

78 Hamlet Happenings



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FELL TYPE FONTS

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INTRODUCTION

History is replete with strange and seemingly random occurrences, ranging from great and powerful leaders suddenly dying in combat, to weird diseases that made crowds of people dance until they dropped dead from exhaustion (yes, really).

So, to make your fantasy games more believable and alive, sprinkle in a dash of chaos, along with a side of randomness, with 78 Hamlet Happenings.

78 Hamlet Happenings is an OSR supplement for Game Masters. It uses Tarot cards and their meanings to determine random events for a township, hamlet, or city. The supplement is intended as an easy way for GMs to add interesting flavour to any township that is oft-visited by the player characters.

HOW TO USE THIS BOOK

To determine a result, have player at your table shuffle the cards, and pick one, then compare it to the correct result in this book. If you do not have a Tarot deck; simply purchase one (or preferably have one bought for you). If this is not an option however; then you can simply roll a D100 and disregard any result over 78.

Some of the events in this supplement are vague, and the GM may need to fill in the gaps. And some of the results are very specific. The results vary in their seriousness. They can be highly grim, or comedic in nature, but all of them will add flavour to a town, with little effort.

Readers are, of course, encouraged to make up their own results too. Each tarot card has a unique meaning which this book summarises in a few words after each result. You can use these words to determine an event, or use the picture on the card.

The title of the leader in each town will often vary, for example they might be the mayor, the lord, or even the king. As such, the leader of a city or town is simply referred to as 'the town leader' or 'the town's leader'.

The events are divided into Major and Minor. The Major events are based on the 22 Major Arcana, they each have some sort of long-lasting effect, and they are of course more rare. The minor events are much simpler, and they may or may not have far reaching consequences, but they should still add believability or flavour to the township.

Additionally, each suit denotes a particular type of event: Wands for events based around magic, cups for emotion or relationships, swords for events based on conflict, ideas or knowledge, and pentacles for events relating to wealth or nature.



MAJOR ARCANA: CRAZY EVENTS

o - FOOL

Innocence, New Beginnings, Wonder, Foolishness

The town drunk (and also a walking bag of disease) has gotten so intoxicated he's fallen arse first into the town's well. Initially the body sank to the bottom, and people continued to drink the feculent corpse-water. It was only a few days later, when the booze-hound's body surfaced that people even realised he was dead. In any case, thanks to people consuming this lovely cadaver-water, there's a new plague in town, and it's spreading faster than knob-rot in the local brothel.

There are many ways the players might discover the plague—maybe they see some of its victims while visiting the local barber surgeon or cleric, or perhaps they contract the disease themselves by consuming some of the foul water. It could simply be that they come back into town after a hard day's adventuring and discover a pile of bodies as high as a wagon in the middle of the road.

1 - MAGICIAN

Willpower, Creation, Mastery, Adaptation

A local mage recently came home, from a hard day's studying, to discover the town leader sleeping with his wife (while wearing one of his robes, no less).

While the spell-flinger wanted to kill 'the fat ugly bastard' right there and then, he was sadly not quick enough. The town leader leapt through a window and escaped to the comfort of his well-guarded home.

Now the magic user has decided to get revenge by summoning a glut of sentient, bloody violent, goat-men, to bugger up the town. These half-animal, half-human creatures share the mage's new-found hatred for his wife, the township, and the town leader.

The number of goat creatures, and where they attack is entirely up to the Game Master. But they will likely go for the town leader's favorite places.

The way in which they can be stopped is also up to the Game Master. However, some suggestions are as follows:

- Killing the magic user will see the goat men regain their own conscious thought and flee to the nearest mountains. Sadly, however, the magic-man has gone into hiding.

- All the goat men must be killed—once summoned, they are tethered to no man.

- A banishing incantation can be chanted to rid the whole city of the goats, but the magic user left the ritual notes in his other pair of trousers, which are at the laundrette (which is surrounded by goat-people).

- The goat men are under the control of the mage, and all he needs to do is order them to stop. He is really bloody stubborn though.

2 - HIGH PRIESTESS

Inner Voice, Intuition, Divine Truth, Wisdom

The local temple's highest priestess has begun making a concerted effort to 'wash this town from sin'. She believes that by publicly outing all the sinners, and rewarding those free from sin, she can move the town 'further up the scale of being, and toward divinity'.

Day and night the calm, solemn, berobed woman stalks the streets, using her divine powers to 'read' people against their will, and announce their sins the next day in the town square.

To those free from sin, she offers them a blessing on either themselves, or something they own.

If the high priestess lives long enough, and if there are members of the party free from any major sins, the blessing will make them, or their equipment glow with radiant light for 24 hours, and grant a permanent +1 divine bonus to that piece of equipment, or to a single stat.

If the character sins after this bonus is granted, the high priestess will take the benefits away if she has the chance to 'read' them again.

Note that some jealous townsfolk may not take kindly to those with 'the glow'—for example they may decry them as 'arse kissers' or 'boring', or may claim the glowing person 'thinks he's too good for us now he's all blessed!'.

3 - EMPRESS

Beauty, Fertility, Nurturing, Luxury, Creativity

In the local pub, the most beautiful woman known to man has just come out of nowhere, sat down and ordered a pint of the 'good stuff'. She also decides to stay in the local inn for a few weeks. This, mysterious but alluring woman spends her time over the next few weeks taking in the sights of the town, sitting by the rivers, letting the wind blow in her hair and eating berries while giggling charmingly. Needless to say, all the men in town have gone giddy over her, while the wives want her either banished or dead.

But what is her purpose in town? Not much, really. When asked, she is simply travelling somewhere, and decided to take a break. However, the presence of such a woman is causing so much tension with the married couples that the local tavern is now more full of sad looking men than ever.

This particular event may not be something that the PCs witness first hand, but they may be taken aback when they go to Micael's Meat Emporium and see that his wife is sat behind the counter, owing to the fact that Micael has been kicked out for 'looking at that slut!'. In any case, the consequences for this can be far reaching, or minor, it all depends on the type of people that populate your Hamlet.

