been stretched grotesquely long and his body was nothing more than bone under a thin sheath of pale yellow skin. His hair had fallen from his head. And most horrifying of all, his eyes had become blood red and glowed like hot coals in the dark.

In return for his freedom and his chance at vengeance, Red John agreed to serve the demon for the rest of eternity.

Red John strangled the life out of every last man, woman and child in Sparrow's Point, and the ones who managed to escape his bony clutch, were stricken dead by the very sight of his nightmarish visage. When there was nothing left alive in Sparrow's Point, Red John told the demon that his vengeance was not complete, for there was one family who had escaped.

So Red John roamed the land, searching for anyone related to the missing family from Sparrow's Point. Pulling them from their beds, choking the life out of them and then finally, devouring their warm spleens. The demon followed, waiting for the day when he could finally take possession of Red John's soul. But his lonesome demon fears too, fears that somehow he himself will wind up facing Red John's wrath.

RED JOHN

Movement: 40'

Armor Class: 2

Hit Dice: 8 (68 hp)

No. of Attacks: 2 claws/bite

Damage: 1d6 / 1d6

Morale: n/a

Special Abilities:

Players must make a saving throw vs. paralysis when first seeing Red John or be frozen in fear for 1d4 rounds.

Strangle: if Red John successfully attacks with his claws he can strangle for 1d6 damage per round until a successful attack is made against him.

Red John is between 7 and 8 feet tall. His arms are long and his knuckles rest on the ground. His movements make no sound and he is extremely quick. He is extremely vulnerable to light and only appears after dark. Anyone holding a lantern or torch will be the first to be attacked.

Whenever Red John is near, the Lonesome Demon will be found drinking in a local bar room. He appears as a tall man in a long black coat, hat, and gloves. As soon as Red John's task is complete, the Lonesome Demon will settle his bill and quietly vanish into the night.

If the Lonesome Demon is offered a bottle of whiskey, he will gladly offer Red John's fate for another soul that he deems suitable. If a bargain is struck, Red John will then return to his shackles in the dungeon beneath Sparrow's Point.

STRANGE INCIDENTS AMIDST THE BROKEN OSSUARY

- BY BILLY BILLERSON

At last they had arrived. A compact stone vault with a heavy portal marked the entrance to the Mircea Family Mausoleum. The main body of the structure could be seen stretching out into the dark, protruding but a couple feet from the ground, like the hulk of some great reptile sprawled out across these funereal grounds. In places the roof had collapsed, its slow but definitive decay mirroring that of its occupants' line. After a minute's work with the heavy prybar, Ludovico had the door open and the lantern lit.

The portal quickly swallowed the thin form of Count Mircea as he descended the stairs into the main body of the mausoleum, leaving his servant to await his return. He soon found himself treading a path between the silent biers, working his way back further and further amidst his family's generations. His father had not been buried here. He had been an optimist, hoping to overcome the family's lot through pure will of character.

Well, for all his energetic enthusiasm, the inauguration of the new family burial plot had been the only change to leave any lasting mark. The young Count was much more the pragmatist than his father. You cannot change where you come from--best to reconcile yourself to it. But then that's why he was here now, wasn't it? Pragmatism.

Passing under a pointed archway, Count Mircea found himself staring down into the final vault of the mausoleum, into the Ossuary where the oldest of his ancestors lay. The descending stair was in a bad way, and one side of the room had collapsed, but the center of the room was untouched, and there she sat. Like the lich of some predatory bird, perched on a throne of granite, surrounded by the bones of her husbands and sons. Countess Hippolita Mircea. The Woman, or so she was called, who had both made and doomed the line of Mircea.

Making his way down proudly into the chamber, the young Count looked up at his family Matriarch. Despite the great decay, this shrunken mummy didn't quite look right. The Count had learned basic anatomy at the Academy--her bone structure, it wasn't exactly...Human. As he surveyed her, the corpse's empty eye sockets seemed to stare back at her issue with a malignant evil that the grave could not quench.

"Countess!" he began with a tone of command.

"You no doubt know why I, Count Jander Mircea, am here and what information I need from you. As your heir, you certainly would like to see my interests furthered. Therefore I request that you activate your renowned ability as a provider of otherwise unattainable information."

Silence.

The Count began again "Countess Hippolita, you are reputed among the superstition peasants for your ability to reveal the Unknown, from beyond the grave, to those who seek you out. The tales are as abundant as they are fanciful, such that I cannot help but take them seriously enough to appear here and appeal for your help."

More silence. The Count looked again at the parched skin, tight against the skull of the lich, its expression almost mocking--No. Definitely mocking. She was mocking him! Her own flesh and blood and she would leave him helpless in the clutches of those vicious mongrels!

"Mother Hippolita!" He ejaculated, addressing her by the name by which her household had known her when she was still alive, his voice cracking with desperation. "I beseech you!" he cried, falling to his knees. "I'd do anything, give anything, to know who..."

He stopped. Had her expression changed? To one of smug victory? On an impulse, he reached into his pocket and pulled out...a ticket stub...for the train to Liverpool...dated November 3rd. Reading it, the color returned to his face. "Of course. It must be Fredrick! I should have squelched that insolent whelp when he was but a puppy!"

Then his face paled again. His Right hand--it was changing before his eyes! What was happening? Oh no! Anything but that!

The Count awoke lying on the cold stone floor of the ossuary. After a minute's groping he managed to find his overturned lantern and light it. Glancing at his hand, or what had taken its place, he turned, looking up in both horror and gratitude at the grinning visage of the Countess. Her skin was dry, but not quite as parched as before, and her teeth shone like the polished ivory crown of some Sorcerer-King from far-off Zimbabwe.

Mother Hippolita

Mother Hippolita's withered corpse sits in her Ancestral Tomb. It is known for its ability to reveal secrets to those who beseech it. The revealing can be quite cryptic in its own right, as the Mummy never talks or moves. Nevertheless, Mother Hippolita's secrets come with a price, and those who receive her aid are inevitably stricken with some unnatural malady or affliction. As such, it is only the most desperate or most foolish who seek her advice.

Mutant: Random limb mutation 1d6 to determine which

1. Not So Special Now- Prime Requisite reduced by 1d6
2. Blank Slate: all skills forgotten except for 1 language chosen randomly
3. Unlucky: -1 to all skill checks/ability checks/luck checks
4. Unlucky Partner: 10' aura effect of Curse
5. Aura of the Grave: Smell of Cadaver follows him around perpetually
6. Energy Drained: Total HP is reduced to 1HP per HD
7. Rotting Sickness: Body is perpetually covered in leprous sores(-4 CHR, -3 CON, -2 STR)
8. Lost Soul: all of character's acquaintances don't remember him, relate to him as a total stranger
9. Not the Man I Used to Know- swap highest ability score with lowest, 2nd highest with 2nd lowest, etc.

A CURIOUS INCIDENT IN A NIGHTMARISH MOUNTAIN PASS

- BY KEVIN WRIGHT

"Damn it all, Chadi...hurry up! I'm chilling my plums off out here," Jarl said through gritted teeth and blue-tinged lips. The wind whipped snow and icy sleet around the three men. It had been many days since they had felt any warmth.

Jarl blew into his cupped hands and bounced from foot to foot.

"It's just a dog after all. Probably got caught by a pack of wolves. We've got to get to the town before our blood freezes to sludge!"

Chadi's dark eyes never looked up from the corpse. Though the animal couldn't have been dead for more than a few hours, it was half-covered in snow and frozen solid. The savage traced the lines of a half-dozen wounds on the canine body, any one of them lethal. After a silent consideration, Chadi stood and brushed the clinging snow from his body.

"It's not a dog. It's a wolf," he said evenly. "And those teeth marks – there, on the bones – aren't from wolves, neither. They were left by men."

Nesphebius shook the ice out of his beard and shivered, but not from the cold.

Twin disasters have fallen upon Garu's Pass. Primus: an unseasonably early blizzard has fallen on the pass, crushing the town in tons of ice and snow. Segundus: the Skeen brothers – a violent and misanthropic pair of trappers – have chosen this inopportune time to vent their warped hatred on the small village. Following the tracks of a large wolf, the pair came upon a naked and unconscious man ensnared in one of their traps. Though slow of wit, the brothers have a certain animal cunning to them; they realized that they had captured a werewolf.

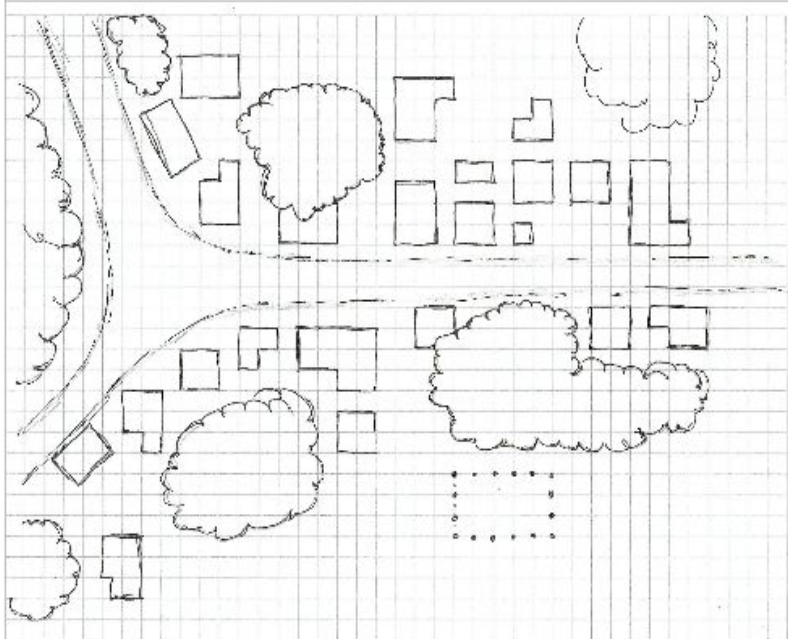
They brought the man to the secret dungeons beneath their house, bound him with thick chains, and proceeded to torture him, their many hounds licking up the blood spilled on the floor. Soon, the brothers noticed a change in their dogs. Though always savage, the hounds now grew quietly vicious as foam slavered from their jaws and yellow ichor dripped from their eyes.

Confused and a bit fearful, the Skeen boys ran the dogs outside and into town just as the blizzard hit. Seeing the destruction and confusion caused in town by the dogs and the storm, the brothers saw an opportunity. When the storm died down, they sneaked out to murder those against whom they held grudges, plundered the houses and kidnapped women whom they found particularly attractive. Having glimpsed a fur-covered Dub and seen his wolf-like prints, and having been attacked by strange and vicious hounds, the villagers think that a pack of werewolves has descended upon them.

The PCs arrive three days after this all began...

Keep in mind that the Rabid and the Skeens are only part of the danger in Garu's Pass. The weather itself could kill the PCs. Every hour they expose themselves to the snowy cold, they must save vs. Death. A failed roll results in a loss of 1-3 points of Constitution. A successful roll cuts that in half (minimum 1). Heavy, winter clothing gives +2 to the roll. An hour in shelter restores 1 point of Constitution. Throw a fire or a hot meal in there and 3 points of Constitution are restored.

A Curious Incident in a Nightmarish Mountain Pass – Garu's Pass



Unique Monsters

Rabid Hounds - AC 7; HD 1+2 MV 180'

AT1 bite Dmg 1-4 Save F1; ML 12; AL C

Rabid Villagers - AC 7; HD 1+2 MV 120'

AT1 maul Dmg 1-4 Save F1; ML 12; AL C

Rabid: Infected with a strange form of rabies either by consuming were wolf blood or by being bit by a Rabid. Victims of this rabidity have foaming mouths and yellowing eyes. They neither bark nor talk, receive +2 to hit, and take $\frac{1}{2}$ dmg from all attacks.

If a PC is brought below $\frac{1}{2}$ his or her hit points by **rabid** attacks (in one day), they must save versus Paralysis or slip into a coma for 1d12 hours. If they fail another save versus Paralysis, they awaken as Rabid.

Villagers - AC 9; HD 1d4 hp MV 120' AT 1

Dmg 1-4 Save NM; ML 5; AL any

For the DM - use the following encounters whenever and wherever you think it would best. Only #4 (The Inn) should be used once only. Play it out slowly; let the PCs see the fear of the villagers before springing the Rabid upon them. Let them experience the Rabid before Dub's sniping attacks.

Encounters

1. **The Remains** – the bodies of 1d4 (sheep, cows, horses) lie here, ravaged almost beyond recognition.
2. **Empty House** – This house is cold and empty.
3. **Ransacked House** – The door to this hovel has been burst in. Snow is scattered about the place, tables and chairs are overturned and bloodstains cover the floor. There is a 1 in 8 chance that a survivor is hiding amongst the ruins. There is a 1 in 4 chance that they are infected and will turn in 2d20 rounds. These Normal Men are considered **hostile**, but are more likely to flee or scream rather than attack.
4. **The Inn** – 5 people huddle here, trying to hide from the rabid. They are scared out of their wits and are already considered **hostile** in their reactions. Only fancy talking will get the PCs out of this without being attacked. Two of them are armed with axes and one has a bow. One of them is feverish. His is bitten within an hour will transform into a **rabid**. All of them are Normal Men and will be a veritable font of information on what befell the town. Unfortunately, they have no clue what actually befell the town; they think a pack of were wolves is stalking and slaughtering them.
5. **The Hounds** – 1d3 rabid hounds come around a corner (2d6x10) feet away, attacking immediately.
6. **More Remains** – the bodies of 1d4 people lie here, ravaged almost beyond recognition.
7. **The Feast** – The PCs turn a corner to discover 1d3 rabid people with their faces buried in a horse's belly, chowing down. They are (2d6x10) feet away and will attack as soon as they are aware of the PCs.
8. **The Survivor** – (4d6x10) feet away, the PCs see a villager hurrying across the roadway, trying to find a hiding place. 2 rounds later, they are followed by rabid (1d3 hounds or 1d2 people or both).
9. **The Succumber** – (2d6x10) feet away, a staggering villager approaches the PCs. He is infected and will become **rabid** just as the PCs are within 10' of him.

Within four or five encounters, the PCs have attracted the attention of Dub Skeen as he wanders the village stalking survivors. He will play cat and mouse with them, preferring to snipe at them from a distance and disappear. He will not engage them in direct combat unless forced to. He wears the fur of a gray wolf, giving him the appearance (from a distance) of a man-like wolf. His snowshoes allow him to move at $\frac{1}{2}$ in the snow rather than $\frac{1}{4}$ speed. They are also furred and clawed, appearing to leave the tracks of a large, bipedal wolf.

