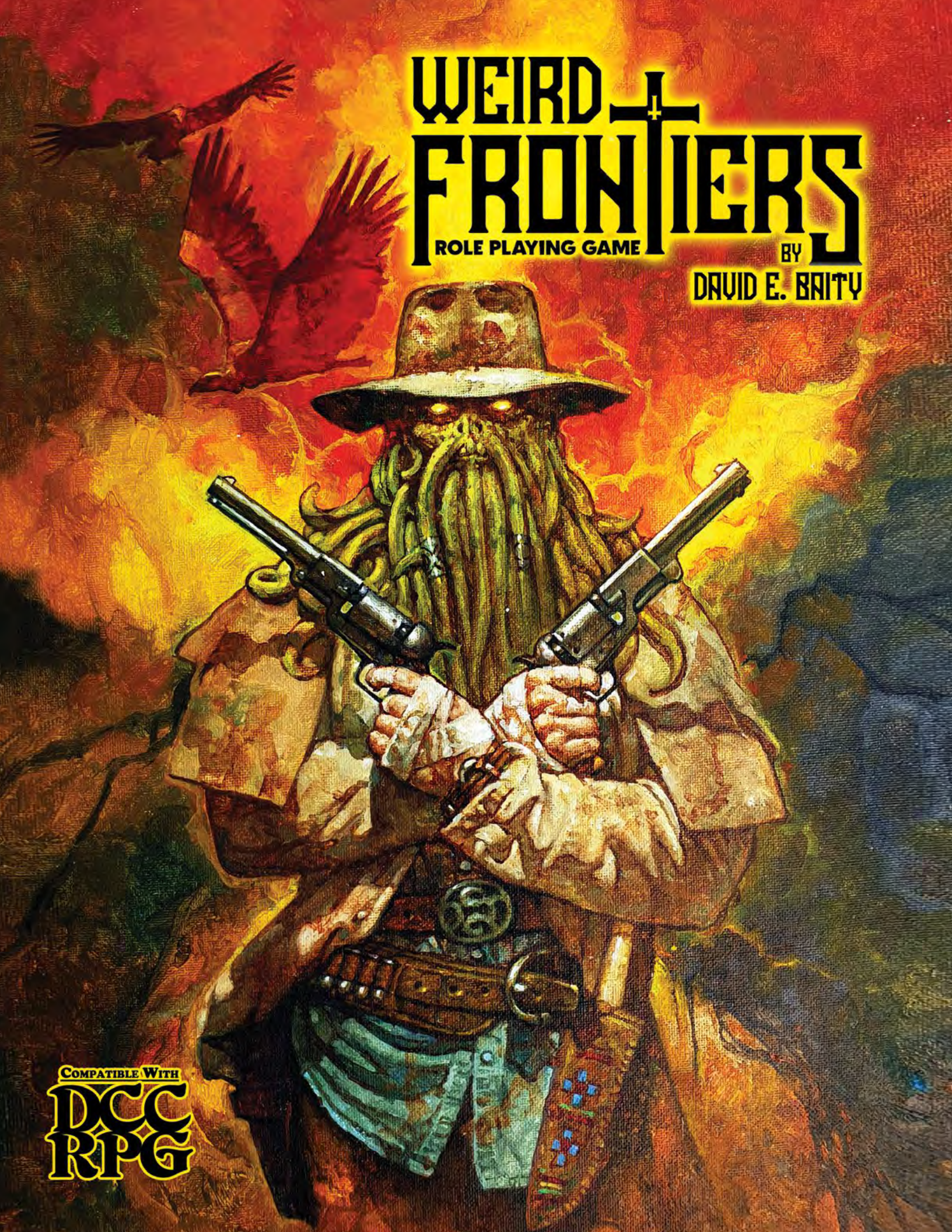

WEIRD FRONTIERS
ROLE PLAYING GAME
BY
DAVID E. BAITY
COMPATIBLE WITH
DCC RPG

FREQUENTLY REFERENCED TABLES

ABILITY MODIFIER TABLE

ABILITY SCORE	MODIFIER	BONUS LANGUAGES
3	-3	0
4	-2	0
5	-2	0
6	-1	0
7	-1	0
8	-1	0
9	0	0
10	0	0
11	0	0
12	0	0
13	+1	+1
14	+1	+1
15	+1	+1
16	+2	+2
17	+2	+2
18	+3	+3

Every 3 points above 18 grants a +1 bonus (example: 21=+4, 24=+5, etc.).

EXPERIENCE NEEDED PER LEVEL

LEVEL	XP REQUIRED
0	0
1	10
2	50
3	110
4	190
5	290
6	410
7	550
8	710
9	890
10	1090

BOONS

- ♠ Spend a Boon for a +1d modifier (per Boon spent) to both attack and damage rolls on any one attack.
- ♠ Spend a Boon at any time to allow an instant reshuffle of the character's Gun deck.
- ♠ Spend a Boon(s) to rid the character of Hex tokens they currently have on hand on a 1:1 basis.
- ♠ Spend a Boon for a reroll—with the exception of a natural 1 (fumble) which can not be rerolled.
- ♠ Spend a Boon for a +1d modifier to any roll (or a -1d if that is more favorable).
- ♠ Spend a Boon to give an ally a +1d modifier to their next action.

SAMPLE DCs

DC 5 tasks are so easy a kid wet behind the ears could do it. Typically, you don't roll for these minor challenges unless there is a consequence for failure. Example: Walking on a four-foot-wide cliff edge requires no check, but walking a four-foot cliff that forms a natural bridge across a yawning chasm does, as there is a significant consequence to failure.

DC 10 tasks are real work. The weak and unskilled could not likely achieve these tasks. Example: kicking down a door, scaling a smooth cliff wall, or hearing the approach of a mountain lion stalking its prey.

DC 15 tasks are feats that can present quite a pickle. It takes someone special to accomplish these tasks. Examples: jumping a gorge, attempting to snatch an object out of a target's hand while galloping on a horse, lassoing a jutting rock as the hero falls from a cliff.

DC 20 tasks are a hero's work. Only the seasoned veterans of a posse can accomplish these monumental deeds.

HEXES

- ♠ Each Hex token adds a cumulative +1d penalty on any Fumble table. Should a Hex be acquired by a failed attack roll, count this Hex along with any already attached to the character before rolling on a fumble chart.
- ♠ Hex tokens modify any interaction rolls with NPCs by -1d per Hex. This reflects the dark cloud following the hexed individual that others sense.
- ♠ Each Hex token makes the Grit check that much harder. EACH Hex token adds +1 to the Grit check DC and a +10% modifier to Madness chart rolls.