Perhaps all the men in the town are competing for her attention, PCs included. Maybe the women are plotting to kill her, and they may even ask the PCs to do the job. The choice is yours.

The description of the woman is deliberately vague, as everyone's idea of beauty is different. If you wish the PCs to get rolled up in the ridiculousness of trying to impress this woman, try to tailor the description of her beauty to their tastes. After all, the PCs might prefer large women, skinny women, men, lizardfolk, who knows?

4 - EMPEROR

Structure, Ambition, Authority, Rationality

The town's leader is dead, and to make matters worse, the replacement is a bratty, whiny nine-year-old. The new child dictator is, unsurprisingly, wildly unpopular amongst the townsfolk. He goes around making all kinds of ridiculous laws on a whim, based entirely on whatever he is feeling that day. He is the most feared entity this town has seen since that time a pack of chimps got into the bakery.

The reason for the child coming into power could be any number of things based on the type of leader the township has. For example, if the 'town' is a tribe, perhaps it was the chief's dying wish. If the town is a hamlet or village, it may have been in the mayors will, and he died unexpectedly at a young age. If this is a capital city, presided over by a queen, then maybe the queen's other sons were taken by the plague (leaving only this brat to take charge). Lastly, there could be some baffling legal loophole that led to this unfortunate state of affairs. In any case it's not going to be good, what with the little shit making up all sorts of nonsense laws.

Roll a d6 (or choose one of the results) to determine which senseless, childish laws the new ruler may come up with.

1. Vegetables are banned. Many of the farmers are out-of-pocket, and after a while, the residents become sluggish and in serious need of proper nourishment.

2. Anyone saying anything even slightly mean about the new leader is to be followed by the town guards and kicked in the bottom for twenty four hours.

3. Swords (and all other melee weapons) are banned, in favour of guns, because 'guns are cooler'. (If you are playing in a setting without guns, exchange guns for crossbows).

4. Devon, a school bully, is to be bullied mercilessly by the entire town whenever they see him. Failure to do so will result in execution. The reason? Devon once called the new leader 'a shit head'.

5. School, or learning of any kind, now occurs only one day a week, and even then only for one hour. The towns children start becoming stupid and reckless.

6. Tuesday is now 'free pie day', but only for the new child dictator. Everyone in town must bake a pie for the 'glorious new leader', and anyone who fails to do so will be tortured. Failure to bake a sufficiently tasty pie will also result in torture.

5 - HIEROPHANT

Tradition, Legacy, Society, Organised Religion

The coruscation festival has begun! This annual gala celebrates all things colourful, it is a time to remember a former (deceased) ruler, who brought prosperity to the town by investing rather heavily in purple dye.

On this day, wizards regail the town with fantastic displays of wondrous illusions, the people everywhere playfully pelt each other with brightly coloured dyes, and every food vendor in town competes to produce the most elaborate, prismatic dishes.

There are plenty of prizes and plaudits to be won in the Annual Coruscation Games, a number of strange and bizarre events that would most likely cause any outsider to think that they were dreaming. For those who are not competing in the games, this is a great opportunity to win some money. Place your bets, and let the games begin!

Below is a sample list of games and 'sporting events' for the Annual Coruscation Games. Of course, you are also encouraged to make up your own if you wish. Roll a d4 to determine the order of events:

1. Mushroom Boxing: The rules are simple, it works like regular boxing, except both combatants have to imbibe some extremely strong mushroom tea (made from hallucinogenic mushrooms) before the fight begins. These fights very rarely end in a knockout (or even resemble any traditional fight) and the match is often judged by a panel of respected townsfolk.

2. Catch the Naked Wizard: The lowest level wizard in town (which could be a PC) is stripped of his robes, covered in multicoloured paint, and given a fifteen minute head-start to escape into the local woods. He is allowed his wand, whatever non-lethal spells he is able to prepare, and a sack of eggs to defend himself. The first person to catch the naked wizard wins.

3. Man Sledging: A team sport. Every competitor goes to the highest hill in town and an adjudicator pours a slurry of bright paint down the slope. Then, in teams of two, one competitor uses the other as a sledge to reach the bottom. Differently shaped people have their advantages, and non lethal combat on the way down is not only *allowed*, but *sactively encouraged*.

4. Cheese Chase: A wagon has a canonnette atop its roof and fires high powered, concentrated blasts of purple dye. The villagers must chase the wagon while taking care to avoid incoming fire from the artillery. The objective? To grab a huge wheel of cheese from the back of the speeding carriage. The first person to successfully retrieve the smelly-gold is the winner.

The prizes for these events can range from food stuffs, like a gigantic ham, to silver pieces, to medals. But whatever form the prize takes, try to match it to the strangeness of the events themselves.

6 - LOVERS

Choices, Union, Love, Relationship

A huge wedding is taking place in town. Possibly the Hamlet's leader, or possibly his daughter. Whatever the case may be; it's a big deal. The ceremony and ensuing party is going to be one of the biggest events of this town's history. Not only are all the residents going to be there, but people from all over the country are coming to the prestigious event.

Meaning nearly everyone in the town is mucking in and doing their bit to help out. People are picking flowers, baking cakes, brewing alcohol in bathtubs, moving chairs from one building to another.

However, as everyone knows, all weddings are fraught with problems. Roll a d4 (or choose) from the results below to see what the cock-up is this time (all of these are possible adventure seeds for the wedding).

1. The maid of honour has been replaced with a shapeshifting vampire. Important guests keep going missing, and are often found a few hours later looking rather pale, and with more holes in their neck than they had before.

2. The world's clumsiest waiter has tripped over in the kitchen and plummeted into the wedding cake. It's a pastel coloured nightmare—and the cake cutting is due to take place in one hour!

3. When the cleric presiding over the ceremony asks 'is there any lawful reason why these two may not be wed?' an angry ex-girlfriend of the husband leaps up and yells 'Because she's a fat skank!'—and of course, a huge fight immediately breaks out.