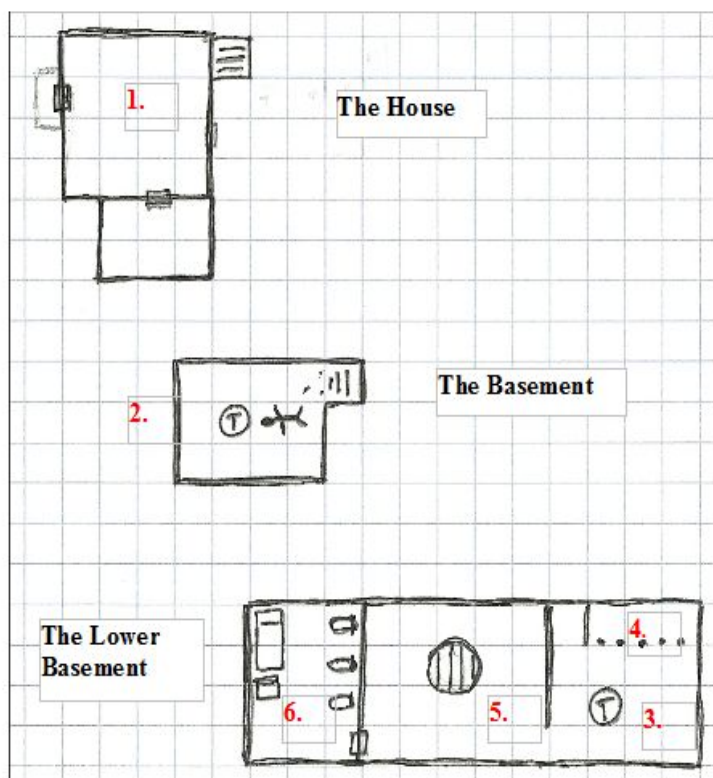
Dub Skeen: AC 5(Dex and furs); Hp 10 MV 90' (45' in the snow)

AT1 bow or hand axe Dmg 1-6 Save T3; ML 9; AL C.

Dub can backstab (+4 to hit, double damage) and has the abilities of a third level thief.

Once the PCs defeat Dub (he is reduced to 0 hp), he flees toward the Furriers' Place, crawling into the basement where he dies. The PCs can track him by his tracks and the bloody marks he leaves in the snow.

A Curious Incident in a Nightmarish Mountain Pass - the furriers' place



Unique Monsters

Nubby Skeen: AC 5; hp 17 MV 60'

AT1 crossbow or hand axe Dmg 1-6 or 1-6+1

Save F2; ML 10; AL C.

Although Nubby only has one arm, he is still deadly with a (pre-loaded) crossbow, a dozen bolts, a hand axe, a chain shirt and wears an old platinum amulet worth 50 gp.

Room Key

1. **The House** - The house is crudely furnished but clean-swept and empty. A bloody trail leads to the basement door.
2. **Basement** - A bloody trail leads to the hatchway to the basement. A furry body lies face-down on the floor, clutching at the ring to a trapdoor in the floor. This is the corpse of Dub Skeen. He was trying to make it to the under-levels, but died before he succeeded.
3. **Entry** - A rough-cut stone stairway leads down to another trap door. The door to the lower basement is trapped. If the latch-trap isn't detected and removed, the door to area 4 will open. The two Rabid within will not attack until the PCs are in the room. A ladder extends from the trap door to the floor below.
4. **Cell** - This cell contains two Rabid. One of them, sadly, is Doak, a friend of the PCs. If released, they will attack.
5. **Preparation room** - A naked man hangs upside down from the ceiling, blood dripping down his body and into the grated pit on the floor. He looks dead. This is the source of rabidity. Gnash Allyn, a reluctant werewolf. The Skeen brothers caught him in wolf-form in the woods, and when he changed back into a man, they realized what he was. They've been using his lycanthropic blood to corrupt the dogs and people of the village. He is wounded and weak (1 hp), but if he is released, he will be very grateful. Unfortunately, his encounter with the Skeens has convinced him that he is wasting his time trying to spare humanity. Next full moon, he goes on a killing spree to get the bad Skeen taste out of his mouth. His blood is pooling into a grate in the floor. In a pit in the grate is a small dog chewing on a bloody piece of flesh. The mutt shows signs of rabidity.
6. **Finale** - Nubby Skeen is here, waiting for the PCs. He fires his crossbow then closes in quickly, trying to bottle the PCs in the doorway so he only has to fight one at a time. Three blanket covered figures are lined up on the west side of the room. Each stands about waist high. Removing the blankets reveal 3 battered and naked women bent over in stocks, the Skeen brothers' 'breeding stock'. If pressed back into the room, Nubby will use the women as cover. The chest on the wall contains the loot looted from the townsfolk, 7 pieces of cheap jewelry worth a total of 120 gp, a jeweled scabbard for a short sword worth 40 gp, 210 sp and 84 gp.

A BLIZZARD WHITE AS A STRICKEN MAN'S FLESH

- BY IAN MCDUGALL

Lucinda ran breathlessly from the man in the red mask as he uncannily crept sideways along the alley walls, leaping from building to building. She stumbled on a wet cobblestone, turned and saw him, his mouth twisted into an inhuman grin. But as he leapt closer, he landed on the wall of a cathedral and froze in place, as a stone. While Lucinda survived, she never quite recovered, and when questioned about anything in her past she broke down, screaming only about the man's hideous grin, which still leers today from his roost with the gargoyles.

The chapter is actually a coded message between two cells of the Thrice-Forsaken Lodge of St. Coraline. It communicates the location of a relic sacred to Kumo-Thlis, and also its guardian—a basilisk.

The Thrice-Forsaken Lodge of St. Coraline

A loose-knit network of converts to the faith of the Lady of the White Way, they return to their old faiths in order to subvert them. More fanatical than those who merely expect to be rewarded, they believe that there can be no reward for their life of idolatry and so care not for their own souls.

The Tongue of Kumo-Thlis

This noxious dagger always appears slick, though it is dry to the touch. Those struck by it suffer a much more insidious poison than any mortal tincture, for they will forever after hear the whispers of Kumo-Thlis himself (or at least so they believe). The whispers cannot impart any information the sufferer does not know, but may direct him or her towards unconsidered courses of action, often of questionable advisability. A Remove Curse spell can lift this grim affliction but a successful Save vs. Poison will prevent it. Untreated, a sufferer will eventually either go mad or fall to worship of the snake god.

The Tongue is currently in a cave outside a small farming village. It is guarded by four cultists, three “converts” (formerly of the Lodge, but all now afflicted), and a basilisk. Additionally, on any day there are 1d4-1 locals paying their respects. The leader of the cult is a Daughter of the Grave named Mixolydia. Her regenerative abilities, serpentine form, and immunity to the basilisk's gaze make her a natural snake-priestess of great influence.

LOVE SONG OF THE BROKEN WITCH GIRL - BY DAG SYRDAL

The old cabinet creaked open, and Cassandra let her gaze wander across the dusty contents. Springs and cogs and pickled creatures from beyond the sea. The apple caught her attention almost immediately. Secured under the glass bell, perfectly preserved, it was still looking as juicy as the day it had been picked. "But," she thought, "it never had been picked, had it?" Cassandra drew in her breath, tasting its promise of sweet tartness as it drifted up through the musty air. She regarded her strange sibling-after-a-fashion with keen interest, "One bite couldn't hurt, surely?"

Fennimore's Apple:

A relic of Dr. Fennimore's past as court physician. The apple is infused by the hate of the old for the young. It appears as a freshly picked apple, ripe and juicy. If a character touches it or bends in close to examine it, the luscious smell of the apple will compel the character to take a bite. At this point, an appropriate saving throw is in order, if failed, the character will try to eat it. If the mouth of a character closes around the apple, it will reveal its true, rotten, mold-covered nature. Strands of moldy fungal matter is forced into the characters mouth and pushes down into their throat esophagus. At this point, the character will have to make an appropriate saving throw every round or pass out. It is possible to attempt to remove the apple and its strands by forcibly ripping them out. If the character is trying to do it themselves, they make an appropriate saving throw at -4, success means that they tear the tendrils of mold out of their body. The character will then take damage depending on how entrenched the mold is (See table below). One other character can attempt to tear it out, this allows an additional saving throw at -2 only.

If the character has not gotten rid of the apple by 6 rounds, the mold blocks up their throat, and asphyxiation starts (as per asphyxiation rules in your campaign. If the character dies, the mold will continue to spread through the body of the character, eventually animating the body.

R1: 1-2 hp
R2 1-4 hp
R3 1-8hp
R4 2d6 hp
R5+ 4D4

An animated body will be possessed by an intelligence equal to that of the original character, and have most of their original knowledge. The mold has also subtly altered the body so that the apparent age of the body is that of someone in their early twenties. It will try to approach other humans, and excretes a pheromone that will make anyone slightly disposed to kiss the character feel compelled to kiss them when close (Appropriate Save applies). As well as a possible breach of decorum, this will have the same effect as biting the original apple on the person kissed.

This time however, the original victim stays intact and can move on to kiss more.

It is rumoured that the fire at the Empress' summer lodge was related to some of Dr. Fennimore's experiments.

DESCENT INTO THE PURGATORIAL POOL OF KALEM-RA - BY BILLY BILLERSON

CRACK!

As Count Mircea fired-off his final pistol, the last of the creatures fell down sputtering blood, a fist-sized hole in its bony back. The Count looked to his other companions.

Ludovico stood, languid as ever, near Cassandra's prone and lifeless body. In his hand, the servant held a rather intricately inscribed war-axe, evidently borrowed from the Trophy Room. He delicately extracted a handkerchief to clean the gore from the family heirloom. A few days ago the man may have wiped it so to clean it of the accumulated dust of generations, the Count mused.

As for the two yokels hired as guides, the older was tending to his grandson's wound. One of the monsters had apparently gotten past the youth's prodigious pitchfork and given him a nasty gash in the shoulder.

The Count sheathed his blade and began to reload his pistols one brace at a time.

"Tis but a wee bit further." stated the elder yokel, having finished, stuffing the leftover bandage into his pack.

And indeed it was. Another minute's windings and the curious party entered a high-ceilinged cave with a pool at the center. Encompassing the pool was a short stone border, an imperfect rectangle a bit larger than a coffin, and from its murky waters emanated a strange light which illuminated the whole cavern dimly.

"This is it, then?" asked the Count dubiously, examining the strange hieroglyphs along the pool's border.

"Aye. What are ye waiting for?" said the old man, impatiently. With that, the Count and Ludovico lowered sweet Cassandra's body, beautiful even in death, into the waters. It sunk slowly into the cloudy depths, disappearing almost immediately.

"What now?" asked the Count, it being his turn for impatience.

"Now we must wait." replied the old man. "But be on your guard. Those who return from the pool are rarely unchanged, and rarely for the good."

"Yes, yes. You have already warned me so. I will welcome my dear Cassandra back in any guise." said the Count edgily.

To this the old man did not reply, though he tapped nervously with his shillelagh.

And so they waited.

Suddenly, the water stirred. As the four stepped closer for a better look, a brow broke the surface, then a dripping head, and then Cassandra stepped silently from the pool.

"Changed indeed!" thought the Count. "If anything, she is more beautiful now than before her untimely death!" he thought.

He approached her cautiously as she stood there, as still as a statue. But when she turned and smiled at him he couldn't hold back any more, moving to embrace her, a smile of joy on his face. But, as their eyes met he

stopped dead, as if struck by a thunderbolt! No! Something wasn't right! This was NOT HIS CASSANDRA!

*"Who or WHAT are you?" the Count asked warily, backing away, his voice trembling slightly.
She continued to smile, that same classic smile, worn of old by the Sphinx having just asked her riddle.*

The Pool of Kalem-Ra

The Pool of Kalem-Ra is rumored to exist within the maze-like cave complex under Mount Takoho. The pool is known for its ability to return the dead to life. If the tales are true, many a bereaved loved one has sought out the pool. Few have found it, fewer still have been happy they did.

Roll 1d10 to determine the effect of the pool on a body.

1. As Good as New- Character returns to life as they were before dying
2. Something Different- Alignment changed(determine randomly)
3. Not the Man I Used to Be- Lose 1d6 from random ability score
4. A Shade of His Former Self- lose 1d3 from all ability scores
5. Wisdom from Beyond the Grave- character returns with Wisdom 20, but is emotionally detached from these "frail mortals". Alignment true neutral. No longer gains XP from acquired treasure, instead by acquiring esoteric knowledge.
6. Reincarnated- Character returns in another body(1-Invertebrate, 2-Fish, 3-Bird, 4-Reptile, 5-Amphibian, 6-Mammal, 7-Random Humanoid, 8-Random Monster)
7. Mix-Up at the Soul Factory- a different soul comes back in the body(roll-up random character characteristics or pick someone funny)
8. Walking Corpse- Character returns to life but their body is just as decomposed as before. For every week they were dead, CON is reduced by 1d3-1, CHR by 1d4(to a minimum of 1). Body continues to decompose at same rate until CON reaches 0, when character dies. When CON drops below 3, can no longer talk, can only make a wet slurping noise. Normal healing and healing magic does not stop this decomposition. On the plus-side, they are immune to pain and cannot bleed to death, so they can fight-on until -10HP.
9. Pet Sematary- Character returns possessed by the spirit of a homicidal Wendigo
10. Undead- Character returns as random type of undead(powerful characters should roll for powerful undead, weak characters should roll for weaker undead types)

WITHIN THE FECUND GARDEN OF A THOUSAND NIGHTMARES - BY JAMES A.

What waits in the darkness of the walled garden for our young heroine Lehrling Blume?

Who walks among the rain soaked leaves and the storm-lit paths?

How has our petite Lehrling Blume gotten herself in this peril and what will she do to survive?

Why is the garden walled off from the world, with such a sweet scent on the night air, it should be paradise?

Deep within the abandoned sunken city there is a walled garden sealed from the outside with only a windowless tower seen above the wall. The environment around is lush swamp formed from years of decay. Lehrling Blume is in desperate need of a special item from within the walled garden and has hired or charmed your group of adventures to help her. She has gotten herself in a desperate pact with a Demon and needs your help (see NPC for details).

Rumours about the Garden that either Lehrling Blume will know or can be given out by locals.

(random table)

1. Strange flying creatures have been seen fluttering about and over the wall at night
2. The garden smells of sweet flowers after a rainfall, the smell is said to make a man mad
3. Red roses used to grow over the walls, now they are only white
4. It is said a gorgon was imprisoned there at one time
5. Strange walking crocodiles with glowing white scales guard the walls (false)
6. There are great riches buried in the garden (true sorta)
7. There are flowers in the garden that will make a human's heart race (sorta)
8. A thief once climbed over the wall never to be heard from again
9. Only at night do the flowers bloom
10. The tower is a crypt of a powerful vampire (false)
11. The stars are different around the garden, they shine oddly (false)
12. The Mist around the tops of the garden walls is poisonous (false)

Lehrling started life as a street urchin working her way into petty crime and scam jobs. Several years ago she was working with a roof gang doing break-ins. One night a few years ago and an ill-fated night for Lehrling Blume she broke into the wrong house on the wrong night.

The Summoner Silak was at the end of a long and hard fought ritual to summon the Demon Assparaz'gal, bender of shadows and giver of gloom. The summoning was almost complete as she slipped in the tower window, distracting Silak at just the wrong moment as disrupting the binding part of the ritual. Assparaz'gal quickly killed the summoner and inhabited his body while Lehrling Blume watched in horror.

He has kept her as his plaything and pseudo-apprentice for several years now while he has gone on in the assumed form of the old summoner. Since Assparaz'gal can not go out in sunlight as it would corrupt his illusionary guise, he has found it useful to teach her some magic as he sends her out to do his bidding.

Our little Lehrling hasn't just been learning magic and doing the bidding of a demon all these years, she has been actively researching how to rid herself of this unintended problem, and she seems to have found it. Her research has given a glimmer of hope in her world of shadow, it seems that deep in the swampy sunken city there are some shards of a magical mirror which could banish her demon. Inside the windowless tower of the walled garden is where she must go, she has assembled a team of adventures in desperation, and she has been on the run for three days.