FREQUENTLY REFERENCED TABLES

COMBAT MODIFIERS TABLE

CONDITION	ATTACK ROLL MODIFIER	
	MELEE	RANGED
Missile Fire Range Is...		
Short	N/A	+1
Medium	N/A	0
Long	N/A	-1
Attacker is...		
Invisible	+2	+2
Blinded	-2	-4
On higher ground or mounted	+1	+1
Squeezing through a tight space	-1d	-1d
Entangled	-1d	-1d
Using a non-signature weapon	-2	-2
Firing into melee combat	N/A	50% chance of hitting ally
Firing more than 1 shot in a round		-1 for each shot after the first, cumulative
Fanning the hammer and NOT a gunslinger		-1d for each shot after the first, cumulative
Defender is...		
Blinded	+2	+2
Entangled	+1d	+1d
Helpless (paralyzed, sleeping, or bound)	+1d	+1d
Kneeling, sitting, or prone	+2	-2
Invisible	-4	-4
Behind partial cover	N/A	+1 to defender's AC
Behind half cover	N/A	+2 to defender's AC
Behind full cover	N/A	+4 to defender's AC

USING TWO WEAPONS TABLE

AGILITY	PRIMARY HAND DIE	OFF HAND DIE	CRITICAL HITS
8 or less	-3d	-4d	Cannot score a critical hit dual-wielding.
9-11	-2d	-3d	Cannot score a critical hit dual-wielding.
12-15	-1d	-2d	Cannot score a critical hit dual-wielding.
16-17	-1d	-1d	Cannot score a critical hit dual-wielding.
18+	Normal die	-1d	Primary hand scores a critical hit as normal

FREQUENTLY REFERENCED TABLES

Type: Single or double action refers to how a gun operates when you pull the trigger. A double action gun both cocks and fires the weapon when you pull the trigger. A single action gun can be "fanned" (see **Firearms** rules in the **Combat** section).

Caliber and Ammunition: Lists the caliber and type of ammunition used.

Load: Shows how many bullets the gun holds at one time.

ROF: How many shots in a round the gun can mechanically fire without fanning.

Reload Time: The reload time reflects the number of rounds it takes to reload a single bullet into the firearm.

FIREARMS (SIMPLIFIED)

WEAPON	CALIBER	TYPE	AMMO	DAMAGE	ROF	LOAD	RELOAD TIME	RANGE	CONCEAL	PRICE	YEAR
Derringer	.41	Single	C&B	d8	2	2	3	2/8/15	4	$7	1850
Pocket Pistol	.30	Single	C&B	d6	2	5	3	5/15/50	2	$10	1850
Light Pistol	.36	Single	C&B	d8	2	6	3	10/20/60	1	$12	1850
Heavy Pistol	.44	Single	C&B	d10	2	6	3	10/20/60	0	$18	1847
Rifle-Musket	.58	Muzzleloading Single	C&B	d16	1	1	3	25/50/75	-8	$15	1800s
Breechloading Carbine	.56	Breechloading Single	C&B	d14	1	1	1	40/80/150	-3	$25	1860
Lever-Action Rifle	.44	Lever	Cart.	d12	3	16	1/3	40/80/150	-4	$40	1864
Breechloading Long-Range Rifle	.50	Breechloading Single	C&B	d16	1	1	1	200/400/600	-6	$50	1850
Muzzleloading shotgun	10-12ga	Muzzleloading Single	C&B	d14/d10/ d7	1	1 or 2	3	15/30/60	-6	$8	1600
Scattergun	10-12ga	Muzzleloading Single	C&B	d16/d8/d4	1	1 or 2	3	10/20/40	-2	$8	1600
Revolving Shotgun	12ga	Single	C&B	d12/d8/ d5	2	5	3	15/30/60	-6	$30	1857

RANGED WEAPONS

WEAPON	DAMAGE	TYPE	RANGE	WEIGHT	COST	NOTES
Axe, throwing	d5	S	10/15/25	2	$2	
Bola	d3	B	20/40/60	2	$3	May be used to trip an opponent.
Boomerang	d6	B	30/60/120	2	$6	Exotic Weapon, will return if target is missed. DC10 Reflex save to catch upon return.
Blowgun	d2	P	10/20/30	1	$1	
Bow	d8	P	70/140/210	4	$10	
Crossbow	d10	P	80/160/240	5	$20	Weapon takes one full round to reload.
Dynamite	see pg 147	*	10/20/30	.05	$.50 per stick	Explosives. See page 147 for use.
Shuriken	d4	P	10/20/30	.05	$2	Exotic Weapon, two may be thrown each round.
Sling	d4	B	20/40/60	.05	$1	
Slingshot	d5	B	10/20/30	1	$2	
Throwing Knife	d5	P	10/20/30	1	$3	



CORE RULEBOOK

David Baity

CREATOR & WRITER

COMPATIBLE WITH DCC RPG

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There are many cowpokes that have helped me bring the Weird Frontiers RPG to the table. In my opinion, you not only need a great idea in mind when creating something for the industry, but also the support of the community you intend to unleash it upon. My hopes are that each of you will find something you love about the world of Weird Frontiers and the heroes that wander its trails. I cannot stress how lucky I am to have made this journey with the love and support of so many wonderful people. Lastly, thanks to my sweet mother for over 50 years of love and support.

—Dave

Joseph Goodman- Thank you for always being there when I have asked for advice. Thank you for saying "yes" to allowing me the use of parts of DCC to make Weird Frontiers a standalone game, and I cannot express enough gratitude for the fact that you have always supported my efforts to raise money for local felines! Lastly, thank you for having my back when the waters were rough in 2020. You are a true legend in the industry!

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John Watson- Thanks for checking up on me from time to time and for taking the game and not only running it, but for adding some of your own magic to the core book. I cannot wait to see Hell Train make it to the rails!

Steven Bean- You joined the posse late in the game, but boy do you pack a creative punch! Thank you for adding your amazing writing to the Weird Frontiers core book and for what is coming later in 2021 (I can't wait!).

Pete Spahn- Thanks for jumping the fence and throwing your heart into writing some amazing material for the game! I have really appreciated your friendship and cannot wait for folks to see what you have got coming down the pipes in 2021!

The DCC/Weird Frontiers community- There is no greater group of people in the hobby than you will find within these two groups! Thank you from the bottom of my heart for all the playtesting and for the material you have already written (without even a complete game out, I might add!) for Weird Frontiers. There are no words to describe the gratitude I have for you and what you have done for me and the project. I hope you find something within these pages enough to spark your own desire to blaze a trail filled with weird!

Kickstarter backers! This book would not be chock-filled with art and awesome adventure were it not for you! Thank you for giving my flavor of weird a try and for the patience and support you have offered to allow me to get this beast of a game completed! Now that you see the size of it, you can probably imagine why it took so long!

Eleanor Lackman & Mark Humphrey- Thank you both for having helped me weather the legal storms that blew into town this past year. I can never repay your kindness and willingness to work countless hours, just to make sure Weird Frontiers made its way to the masses. I am forever indebted to you both and am a firm believer that there are decent people still drawing breath in this crazy world.