4. The groom has got into some serious debt with some local criminals. Gambling. And it's time to pay the piper. The party is crashed by fearsome bandits, who do whatever they can to take the bride hostage.

7- CHARIOT

Self Control, Discipline, Success

The town leader has decided, on a whim, to stir things up with a touch of healthy competition. He gathers all the townsfolk in the square telling all who will listen that 'An extreme test of mental fortitude, stoicism, and discipline shall be met with a great reward.'—then buggers off, to leave everyone guessing.

The following day, the PCs awake to find many gargantuan, wooden, poles have been driven into the ground in the centre of town, reaching nearly one hundred feet in some cases.

The town's ruler announces that, whosoever stays at the peak of these poles for the longest time will receive an reward so great, they need never work again. The townsfolk erupt into hushed discussion, households muse over which family member to send up the masts, arguments begin, slapping occurs and then the leader interrupts with the final stipulation. No equipment, food, or goods of any kind are allowed for anyone who takes part in the challenge (During the challenge of course, they're allowed them when they come off).

The reward for the challenge can really be anything you wish. Was the town leader telling the truth about the reward? Or was he shitting the bull? Either way, here's a few sample rewards for the winner. Roll a d6 or choose from the results below to determine a prize.

1. A gold-gilded carriage, with a spacious leather interior, drawn by high quality courser horses.

2. An exceptionally high quality enchanted weapon; either a +3 musket with a large ruby set into the stock, or a +3 pollaxe made from the finest iron and dotted with tiny blue jewels along the shaft.

3. A (small) ham.

4. A pair of used boots, size 9.

5. A single bean, inside a really nice wooden box. Purpose: unknown.

6. 5000 silver pieces.

8 - STRENGTH

Courage, Inner Strength, Conviction, Compassion

The town has been visited by an absolute arse-head. Ser Bomfrid Wingleston, (AKA Ser Curly or the tiny Knight, nicknames he very much dislikes).

Many people laugh at Curly's ginger, fuzzy hair, or his diminutive stature. But as soon as they do, he challenges them (Aggressively) to a duel, and won't back down until they accept or run away.

This miniature Man-at-arms will hang around for 1d6 days, unless somehow convinced to leave. Most days you will find him riding around the Town Square on his Shetland Pony, attempting to provoke reactions from townsfolk so he can fight them.

Duels are based on honor and tradition, and remarkably for such an unlikable cretin; Ser Curly does stick to rules of a duel. The rules are below:

- The challenger doesn't choose the weapons. It is honourable to let the challenged party choose the weapons with which they 'Will surely die'. Both parties use the same weapon.

- Duels can be fought til first blood (First combatant to take damage), or until one man has been so severely wounded he cannot continue.

- In the case of pistol or crossbow duels, both parties are to fire a shot at each other (after a count of 3), and whomever is hit is the loser. However; if both parties miss; they may either reload and begin anew or the challenger may declare he is satisfied and end the duel. It is considered barbaric, in a pistol duel, to do more than three exchanges of fire.

9 - HERMIT

Contemplation, Solitude, Insight, Awareness

The cave dweller (Also known as the Spelunking Hag), an old crone with an immense amount of knowledge and wisdom, resides in a cavern just outside of town. She may hold the answer to any predicament the party is currently in.

Here's the problem; the dweller's suspiciously large font of wisdom has led her to resent society, to 'despise civilisation's corrupting ways', and as such she will tolerate no visitors.

The cave in which she resides is a mess of dark, dripping, winding caverns with a foul smell the whole way through—and what's worse, she's trapped it with all manner of hazards to discourage visitors.

The traps can range from simple and deceptive, to overly complex and very annoying (requiring days to disarm). Remember, the old woman is very clever and cunning, and also has a lot of time on her hands.

Below are some sample traps and puzzles, the PCs may need to overcome to find her room. Roll a d4 (or choose) to determine a trap or puzzle.

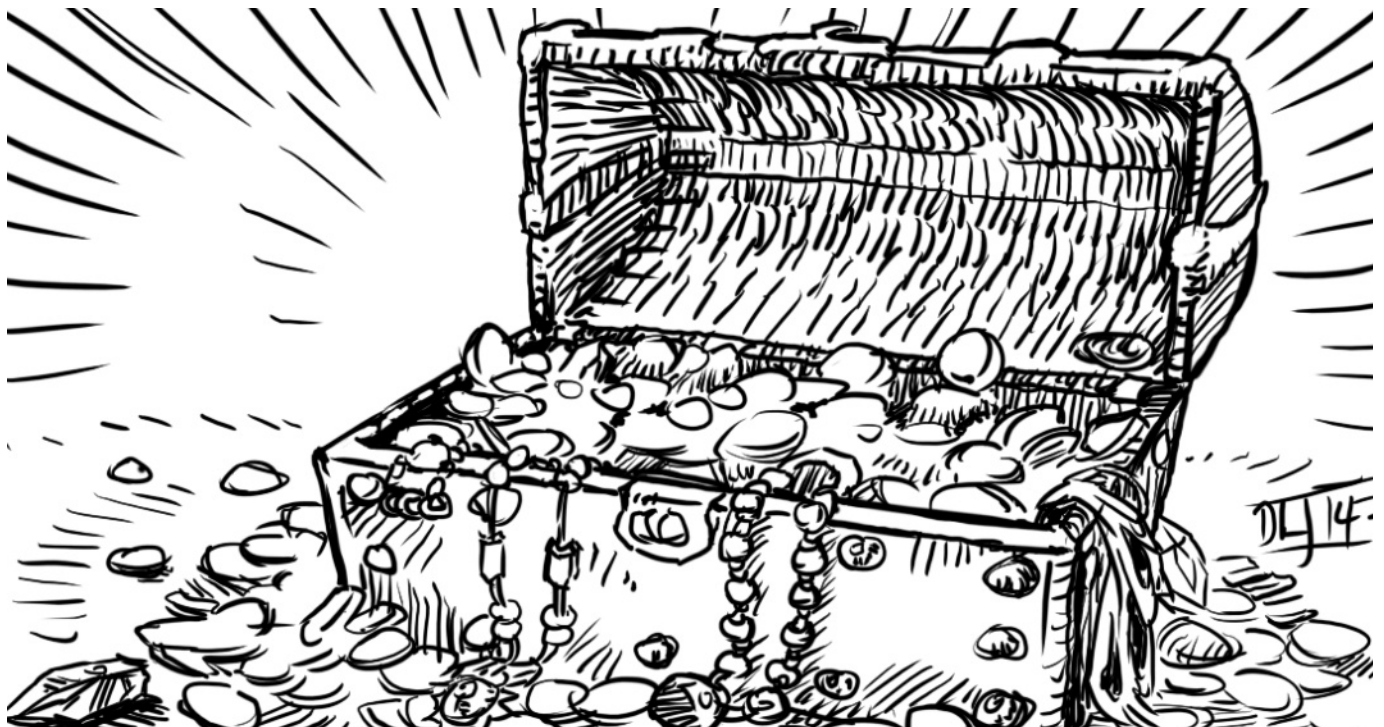
1. Over the entrance to the cave, there are several pieces of string (possibly 50) overlapping, attached to,