Lehrling Blume

Thief 3 Illusionist 3

STR 9 DEX 16 INT 15 CON 9 WIS 10 CHR 13

Dark haired and alabaster complexion, dressed in green velvet dress with matching hooded overcloak.

Spell book with darkness globe, refraction, detect magic.

Silvered Throwing Dagger X 7, 50ft silk rope, grappling hook, rabbits foot, mirror, parchments, quill, ink, black velvet bag with partial Deck of mystical wounding (stolen, though she knows the ritual and will teach it to those that help her, she has assisted in creating this deck by doing shovel work for the demon).

Deck of Mystical Wounding (magic item)

A Deck of Projections is a normal deck of playing cards that has been infused with magic during a ritual (following) so that when a card is drawn and flipped, thrown at a target a random (depending on card) type of damage is dealt on a hit along with that cards value in damage

Using a deck is fairly simple, the player will use a normal deck of cards and shuffle them each game, they will then roll to hit as normal with a missile weapon (range 50 feet) if they hit they will take the card off the top of the deck, if they miss they will take a card off the bottom and discard it

Spades 2-10 necrotic damage by card value, J 1d8 Q 2d10 K 3d12 ACE summon 1d6 skeletons

Clubs 2-10 subdual damage J blindness temporary Q deafness temporary K paralyzation temporary ACE stun explosion centered on target 40 feet, all need to save (flashbang)

Diamonds 2-10 cold damage J 1d8 Q 2d10 K 3d12 ACE target frozen in large block of ice

Hearts 2-10 mental/psychic damage J charm target Q sleep target K confusion ACE teleports target to somewhere else (gm discretion)

A deck is never complete when found or created, only 5d10 cards will survive the creation of a deck

Creation of a Deck of Mystical Wounding (ritual, spell)

Ingredients needed

One corpse of a freshly hanged criminal

One dug up coffin or sarcophagus of a Noble, petty or high matters not

One newly lightning struck tree that is dying but not dead

knowledge to cast the spells colorspray or psychic based attack, magic missile or any non elemental attack spell, chill touch or other cold based attack spell and lightning bolt or another electrical based attack of some kind and the spell animate dead

One finely crafted deck of cards (at least 150gp worth)

a cats whisker, a bat's wing, a serpent's tooth, a rabbits foot

a diamond, a ruby, a sapphire, a onyx (of any value)

A ritual dagger

the spell create deck of mystical wounding (3rd level spell)

On a moonless night the corpse of the criminal must be buried in the Nobles coffin at the base of the lightning struck tree, the whisker, wing, foot, tooth, and gems must be sewn into the chest cavity of the corpse along with the deck of cards. on the next moonless night the coffin must be

dug up and one of the attack spells, electric, cold, psychic, normal damage, must be cast into the opened coffin into the corpse, the coffin must then be reburied at another compass point of the tree. this is repeated for a total of four times and compass points at each moonless night. The fifth burying will be at the original compass point of the tree and on the fifth moonless night animate dead will be cast on the corpse and the corpse killed with the ritual dagger and what cards of the deck remain will be a deck of projections 5d10 cards. the deck can be cut four ways and the cards go to different people but each cut will have a cumulative 20% chance of not working negating any magic held in those cards.

Moth Myrmidon of the Walled Garden (New Monster)

The moth myrmidon inhabit the inside of the tower in the garden except at night when they flutter about in search of warm blooded prey to feed the vampiric roses

No Enc 2d12

Alignment Chaotic

Movement 60' Fly 120' clumsy erratic

AC 5

HD 2+ 4 (6-20 hps)

Atks 2, 1d6 sword 1d4shield bash and special

Save T3

Morale 10

Treasure, always a random gem or 10% chance random magic item, no coins

XP 55

Special attacks

if in melee will fight with sword and shield and second attack will be shield bash , will always attempt to grapple and fly off to drop less armoured PC's into vampiric roses on a swoop attack or knock off walls

Vampiric Roses (trap/monster)

Vampiric roses are a jumble of overgrown roses that will attempt to grab any warm blooded creature near them and prick them with their thorns. they have white flowers which will turn red when they feed. they will be any of 4 sizes (HD) small, med, large, lush. they will be withered and weak in daylight

No Enc . as planted but always at least two next to each other

Alignment Chaotic

Movement none but 10 foot reach

AC 9

Hit dice 1d4 as size of bush

Attacks 1d4 as per HD grap each round, 1d6 thorny blood letting, half of damage dealt will heal vampiric rose or provide temporary hit points for bush

Save W1d4 as HD

Treasure random mixed coins buried in roots

XP 10, 15, 20, 25 as per HD

Maps and Adventure Sketch

The Garden can be approached through the Sunken City from any direction, there are no doors into the garden for ease of map use in the south is the statue garden (1) to the east is the rose garden (2, 3, 6) to the west is the towers section (6, 7) to the north is the observation garden (4, 5).

Approaching the garden from any side requires wading in the waters of the Sunken City or a flat bottom boat.

Random encounters--roll as needed

Day

1. snakes small and poisonous drop from above structure or trees 1d4
2. stirges 1d12
3. scavenging thieves 50% chance friendly
4. giant vulture looking for a meal
5. lizardmen hunting party 1d6
6. lost pilgrims 50% chance chaos cultists in disguise

Night

1. swamp zombies with spore attack from the lichens growing on them 1d12
2. shadow hound pack 1d4
3. thieves 1d6 returning to hideout elsewhere
4. giant bats hunting flying moth myrmidon 1d4
5. 1d6 moth myrmidon
6. necromancer with 1d4 gravediggers assistants looking for dead to animate

The adventures will be hired or charmed to help our heroine Lehrling Blume and she will lead them to the walled garden however they wish to go, she will request that they go at night as the magic is strongest in the mirror shards she seeks, but if they insist going in the day she says they can just wait till nighttime once they arrive.

The walls are 30 feet high and are of smooth white stone, no vegetation grows on the walls and it is slick and cold to the touch. either day or night there will be a thick fog coming from over the walls, describe this like the fog from dry ice in water, it will obscure the view from above of the garden.

If it is night, moth myrmidon will swoop attack any characters attempting to climb, fly or levitate over the walls 1d4.

Areas

1. this is a walled in garden area separated from the main garden with a set of brass doors that are simply locked. Inside there is a large nook in the wall in which a purple leaved tree grows and seven statues. from the door side there are 3 statues of guardsmen two with spears and one with a short sword frozen in a terrifying battle pose as though they are attacking something on the other side of the door. beside them is a statue of a bricklayer working on the wall from the inside. the south western statue is of a young nobleman holding what looks to be flowers, and huddled in the corner is what looks to be a priest reading from a great stone book in his hands with a young boy in robes frozen in mid swing with a censor of some kind. All have frightened looks on their faces and look to have been moved here in some form of memorial. There is a small brass plaque on the wall near the tree (search to find) that says "To those that imprisoned the beast Maderia."
2. This area looks to be overgrown with rose bushes long in need of a pruning (vampiric roses, separate bushes for what you need for party level) they will attack any warm blooded creature approaching them, digging them up will find their treasure, crafty players could dig them up live and sell them to others.
3. This is a fountain with a small statue of a blue winged demon "pissing" into the water that makes the obscuring fog that rises above the wall, characters touching the water will take damage as chill touch, crafty players could bottle the water somehow for a freezing water attack like holy water.
4. This is a large brass telescope on a revolving stone disk, it has dials for adjusting the lens arrangement and elevation, if a character looks into the eyepiece and it is night have them make a save for madness random, as they have seen the unseen. If characters try to move the telescope there is a 4 in 6 chance it will fall apart, it does radiate magic if detected . The flowerbeds are normal but contain some valuable random herbs if searched.
5. Around the corner in this nook is a guardian prayer tree of the very chaotic kind, careful players will notice it is chained to the wall with a great silver chain 150gp worth and it is old and has grown into the chain. (TotGaD vol 1 page 70) It is angry and will attack any creature in its range with the branch attack and any attacking creatures with a magic scroll attack. The flower beds here are normal but contain valuable poisonous herbs if searched .
6. The doors to tower. the tower is 90 feet high and smooth and featureless like the walls, the roof is slightly curved. the doors are not locked and there is a 4 in 6 chance of moth myrmidon exiting them if at night. during the day they will be closed securely and characters listening will hear fluttering of the moth wings.
7. There is a rotted rope ladder hanging over wall in this area from the outside. at the bottom is a rotted leather bag with rusty thieves tools and random bottle.

Inside the Tower

Day 2d12 moth Myrmidon flutter around the Mirrored Spheres. Night 1d12 inside as the other Moth Myrmidons will be out hunting for the roses (see special effect of room).

upon opening the doors a blinding (save negates) flashing light will be seen (perhaps) from 4 mirrored spheres floating about the room. The Moth Myrmidon will be flying around them and surprised as no one has ever entered their lair.

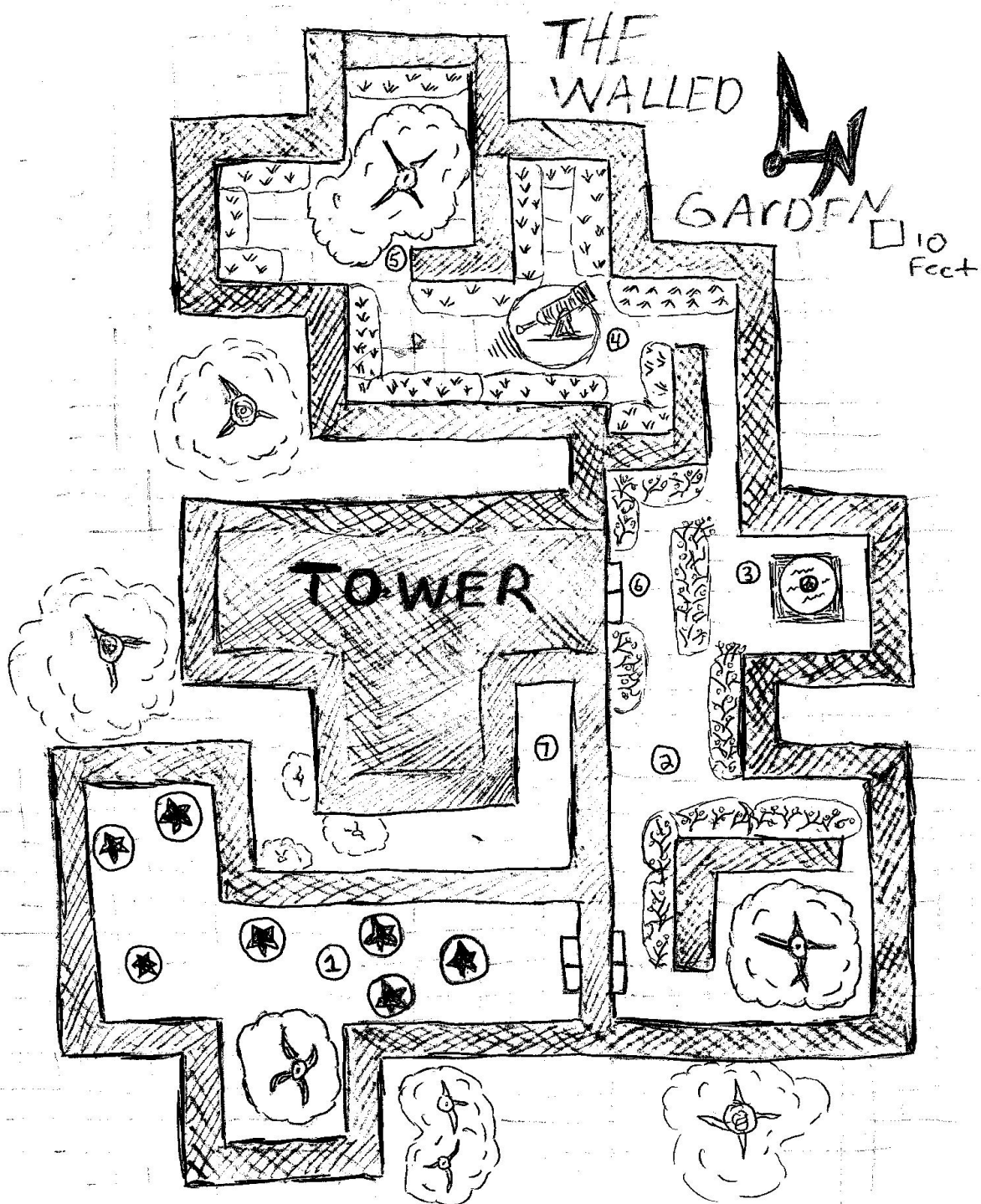
(Special Effect for room) The walls, ceiling and floor are also covered in mirrored tiles so that anyone entering or in the room has the effect of mirror image 1d4 on them, moths and players.

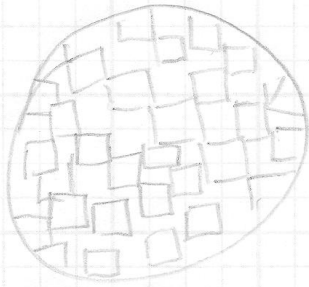
In the north west corner is a very large statue obscured by the husks of old man sized cocoons from the moths and some filled with larva. Once the room is cleared if they are removed the players will find that the statute is that of winged snake tailed gorgon like creature shielding her eyes from the spheres and cowering in the corner. She has been stone for a very long time there are stairs in the south alcove that lead up to a rotten wooden scaffolding that was not taken down after construction (chance of falling if more than one character walks on them) It is obvious that the tower was a repurposed structure mirrored for imprisoning the gorgon and that they Moth Myrmidon worshiped the statue and the light balls after they made it their lair.

The Mirrored Spheres

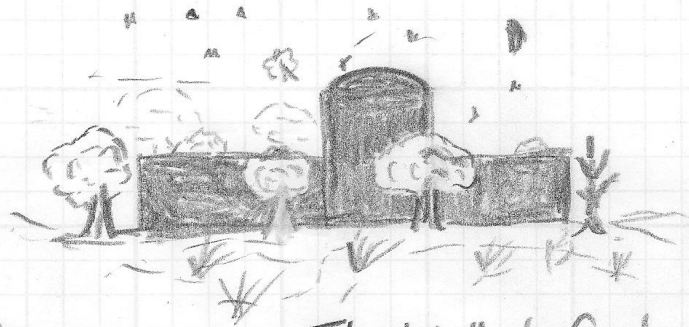
These 4 differently sized spheres float around the room giving off and refracting light from there center. Detect magic will discover that each has one shard of a magical mirror on the ball, these are the pieces that Lehrling Blume needs. A thief or other might discover that they are trapped, any trying to pry off the magical pieces or random damage to them in a fight with the moths will set off a color spray spell like effect in a full circle radius possibly causing them to fall off the stairs or scaffolding or become magically blind (gm discretion) . They are VERY fragile so keep that in mind for random missile misses and fighting around them. magic users will find the equivalent spells light, levitation, and color spray scribed on the inside of the spheres if they take them apart . the smaller two spheres could be taken out of the doors intact as a curiosity item 300 gp worth, Lehrling Blume needs only one shard of the magical mirror to complete her spell of imprisonment.

Imprisoning the demon, well that's another adventure waiting to be told.