This has been a labor of love created over many years, with many folks adding to the stew that became Weird Frontiers. To all those who contributed, played, tested, and added seasoning to the soup pot that were not named here, I thank you all.

Mom - Thanks for being the best mom a nerd could ever ask for and always giving my imagination room to roam.

Sensitivity Statement

Using 'real life' history in a game is always problematic. Racial and gender-based prejudices and outright atrocities are part of our past and present. In the fiction of the Weird Frontiers setting, humanity in every stripe has a common, implacable enemy that can not be reasoned with, can not be bargained with, and largely, can not be stopped. This common foe caused an early ending to the American Civil War as humanity, collectively, clings together for survival. You'll note that that there are no gender or race-based character class exclusions in Weird Frontiers. Be your character (as examples) a Native American, a vaquero from Mexico, a woman from Ireland, a tribesman from the Serengeti—every character class is open. Judges wishing more historical accuracy than is presented in the fiction of Weird Frontiers are welcome to change the setting as they see fit, but we have a belief that humanity as a whole will strive to push back against the darkness rather than succumb to our own self-created strife.

FOREWORD

BY JOSEPH GOODMAN

Dave Baity has been working on Weird Frontiers forever, it seems. This is one of those projects that, in my own mind, I associate with a time frame many years ago, the period soon after the release of DCC RPG. Dave was present at some of the very early Gary Cons, and I still have a beer cozy and some other swag he produced several years ago. He has been a fixture of the community for many years, and if it weren't for the interruptions of 2020, I think I would have seen him several times this past year. Each time we spoke, he had an update on this project, which has been slowly awakening over the years like some elder god opening its long-somnolent eye. As I write this, it is now February 2021 and Weird Frontiers has finally come to life. And what a life it is! I see in front of me the finished draft of the book—all 880+ pages. It's been a long time coming. Seeing it now, it's been worth every minute of the wait.

Weird Frontiers starts with a simple premise: what if the Civil War ended differently, and supernatural powers were involved? With that neat twist on our history, the pathways of possibility start to sparkle. Weird Frontiers takes the post-apocalyptic and old west tropes, and mixes in horror, magic, and The Weird. The resulting mix is surprising. "Surprising" in the best way: the setting's internal continuity logically produces encounters which make sense for this world, yet are hard to anticipate and would never appear in any other setting. Even the most experienced, jaded, and world-weary gamer will find his ennui challenged by Weird Frontiers. In the same way that DCC made classic fantasy role playing fresh again to many experienced gamers, I think Weird Frontiers will make wild west role playing fresh again, as well.

As the author of DCC RPG I'm confident in stating that Weird Frontiers continues the legacy of what DCC tries to do. DCC is a rulebook based on the premise that there should be minimal rules; it is a set of guidelines for the judge based on the premise that the judge should be without guidance; it is a game designed to inspire rather than constrain a judge. Just as the DCC RPG core rulebook leads many judges to walk away with their minds bursting with ideas, Weird Frontiers has the same effect on me when I read it. The classes, creatures and creations get me excited to roll up a character and start mapping my first adventure. Clearly there will need to be a luchador involved!

In some unanticipated way, DCC RPG has turned into a strong community of like-minded gamers. I'm certainly glad this happened, and not really sure how it happened, but it's been amazing to see. The community exists online and, for so many years before 2020, existed in person as well. The friendships forged at Gary Con, North Texas RPG Con, Gamehole Con, and of course Gen Con, were built by like-minded judges and players who somehow found each other through this game. And Weird Frontiers fits right into this community. It's part of the same churning creative pot (or pit?) which has sloshed forth so many entertaining tomes. The transfer of ideas between third-party DCC publishers is an important part of this community, and Weird Frontiers has been there as a contributor and recipient of the creative spirit for many years now.

At long last, Weird Frontiers is complete. It is an impressive work. I wrote a lot of spells myself for DCC RPG (and had to bring in help because it was so challenging), so I can truly appreciate the nearly 400 pages of contraptions, miracles, and spells contained herein – not to mention all the other content. A lot of work went into Weird Frontiers, and it has paid off. When I flip through this book, I want to keep reading until I'm done, and then roll up a character to start playing. That's a powerful urge for a book to kindle. It's the same effect DCC RPG has on other readers – and I think it's fitting that Weird Frontiers is now having the same effect on me. Anybody up for a game?

— Joseph Goodman
February 2021



INTRODUCTION

Howdy, stranger! Gossip at the campfire has it you plan to throw a saddle on that old fleabag and hit the trail hoping to make a dent in the rising tide of darkness threatening the frontier. Well, it wouldn't be fair to send you on your way without some words of wisdom and basic survival rules for when you get thrown into the thick of it with your posse—so listen up!

Welcome to the Frontier.

CHAPTER ONE
WELCOME

In civilized towns you look a man direct
in the face when you talk to him.

— *Sherriff Franklin Hunt, Bone Tomahawk (2015)*



SEVEN DAYS OF NIGHT



Weird Frontiers begins with an alternate ending to the Civil War in 1865. Nyarlathotep, a legendary Elder God, seizes the opportunity to awaken his slumbering brothers and sisters and free them from dimensional exile with a living tome called the Necronomicon. The grimoire is filled with forbidden lore, including the ancient rituals needed to bring about an event comparable to a biblical apocalypse. A cabal of cultists, dedicated to the forgotten gods and entrusted with the tome, head off into Mexican territory to bring about the end of all things. This week-long period of rituals would become known as "The Seven Days of Night" due to a lunar eclipse and its accompanying astral phenomena.

During the series of rituals, the twisted cabal awoke long-dormant Elder Gods now painfully aware of their imprisonment. However, they would only partially succeed at opening the gates to set them free. Unbeknownst to the cult, a posse of Texas Rangers led by a modern-day Knight Templar was hot on their trail. The posse discovered the cabal mid-ceremony and cut them down like dogs. The Necronomicon escaped destruction as it always has, scattering itself so that each page flew on summoned arcane winds to the darkest corners of the Earth. Though the Elder Gods were prevented from entering our realm, several lesser "things" found a passage through, including an entropic energy known as "The Taint" that would permanently twist and shape our world and its inhabitants. Much like an organism attempts to fight off a virus, Earth responded by awakening long dormant ley lines brimming with arcane energies. These ley lines pulsed during the Seven Days of Night attempting to repel the sickness caused by The Taint and continue to do so during random times. As a side-effect of these pulses, common folks are "kissed" by the supernatural, often finding themselves imbued with extraordinary abilities that forever changed their lives—some for the better, others for the worse. As a player you assume the role of one such hero, fighting against an ever-growing ancient evil that's found purchase in a wounded country still recovering from what would become the bloodiest war in American history.