and blocking the entrance. They criss-cross each other in all directions, and end in deep indentations in the stone. They all look like tripwires, albeit very obvious ones. There are so many that getting through without tripping one requires the dexterity of a thousand cats. A DC 20 Dex check is required to make it through without tripping one. The strings are bogus though, they are just there to scare people, there is no trap.

2. Upon entering, a particularly nasty and mould-ridden room in the caves, a heavy boulder falls out of a hidden compartment on either side of the room, slamming into place over the exit and entrance. Trapping the PCs in the area. And then, a ghostly figure appears before them, claiming that she can only allow them to progress further if they succeed in a general knowledge quiz. The ghost is really just a magical projection of the cave dweller, and she will try to waste as much of the PCs time as possible, elongating the quiz to nauseating proportions.

3. There is a door in the caves, it's metal and magically locked. It has a face and talks with a loud, self assured, booming voice. The only way to get past this door set by the Cave Dweller is to trick the door into saying it's own name (Praelhu).

4. Inside the cave, it's impossible to miss the gigantic treasure hoard in one of the rooms, it has a strange magnificent glow to it. Approaching it and taking even just a single piece will result in the treasure revealing it's true form. Spiders, and bloody loads of them, there are d100 of the horrible things per round which flood the room as the gold turns to black, crawling nightmares.



10 - WHEEL

Fate, Karma, Destiny, Fortune, Cycles

A local establishment, such as a bank, baker, or blacksmith, has been severely underpaying all of its employees. As such, those employees have staged an aggressive and elaborately planned armed-robbery, on their former employer.

As we all know, such robberies rarely work out as planned. Below is a list of potential complications to make the armed burglary more exciting:

- The town guard have the place surrounded with marksmen posted the whole way round the perimeter. As such; the thieves have taken a load of hostages inside, and refuse to leave unless they are pardoned. After a while, they may start to demand increasingly ridiculous things, or start killing the hostages to prove they 'mean it'.
- The robbery went off without a hitch, except for the fact that one of the criminal's shoes came off during the escape. Now; instead of notifying the town guard, the victim forms a rival gang. Their intent is to find the shoes owner, hunt them down and kill them (This rival gang could include the PCs).
- The robbers were exceptionally ruthless and used alchemists fire or acid-vials to disfigure or kill any guards that gave chase. Many of the wounded guards are now unable to work and criminals are flourishing in the town.

11 - JUSTICE

Truth, Fairness, Law, Clarity, Cause and effect

The town's leader has decided on a new system of social organisation (because of his adviser). He calls it 'Communism'. And he's believes that all property is owned by the community rather than the individual. And each person in the town now contributes or receives goods and services according to their ability or needs.

The trouble with all of this, is that the rich really, really, don't like having to give their money away. Additionally; most of the townsfolk are lazy enough as it is. But now they have to work harder and it's all to fill the pockets of others.

Rioting occurs almost instantly, the streets are awash with those that agree with the Town Leaders Radical new plan, and (mostly) those that hate it. Nonetheless, things are getting smashed, people are being kicked in the danglies, and there's buggar all the Town-Guards can do about it.

This scenario is fairly self explanatory, but you may wish to introduce it to the PCs in a few ways. The town leader could announce it himself, or get an aide to do it (enraging people further) or perhaps, everyone simply receives a missive through their letter box. The chaos that ensues from this should be massive, and it's near impossible for the PCs to miss.

12 - HANGED MAN

Sacrifice, Suspension, Release, Martyrdom

Many of the town's residents, its leader included, believe that a daemon sleeps in the lake just outside of town. Although nobody still living in the township today has actually seen 'Delesvia - the wet one', they believe this is, because they have done such a good job of satiating the daemon for so many years.

Each year, one resident is chosen to be drowned in the lake as a sacrifice to Delesvia, in a rite known as the 'Perennial Sanctuary Ceremony'. This ritualistic murder is supposed to feed the lake daemon's appetite for death, and stop him from returning to destroy the town (if he exists in the first place).

Rather annoyingly, this year's human sacrifice has escaped her prison, one day before the ceremony.

13 - DEATH

End of Cycle, New Beginnings, Change, Metamorphosis

The towns leader has been killed and he has been replaced by a Lich Deceiver. A shapeshifting, undead, wizard with exceptional power now rules over the town. This plan was decades in the making; the Lich (Formerly 'Barry the mad mage') was once banished from the town by the Town Leader's father. And this is his idea of revenge.

Nobody has really noticed the change, but there do seem to be a frightening number of people who never return after visiting the town leader. His aides have also noticed a change in his voice (the lich blames it on a cold), and that he's been very 'grumpy' recently.

Obviously a lich is a very big deal, and should not be taken on without careful consideration. But it may be a while before the PCs notice. If you want to be more overt about this, have the leader give a speech to the town, in his new voice. Or perhaps some of the dead (whose souls the lich has eaten) turn up, clogging the sewers and looking like withered husks.