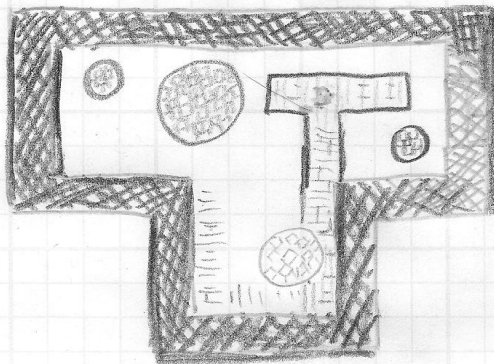




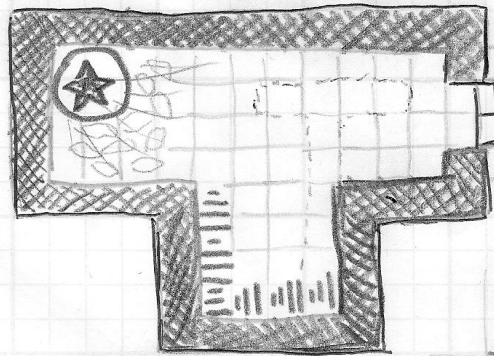
Floating
mirrored
SPHERE



The Walled Garden

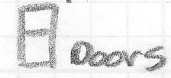


Tower
Level 2



Tower
Level 1

Key



Doors



Roses



Husks



Mirror
Spheres



Statues



Flowers



Trees



Wall



STAIR

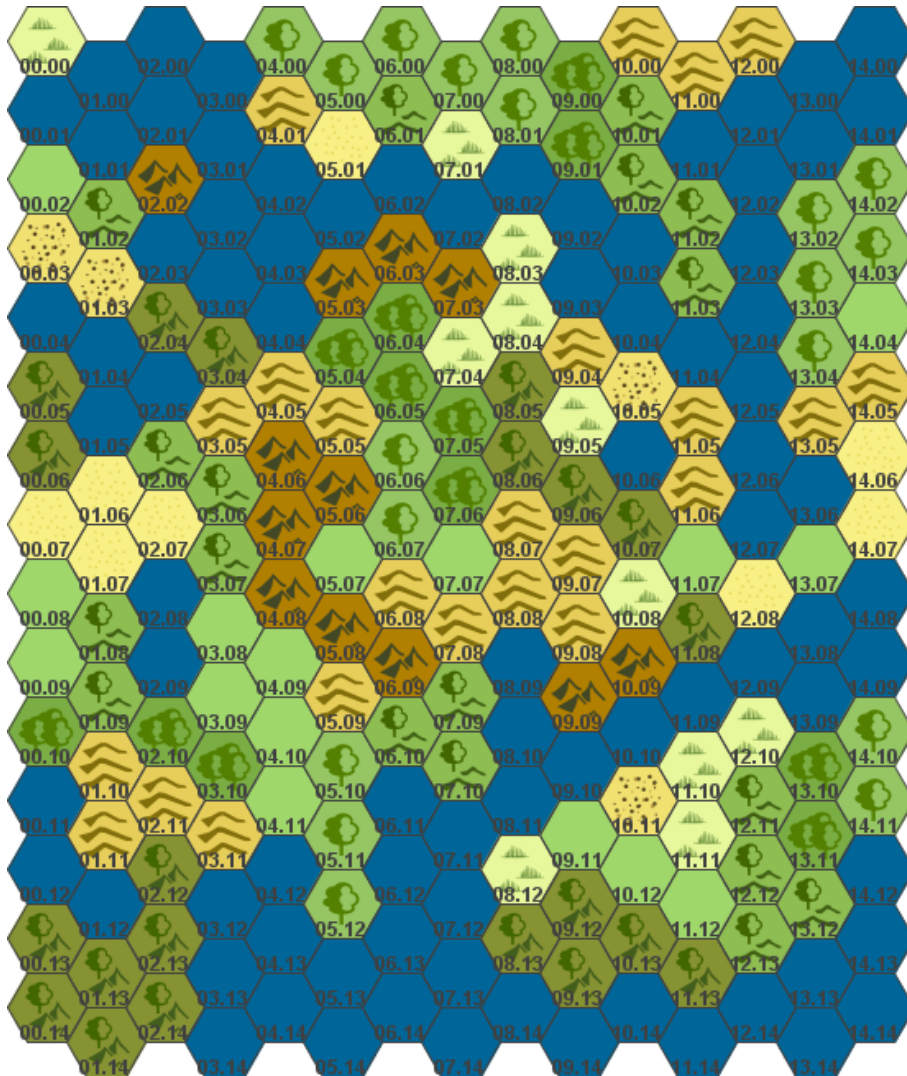


Walk
Way



10 Feet

AN ABANDONED HEXCRAWL



Hex Crawl

00/00 – 1d12 Uplifted Red Crocodiles lurk amidst the swampy water

- The Mad Hermit of Gal-Thoth (former cleric of Morgaht) lives within a house on stilts

00/02 – Fortean weather phenomenon: constant hail of misshapen skulls

00/03 – 2d10 Flesh Golems have been sent to find a child and it to the witches in 00/05

- the corpse of a kraken rots on the shoreline

- 00/05** – Skeletal Citadel of 5d10 Water Witches
 - The Forest of Famished Dreams (home to undead treants)
- 00/06** – Rainbow bridge to the World Above
 - Underground lair of 4d8 renegade Djinni from 02/10
- 00/07** – Village of 300 Doppelgangers ruled by the Celestial Empress of Unvarnished Truth
 - Wandering Diseased Mammoth
- 00/08** – 1d4 Lizardmen Ronin looking for warriors to duel (originally part of the mercenary company in 01/02)
 - The Gilded Mirror of Maratha Khane (inhabited by a Mirror Fiend)
- 00/09** – 1d6 Minotaur Warlords guarding a portal to the World Below
 - A manufactory for Retrievers (mechanized spiders); the manufactory is operated by Zzorch cultists from 01/11
- 00/10** – Ransacked tomb (home to 1d8 huecuva)
 - Village of 120 Frostreaver immigrants ruled by Parsimonious Gerd, a berzerker lord; the people live under heavy taxation; Gerd will pay to have the fortifications in 01/02 and 01/13 scouted out
- 00/13** – Castle shaped like an enormous deathmask; guarded by 4d6 cultish Malcarna and ruled by a tiefling demonologist named Ferand D'alargo.
 - 1d4 Hungry Komodo Dragon-Behir hybrids.
- 00/14** – Castle shaped like a giant stone fist; guarded by 4d4 Wolf-Bear Folk and ruled by a tiefling necromancer named Yarando D'alargo.
 - 1d6 Triceratops in a stampede
- 01/02** – A village of 1000 men ruled by Prince Armistrade; he has 4d20 lizardmen samurai in his honor guard
 - An ancient burial mound whose inner chambers are filled with both treasure and hallucinogenic gases
- 01/03** – Wreckage of an alien city made of twisted, copper-colored metal; 1d10 Skarusoi (insect men) scavenge in the ruins for lost technology
- 01/06** – A ramshackle village of 350 men ruled by a Goblin enchantress known as Ravishina Twistoak (she will pay a fortune in gold for any captive Skarusoi brought to her alive from 01/03 or 01/08 to be interrogated about the location of her kidnapped daughter)
 - A great metal trapdoor leads down into the earth to a Goblin fortress

- 01/07** – An ever-burning funeral pyre litters the sky with smoke and ash; one corpse within the pyre refuses to burn—this corpse clutches a rune-etched crystal ball; only Ravishina Twistoak knows how to activate this magical item
- 01/08** – A hive of 1d20 Skarusoi make their lair in the low mountain pass; Ravishina Twistoak's (01/06) daughter is held captive here—she is being transformed into a Skarusoi Broodqueen
- 01/09** – 1d10 Fire Lizards are hitched to abandoned chariots (their Skarusoi riders were killed by the raiders from 02/11)
- A lone Brain in a Jar (with robotic limbs) is working to construct a vessel capable of traveling through space; it will trade magic items for the alien technology to be found in the ruins in 01/03
- 01/10** – A strange, broken library stands midst the wastes; the books within as infested by Tome Ghouls, but the wizard in 3/06 will pay ready money for them (the books or the ghouls)
- 01/11** – Temple of Zzorch (formerly the home of the Brain in a Jar in 01/09); the temple shows signs of being used as a laboratory, but has not been used in some time. The temple is guarded by 1d6 Shadows
- 01/13** – Hidden citadel of 2d100 men under the leadership of Sulot Feem, a fallen paladin. Feem will sponsor expeditions to explore 01/11 and 02/13 in hopes of gaining foul magical weapons he can use to conquer the village in 01/02
- An ancient Treant hexbreaker makes his isolated home in the woods
- 01/14** – A blasted village, sacrificed to Zzorch by the cultists in 01/11, is still home to a fountain of youth.
- A half-built iron golem (to be used against the Zzorchian cultists in 01/11 lies abandoned; it can be finished using technology found in 01/03
- 02/02** – High-perched barbarian village (3d20 villagers) ruled by Radiana Aranaf, a shaman who serves the water spirits.
- 02/04** – Castle Darenstein, ruled by Marcuse the Incompetent and manned by d100 badly trained men-at-arms. Those who escaped from the blasted village in 01/14 have taken shelter here. The residents of the castle do not know that there is a vampire slumbering in the fortification's dungeon.

- 02/06** – Tower of the Succu-fiend, home to a powerful succubus who plans to wage war against the wizard in 03/06 (he once kept her as a summoned captive). To this end she is slowing calling forth a hellish army; she will handsomely pay anyone who brings her summoning rituals or demonic pacts.
- A coven of Sothack-worshipping Deep Ones planning to raid the village in 03/05 for sacrifices to their Demon Queen
- 02/07** – An abandoned shrine to Sothack (formerly the home of the Deep Ones now in 02/06); amongst the hideous idols is hidden a water-proof book on golem creation
- A dragon graveyard (a dying dragon might be spotted in its final throes of mortal agony; savvy adventures might be able to weasel-out the location of the dragon's hoard)
- 02/10** – Forest kingdom of the Djinn—fantastic spires and otherworldly delights await within; the Ruling Council of Ethereal Wonders will pay to learn the location of the renegade Djinni in 00/06 with granted wishes if the characters promise to lead them to that underground lair
- 02/11** – A village of 4d10 bloodthirsty barbarian raiders; these barbarians use ankylosauruses as mounts and are led by Vargin the Scourge. These barbarians greatly fear magic; any magic usage will cause them to make a moral check.
- 02/12** – An massive and overgrown garden that is actually the botanic laboratory of a scientist-mage named Doctor Herrgalbus; he is experimenting with creating poisonous, mobile plant-creatures that he hopes to sell as beasts of war to the Zzorchian faction in 01/11 or to the Succu-fiend in 02/06
- The forests are haunted by 1d10 Ettercaps that have amongst their treasure a map to 04/09
- 02/13** – A weird ebony obelisk dominates the landscape; at the base of the obelisk is a door set into the earth that leads down into an ancient dungeon rife with necromantic energies. Many items useful for raising the dead are found within, but they are guarded by specters
- a warband of fell Wights led by Sir Terman D'Vaux patrols the area to stop any interlopers from entering the dungeon at the foot of the obelisk; this band cannot venture into 02/14, but will offer rewards they cannot actually pay to any who will go to 02/14 to slay Terman's vile brother.
- 02/14** – The creator of the obelisk in 02/13, a lich named Morlan D'Vaux lies in stasis within a fluid-filled glass tube within a cave. If the tube is approached he will psychically beg to be released. He will offer any of the treasure with in the dungeon in 02/13 if the characters agree to slay his brother in that hex.

- 03/04** – At night the sky above this area is filled with countless Janni who engage in nocturnal gladiatorial games. They can be convinced to attack the Djinn in 02/10 or 00/06 simply because they like to make war (but find any non-genies to be beneath their martial interest)
- 03/05** – The Village of Congrave, famous for its silk weavers. The village has 2d100 residents and is led by an elder named Lacan the Signifier. An ancient monastery exists at the outskirts. The villagers will pay to have the raiders in 03/05 dealt with.
– A lone hydra haunts the mountain passes.
- 03/06** – Rhamtaime the Damp, master of mold-magic, makes his home within an encrusted castle; he is served by 2d10 Guardian Nagas.
– A large, but lazy, encampment of gnolls (4d10) can't decide whether to attack Rhamtaime's keep, the Tower of the Succu-fiend in 02/06 or 05/07.
- 03/07** – A grotto of oddly-shaped rock formations and wooden totem poles. Detailed searching will uncover steps leading down into the Punitive Chambers of the Fossil Kings.
– 1d4 Night Hags live in a hut-complex; they are content to sell love potions and philters to the villagers in 03/05.
- 03/08** – A large flying helmet is frequently spotted in the skies above this area. It is, in fact, a prototype flying machine constructed by the dwarves in 03/09—they use this area as their test field.
– a herd of tamable Nightmares sweeps across the grassland (but will be driven into a panic by the appearance of the flying helmet detailed above).
- 03/09** – A round keep that is home to d50 dwarf inventors led by Magni Comelately. If it is discovered that the characters carry any alien technology from 01/03 they will face execution for “treason against reason”
– The dwarf keep is occasionally harried by a Sycorex.
- 03/10** – An ooze pit containing a writhing mass of foul mauve goo. Any magic cast at the edge of the pit will cause an ooze or slime to emerge from the pit. While initially hostile, this ooze or slime can be trained like a wild animal.
- 03/11** – A ruined village. At night the village's street ring out with the cries of the damned.
– 1d6 Giant Poisonous Toads lurk near the coastline.
- 04/00** – Remote village of 6d20 gray-faced, morbid souls who are ruled by Derrida the Unspeakable, a spectral presence .
– a fanatic of Zzorch wanders the land, desperately trying to learn the location of the temple in 01/11. He carries a bramble-whip capable of causing madness.

- 04/01** – Amidst the hills is a permanent area of perpetual winter storms that has been created by Zzorchian magic.
- 1d10 Urrslumbers lie in wait across the landscape
- 04/05** – A village known as Harm's Heap is home to 6d20 men; they led by Negri the Neglible. The village protects the Pool of Multiple Blessings from the intentions of evil-doers; if a hard-hearted man baths in the waters of the pool, its healing powers are nullified.
- An inert and rusty Dragolem sits unattended. It can be repaired using parts scavenged from 01/03.
- 04/06** – Greveton Abbey, a village high in the mountains, is given over to the worship of Matakhan. Any assassins who make their profession known within the village will be given a hero's welcome.
- An unguarded pool here is the Pool of Multivariate Sorrows; anyone who drinks from it is sure to have their family members die within a year. If Prime Armistrade in 01/02 is told of this pool he will desire to be escorted there so that he might drink deeply and succeed to his father's throne.
- 04/07** – A totem pole depicting the feathered demons of the northlands will answer any question put to it, but it has a spotty portfolio of knowledge.
- 04/08** – Darlia Herrgalbus (daughter of the Doctor in 02/12) runs a fungoid garden that produces Mushroom Men.
- Hetha, a village of 5d100 people, is ruled by Porto the Damned—a monk who has sold his soul to devils in return for protection from the X in 07/09
- 04/09** – A cache of treasure (including a few wondrous items) is kept within the underground lair of a family of 3d12 feral Ghouls. The Ghouls will trade items for particularly tasteless jokes.
- A heart-broken Hill Giant weeps within his Keep. He can only be cheered if someone brings him the mirror from 00/08
- 04/10** – A company of knights known as The Brave Brothers of Zizek stand guard over an enormous, rune-inscribed sword. They wait “for the coming of one who is destined to smite the world in its wickedness.”
- A Great Lantern Worm rampages across the countryside.