LET'S HIT THE TRAIL

TOOLS OF THE TRADE

Before you begin your first session of Weird Frontiers, you'll need to throw a few items in your saddlebags. Standard RPGs typically require polyhedral dice, paper, and something to write with. Weird Frontiers adds a few things to the list that will help you experience the weird West.

- ♠ **Deck(s) of playing cards-** Weird Frontiers uses a standard deck of playing cards with the Jokers shuffled in. A handful of mechanics found within the pages of the game use playing cards, but their primary use is for the Gun Deck. Judges should provide a cheap deck for each player at the table for the first session and then encourage them to find a purdier deck on their own through their favorite retailer.
- ♠ **Poker Chips-** One mechanic implemented in Weird Frontiers is Boons & Hexes, a fun system that throws both good and bad mojo a player's way during a typical session. Poker chips work best and add to the Western feel of the game. Two colors are all you need, and white and black fit the bill best!
- ♠ **Funky Dice-** What good would a weird West be if it didn't include "weird dice?" If you're a fan of the Dungeon Crawl Classics RPG (*www.goodman-games.com*) you're already familiar with these strange dice, but if this is new, you're in for a treat! Weird Frontiers uses the same 14 dice set (made by Impact miniatures and Gamescience) in a brilliant mechanic called "the dice chain." **A complete set should include a: d3, d4, d5, d6, d7, d8, d10, d12, d14, d16, d20, d24, d30, and a d%.** Don't fret if you don't have access to a set!

You can use a standard set of polyhedral dice in the following manner to achieve the same results. For a d3, roll 1d6 and count 1-2 as a 1, 3-4 as a 2, and 5-6 as a 3; for a d5, roll 1d10 and count a 6 as a 1, 7 as 2, etc. For a d7, roll 1d8 and re-roll on the result of an 8. For d14 or d16, roll a d20 and ignore rolls above the die facing threshold. For a d24, roll 1d12 and 1d6; if the 6-sider is odd, add 12 to the 1d12 roll. For a d30, roll 1d10 and 1d6; on the d6: add +0 on 1-2, +10 on 3-4, and +20 on 5-6. For a d%, roll 2d10 of different colors and read one as the 10s digit and the other as the 1s digit.

You can also find a handy dice app by searching for Purple Sorcerer's free "Crawlers Companion" at www.purplesorcerer.com.

- ♠ **Character sheets-** You'll find two types of character sheets included. Funnel sheets are for games that start with 0-level characters (recommended) while the standard sheet is for higher level games.
- ♠ **The Dungeon Crawl Classics RPG (optional)-** You'll find everything you need to play inside this tome, but having a copy of the DCC RPG will give you access to a host of spells and other items you can easily port into the Weird Frontiers RPG.

COMPATIBILITY WITH DUNGEON CRAWL CLASSICS (DCC)

The Weird Frontiers RPG would not exist were it not for the existence of the Dungeon Crawl Classics RPG written and created by Joseph Goodman. Joseph not only created a game that continues to win converts over in droves, he also offered a platform for folks to write and publish products compatible with the rules found within the pages of Dungeon Crawl Classics, or DCC for short.



CORE MECHANIC

You'll find that rolling a twenty-sided die determines success in just about every aspect of Weird Frontiers. You'll try to match or beat a target number (called a Difficulty Class or DC) assigned to the task at hand by your judge. Sometimes the Difficulty Class will use a specific term like Armor Class (or AC), which is the combat variation of DC.

As a general rule:

- ♠ If you roll equal to or higher than the DC (or AC), you succeed. Otherwise you fail.
- ♠ A roll of an unmodified 1 is an automatic failure, is a fumble and brings some degree of disaster depending upon the task at hand.
- ♠ Rolling an unmodified 20 is an automatic critical success!
- ♠ Additional game mechanics can modify these rolls (fumble tables, critical hit charts, Boons, Hexes, Luck, and more).

Rattling the Chain (weird dice): Players new to DCC or Weird Frontiers are in for a treat if they enjoy rolling those odd-shaped dice that often find themselves orphaned in the bag during a session. The Weird Frontiers RPG uses the dice chain during gameplay in several ways. Typically, games assign a positive or negative number that modifies the die roll in question (+1 to attack, +3 to damage, etc.). The dice chain adds an element of fun. Any time you see a "d" behind a modifier, you will move up or down to the next die size instead of using the normal die for the attempted action.

For example: You'd normally roll 1d20 for an attack roll but maybe the judge determines you've got the jump on that carnivorous jackalope turning your buddy into vittles and gives you a +1d modifier! That d20 now moves up the chain to the d24. As a judge becomes more comfortable with the dice chain, they'll find that it's an intuitive tool useful for many situations during a session.

Dice Chain: d3, d4, d5, d6, d7, d8, d10, d12, d14, d16, d20, d24, d30

THE TRAPPER'S TALE

The batwing doors groaned stubbornly on their dust-caked hinges. The dust gathered everywhere, generated from the heavy traffic of folks stopping through what most settlers on their way to a "better hand at life" consider a misbegotten rail town. The trapper I'd arranged to meet here was creeping up on being an hour past the agreed upon time, but most of their lot don't feel the need for a timepiece out in the wilds. When he finally did make his way into the saloon, I didn't make much of it and instead nodded as I popped the cork to pour him two-fingers of a draw of the good stuff before striking a match to light the smoke he rolled while taking a hard look at his surroundings. You could tell he was a true frontiersman by the way the weary lines traced maps across his furrowed brow, acquired from years of hard living while trapping beaver and avoiding things still on the fence about whether man belongs at the top of the food chain. He kept one of his squinty eyes on me while tossing the whiskey back and nodded in approval at the top-shelf hooch, before tapping the glass on the table for a second shot. He took a deep draw on his smoke while I poured, his intense stare piercing the smoke and past the air of confidence I had practiced exuding—going straight to my soul. I felt like he was throwing it on a scale to see if it might be worthy of the stories the slow burn of the whiskey was about to pull up. The trapper took another swallow of the top-shelf whiskey, pausing to wipe his tobacco-stained beard before starting his tale.

"I'm guessin' you're wondering just how it is that things have gone to Hell in a handbasket, eh, greenhorn? Well, grab another bottle of the good stuff while I learn ya' a thing or three about the craziness that's taking a stab at swollerin' up the world with all us damned fools to boot." He took a draw off his cigarillo, allowing the smoke to blur his facade while gathering his words.

"Now, not a lot of folks give credence to history and the time before those that are mentioned in the good book, but you'd be a damned fool not to consider that man ain't the first to put his boots on the soil of God's country to tame it. Stories of creation told by the great tribes might seem far-fetched to a superstitious Christian feller like yourself, but you need to figure they've been walking these lands way longer than any of these settlers eager for a fresh start or the miners that scurry about like cockroaches at the first mention of 'this claim' or that. It'd do you some good to take heed of what I'm about to learn ya', and set your current knowings of the world aside, lest you end up dinner for one of them tentacled things that sport mouths uglier'n a dog's ass with the mange!"