14 - TEMPERANCE

Middle Path, Patience, Finding Meaning

The divine goddess Amonh Rah, the angel of light, has descended upon the town. She is a fair looking, but gigantic woman, as tall as three buildings. Floating behind her head at all times is a shimmering gold halo, which resembles the overlapping petals of a flower. In her hand she holds a sunflower of huge proportions, and she wears a brilliant white robe, and speaks with grace and propriety.

She tells the town that she is here to 'shine light on the truth of things'. She grants each towns person an audience with her, but only once. During this meeting each person may ask her one question about anything, and she will answer it true. Although it will be in holy-scripture-esque riddles, which the townsfolk will have a hard time deciphering.

The results of these communions with Amonh Rah could cause a lot of upset in the town. Residents may interpret answers wrongly, and fly into a jealous rage because they thought a riddle about flowers was about their wife sleeping with the postman. Or perhaps they might ask 'where the town leader keeps his money'. Amonh Rah might bring about a new era of peace, or the biggest fist fight the town has ever seen.

15 - DEVIL

Materialism, Playfulness, Pleasure, Addiction

A vile new drug called sludge has hit the town. Many people have heard of it, but previously thought it to be unobtainable in the region. The drug is a green-brown viscous gunk that's taken simply by drinking a gulp of it. It tastes like a bag of burning bowel movements, and rots your teeth within the day, but that won't stop the townsfolk from having a good time.

You see, the drug is highly, highly addictive, and it gives the user an unbridled euphoric ride through a kaleidoscope of colours and sounds—essentially just minor, and generally pleasant, hallucinations. Colours seem brighter, people seem more likable, and the user is infected by an annoying level of happiness.

However, the disgusting stuff causes a person's teeth to start falling out, their skin turns grey, and their very tissue and bones begin to melt away. This has led to a great many townsfolk looking like piles of skin with a face, and they die very quickly due to complications.



16 - TOWER

Upheaval, Disaster, Foundational Shift

A failed Wizard's experiment has resulted in the unfortunate event of the entire town being covered in man eating jam! The Jam's appetite knows no bounds and with each villager it consumes, it grows in size. Clothing, farming equipment, bones and fruity pulp can be seen floating around inside the viscous carnivore. One telltale sign that 'The Jam' is nearby is the overwhelming smell of lingonberry, the town has quickly learned to fear this sweet stench (the ones that aren't dead anyway).

This particular scenario can be handled in a few ways: The PCs can simply wake up, and look out of the window, and witness the carnage.

Conversely, 'The Jam' needn't cover the whole town, if you wish to start things off more low-key. The wizard could accidentally drop a jar of the stuff in a pub, or whilst tripping by walking across some rocky cobbles. If you go this route, the PCs may simply hear about 'The Jam' to begin with, rather than witnessing it first hand.

17 - STAR

Hope, Faith, Rejuvenation, Rebuilding, Healing

A troupe of travelling missionary-paladins ride into town atop their mighty-steeds and wearing that obnoxious armour they often wear. There is an upside however; these holy knights are willing to heal the whole town of any disease or injury (Healing people to full HP). They will judge no-one harshly, they believe everyone can be redeemed, however they require but one favour for their service:

Roll a D3 (or choose) from the table below to determine what the paladins require:

1. A night alone with the best looking person in town. 'It's been so lonely on the road with nothing but each other!'

2. A young dragon was attacking a village a few days-ride ago. They were on a tight schedule and don't have time to deal with it. So they require the town's bravest men and women to go and sort it out.

3. Accompaniment on the next leg of their journey. They will play up that it will be easy, however, when on the journey; it will come to light that they really annoyed a village a few days ago by rolling in and eating all their food. The paladins are now being hunted by a huge mob of angry, hungry people.

18 - MOON

Unconscious, Illusions, Intuition, Unclarity

The town has entered a group hallucination due to Z'oxis the mind gobbler, an alien entity who feeds off the consciousness of lesser beings. Z'oxis is a monstrous entity with a spider-like body, a short tail and a head which resembles a gigantic, pulsing black,

brain. He has many bulbous eyes that bulge and dart over different directions, as it sits atop the tallest building in town, looking for the next place to feed. It has six-fingered hands on its seven arms, and razor sharp reptilian talons on its two legs.

The PCs can absolutely attempt to save VS Z'oxis mind bending powers. However they will have a -4 penalty owing to Z'oxis' awesome, alien, power.

During the hallucination; the whole town slumps to the floor exactly where they were when it first began.

Inside the shared vision, town members and PCs will start to notice oddities and inconsistencies. Rivers flowing upward, green cows, and writing on stores or vendors will be garbled nonsense. This is Z'oxis' attempt to recreate the town in the minds of those he feeds off. This is so that nobody is tempted to attempt to wake from their mind prisons. He hopes that people will assume that nothing is out of the ordinary and that they can continue with their lives.

The PCs and any townsfolk can attempt to break free from the Hallicination. Once they realise what is happening, Z'oxis will send fearful abominable creatures after the PCs in the dream, in an attempt to break their minds, if they are killed in the nightmare, their mind is destroyed, and they die.

If anyone successfully wards off the beasts; Z'oxis will have only one option; to wake them, releasing them from the nightmare, and fight them himself, after all they're ruining his meal.

19 - SUN

Joy, Success, Celebration, Pleasure

It is the town leaders birthday, and he's invited every towns person into his abode for one night, for the most almighty piss-up the town has ever seen. The food is incredible, the booze is even better and the party games are off-the-wall.

Roll d3 on the table below to determine which party games are taking place:

1. 'Sausage eating whilst balanced on a servant and the servants are fighting each other' contest. A great many people are involved in this bizarre game. The competition goes on for 15 minutes and the person who has eaten the most sausages at the end is the winner. Additionally; should you fall from your 'Steed' you are also out of the competition.

2. Serving tray tobogganing. The townsfolk are all encouraged to grab a serving tray, once the feast is over, and head to the longest staircase, or biggest hill in town, and race to the bottom. Punching during this event is allowed.