04/11 – A cathedral dedicated to the Lady of the White Way stands amidst the ruins of a long-dead city. The inhabitants of the cathedral (5d12 priests with a few true clerics among their number) all have amnesia and do not remember the cause of the catastrophe. Their memories can be returned if they are brought water from 09/04.
– A sorcerer devoted to Zzorch prays before a large crystal sphere; the sphere is an egg from the World Below that will hatch into a demon if it is bathed in the waters from 04/06, but the sorcerer does not know this. However, the wizard in 03/06 does know this.

09/04 – water

Hex Crawl Monster Ideas

Animate Shroud – a death-shroud animated by a malicious spirit. Stats as a trapper, but with undead immunities.

Ant Men – they want to take you back to their mound and feed you to their queen. Stats as kobolds.

Crocodile Men – vicious and primitive marauders of the bayous. Stats as per lizardfolk, but no weapon use—all biting all the time.

Hot Head – giant, flying stone-like heads whose mouths and eyes sockets ooze magma; they guard sacred volcanoes. Stats as per flame salamanders, but the damage is heat eye beams and flame breath.

Kappa – turtle men with indentations in their heads that hold water (this water is the source of their power); they demand payment to cross the bridges that span over the ponds and rivers in which they lair. Stats as per goblins, but a natural 20 rolled to hit one upsets the water in its head—killing it instantly.

Locust Men – insect men who are the scourge of the farmlands. Stats as per subterranean locusts.

Mechanical Spider – robotic infiltrators used by Zzorch cultists as spies and assassins. Stats as per giant spiders, but with construct immunities.

Penitent Penanggalan – by day they appear to be nuns attached to the Church of the Lady of the White Way, but at night their heads detach from their bodies to fly about their their venomous entrails trailing below them. Stats as per vampires, but unaffected by sunlight if their heads are attached to their bodies. If they get caught out in the sunlight before reattaching to their bodies they are helpless.

Squid Men – Schemers from the city below the lake. Stats as per giant octopuses, but with a blinding ink attack.

CURRENT STATE OF THE CAMPAIGN WORLD

ULVERLAND 1666



A Gothic Fantasy Campaign

“My heart grew sick; it was the dampness of the catacombs that made it so.”

- Edgar Allan Poe, “The Cask of Amontillado”

What is it? Ulverland is an island kingdom of decaying castles, foreboding forests, haunted moors, defiled graveyards, and gloomy ancestral estates.

What lies beneath the surface? The conventions of Gothic literature: mad monks, ghosts, villainous aristocrats, monstrosities, and long-buried secrets that can no longer be repressed; typical characters for this campaign include duelists and monster hunters, highwaymen and assassins, witch hunters and pagan cultists, demonologists and mesmerists in search of arcane knowledge; the influence of Hammer horror films, fin de siècle Victorian anxieties, dark fantasy, decadent 70s occultism, haunting & brutal music, and morbid moments from real-world history.

What does it feel like? A cold wind that chills you to the bone, the taste of coppery blood in your mouth, a shrill scream breaks the death-like silence of the witching hour.

A Rough Guide to Ulverland

Ulverland can be roughly divided into four districts:

Suthenbrook is the most civilized region of Ulverland, and is home to the kingdom's largest city—Lowedon—which sits on the shore of the River Albin. Lowedon is a sprawling, foggy, fortified city that was established by colonizing invaders from an ancient empire in the distant past. Lowedon is the seat of governance; Queen Erzebeta II rules from her palace at Minister's Rest. The people of Lowedon are currently aghast at the outrages of a serial murderer known only as the Slow Gardener, so called because he cuts the bloom of youth short for the women he catches at night on the streets of the Madchapel district. Castorbury houses the Stained Cathedral, the spiritual center of the Way of the White Lady where Pope Julianna VI holds sway. The Stained Cathedral also serves as the barracks for the Knights of the White Raven, a religious order comprised of templars, inquisitors, and runesmiths led by Sir Robert Aubrey. The countryside of Suthenbrook is mostly farmland and light woodlands; these areas are menaced by spectral wolves. It is rumored that twin necromancers, Arion and Arianna, are raising an army of the dead from Suthenbrook's many neglected cemeteries. The Orxham Academy of Occult Science is also located in Suthenbrook.

Westenbrook is a region of farmlands and deep woods. The people are hardy and mix their belief in the Way of the White Lady with superstitions and folk magic; this has earned them a reputation as a witch-blooded people. It is not uncommon for the folk of Westenbrook to leave gifts on their doorsteps at night to appease the fey. The people live in fear of were-beasts, banshees, will o' wisps, and dire wolves. Once a year, all of Westenbrook engages in the regional Festival of the Blood Moon, which culminates in a stoic hunt for werewolves in the wild-lands. While gypsies travel all of Ulverland, the “gypsy king” Bela Drachen maintains a permanent camp in Westenbrook. The countryside is dotted with rings of standing stones, barrow mounds, and tenebrous fissures in the earth

that are said to lead down into hell itself.

Estenbrook is a land of rolling hills, cold beaches, port towns, and seaside cities. The shipyards of Estenbrook are famous for the seaworthiness of their vessels. It is rumored that resurrectionists and mad inventors ply their diabolic trades under the cover of night in this region of Ulverland. Estenbrook is also home to the headquarters of the Brotherhood of the Yew, a secret society dedicated to hunting and slaying undead abominations. The people of Estenbrook are said to be a bloodthirsty lot; their favored form of entertainment is vicious pit-fighting. Louisa de Grace, a renowned sculptor residing in the city of Ilwich, is equally famed for her charm as she is for the vices attributed to her nocturnal rambles. Estenbrook is also known as the “hauntlands,” as it suffers from the presences of ghouls, tidal zombies, and specters. Dracoliches have even been spotted off the coasts. The lonely Stormkirk Tower is perpetually shrouded in a violent gale—none who have ventured inside have ever returned. Roadside shrines are not uncommon throughout the country and wilderness.

The Northlands is a fog-shrouded area of moors, bogs, and the treacherous Penitent Mountains. Separated from the rest of Ulverland by the Northwall, the Northlands are not ruled by the sovereign of Ulverland; rather, the people are pagan barbarians. These clans are ruled by vampiric families who originally hail from Frostreave and Harrowfaust. The vampire families tend to leave the people to their own clan rulership—they simply require a blood-tithe from the populace. Two of the undead royal families in the Northlands are currently at war with each other: Count Sebastian von Karlok, who rules his domain from Castle Mortheim, wages a protracted intrigue against Lady Madeline Lochstein (the Sanguinary Duchess), who controls the territory surrounding Mandershire Manor. The wilds are home to undead vultures and monstrous bats.

The World

Religion—The dominant religion in Ulverland is the Church of the White Way. In ages long past, the Church managed to convert many people of Ulverland and largely eradicate the pagan religions that existed before its spread. However, despite its dominance, heretical sects and cults devoted to pagan deities or the Lady's demonic foes (the Church sees little distinction between them) still persist and are occasionally the targets of the Church's crusades, inquisitions, and witch hunters. The Lady of the White Way revered by the Church is a fierce, but nurturing, warrior-mother goddess, something akin to a cross between Mother Mary and Joan d'Arc. Her holy symbol is a cross composed of perpendicular swords. The Church also accords near demigod status to a number of saints—particularly those who were martyred. The structure of the Church is much like that of the Catholic Church of our own medieval past, save for the fact that it preaches the gospel of a feminine divinity rather than a male god. Due to the Church of the Lady's matriarchal traditions, women are able to attain rank and power within its hierarchy.

Pagans in Ulverland (and throughout the World Between) worship nature spirits and deities associated with the natural cycle of life, death, and rebirth. Their spiritual leaders are druids and shamans. Some turn to the worship of darker entities, such as devils. These cultists pay homage to their demonic masters in return for occult power. A new religion, the Children of the New Fire, has arisen in the Martyrlands; the fanatics of this new faith wish to purify all other religions through conquest, flame, and the sword.

Across the Ice Sea to the north is the Frostreave; it is home to clans of bloodthirsty raiders who live in a land of perpetual winter. Across the Sea of Kells to the west lies the Shae Isle, a forbidding land of woad-painted savages, hags, and redcaps. Across the Channel of Blue Tears to the south is the hated kingdom of Morgundy, ruled by Mad King Dagon; Morgundy is the eternal enemy of Ulverland, and it is well-known that the royalty of Morgundy are horribly interbred with the demonic Deep Ones.

Other nations on the continent include Midian (ruled by Queen Angelica II), the Empire of Caligari (ruled by Emperor Olaf IV), Harrowfaust (ruled by King Maximilian I of the vampiric von Karlok family), the Iron Principalities (ruled by petty princes and warlords), and the Relmeenos Empire (ruled by Cassandra VII).

To the east are the Martyrlands—currently ruled by Sultan Sulaman—where the faithful of the White Lady (particularly the Knights of the White Raven) go to do battle against the infidel Children of the New Fire. Further east are the strange kingdoms of the Spicelands.

South of the Grand Continent is Gond, a land of unexplored jungles and deserts; the northernmost kingdom of that land is the death-obsessed Mord-Stavian, which is ruled by a lich-lord known as the Necropolitan.

In the far east is the Kathai Empire, ruled by the Celestial Empress, with whom Ulverland has distant trade relations. South of Kathai are the Scavenger Lands, which are home to warlike nomadic tribes. Even farther east is Bastillia, an island to which Ulverland transports its worst criminals. Above Bastillia is the isolationist and kappa-plagued Island of Jade Mysteries, which is ruled by the shogun Takojo Gura.

To the far west are the Discovered Countries, two continents currently being colonized by Ulverland, Morgundy, Frostreave, and Midian.

House Rules

Ability Score Requirements

Ignore all ability score requirements for character classes.

Hit Points

All characters begin with maximum hit points at 1st level. Thereafter, roll for hit points as normal when a level is gained.

Alignment

We won't be using alignment or alignment languages in this campaign. Spells and magical abilities that detect alignment instead detect intent and possibly demonic malevolence.

Races

Instead of the usual fantasy races, pick a bloodline from the following.

Pure—whether a member of the unwashed peasantry or the blue-blooded nobility, your lineage is untainted by corruption. You get +1 to all saving throws vs. petrification and paralysis effects.

Caliban—you were born under a witch's hex or in a vicinity where rites of black magic were practiced. You were born stunted, gnarled, bestial, or deformed in some way. You get +1 to all saving throws vs. magic.

Changeling—you are not truly human at all; rather, the fey stole a human baby from its crib and left you in its place. The tell-tale signs of your inhuman lineage might be pointed ears or unnaturally red hair. You can cast one 1st level druid or illusionist spell per day in addition to whatever spells granted by your class.

Created—you were not truly born at all; rather, you were created alchemically or galvanically by a rogue experimenter. Your body may bear the marks of having been stitched together or there might be inorganic material assimilated to your physiognomy. You get +1 to all saving throws vs. breath effects.

Demon-Blooded—somewhere in your ancestry is a progenitor who fornicated with devils. This corruption manifests in horns, a forked tongue, cloven hooves, or a witch's teat. You can cast one 1st level magic-user spell per day in addition to whatever spells granted by your class.

Dhampir—one of your ancestors was a vampire. This taint manifests as extreme pallor, an aura of morbidity, or fang-like teeth. You get +1 to all saving throws vs. the effects of the undead.

Nephilim—the celestial seed of a traitorous angel begot your bloodline. This taint makes you seem otherworldly or perhaps it has imbued you with a terrifying beauty. You can cast one 1st level cleric spell per day in addition to whatever spells granted by your class.

Sea-Blooded—somewhere in your lineage lurks an ancestor who was a sahaugin. This taint manifests itself in a somewhat frog- or fish-like aspect to your appearance. You get +1 to all saving throws vs. poison and death effects.

Class-specific Changes

These changes modify the character classes as they are presented in the *Advanced Edition Companion*.

Assassins: Use the Hear Noise column on the thief ability chart to determine the base chance of success for all thief abilities; until 3rd level an assassin has a 1 in 6 chance to successfully use one of these abilities under normal circumstances. An assassin with an Intelligence of 16 gains an extra language, and Intelligence of 18 gains a further language; these additional languages are in place of alignment languages.

Fighters: A fighter gets +1 to all attack rolls and +2 to damage with all weapons. Fighters get two melee attacks on all odd rounds of combat. At 7th level a fighter can attack twice per round in melee. At 13th level a fighter gets three melee attacks on odd rounds and two melee attacks on even rounds.

Rangers: Instead of bonuses against goblinoids, a ranger chooses an enemy type that they receive their combat bonuses against from the following: undead, dragons, were-creatures, automatons, demons, fey, or chaos beasts. A ranger can move silently, hide in shadows, and find and remove traps as a thief, but only in wilderness environments.

Thieves: Use the Hear Noise column on the thief ability chart to determine the base chance of success for all thief abilities.

Stealth and Skullduggery

All classes have a 1 in 6 chance to hide in shadows, move silently, etc. unless they possess thief abilities that supersede this base chance.

Weapon Restrictions

A character may use any weapon, regardless of the usual class restrictions. However, the damage dice a character rolls is determined by their class—as shown below in the chart that follows. Small weapons (such as daggers) always do 1d4 points of damage no matter who wields them. Any additional damage (such as magic or a ranger's special ability) is added to the class-based weapon dice.

Class	One-handed Weapon	Two-handed Weapon
Cleric ¹	1d6	1d8
Fighter ²	1d8	1d10
Magic-User ³	1d4	1d6
Thief ⁴	1d8	1d10

1 – includes druids

2 – includes rangers and paladins

3 – includes illusionists

4 – includes assassins

Armor Restrictions

A character may wear any type of armor and use a shield, regardless of the usual class restrictions. However, certain activities or abilities (such as thief abilities and the casting of magic-user or illusionist spells) is penalized in armor, as per the following chart. Other penalties, such as attempting to swim in plate armor, are left to the DM's discretion.

Armor	Thief Abilities Penalty	Arcane Spell Failure Chance
Light ¹	none	1 in 6
Medium ²	+1 to d6 roll	2 in 6
Heavy ³	+2 to d6 roll	3 in 6

1 – includes padded, leather, and studded leather armors **2** – includes scale mail and chain mail armors **3** – includes banded mail, splint mail, and plate mail armors

Firearms

Black powder **pistols**, **arquebuses**, and **blunderbusses** are rare, but available in the setting. In terms of range, pistols are equivalent to short bows and arquebuses are equivalent to heavy crossbows. Each costs double the amount of their comparable ranged weapon. Similarly, the shot and powder for these weapons costs twice as much as arrows or quarrels. A blunderbuss costs 40 gp, and has the range of a short bow; it does one-handed damage at medium and long ranges, and two-handed damage at short range.

The damage from firearms is also figured from a character's class. For example, a ranger firing an arquebus (a two-handed weapon) would do 1d10 points of damage, while a cleric firing a pistol (a one-handed weapon) would cause 1d6 points of damage.

Reloading

Any missile weapon may be fired once per round.

Equipment Price Changes

Hand axes cost 3 gp, clubs cost 1 gp, 10 light quarrels cost 10 gp, ladders cost 5 sp.

Encumbrance

Encumbrance will not be strictly checked as it slows down the game. It will be ruled on an ad hoc basis.