The more I listened to the trapper talk the more I began to feel a sense of wonderment much akin to the times when my father would lay me down at night and read from books that were filled with tales of legend and lore—stories brimming with mythical creatures and magic that kept me wide-eyed and entranced. I was pulled away from the fond memories by the sound of the cork being pulled free from the new bottle the barkeep had sat on the table.

"There's one fella' in particular, what calls himself 'Walks the Stars'. This Injun is a genuine Lakota medicine man, who also happens to have a taste for sarsaparilla! Now, being a trapper means you're gonna' surely be traipsing through tribal lands at one point or another, so it's saved my life on more than one occasion to keep a few sundries fer' when I run across folks what don't like strangers hunting their land. Walks the Stars never was a chatty fella', but on one particular night when I'd visited his tribe to camp and offered some furs for trade, the stars high above us took to acting up and began dropping from the heavens by the droves! That's when the old medicine man opened up about things that've kept a shiver on my spine ever since he learned me the truth." The trapper reached inside his thick fur coat and pulled a chain from beneath his buckskin shirt, kissing the cross suspended from it before tucking it away.



"Walks the Stars talked on about these 'things' that walked our land long afore' we started claiming it and naming it. He spoke at length about some fellow called "Great-Tulu." The trapper accentuated his tale by carving what looked like a squid-headed creature on the surface of the table with his hunting knife. "The shaman claimed Great-Tulu had travelled from a place past the farthest star, called forth by one of the first tribes of man stickin' their snouts in things don't no man have business in, least he lose his soul." The trapper took a long draw from his glass. I'd pushed away from any additional spirits so as to retain as much of his story as possible—a pickled brain would only hinder me, though it seemed to only loosen the trapper's as he continued the bizarre tale.

"I'd normally laugh at such nonsensery, as I'm a God-fearing man and know better than to give weight to Injun superstitions. Tonight was different though; with the stars fallin' and lighting up the sky, I was more inclined to put to bed the doubt over the things the wise man was sayin'. His words rung with an eerie sliver of truth. Great-Tulu was the first of many of its kin-folk to arrive from beyond, and the lands all over the world was visited by them known as the 'Elder Gods'. Them Elders was a cruel lot and a bit touched in their slimy noggins from what I gathered from old Walks the Stars. He went on about how they enslaved the people, using folks for dark rituals and terrible experiments that never had much rhyme nor reason for folks not their kin. Walks the Stars said this was the way things was for thousands of years—using men and women for labor and even a source of food!"

The dour demeanor of the trapper seemed to fade away briefly as he spoke of what seemed to be his favorite part of Walks the Stars' story.

"Walks the Stars eventually paused to look to the heavens, allowing a smile which eased the lines of tension the tale had summoned on his face. I thought it was the sarsaparilla, but then he spoke of the eventual coming of some sort of new gods. Apparently, these fellas were more manlike in form than the squid things he'd drawn on the table. It seemed these fellas had a bone to pick with the Great-Tulu and its kinfolk and aimed at taking them down a notch while freeing the poor souls from centuries of enslavement. These 'sun gods' as Walks the Stars called them, bedded down amongst folks, all the while workin' up a plan." The trapper's gaze wandered up from his glass of dark spirits, possibly expecting me to be in a state of disbelief. Instead, he found my attention fully focused on the tale, which only spurred him further along the dusty trail of his story.

"Old Walks the Stars seemed to sit up a little straighter at this part of the tale or at least as straight as the poor fella's crooked spine would allow fer it. I swear, he looked a hundred or more, and some of his tribe claimed him to be 150 winters old! Taking a draw from the sarsaparilla, Walks the Stars' eyes seemed to light up a little as he spoke more about the leader of these sun gods and how 'she' would come to be known as 'Great Spirit.' It seems Great Spirit had come down from the stars with a right decent plan that involved learnin' folks in the ways of magic and ritual—the only way they could put Great-Tulu and its tribe of Elders to sleep and bury them in the deepest parts of the earth. The schooling went on for a time and was done in secret, under the cover of night, in the deepest parts of the forests. The day Great Spirit and her tribe revealed themselves, they took to warring on the Elder Gods. From what Walks the Stars told me, it wouldn't have been a fair fight for Great Spirit, and she'd of lost fer' sure, but they had an ace up their sleeves as the tribes of man had learnt' to lay down some mighty powerful magic that the slavers from the stars never counted on!

By the time old Tulu' and its kin had figured out what was a happenin, it was too late! See, these Elder things sounded a bit addled in their brain box and self-serving from what Walks the Stars told me, so I'm guessing they couldn't come together to circle the wagons to save their own sorry asses!"

The wily trapper knew he had me hooked at this point in the tale. He coyly glanced down at the empty bottle that sat between us, his fingers drumming on the table. I barked at the barkeep to keep the spirits flowing, and once a new bottle hit the table, the trapper paused long enough to fill his glass before finishing his tale.

"Apparently, the tribes of man used a mighty slumbering spell or 'good medicine' as Walks the Stars called it. It put old Tulu' and its kinfolk into a sleep that no amount of pokin' would wake them from. 'Tweren't enough to put them to sleep though, and it was then that Great Spirit used a powerful magic to put each Elder God into its own prison deep within the earth. Some was sent to the bottom of the deepest oceans, while others were banished to lie deep under the highest mountains of the world, far away from the tribes of man. Ol' Tulu' and his kinfolk was fast asleep like coon hounds by the woodstove on the coldest nights!

The tribes of man were free of Tulu' and his kin now, and with Great Spirit's enemies sawin' logs deep in the dirt, she gathered her kin to travel back to the stars. One last bit of magic was performed though. She left the tribes of man, entrusting them to care for the lands they walked, lands that would feed and provide shelter for the coming generations. She left the tribes with a warning, telling of a time when a tribe of pale men would arrive from distant shores. The pale tribe would arrive with good intentions but carried a curse within their hearts—the curse of greed for all things that glimmer and shine within the earth. This greed, she said, would eventually poison and strip their lands, making them ripe for the return of Great Tulu' and its kin."

The trapper chased the warning of his story with a swill of whiskey, straight from the bottle this time. The slight smile he'd displayed from telling of the banishing of Tulu' reversed to reflect the current gravity of the situation at the table. His eyes wandered the smoke-filled saloon as he took his last draw from his smoke before rubbing it out on the earthen floor with the heel of his boot. His gaze slowly returned to my own, and what he said next sent a chill down my spine that no amount of whiskey can chase away.

"Them seven days of night back in 65' where the sun hid behind the moon weren't no coincidence, son. Them folks that climbed straight out of their minds weren't no more crazy than you or I! They seen things during that week—things slithering out of the shadows with a strong urge to chew on grannie's toes!