3. Blind Baguette Jousting. Participants work as a team, with one person acting as the horse, and the other acting as the knight. The catch is the 'horse' is blindfolded and may find the right direction by being directed by the 'knight'.

20 - JUDGMENT

Reflection, Reckoning, Awakening

A mysterious black monolith has appeared in town. It stands higher than the tallest building in the area and has a message chiseled into its shiny obsidian surface.

'Dear Townsfolk, it is time to reflect on the choices you have made in your short lives thus far. Repent, look within, and redeem thyselves. Lest ye become but worms to a hungry crow.'

This message was left by Saloth Sah, the God of Introspection. He is neutral aligned and simply wishes for the people of the town to look within and reflect on the choices they have made in life. If not, he wishes for them to perform an act of redemption. How they choose to right their wrongs is up to the townsfolk, so long as they feel satisfied that they have done enough.

If the conditions are not met by the majority of the townsfolk, then Saloth Sah will call down a number of wicked plagues, one each day in the following order:

Snails: This represents the town's slow speed with carrying out instructions.

Frogs: At this point, Saloth is trying to encourage the people to leap into action

Flies: He is starting to become frustrated, although not enough to hurt the townsfolk.

Bees: Not the *worst* thing that Saloth Sah has up his sleeve, but at this point he wonders why the townsfolk aren't getting the point, and is severely annoyed.

Angry Howler Monkeys: Now he's furious, and he even appears to the town, coming down from the sky and admonishing the townsfolk while monkeys rain down upon them.

Crows: The final plague. From a distance it looks like a black cloud, but as it rolls in, the townsfolk are lashed to pieces by fearsome beaks and savage talons. This is intended to kill as many people as possible.

21 - WORLD

Fulfillment, Harmony, Completion

A local guild of druids have finally managed to fulfill their dreams of becoming trees. Using magics, potions and rituals; they now resemble large ancient Oaks, creating a new forest just outside of town. This is the only forest in the world, however, that has trees with faces, that all hum in quiet, content, meditations.

This event may have a number of interesting effects, perhaps, if there are any druidic magic users in the player's party then they may wish to attain the same, peaceful, tree-state. This could spark a quest that will send the druid to many corners of the world; such as tall mountains, serene forests, or to great wisemen.

Additionally, this new talking forest is likely to scare newcomers, or tradesmen away from the town.

Lastly, if the druids guild were important players in the towns economy or morale, then there may be a time of serious change ahead.

MINOR ARCANA: LESSER EVENTS

WANDS: MAGICAL EVENTS

22 - ACE OF WANDS

Creation, Willpower, Inspiration, Desire

An angry court-witch, who used to work for the Town's leader. Has decided to build a mimic from scratch. The Witch wants to extract revenge on the Leader, who fired her sometime ago, by sending him said mimic as a deadly gift.

23 - TWO OF WANDS

Planning, Decisions, Leaving home

The local archmage has decided to retire, and is deciding to, respectfully, leave town for a well earned break. He takes his books, phylacteries and poultices, and leaves town, making sure to say goodbye to any friends he may have had. Now there is an open position for the Town Leader's new archmage.

24 - THREE OF WANDS

Looking ahead, Expansion, Rapid Growth

A miner has uncovered an ancient font, containing a strange blue substance. This substance, which is called magiplasm, is pure magical energy, and has many uses (for one it burns for d10 days) and there's bloody loads of it. The town leader is now selling this stuff, and the town will soon be in the midst of an economic boom.

25 - FOUR OF WANDS

Community, Home, Celebration

An important, and beloved Wizard has come home, to town, after many years away studying. A gathering is held in his honour, and the townsfolk are elated. If the PCs are originally from the town, they automatically know of this man.

26 - FIVE OF WANDS

Competition, Conflict, Reality

All the able bodied men have been sent on a quest to save the village from a wicked, magically potent, monster that has been terrifying the whole township and destroying cattle. After two weeks neither the monster or the men have returned.

27 - SIX OF WANDS

Victory, Success, Public Reward

The festival of magic is today (or soon) and all magic users are called to demonstrate the non-violent uses of magic, and entertain the whole town. The greatest and most wondrous display wins a prize.



28 - SEVEN OF WANDS

Perseverance, Mounting defense, Maintaining Control

The town's leader has a growing distrust in magic and 'devilry'. As such, he has decided to use an ancient artefact to cover the entire town in an antimagic field. Ironically this artefact is, of course, a magical device.

29 - EIGHT OF WANDS

Rapid action, movement, Quick decisions

Two wizards have had a major disagreement. One has taken the other's son hostage at the top of his tower, while the other has captured the first one's daughter, and is holding her in his tower. Both are reluctant to back down.

30 - NINE OF WANDS

Resilience, Grit, Taking a last stand

The town is starting to get daily attacks from shiny blue gremlins. They are fierce, slippery and agile. The town is buckling under the pressure of the gremlin attacks. The only way to stop this chaos is to defeat the gremlin queen, who has been sending her horrible children forth every night.

31 - TEN OF WANDS

Accomplishment, Responsibility, Burden

A local magic user has become the first person in history to master the cloning of another person via magical means. The trouble is, he's done so much 'practise' that he now has 100 copies of himself that need to be fed and watered. These clones vary wildly in quality, as many of them were early experiments.

32 - PAGE OF WANDS

Exploration, Excitement, Freedom

The town leader's son, or nephew, wishes to become an adventurer. The leader knows he's useless though, and needs somebody to escort him on his journeys.

33 - KNIGHT OF WANDS

Action, Adventure, Fearlessness

An incredible artefact is rumoured to be in a nearby cavern. This cavern winds deep into the earth, where lava-flows and monsters are plentiful. Still, it seems the town's bravest knights are up for the challenge.

34 - QUEEN OF WANDS

Courage, Determination, Passion, Joy

It's been revealed that the town leader's wife (or any important woman, possibly the town leader) has been secretly training for many years in the art of wizardly combat—and she's *incredibly* adept. Her magic missiles could destroy a herd of bison. She offers a handsome prize to anyone in town who can beat her in a fair magical duel.