Experience Points

Characters do not gain XP by defeating monsters or stealing treasure necessarily. Rather, it is the DM's discretion to award XP based on the characters interacting with the world in a way that changes both it and them as the game progresses.

Level Limits

Level limits do not exist for any character class, but it is rare for any mortal to attain higher than 10th level. Consider characters of levels 1-3 to be reasonably novice, characters of levels 4-6 to be hardened and experienced, and characters of levels 7-10 to be amongst the most powerful in the known world.

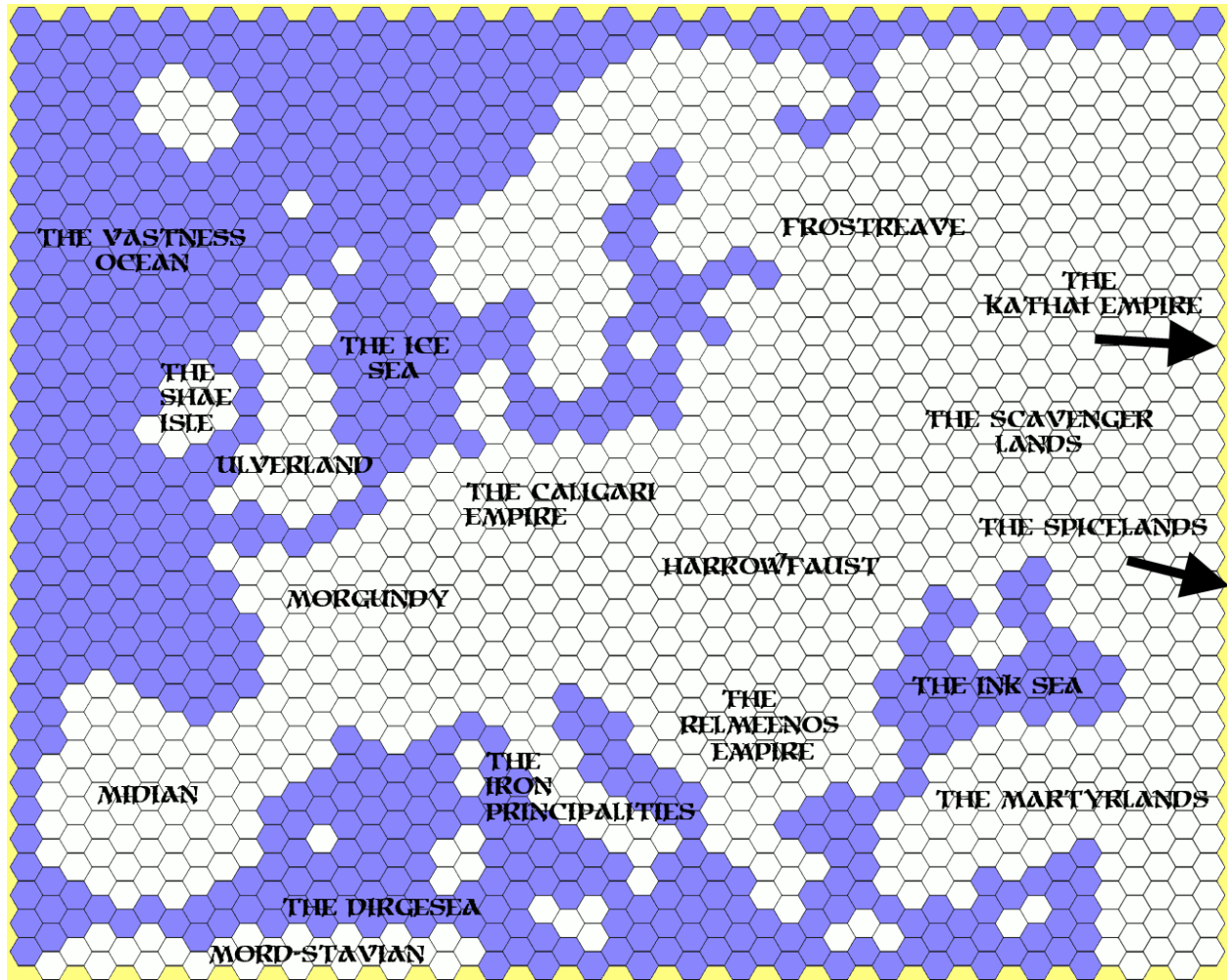
Death and Dying

What happens when you reach zero hit points? It is at the DM's discretion. You might die, or maybe *Things Get Worse*.

Map of Ulverland



Map of the World Between



Inspirations

Fiction: Walpole, *The Castle of Otranto*; Brown, *Wieland*; Poe, *Tales of the Grotesque and Arabesque*; Machen, *The Great God Pan*; Wilde, *The Picture of Dorian Gray*; Moore, *From Hell*; Newman, *Anno Dracula*; Lewis, *The Monk*; Radcliffe, *The Italian*; Shelley, *Frankenstein*; Le Fanu, *Through a Glass Darkly*; Lee, *Hauntings*; Stoker, *Dracula*; Howard, the *Solomon Kane* stories; Maturin, *Melmoth the Wanderer*.

Music: Cradle of Filth; King Diamond; Sopor Aeternus; Thinguma*jigSaw; Blood Ceremony; The Parlor Trick; Electric Wizard; The Black Dahlia Murder; Nick Cave and the Bad Seeds; Ghost; Black Magician; Jess and the Ancient Ones.

Film & Television: *Sleepy Hollow*; *Black Sunday*; *Masque of the Red Death*; *Brotherhood of the Wolf*; *Black Death*; *The Wicker Man*; *Nosferatu*; *Sweeney Todd*; *Dark Shadows*; *Vampire Hunter D*; *Ripper Street*; *The Vampire Lovers*; *Dr Jekyll and Sister Hyde*; *The Others*; *Twins of Evil*; *Romasanta*; *The Prestige*; *Countess Dracula*; *The Woman in Black*; *Queen Margot*; *The Company of Wolves*.

CARCOSA REHAB

Races of Carcosa

The Garuush

- the garuush are roach-men who value survival above all else
- the garuush are adept at repairing advanced technology
- the garuush accept books as legal tender

The Omtrek

- the omtrek favor missile weapons such as spears, slings, and boomerangs
- the omtrek worship animal-headed pleasure gods
- an omtrek must pay his debts in order to enter the afterlife

The Bassangeer

- the basangeer are blue-skinned, three-eyed men addicted to mysticism
- the basangeer are driven into a frenzy by thunder
- the basangeer are adept at riding dinosaurs

The Voidanate

- the voidanate are duckmen who believe that all deities are just alien entities in disguise
- the voidanate tell jokes before battle
- the voidanate believe that a global apocalypse is coming

The Karlbarg

- the karlbarg are gaunt, mutant scavengers and nomads
- all karlbarg possess at least a small degree of sorcerous potential
- the karlbarg tend to worship a being they call He Who Sifts the Wastelands

The Muurghal

- the muurghal are squat-bodied and unreasonably heavy
- the muurghal believe that work is sacred; to die in the midst of a task is a blessed event
- the muurghal believe that ritual tattoos bring them great luck and prosperity

The Tormateo

- a tormateo decorates his clothing with rocks, seashells, and animal teeth
- the tormateo are adept at predicting the weather and finding water
- the tormateo believe that Carcosa is a spiritual purgatory

The Magphear

- the magphear worship volcanic spirits and practice ritual cannibalism
- a magphear believes that cutting his or her hair brings weakness; they are all red-heads
- the magphear stride proudly into battle wielding axes and greatswords and wearing minimal armor

The Tookbhar

- the tookbhar are adept at riding giant worms
- a tookbhar may follow any religion, but they are always fanatics
- the tookbhar find scars to be beautiful

The Gashfeen

- the gashfeen are albinos because they prefer to live underground
- the gashfeen worship ghosts
- the gashfeen are notoriously cheap and tight-fisted with their money

The Xephites

- the xephites believe that protecting nature is the highest good, but their understanding of good is skewed
- the xephites favor armor shaped molded with decorative tentacles
- all xephites await a mythical savior

The Pellanate

- the pellanate are mantis-men
- solitary pellanate are often bounty hunters and are to be feared
- the pellanate are prone to alcoholism

The Jing-Leer

- the jing-leer are schemers, tricksters, and bandits
- the jing-leer enjoy psychedelic drugs
- a jing-leer always honors his oaths

Weapons & Armor

Weapon damage in this Carcosa campaign is not random, nor is it tied to the shape and form of the weapon. Rather, damage is determined based on what the weapon is made of:

Material	Damage	Damage When Broken
Wood or chitin	1d4	1d2
Horn or stone	1d6	1d3
Bone or obsidian	1d8	1d4
Metal	1d10	1d5

In this version of Carcosa, metal (and the ability to forge it) is rare. Any monkey-man can pick up a heavy piece of wood and use it as a cudgel, any primitive can shape a stone into an axe-head, but if you want a sweeeeeet bonesword you're going to have to seek out a talented bonecrafter in a large town or city.

Two-handed Weapons: Two-handed weapons roll twice and take the higher result.

Weapon Breakage: If you roll a 1 on your attack roll, your weapon breaks. You can still use the broken weapon, but it now only does half damage. Any further breakage renders the weapon useless.

Armor provides protection based on how spiky it is:

Armor Spikiness	Descending Armor Class	Ascending Armor Class
A few noteworthy spikes here and there	8	+1
A respectable level of spikitude	7	+2
Be careful in crowded hallways	6	+3
You could be in a black metal band	5	+4
You are the envy of porcupines	4	+5
None more spiky	3	+6

Random Psychic Powers

How many psychic powers does this character have? Roll 1d4. Then roll a number of times equal to that result on the following table. (Duplicate results on the following table “eat” one of the character's potential psychic powers.)

d20	Psychic Ability	Mimics Spell
1	Ego Impression	Allure
2	Mind Control	Charm Person
3	Mind Link	Message
4	Mind Wipe	Amnesia
5	Project Sound	Auditory Illusion
6	ESP	ESP
7	Project Anxiety	Scare
8	Clairaudience	Clairaudience
9	Clairvoyance	Clairvoyance
10	Thought Insinuation	Suggestion
11	Remote Viewing	Arcane Eye
12	Monstrous Mind Control	Charm Monster
13	Manipulate Emotions	Confusion
14	Mind Blast	Feeblemind
15	Telekinesis	Telekinesis
16	Pyrokinesis	Pyrotechnics
17	Hypnotism	Hypnotism
18	Hypnotic Pattern	Hypnotic Pattern
19	Project Fear	Fear
20	Project Nightmare	Phantasmal Killer

How many times can a character use their Psychic Powers? The GM should roll the appropriate dice based on the character's level:

Level	Daily Power Uses
1-3	1d4
4-6	1d6
7-9	1d8
10-12	1d10
13-14	1d12

Note the number of psychic usages that character has per day. Whenever a character uses their Psychic Powers reduce that score appropriately; if the character attempts to use their Psychic Powers above their daily allotment, roll on the following table to determine the result:

d10	Psychic Overload
1-2	Character takes 1d8 points of damage
3-4	Character is stunned for 1d4 rounds
5	Character loses all psychic powers for the next day
6-7	Ability works, but the character is weakened and makes all saves at -2 for a day
8-9	A random ability manifests instead
10	Character's head explodes

Rituals

Do you have a game that includes rituals that feature human sacrifice and violation? Do you find that oogie? I'm here to help. When you come across something you aren't down with in the ritual's description, roll on this table and replace the offending article with the result.

d100	Instead of Violation & Murder, the Ritual Requires...
01-02	You must gather ten teeth from gladiators who died in an arena fight; these teeth must be ground into a paste along with certain herbs and natural pigments. This paste must be used to draw the unholy symbols required by the ritual.
03-04	You must melt the sacred wax of Mehl-Yung in a copper bowl inscribed with profane sigils. When the wax is liquid it must be smeared across your body in the proscribed motions; once the wax has hardened, you must engage in the Dance of Darkened View until every piece of wax has fallen away from your body.
05-06	You must acquire the relics from four saints. These relics must be broken while you intone various profanities and blasphemies. You must then take the broken remnants of the relics and bake them into wafers which you will consume at the ritual's conclusion.
07-08	To prepare for the ritual beforehand you must find an ancient skull that has been in the earth for no less than a hundred years. The skull must be studded with precious jewels and silver. The skull must be presented and held aloft at the culmination of the ritual.
09-10	You must build a pyre from the wood of a desecrated confessional booth. As the pyre burns you must cast a symbolic effigy into the fire as you read from the Feverish Book of Wrathful Thoughts.
11-12	You must have a kimono fashioned from fabric that has been stained by the blood of a religious martyr. To finish the ritual you must engage in the Dance of Meht-Sahrnoth, a forbidden dance that requires you to shed the garment at its last step.
13-14	You must bring a golden mirror of great value to the site of the ritual. You will black the mirror's surface with black pigment. As you recite the ritual's incantation you must scrape a bit of the black paint from the surface of the mirror. Take care to remove the last bit of pigment from the mirror as you utter the last word of the incantation.
15-16	You must fashion a mask from the combined skins of a mammal, an amphibian, and a bird. The mask will be worn only during the first part of the ritual; after this the mask must be consumed by the sorcerer before the ritual can continue.
17-18	To proceed with the ritual you must read from the Tome of Vile Inclinations. After each page is read you must tear it from the book and let the page be consumed in the flames of a torch fashioned from ghostwood.
19-20	You must have a idol carved from stone brought from the Quarry of a Million Tragedies. While the ritual is completed you must prostrate yourself in front of the idol and then act like an animal, bleating and mewling as you run about on all fours.
21-22	You must prepare a canvass by stretching it by hand. You must then paint the portraits of three women on the canvas with paint into which they have each willingly contributed drops of their blood.

23-24	You must acquire a rope used to hang a condemned criminal. As part of the ritual you must offer the Forty-Two Prayers of Baleful Recurrence as a chant over the rope. At the final stages of the ritual you must practice self-strangulation with the rope until it chokes the concluding words of the rite in your throat.
25-26	The ritual must be performed as you stand atop of mound of stones stolen from a king's funeral barrow. While performing the ritual you must sing the Imprecations Against the Dead Sun in a fluttering falsetto.
27-28	You must craft a drum from the skin of a mutant beast. You will play the drum as you chant the ritual's incantation. As the ritual moves to fruition the drum will animate and begin to play itself in a fearful tattoo.
29-30	You must prepare face paint from the rare flowers that grow in the Devourer's Grove. You will paint your face with the prescribed patterns as you coldly read the protective incantations found in the Book of Absolute Harrowing.
31-32	Collect enough corn husks to fashion thirteen dolls. These dolls must be bathed in a succession of liquids: sour milk, watered-down honey, grain alcohol, animal urine. At the ritual's conclusion the dolls will animate and engage in ritual combat with the sorcerer.
33-34	Salvage wood from a shipwreck and fashion the timber into a crucifix. You must have a masked assistant nail you to this cross while the disparage you with a litany of your earthly failings. The ritual incantation may then begin.
35-36	Erect yourself a throne made from the bones of dogs long dead. You must sit upon this throne as you complete the rest of the ritual's requirements. When sitting upon the throne you may only speak in a high-pitched, child-like voice.
37-38	You must prepare a perfume from the sweat of three brothers. Adorn yourself with both this perfume and costly jewelry. Perform the ritual while wearing clothes that belong to the opposite gender.
39-40	You must create a candle from fat gathered from the hollows of a grave. As the candle burns you must verbally recall the content of all your worst nightmares. These nightmares will be replayed in your mind. As the candle gutters out the ritual may be completed.
41-42	You must stitch together two used funeral shrouds into a hooded garment. Don the garment and perform the rest of the ritual in a graveyard. At the conclusion of the ritual you must dig a fresh grave, bury the garment, and perform the last rites for it as if it were a living man. To do otherwise invites a dreadful curse.
43-44	Recruit twelve thespians to enact the play The Yellow King's Triumph. At the conclusion of the play, you may read the ritual's incantation and fulfill any other requirements it might demand.
45-46	Dose yourself in the sweet fumes of burning death's head poppy and utter the words of astral transmission. Once upon the astral plane, seek out your animus-ganger and murder it. When you have returned to your body you may complete the ritual.
47-48	You must carve a flute from the bone of a dinosaur. You will then play the tuneless Song of Blood Abjectness while solemnly dancing erratically. You may then proceed with the rest of the ritual.
49-50	As part of the ritual you must prepare yourself by taking a purifying bath in the holy mud of Tam-Zhuul. You must keep this mud upon your body for a week before the ritual is performed.