North and South didn't just come to terms cause they just up an decided to stop killin' each other, no sir! They got bigger fish to fry now with all them stubborn deadpokes a stumblin' around again, fetchin' for anything warm and fleshy to gnaw on that can't outrun them! Rumor has it Lincoln still has troops dispatched in Pennsylvania and some of the Southern states, tryin to get as many folks out as they can afore' they wall off the areas overrun by the dead. That's right; I said it. They really ain't people sufferin' from the effects of the Seven Days of Night, that's just what the army tells you and probably themselves too, so's to keep from goin' AWOL.

And ya' can't tell me you ain't hearin' those whispers at night. I've taken to the bottle afore' bed in recent days, even when I'm out in the forest, as I'd rather face an angry grizzly fresh out of a bees nest than listen to the foul things the wind tries to tempt me with. I can tell you've heard them by the way yer' mouth just dropped open; better close it lest you suck in a fly, Son. It's a sad fact that many folks are listenin' to those whispers, weak in the spine and their faith in the Lord. They're a listenin' though, cause whatever it is seems to know us even better'n' we know ourselves, especially the darker parts of one's own heart that holds things best not loosened in the world lest they be found partial to a hangin'.

Ask me, and I'd say we're charging head first into that dark omen Great Spirit warned of so long ago! Seems to me, Tulu' and its tribe have found a way to stir from that dirt nap that's kept them at bay fer' so long!"

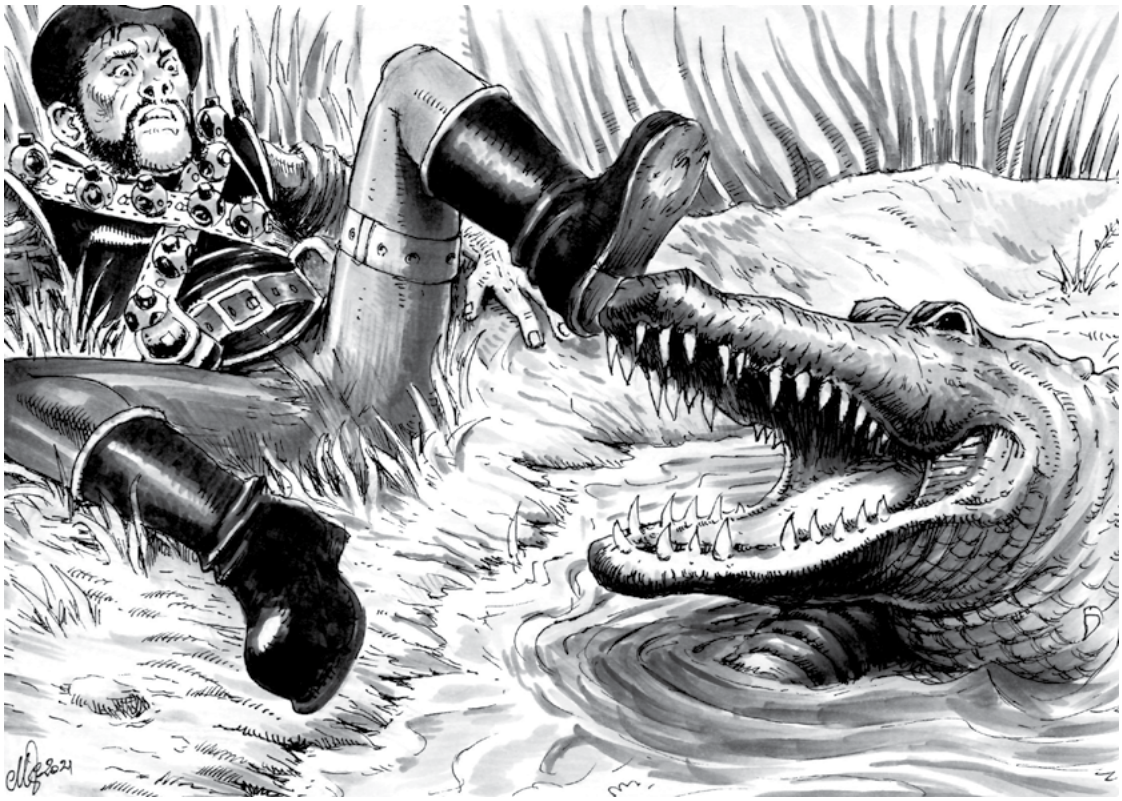
The trapper tensed at that moment, grimacing as if someone had just stepped on his grave. And with that, he quickly gathered up his gear and took the gold eagles I'd promised him for the telling of his tale. He then rose from the table, grabbed the bottle of whiskey, and gave me a final grim nod before heading out, never to be heard from again.

CHARACTER CREATION

As with any standard role-playing game, you, as the player, assume the role of a hero that you create using your imagination, the Weird Frontiers rulebook, and some oddly shaped dice. If you're lucky enough to have already played Goodman Games' Dungeon Crawl Classics, you are already familiar with the concept of a "funnel" styled adventure. The funnel is one of the more unique elements of DCC and is also ported into Weird Frontiers. Typical funnels begin with average townsfolk—better known as zero-level characters. Whether these poor souls choose their current path of adventure or are pulled into it by nefarious machinations, characters are initially ill-suited for the title of hero, and often meet a grisly demise at some point along the way.

Considering the funnel, and that most of your townsfolk will meet a horrific fate (if the judge is doing their job correctly!), it's best to create between one to four zero-level characters in hopes that one will find a way to survive and see the light of day. Should one or more of your characters survive the adventure, the lucky soul(s) will be deemed "fated" by a higher power and transform into one of the twelve classes better suited to take on the unspeakable evils haunting the Western frontier.

*Note: Alignment is normally a step included with character creation when playing many RPGs (including DCC), but Weird Frontiers takes a different approach to determining the starting point of a character's moral compass. Actions taken, along with decisions made during zero-level play, help determine what each character is made of at the end of the day. All characters beginning zero-level play are Walking the Line (WtL) on the path tracker found on the character sheet (see the Paths System on pg 28).



1. **Roll three (3) six-sided dice** and jot down the total on a scratch piece of paper. You'll do this until you have six scores between 3 and 18 for each character you play. Generated scores represent a character's mental and physical attributes and sometimes provide modifiers that affect different rolls during the game.

2. **Assign each score in the order rolled** (recommended) to the attribute found on your character sheet (Strength, Agility, Stamina, Personality, Intelligence, and Luck). Some scores will be high or low enough to gain a positive or negative modifier. Make a note of any modifiers tied to each ability score as found on the Ability Score Modifier table.

3. **Determine hit points.** Roll 1d4 for each character and modify the result by any applicable Stamina modifier. This is a character's starting hit points (or hp) and represents the physical damage a body can withstand before earning a permanent nap in an ill-fitting pine box. Note that a character gains a minimum of 1 hit point per level regardless of the Stamina modifier.