35 - KING OF WANDS

Big Picture, Leader, Overcoming Challenges

The town leader was cursed years ago (perhaps by an enemy, a travelling magi, or an accident when he read the wrong scroll). Now the curse is coming to fruition, and it is time to think about who will rule next.

CUPS: EMOTIONS OR RELATIONSHIPS

36 - ACE OF CUPS

New Feelings, Spirituality, Intuition

A travelling wiseman is passing through town, and he is offering free meditation classes to everyone who is interested. The town could become a more peaceful place if they accept.

37 - TWO OF CUPS

Unity, Partnership, Connection

A wedding is taking place between a member of the town leader's retinue, and the child of another town's leader. There may be safer times ahead for the town.

38 - THREE OF CUPS

Friendship, Community, Happiness

The local pub has decided to instigate a new 'Chatty Wednesdays' policy. Where anyone who buys a drink must chat with a stranger. New understandings and friendships are starting to bloom. The more grumpy members of the town hate 'Chatty Wednesdays'.

39 - FOUR OF CUPS

Apathy, Contemplation, Disconnection

The kids in town are obsessed with a new craze: ball in a cup. It's all they'll talk about. Farms aren't being tended, classes are being skipped, kids are being rude to adults and it's pissing everyone off.

40 - FIVE OF CUPS

Loss, Grief, Disappointment, Mourning

Following the death of an important local (a respected knight or wise person), the town is in mourning. It's as if there's a constant black fog over everyone's heads.

41 - SIX OF CUPS

Familiarity Memories, Healing, Restoration

The church has decided to add a new stained glass window. It's gigantic, detailed, and beautiful. It depicts the townsfolk and any great deeds they have done.

42 - SEVEN OF CUPS

Searching for purpose, Choices, Daydreaming

A local theatre act has come to town, they're putting on a play about a goddess who wishes for innumerable gifts—but upon receiving them, the gift in the nicest box is revealed to contain a curse. Then the goddess loses her power. The play may cause the townsfolk to think about choices they've made in life.

43- EIGHT OF CUPS

Departure, Disillusionment, Leaving something behind

The town's leader has broken up with his/her partner, and is stepping down from the position. He believes that his position ruined his marriage, by putting too much pressure on him.

44 - NINE OF CUPS

Satisfaction, Luxury, Emotional stability

Nothing is happening, seriously. Everyone seems to be pretty content. Couples walk the streets smiling, and people sit on benches watching birds with a smile on their face. This won't last forever, so it's probably best enjoyed while it does.

45 - TEN OF CUPS

Inner Happiness, Fulfillment, Dreams Coming true

One of the town leader's advisers has just discovered that he has a long-lost twin brother. The two of them get on royally well. For now.

46 - PAGE OF CUPS

Happy Surprise, Dreamer, Sensitivity

A mysterious giant fish has appeared in the local lake. It talks as we humans do and gives people relationship advice. The quality of the advice is debatable.

47 - KNIGHT OF CUPS

Idealistic, Romantic, Following one's heart

A gallant knight has come to town, and claims to be in love with the Town leader's wife. He'll do anything to get her to love him. Anything.

48 - QUEEN OF CUPS

Compassion, Calm, Comfort

A local priestess has been collecting alms for the less fortunate. She is not aggressive or judgmental in her alms collection, but she is very convincing.

49 - KING OF CUPS

Emotional Control, Balance between Heart and head

The town's leader has found out he has an illegitimate child, from a mad fling years ago, when he was abroad (or elsewhere). His wife is bloody annoyed and 'won't' have a bastard in her house. The leader doesn't know what to do, and may go to others for help.

SWORDS: CONFLICT, IDEAS, KNOWLEDGE

50 - ACE OF SWORDS

Breakthrough, Clarity, Sharp mind

An ingenious inventor has come up with a brand new type of weapon. This remarkable invention could be a gun, assuming those don't already exist in your world. Or perhaps he has devised some sort of advanced belt-fed rapid-fire machine gun, if the setting already has basic black powder weapons.

51 - TWO OF SWORDS

Difficult, Choices, Indecision, Stalemate

Two (former) friends have been stuck in the same arm wrestling match for the last 48 hours. One of them called the other a 'pansy' to his face, then an argument broke out over who was toughest, leading to the arm wrestling. The inn where this contest is taking place is now treating it as an attraction to draw in customers, taking bets and selling tickets to watch 'the Contest of Champions'.

52 - THREE OF SWORDS

Suffering, Greif

The hamlet is in the grip of panic, as young women have been turning up dead, their bodies mutilated in increasingly brutal and disgusting ways. The killer has been given the nickname the 'Lady Maimer of [Insert your town's name here]'. Everyone in the settlement is either on the hunt for the Maimer, or far too scared to go outside.



53 - FOUR OF SWORDS

Rest, Restoration, Contemplation

The town's executioner has gone on holiday, after he recently suffered a back injury, and he is having a nice relaxing break from all the hangings. This is bad news for anyone due to be executed, because the apprentice executioner is absolutely awful at his job. His hangings leave people choking to death for several hours, while his beheadings take at least 20 swings to get the whole thing off.

54 - FIVE OF SWORDS

Unbridled ambition, Win at all costs, Sneakiness

A jousting tourney has started up, many celebrated Knights of the Realm are in attendance—but there's something amiss. The finest knights and their horses are all performing abysmally, because a newcomer to the sport has been drugging their drinks.

55 - SIX OF SWORDS

Transition, Leaving Behind, Moving on

It is time for the town's 'coming of age' ceremony. All the younglings who are about to turn 16 are required to complete the 'Long Walk', in which they must go on a long journey and face perilous evils. All of this is to prove to the town that they have become adults. Not many of the children ever return, by why get in the way of tradition, eh?