51-52	You must locate an Ebony Shard of Pish-Katelle and gaze into its murky depths while whispering the words of power. A demonic servant will appear within the Shard; the demon will require you to sacrifice one of the memories of your childhood to proceed with the ritual.
53-54	You must cleanse your physical form in the the Waters of Tenebrous Baptism. After your baptism you must howl to the moon until your throat becomes raw. Only then can you recite the concluding incantation.
55-56	Imbibe the intoxicating Powder of Gozitt Rhen until the veil that separates the worlds falls away. While your mind is on the brink of drifting into the ether, quickly perform the ritual before you fall into unconsciousness. Ignore the chirping of the demonic mantises you see on the edges of your vision at all cost.
57-58	You must order the construction of a princely crystalline sculpture that you will fill with various liquors of rarity and delicacy. As you read the incantation aloud the crystalline sculpture will begin to ring with the music of the spheres. It is vitally important to stopper your ears and finish the ritual quickly.
59-60	In the week leading up to the ritual you must subsist on a diet of locusts, flies, and larva. If you become sick from this diet you must not perform the ritual; instead, begin the diet again when you are healthy.
61-62	Before beginning the ritual you must bathe your hands in the tears of thirteen virgins. Your hands will become dirty in the magical workings of the ritual; you must again bathe your hands in the tears of thirteen virgins at the conclusion of the ritual.
63-64	In the ten days leading up to the ritual you may only eat foods prepared from the recipes found in the Book of Edible Mysteries. If you become sick from this diet you must not perform the ritual; instead, begin the diet again when you are healthy.
65-66	You must become catastrophically drunk on alcohol consumed from clay pottery made by the People of Zhemín-Kafar. In the morning after, while you suffer from the after effects of you imbibing, perform the incantation and the ritual's requirements; interspersed throughout the ritual you must beg forgiveness of the spirits that govern drunkenness.
67-68	You must offer up blood split from your wrists into a chalice of silver or gold; half of this blood must be poured out onto the ritual diagrams that accomplish the magical working, the other half you must drink in between reciting the words of the rite.
69-70	During the course of the ritual you must summon the spirits of your ancestors according to the instructions provided in the Scroll of Elder Scorn. You must listen to your ancestors list both your failings and your accomplishments before proceeding with the ritual.
71-72	In the three days leading up to the ritual you must fast, drinking neither water nor eating of any food. During the ritual itself you must rend your clothes and loudly proclaim your existential insignificance. When you are in a state of abjection you may finish the ritual's incantation.
73-74	Purchase a splendid white horse. Anoint the horse with the cinnamon-scented Oil of Derlak Dugarh. At the conclusion of this ritual you must free this horse to flee in whatever directions It wishes.
75-76	As the ritual proceeds you must handle venomous snakes and present them to the Guardians of the Cardinal Directions. If you are bitten by the snakes, cease the ritual instantly or face a dire doom.

77-78	You must etch the runes the ritual requires into a tree of the sacred type known as Queen of the Darkling Wald. These runes will bleed as if cut into the flesh of man. Drink deeply of this blood-sap and continue with the ritual's incantations and gestures.
79-80	Craft a large effigy of an owl from wicker. Debase yourself shamelessly before the owl; even when the owl begins to move, so not cease your debasements. Only when the owl's mouth opens may you safely stop; now feed the owl on carrion until it is sated. Once the owl refuses further food you may proceed with the rest of the ritual.
81-82	You must eat of the hallucinogenic Worms of Nethren-Vhaal until the world wheels and spins around you. Address your visions—be they monsters or angels—as “Master.” Do as they bid you. When the world returns to its normal function, complete the ritual.
83-84	Mortify your flesh with a whip of thorns. Display your wounds proudly to the demons and entities brought forth by the ritual's workings. Let them admire your dedication and handle your abused flesh. Once you have met their approval you may proceed with the ritual's other requirements.
85-86	As you burn the incense of Zalamphel a demonic servitor will appear and demand that you sacrifice one of your senses for a year. When you have named the sense to be stripped away, the demon will vanish and you may complete the ritual.
87-88	Within the month before the attempt the ritual you must reconcile two foes and end their enmity. However, during the ritual itself you will bind their names upon a parchment with a curse of eternal hatred. Once this has been accomplished the ritual may proceed.
89-90	You must sculpt tablets out of clay, powdered lead, and rosemary leaves by your own hand and let them dry in the heat of a blue flame before you scribe the needed runes on them with the thorn of a bromeliag plant harvested during the monsoon. Only this will open the gates the ritual requires.
91-92	The ritual must feed of love's strife. In the ritual's preparatory stages, you will receive a vision of a friend or associate who is smitten. You must prevent their love from being reciprocated/consummated. To do otherwise invites personal ruin.
93-94	Utter your lamentations before a candle sculpted into the shape of Princess Nar. When your lamentations are complete, wash your hands in a iced water held in a basin of bronze. At last you may begin your ritual work in earnest.
95-96	Place a crown of starmetal upon your brow and array yourself in robes of brilliantly-colored silk. No matter what the beings summoned onto our plane by the ritual threaten you with, remain imperious and commanding. They will eventually relent and grant you the key to the ritual's completion.
97-98	Bottle the water of a mountain stream; at the ritual site mix the water with the ashes of a slain monster. Drink this mixture while making noises that correspond to the type of slain beast within the elixer. Once imbibed the way is clear to complete the ritual.
99-100	Stitch a doll out of the finest leather and stuff it with broken shells. Live with it in your house for three days and nights. At midnight on the last night, bury the doll in desecrated ground. The site is now prepared properly for the ritual incantation.

Carcosa Intoxicants

"We can't stop here, this is Carcosa country!

...

We had two bags of black lotus powder, seventy-five opiate tentacles, five sheets of hallucinogenic runes, an urn half-full of acid mummy dust, and a whole galaxy of howlers, bawlers, cacklers, and pukers...also, a quart of heroin dinosaur piss, a carton of shanga, a case of elder ale, a pint of raw mi-go ichor, and two dozen wormwood herbs."

Intoxicant	Passed Save	Failed Save
Black Lotus Powder	Euphoria; ignore all pain for 1d10 hours	Euphoric death
Opiate Tentacles	Euphoria; ignore all pain for 1d8 hours	As a Sleep spell (save again vs. addiction at -2)
Hallucinogenic Runes	Consciousness expanding; Contact Outer Planes—answers are truthful	Horrific visions; as Confusion spell
Acid Mummy Dust	Increased consciousness of the connections between people; ESP for 2d10 turns	Everyone can hear your thoughts; feelings of intense paranoia.
Heroin Dinosaur Piss	Euphoria; ignore all pain for 1d6 hours	Slow descent into narcotic hell; as a Slow spell (save again vs. addiction)
Shanga	Regression to a more primitive mental state; gain +1 to hit and damage for 1d3 hours	Regression to a more primitive mental state, as a Feeblemind spell (save vs. addiction)
Elder Ale	An eldritch drunkenness; immune to fear for 1d6 hours	An eldritch drunkenness; random permanent insanity
Mi-Go Ichor	Syrupy drunkenness; gain perfect darkvision for 1d4 hours	Syrupy drunkenness; go blind for 1d4 hours
Cacklers	Jovial good spirits	As per Hideous Laughter spell
Bawlers	Downer; soft weeping for 1d10 rounds	Uncontrollable melancholia for 2d10 rounds
Howlers	Amphetamine rush; +1 to initiative for 1d2 hours	Self-harm with whatever is at hand
Pukers	Pleasurable vomiting for 1d4 rounds	Unpleasant vomiting for 1d12 rounds
Wormwood	Mystical drunkenness and artistic inspiration	Driven to suicide

GOthic INSPIRATION



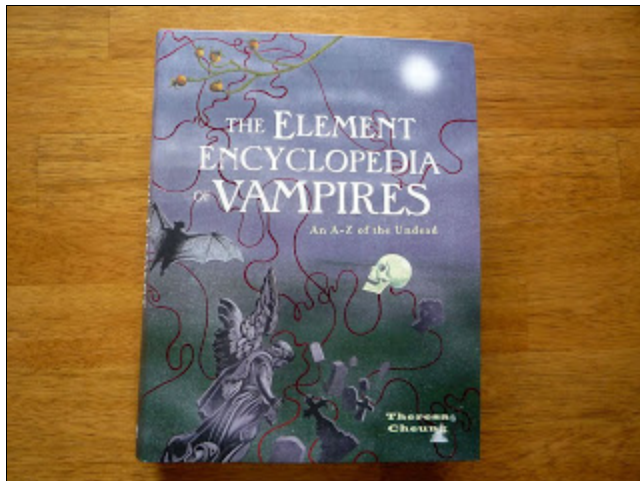
I'm still convinced that reading good literature is more invaluable as a source of inspiration than reading "good" gaming products. To this end, if you want to really nail the conventions and atmosphere of the Gothic I recommend seeking out *The Oxford Book of Gothic Tales*, Horace Walpole's *The Castle of Otranto*, Ann Radcliffe's *The Mysteries of Udolpho*, Matthew Lewis's *The Monk*, Mary Shelley's *Frankenstein*, *The Oxford Book of Late Victorian Gothic Tales*, Oscar Wilde's *The Picture of Dorian Gray*, and Bram Stoker's *Dracula* as a broad overview of Gothic literature.



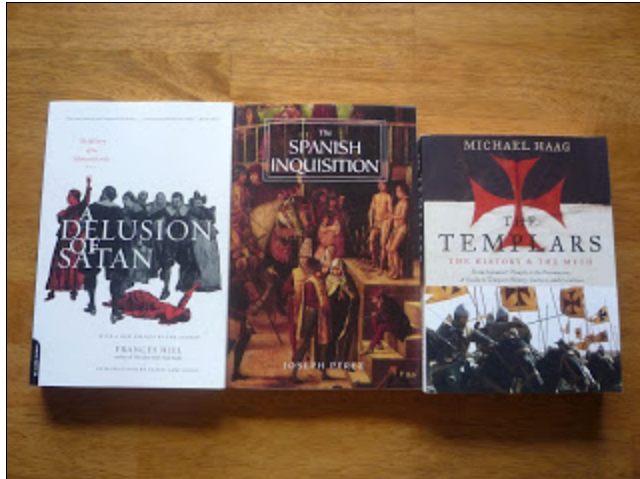
If you want to supplement the above with some approachable scholarship, the best introduction to the topic is Fred Botting's *Gothic*. Botting gestures toward the overarching concerns that a first-time reader might miss; this is the most useful thing a literary critic can do: he exposes the beauty of the texts while disappearing into the background. *The Cambridge Companion to Gothic Fiction* will take you further, in a myriad of different perspectives should you need them.



Where the Gothic is concerned, history, pseudo-history, and folklore is your friend. The Dover Occult reprints, for example, are absolutely chock full of adventure hooks and bizarre ideas ripe for the taking that fit Gothic conventions perfectly.



If you're running a Gothic game, you're probably going to be using and abusing the undead. *The Element Encyclopedia of Vampires* has more than enough variations on that theme to see you through several campaigns.



Actual historical writing, as opposed to the whacked-out stuff mentioned above, is also brimming with ideas to steal. Consider, as examples, reading up on the Salem Witch Trials, the Inquisition, or the Templars as points of inspiration. After all, real-world history was the genesis point for many of the authors of Gothic fiction.

BEARDS & BEERS

CLAN NAME

d10	First syllable	Second syllable	Third syllable
1	Drem	dra	din
2	Dun	duir	dune
3	Dward	kar	gor
4	Gald	lara	gune
5	Gar	lor	ia
6	Gord	man	ian
7	Mor	mar	iar
8	Murd	mur	kun
9	Thrak	rak	ran
10	Thrim	ral	run

CLAN SYMBOL

d10	First Bit	Second Bit	Legend
1	A crown	Above a goblin skull	“A Hearth Ever Lit”
2	A dragon's head	Above smoking ruins	“Cleave or Be Cloven”
3	A flagon	Imposed over a keep	“Drink, then Death”
4	A hammer	Imposed over a massive gemstone	“Forge Forever”
5	A helm	Imposed over a mountain	“Honor Thy Ancestors”
6	A horn	Imposed over a series of hills	“Live Hearty, Live Free”
7	A mailed fist	On a blazing, fiery field	“Purge the Mountains”
8	A shield	On a field of metalwork	“The Hammer Sings”
9	An anvil	On a field of runes	“The Purest Metal”
10	An axe	On a field of stonework	“Under the Hill, Over All”

House Rule #1: For each pint of beer (or other liquor) consumed, a dwarf regains 1 hit point.

CLAN CULTURE I

d10	Dwarf Type	Clan Industry
1	Accursed dwarf	Armorsmithing
2	Dark dwarf	Brewing
3	Deep dwarf	Carpentry
4	Degenerate dwarf	Forging
5	Fire dwarf	Fungus tending
6	Frost dwarf	Gem-cutting
7	Hill dwarf	Gunpowder and explosives
8	Iron dwarf	Mining
9	Mountain dwarf	Rune-etching
10	Night dwarf	Weaponsmithing

CLAN CULTURE II

d10	Clan Beard Style	Clan Beer Style
1	Long, brass bells braided within	Bitter red ale
2	Long, decadently perfumed	Caramel altbier
3	Long, oiled into sculpted flourishes	Extra-strong brown ale
4	Long, precious gems braided within	Extra-thick stout
5	Long, precious metals braided within	Fruit-laden lambic
6	Long, unkempt, a symbol of wildness	Hoppy pale ale
7	Shaved clean as a sign of disgrace	Invigorating ice beer
8	Short, a sore point never to be brought up	Refreshing bock
9	Short, neatly trimmed with military precision	Syrupy lager
10	Wild and mangy, the bones of foes braided in	Tongue-loosening porter

House Rule #2: Before combat begins, each dwarf must swear an oath. Whichever player spouts the most dwarfy oath gains a +1 to hit and +2 bonus to their character's damage for the entirety of that combat.