4. **Determine Grit.** Grit is a new ability created specifically for Weird Frontiers to help simulate the physical and mental stress a character can withstand while facing things best left unseen. Grit is a fluctuating ability determined by adding each character's Stamina and Personality and dividing by 2 (rounding down).

5. **Should a character's Luck ability** be enough to warrant a +/- modifier, roll 1d30 modified by their Luck modifier and consult the Lucky Sign/Birth Augur chart. Once the result is determined, it always affects related rolls by the amount of the original Luck modifier, even if the character's Luck ability later changes enough to lower/raise the modifier.

6. **Roll on the Random Occupation chart** to determine what sort of career the character had before the adventure starts. Occupations also determine a starting weapon and gear for characters.

7. **For zero-level characters**, roll 1d4 and record the result as dollars to spend on vittles and gear that might help get them through the night. Characters beginning at 1st level (or higher) should instead roll the die listed with each character class description and multiply the total by character level to determine starting money. Characters are free to choose the form of their funds, whether coins, bills, or trade goods such as furs, tobacco, and any items typically traded from town to town.

8. **Zero-level characters** use a d14 as their fumble die and a d6 as their critical hit die. The high starting fumble die reflects a typical townie suddenly thrown into a supernatural landscape filled with violence. Even lawmen and thugs used to an occasional tussle will find a fight with a blubbering mass of tentacles nerve-wracking! Blunders are often fatal and critical hits are not as impressive, but both improve as a character gains more experience on the weird frontier.

9. **The Paths system** replaces the standard alignment system found in the DCC RPG. All funnel characters begin "walking the line." More information on Paths can be found on pages 28–31.

10. **Weird Frontiers uses three methods** (called saving throws) to avoid danger: Fortitude, Reflex, and Willpower. Record each bonus granted from attributes for each saving throw. Stamina modifies Fortitude (or Fort); Agility modifies Reflex (or Ref); Personality modifies Willpower (or Will).

THE ATTRIBUTES

The six attributes help define the characters portrayed during the game. We use these abilities to help determine how well a character performs physical and mental actions. Higher scores will offer a bonus modifier to rolls, while negative modifiers will often hinder attempts at various tasks.

Strength: Characters use their raw strength to help perform tasks where "muscle" is needed to do the job well. Lifting, pulling, melee attacks, and feats of strength are all instances where a Strength modifier would come in to play to help or hinder the effort.

Intelligence: A high Intelligence will aid a character in performing actions like: searching for clues during an investigation, casting arcane spells, or using skills that require a sharp mind. Intelligence modifiers affect mental-based rolls and also determine any additional starting languages a character might begin the game with. For bonus languages, players are free to choose any spoken language they wish for their characters but should work to fit it within the background story they have developed. For simplicity's sake, assume all heroes in Weird Frontiers speak English for free, regardless of ethnicity.

Personality: Characters that have a higher Personality often become ambassadors for the posse they adventure with. Personality modifiers determine how well social interactions play out and how mentally tough a character is. Personality modifiers also affect Willpower saves, and certain classes like the revelator use their Personality modifiers to adjust attempts to perform divine abilities.

Stamina: The body's ability to persevere through harsh environmental conditions, shrug off the effects of poison and disease, and overall toughness are all factors that a Stamina modifier will affect. A character's Stamina modifier also adjusts hit point rolls and determines any Fortitude saving throw bonus.

Agility: Threading the needle with an expert shot from your trusty Winchester or leaping out of the way of a runaway stagecoach are examples of where a character's Agility modifier comes into play. The Agility modifier is applied to Armor Class, Reflex saving throws, and ability/skill checks that depend upon a character's quick reflexes.



ABILITY MODIFIER TABLE

ABILITY SCORE	MODIFIER	BONUS LANGUAGES
3	-3	0
4	-2	0
5	-2	0
6	-1	0
7	-1	0
8	-1	0
9	0	0
10	0	0
11	0	0
12	0	0
13	+1	+1
14	+1	+1
15	+1	+1
16	+2	+2
17	+2	+2
18	+3	+3

Every 3 points above 18 grants a +1 bonus (example: 21=+4, 24=+5, etc.).

Luck: Sometimes, a judge will rule that a character's chance at accomplishing the task at hand will boil down to how "lucky" they are. With a Luck check (roll 1d20 and try to match or roll lower than the characters current Luck stat), characters have a chance at tasks they'd normally find beyond the scope of their skill sets. The Luck modifier determines whether a character gains a roll on the Lucky Sign/Birth Augur chart and can be spent on a 1:1 basis to augment important rolls. Judges can award Luck during a session as they see fit, usually for acts of great sacrifice, or great role-playing.

LUCKY SIGN/BIRTH AUGUR CHART

ROLL D30	RESULT
1 or less	Bad moon baby: Use modifier with all attack rolls.
2	Hummingbird waltz: Use modifier with all initiative rolls.
3	Magpie's whisper: Apply the modifier in any attempt to mimic sounds and voices. Make an Intelligence check vs. an average DC of 8 further modified by the judge if needed.
4	Armadillo hide: Apply the modifier to AC.
5	Fox's guile: Apply the modifier to any rolls related to detecting or disarming traps.
6	Luck o' the hare: Use the modifier to adjust critical hit and fumble chart rolls. This modifier stacks on top of any existing modifiers.
7	Bountiful harvest: Apply the modifier to any newly acquired hit point rolls. In the case of a negative modifier, remember characters will always receive at least 1 hp.
8	Whitetail grace: Use modifier with all Reflex saving throws.
9	Widow's kiss: Apply the modifier to any poison-related saving throws.
10	Badger cunnin': Apply modifier to all melee attack rolls.
11	Crow's tongue: Use the modifier to determine additional languages. In the case of a negative modifier, deduct a language (possibly given from a high Intelligence bonus) per point of negative modifier.
12	Shadow-kin: Apply modifier to all corruption rolls.
13	Desert rat: Use modifier with all Fortitude saving throws.
14	Guardian angel/meddling devil: One saving throw may be rerolled per day for each point of positive modifier. In the case of a negative modifier, the character must reroll a saving throw where the unmodified die result is an odd number. The second roll stands regardless of the total. One reroll must be made for each point of negative modifier.
15	Ley-line tuning fork: Apply the modifier to any rolls related to casting spells or using magic items where a roll is called for.
16	Unholy allergy: Use modifier to all *turn back the night* rolls (see revelator class).
17	Lucky rabbit's foot: Apply the modifier to all saving throws.
18	Flying rat's radar: Apply the modifier to any checks to avoid surprise.
19	Grizzly swipe: Use the modifier with all melee damage rolls.
20	Hawkeye: Apply the modifier to any ranged attack roll.
21	Equine charmer: Use modifier on all horsemanship rolls.
22	Jackalope mojo: Character selects one type of saving throw to be affected by the modifier at the start of each new day.
23	Lightnin' rod: Use modifier on all magical damage rolls.
24	Sidewinder strike: Apply the modifier to all ranged damage rolls.
25	Roadrunner's pace: +/- 5' to movement rate for each point of modifier.
26	Liver of iron: Apply the modifier to all saving throws related to alcohol.
27	6th sense: Apply the modifier to all attempts at discovering hidden things.
28	Mountain tuff': Apply the modifier to any healing rolls where the character is the recipient. In the case of a negative modifier remember at least one hit point will be gained.
29	Holy roller: Apply the modifier to any attempts at practical or magical healing.
30 or more	Stray cat's strut: Use modifier on all *stealth/hide* related rolls.