56 - SEVEN OF SWORDS

Deception, Trickery, Tactics & Strategy

Many of the townsfolk have started to notice things going missing from their houses and businesses. The truth behind the matter is that a group of would-be cultists are gathering ingredients for a magical ritual (one they've never successfully performed before). You see, these cultists despise the town, yet they have no fighting ability. So they intend to summon a daemon to wreak havoc and get revenge for a past grievance.

57 - EIGHT OF SWORDS

Imprisonment, Entrapment, Self victimisation

The town's guards (or police) have been going around and arresting anyone involved in purchasing forged antiques. The trouble being, the police are the ones who are forging these knock-offs. They sell them in the markets, and then arrest anyone as soon as they buy one of them. This is all because higher arrest rates mean better pay.

58 - NINE OF SWORDS

Anxiety, Hopelessness, Trauma

War has been declared against the town, perhaps by an enemy of the PCs—or maybe by a faraway civilisation that has gone through the history books, and found they may have a tenuous claim on the area.

59 - TEN OF SWORDS

Failure, Collapse, Defeat, Backstabbing

The town's most powerful fighter has lost a duel with a long-held rival. The knight (or pugilist) has been stripped of his champion-belt, and now he spends his days wallowing in the streets, drinking cheap booze.

60 - PAGE OF SWORDS

Curiosity, Restlessness, Mental Energy

The town leader's son or daughter has taken up their father's weapon, and gone in search of the 'Gem of Immortality'. It doesn't exist, it's from a fable told to children to scare them away from magic. In the book a wizard uses his powers to create the gem, then grows lonely as he outlives everyone he has ever loved. In any case, the child is now missing.

61 - KNIGHT OF SWORDS

Action, Impulsiveness, Defending Beliefs

A rival township has a very different religious outlook to that of your town. As such they have swarmed the town, and they refuse to leave until your town's leader announces publicly that he has changed his beliefs.

62 - QUEEN OF SWORDS

Complexity, Perceptive, Clear Mindedness

An important woman in the town, perhaps the leader or an adviser, has recruited a famous philosopher as an aide. The woman in is now becoming much more relaxed with her views on politics and law.

63 - KING OF SWORDS

Head over heart, Truth, Discipline

The town is at risk of being attacked, and there are too few capable fighting-men available to the local army. As such, conscription has begun: all capable men and women must train and serve for a year in the militia (or army). This applies even if a war is not on, as it is a defensive measure.

PENTACLES: WEALTH AND NATURE

64 - ACE OF PENTACLES

Opportunity, Prosperity, New Venture

A clever farmer in the town has somehow crossbred apples and oranges, producing the 'Orapple'. This new fruit is bringing a swathe of new tourism and wealth to the town.

65 - TWO OF PENTACLES

Balancing Decisions, Priorities, Adaptation

The town is starting to collect higher taxes from the citizens. The town's leader believes the people should have access to more education and better healthcare, but nobody is happy about paying half their wages to the 'fat lazy sods'.

66 - THREE OF PENTACLES

Teamwork, Collaboration, Building Together

During the night a fire broke out in the church, after a clumsy cleric knocked over a lit candelabra. Although the townfolk were easily able to extinguish the flames, the damage is huge, so the town is coming together to work on rebuilding the church.

67 - FOUR OF PENTACLES

Conservation, Security, Frugality

The local baker is starting to cheap out on ingredients, in an effort to save a little money at the expense of his once-delicious bread. Now his goods are only good as doorstops.

68 - FIVE OF PENTACLES

Need, Poverty, Insecurity, Low resources

The town has taken an economic downturn. Previous ventures that were doing well have started to tank in popularity. Now, many people in the town are getting paid almost nothing, and cannot afford basic food.

69 - SIX OF PENTACLES

Charity, Generosity, Sharing

The town's leader has announced a new law: Charity. Legally enforced 'giving-to-the-poor' has now been instigated, with the law being 'Thou shalt give half thy income to charity, else thou shalt have no income'. Where the money goes is up to the town's leader, and this new law is enforced by taxmen, who are usually flanked by a pair of city guards.

70 - SEVEN OF PENTACLES

Hard Work, Perseverance, Diligence

The town has finally completed a major project, which has taken a long time indeed. Perhaps it is a new farm, a factory of some kind, or even a school. In any case, the town now has a number of job openings available, and some extra money coming in.

71 - EIGHT OF PENTACLES

Passion, High standards

The town's leader, is making a concerted effort to rid the streets of vagrants (homeless people). Perhaps they are using physical force, or maybe they're going about it through some kind of house-building initiative.

72 - NINE OF PENTACLES

Fruits of labor, Reckless Spending, Rewards

A new casino or gambling den has recently opened in town. The booze is strong, it's always lit-up brightly inside, and it runs twenty-four hours a day. Gambling addiction is gripping the town as the citizens throw all of their hard earned money at roulette wheels, dice games, and cock fights.

73 - TEN OF PENTACLES

Legacy, Inheritance, Culmination

The town's leader has been stricken by illness and he believes he is not long for this world. He's looking for someone to inherit his home and wealth.

74 - PAGE OF PENTACLES

Ambition, Desire, Craving new venture

The town leader's financial adviser has been urging the leader to invest in new and wild projects, funding the invention of inflatable trousers, or pouring money into 'Phlogiston Research'. The town leader has no idea what phlogiston is.

75 - KNIGHT OF PENTACLES

Practicality, Creature Comforts, Security

A ban has been issued on all weapons larger than a dagger within the town limits. The local government is busily melting down and selling all the confiscated weapons.

76 - QUEEN OF PENTACLES

Complexity, Perceptive, Clear Mindedness

The town leader's daughter has been betrothed to the son of a famous leader from a neighboring town. The two towns were previously thought to be rivals, but this may usher in a new age of peace and prosperity.

77 - KING OF PENTACLES

Head over heart, Truth, Discipline

The town is known for a certain export. Perhaps wine, or a particular type of beef. Whatever the case may be, the supply is running dry. This could be due to a crop infestation, an exotic disease infecting the livestock, or something else entirely. Now the town leader is wisely investing elsewhere, and the town's exports will soon be replaced with something radically different.