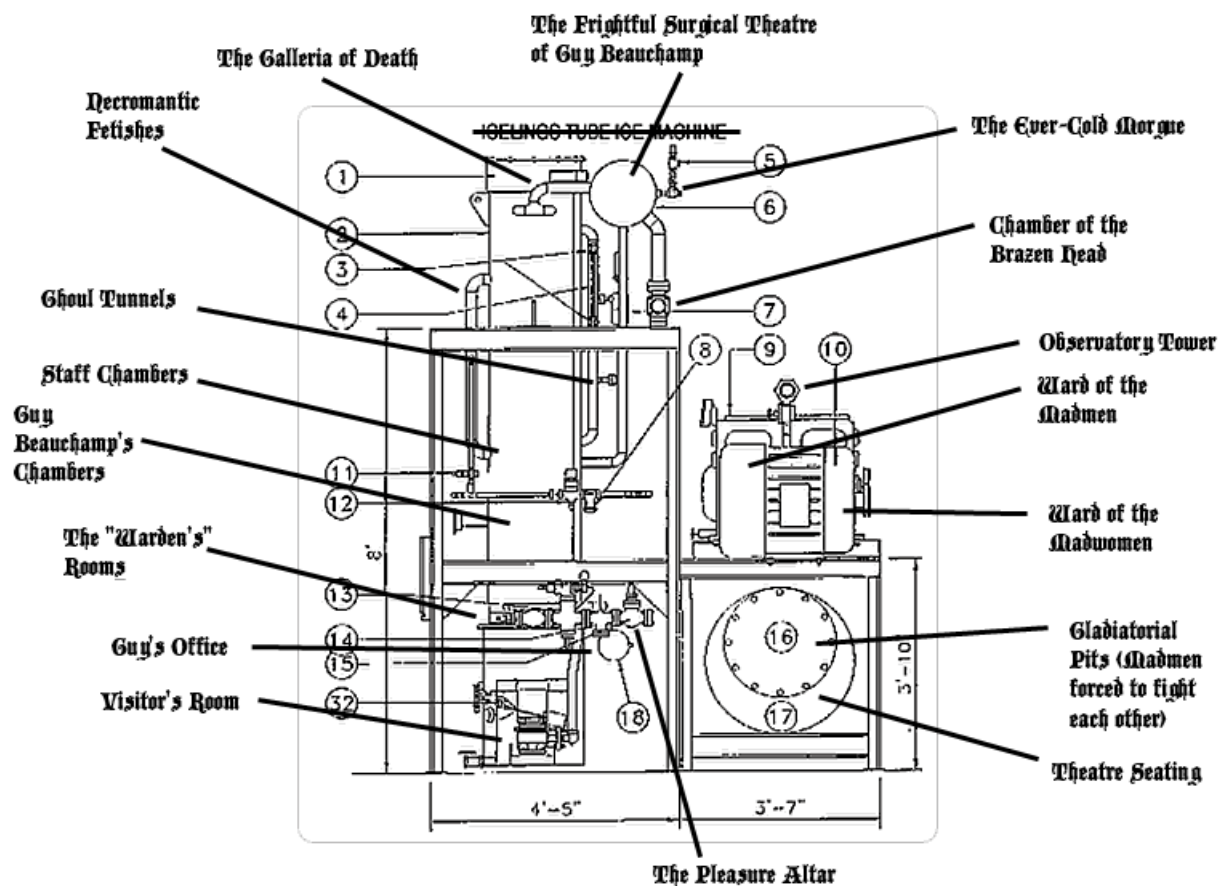
CLAN CULTURE III

d12	Clan Recreation	Sacred Clan Item
1	Arm-wrestling	Ancestral Armor
2	Boasting contests	Anvil of Mighty Creation
3	Competitive eating	Bloodied Battle Standard
4	Competitive head-butting	Deep-Earth Craft
5	Drinking contests	Hammer of Head Smiting
6	Goblin-skull bowling	Library of Heroic Deeds
7	Hammer-swinging	Runic Axe of the Bearded Champion
8	Kobold tossing	Scepter (made from the head on an orc king)
9	Rock throwing	Shield of the Dwarven Vanguard
10	Storytelling	Tankards of Endless Filling
11	Underdark relay races	Tun of Powerful Brewing
12	Wrestling	War Golem

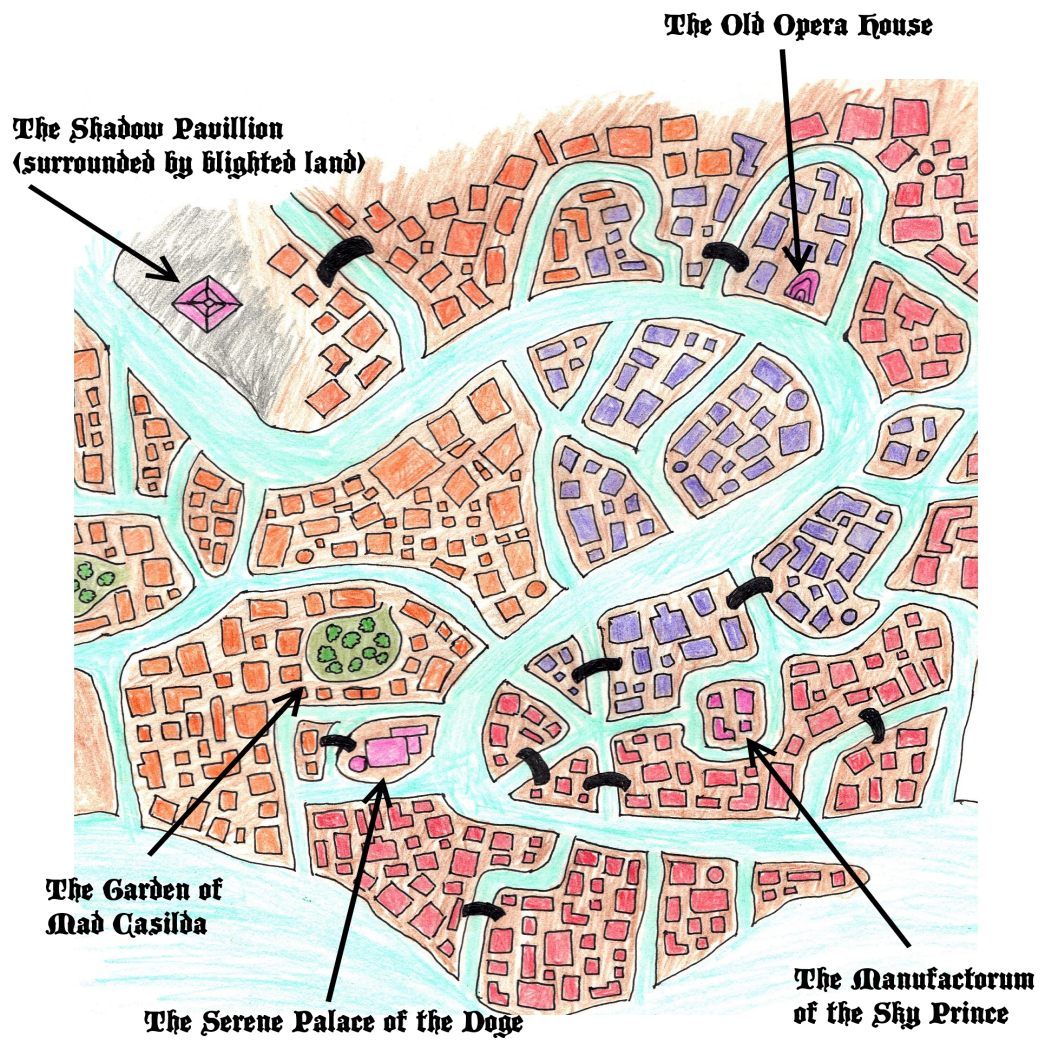
CLAN PROBLEMS

d12	The Clan Needs to...
1	...compete against the giants in the ancient struggle for control of the mountain passes
2	...compete for gold and honor in this year's Inter-Clan Invitational Games
3	...devise a plan that will allow them to gain the treasure hoard of a sleeping dragon without waking it
4	...discover who among them is attempting to sell the clan's beer recipe to a rival dwarf clan
5	...either make peace with the neighboring elves or make war against them
6	...exterminate their degenerate cousins below who sully the honor of all proper dwarves
7	...figure out by which route the goblins are planning their next attack
8	...recover an ancestral weapon from the clutches of an orc chieftain
9	...retrieve an ancient heirloom from a lost fortress
10	...right the wrongs of the past to regain the clan's now-tarnished honor
11	...safeguard a newly-discovered mine and bring it under the auspices of the clan's stead
12	...sanctify a burial place of the clan's ancestors

House Rule #3: Characters gain double XP for defeating kobolds, goblinoids, orcs, giants, elves, and dragons.



The Beauchamp Asylum



The Canals of Varosona

WHICH LITERARY WARRIOR AM I RIPPING-OFF FOR THIS NPC?

d20	Which Literary Warrior am I Ripping-Off for this NPC?
01	A barbarian at heart, this wanderer adopts the roles of pirate, mercenary, and thief as he attempts to win fortune and power. He is particularly adept at slaying wizards.
02	A hardened foe of the undead, this warrior sports a demonic talking hand.
03	Although he has a peasant's appearance, this warrior fights with princely skill when pressed in combat. He instinctively does the right thing, which those around him find a bit cloying.
04	Blessed by a goddess with incredible skill with the sword, this warrior woman is likewise cursed to never lay with a man without being bested by him in combat.
05	Clad in red silk, this warrior is a younger member of a clan of outcast robbers; his swordplay is unequaled within his gang.
06	Cursed with immortality, this warrior's eyes belie the fact that he is proficient butcher of men.
07	Formerly a knight of renown, this warrior was forced to flee his lord's service because of his liaison with the queen.
08	Formerly known as the murderous "Destroyer of Nations," this warrior has turned her back on her evil ways and now seeks redemption as the people's leather-clad champion.
09	Formerly the vassal of a powerful warlord, this warrior found herself enchanted by an evil wizard; now that she is free from his control, she seeks to regain her lost honor.
10	Having slain his lord for some unmentionable accusation, this distinctive warrior wanders the world in shame, looking to find the peace of death in battle against overwhelming odds.
11	Horribly-scarred by a fire in his youth, this brutal warrior has served as bodyguard for princes and as a soldier guided by his own askew moral compass.
12	Outcast from his homeland, this warrior is famed for his ability to wield two weapons at once and for his plentiful magical trinkets. He is not adverse to stealing his best friend's woman.
13	Raised as a feral warrior by a tribe of inhuman aborigines, this dark-skinned man of frightening skill is an outlaw who often aids those fighting against colonial injustice.
14	This child is a would-be assassin looking to avenge her family's deaths; despite her size and age, she is an agile and deadly foe.
15	This knight hails from a decadent court; despite his moral sense, he will play amorous games in return for magical baubles.
16	This warlord has the ability to astrally travel between worlds; he is both a fierce combatant and a statesman capable of united disparate peoples to a common cause.
17	Though formerly a poet guilty of killing a fellow student in a duel, this warrior is now ageless and bears the sword of an ancient dragonslayer.
18	Though he is said to possess fervent religious beliefs, this warrior takes a demonic glee in hunting down malevolent foes and dispatching them with rapier and pistol.
19	Unnaturally strong due to his divine parentage, this warrior is famed due to the vast number of great feats he has accomplished.
20	While his outward appearance marks him as a filthy wanderer of the north, this warrior claims to be a dispossessed king. It seems he has something of a fetish for elves.

WHAT LITERARY ROGUE AM I RIPPING-OFF FOR THIS NPC?

d20	What Literary Rogue am I Ripping-Off for This NPC?
01	A dandy highwayman who has a way with the ladies, this robber seems impossible to hold within the walls of a prison.
02	A diminutive burglar who insists he isn't a thief, yet possesses a magic item that makes larceny all too easy.
03	A highly-educated man at the center of a vast web of criminal enterprises; it is said that most thieves pay him some sort of tribute and owe him obedience.
04	A knight turned outlaw robber, this flame-haired man has been resurrected many times over; each new lease on life means giving up some essential part of his identity.
05	A massive barbarian rogue whose strength is equaled by his romantic view of the world.
06	A murderous, cudgel-wielding ruffian who is followed everywhere by a pet dog and an equally-obedient prostitute.
07	A ruthless master thief who steals from other thieves; he uses intricate, lifelike masks to assume other identities as he perpetrates his crimes.
08	A slim, cynical rogue prone to bouts of drinking and carousing; he has trouble holding on to the profits of his endeavors.
09	A youthful pickpocket who considers himself to be a victim of unfair social circumstances.
10	An altruistic bandit who has radical ideas about wealth distribution; leads a gang of like-minded woodland poachers and outcasts.
11	Considering himself a “monstrous clever fellow,” this rogue has bedded an astounding number of great and powerful women in his journeys.
12	For this slim, annoying thief, criminality is less an occupation as it is a genetic inclination toward whimsical kleptomania.
13	Forced to kill his mother to end her suffering, this thief finds himself unable to leave his gang despite the fact that his criminal allegiances are costing him the love of a young priestess.
14	This beautiful and enigmatic thief steals no common goods; rather, she can enter the slumber of others and steal their dreams.
15	This impoverished ne'er-do-well specializes in the retrieval of magical items that bind powerful entities.
16	This inhuman thief steals more than coin or goods; he steals the very power of the gods.
17	This minstrel turned to outlawry when his beloved was on the verge of being married to another man.
18	This spear-wielding assassin has saved the life of a great emperor; rumors abound about him: is he a master swordsmith, trained in mystical arts, or else?
19	Though she poses as prostitute, this assassin is actually the agent of a powerful religious organization.
20	Using his barber-surgeon business as a cover, this notorious assassin has sent many men to an early grave.

WHAT LITERARY VILLAIN AM I RIPPING-OFF FOR THIS BIG BAD?

d20	What Literary Villain am I Ripping-Off for this Big Bad?
01	A boy king who delights in sadism; he is said to be of uncertain parentage.
02	A cold and elegant sophisticate, this woman uses the might of her religion to enforce the tyrannical status qua.
03	A devil lord with a particular hatred for unicorns.
04	A grotesquely obese mercantile Baron who manipulates others through his understanding of human failings.
05	A incorporeal spiritual evil that seeks an artifact that will allow him to rule all within the scope of his burning gaze.
06	A master of undeath with plans to colonize a foreign nation.
07	A mother of monsters out to wreak violence upon humanity as revenge for the death of her son.
08	A powerfully-built necromancer who is seemingly invulnerable; he claims his demise will only allow him to pass on to some other plane of existence.
09	A ruthless, sarcastic, and otherwordly prince who commands a pack of destructive hellhounds.
10	A sorceress-queen served by her warlord daughter and a skull-faced knight; she plans to imprison all pregnant women so that a prophesied child cannot bring about her downfall.
11	A vindictive witch obsessed with being the most beautiful woman in the land; she receives advice from an enchanted scrying mirror.
12	An assassin god who kills with dagger and rope.
13	An undead knight cursed to never win the love of the women he becomes infatuated with.
14	An undead pirate captain who lusts after accursed gold.
15	Awoken from an enchanted sleep, this wizardress commands formidable frost magic.
16	Once a mere man, this accursed undead witch-lord leads a coven of black riders.
17	Part man and part machine, this sorcerous knight rules with an iron fist enclosed within a gauntlet of black.
18	This lich is a would-be king who seek a magical sword so that he might claim an ancient castle.
19	This mad scientist has created an artificial form of life bent on the extermination of all other living things.
20	Within the psyche of this brilliant tactician co-mingle the souls of history's greatest and most ruthless military dictators.