SAVING THROWS

During the game, your judge may ask you to attempt a saving throw on behalf of your character. This is often a chance to save their hide from suffering damage, resisting the effect of a spell, or even dodging a runaway stagecoach. Weird Frontiers uses the same three categories of saving throws found in the DCC RPG: Reflex, Will, and Fortitude. A saving throw is attempted by rolling a d20 and adding any relevant modifiers. If the result matches or beats the DC (target number) set by the judge, the character has succeeded.

Zero-level characters have only their core ability scores to help modify saves made during gameplay, but once first-level is reached, additional save modifiers are applied depending on the chosen class.

Fortitude: Fortitude is a measure of how well your character shrugs off physical damage. You'll want to use this category against things like: resisting the venom from that cantankerous rattler that just lit you up, holding your breath under water, or rolling with the bone-crunching tentacle slap from a towering creature. All are examples of Fortitude saves. Fortitude saves are modified by a character's Stamina modifier.

Reflex: Sometimes the best way to minimize the damage an attack inflicts is to just avoid it entirely. Reflex saves represent your character's ability to leap clear from a runaway horse, grab a vine as they begin to plummet off a cliff, or to dodge the fireball a crazed cultist decided to send your way. Reflex saves are modified by a character's Agility modifier.

Willpower: Strength of will is often the only thing keeping the High Priest of Cthulhu from taking over your mind and forcing your gun hand on unsuspecting allies. Some attacks bypass the body and go straight for the mind. Charm, sleep, and hypnosis are just a few instances where a character would attempt a Willpower save to resist the effect. Willpower saves are modified by a character's Personality modifier.



OCCUPATIONS

Every hero in the world of Weird Frontiers had a job before they up and decided to even the odds against evil. Maybe they spent several years herding tick magnets working as cowboys across the rough and tumble frontier, or they might have worked their days as school teachers, hoping to bring some civility and education to the children belonging to the folks toiling away on the railroad.

Remember that a character's occupation determines their skill set. Skills related to the character's occupation are attempted by rolling 1d20 plus or minus modifiers and compared to the DC of the task. Roll 1d10 instead of a d20 when using skills unrelated to a character's occupation.

Roll a d100 to determine each character's occupation, starting weapon and a random trade good they begin the game with.

RANDOM OCCUPATION CHART

ROLL D100	OCCUPATION	WEAPON (DAMAGE)	TRADE GOOD (VALUE)
1	Actor	Knife (d4)	Theatrical costumes ($10)
2	Pinkerton agent	Pistol*	Detective badge and manacles ($8)
3	Author	Quill pen (d2)	Jar of ink ($.50)
4	Photographer	Tripod (d4)	Camera w/6 plates ($25)
5	Hypnotist	Derringer*	Gold pocket watch ($8)
6	Juggler	Heavy bowling pin (d4) x4	Leather balls ($2)
7	Librarian	Heavy book (d3)	Rare book ($8)
8	Magician	Wand that turns into a knife (d3)	Pet rabbit ($1)
9	Musician	Banjo (d4)	Book of sheet music ($2)
10	Painter	Large paintbrush (d2)	Rare pigments ($10)
11	Salesman	Derringer*	Trunk with random baubles ($15)
12	Puppeteer	Wooden puppet (d2)	Travel case ($5)
13	Sculptor	Trowel (d3)	Bucket of clay ($2)
14	Showman	Throwing knives (d3) x 6	Stage clothes ($5)
15	Sideshow freak	Barbell (d6)	Muscle oil ($1)
16	Singer	Pocket knife (d3)	Throat lozenges in tin ($1)
17	Sword swallower	Sword (d8)	Stage clothes ($5)
18	Thespian	Sword cane (d6)	Book of monologues ($2)
19	Orphan	Pocket knife (d3)	Stolen jar of candy ($2)
20	Camp cook	Meat cleaver (d6)	Mess kit ($10)
21	Cattle drover	Pistol*	Saddle rig ($20)
22	Stagecoach driver	Bullwhip (d3)	Leather gloves ($3)
23	Ex-servant	Knife (d4)	Average suit ($5)
24	Farmer	Scythe (d6)	Sack of vegetables ($2)
25	Farrier	Small hammer (d4)	Bag of horseshoes ($3)
26	Fisherman	Knife (d4)	d10 Largemouth bass ($.25 each)
27	Herdsman	Bowie knife (d6)	Loyal cattle dog (priceless)
28	Homesteader	Rifle*	Carpentry tools ($5)
29	Housekeeper	Broom (d2)	Ornate vase ($5)
30	Hunter	Rifle*	Bear trap ($2)

ROLL D100	OCCUPATION	WEAPON (DAMAGE)	TRADE GOOD (VALUE)
31	Lumberjack	Axe (d6)	Wool coat ($5)
32	School teacher	Heavy book (d3)	Stack of school books ($3)
33	Miner	Pick (d5)	Singing canary w/ small cage ($5)
34	Rancher	Pistol*	50' Spool of barbed wire ($2)
35	Prospector	Bowie knife (d6)	Sifting pan and gold nugget ($10)
36	Butler	Brass candlestick (d3)	Butler's suit ($10)
37	Teamster	Shotgun*	Saddlebags ($3)
38	Twister (horse breaker)	Bullwhip (d3)	Bridle and bit ($3)
39	Bartender	Pistol*	Small cask of whiskey ($10)
40	Bouncer	Billy club (d4)	Bowler hat ($3)
41	Bounty Hunter	Rifle*	Shackles ($3)
42	Burglar	Knife (d4)	Dark clothes ($5)
43	Carpetbagger	Sword cane (d6)	Carpetbag ($2)
44	Dancehall girl	Straight razor (d3)	Fine corset ($10)
45	Deserter	Pistol*	Worn uniform ($2)
46	Gambler	Derringer*	Nice suit & derby hat ($10)
47	Fortune teller	Knife (d4)	Crystal ball ($4)
48	Horse thief	Pistol*	Stolen branded horse ($50)
49	Outlaw	Pistol*	Wanted poster (self) & 10 silver dollars
50	Pickpocket	Pocket knife (d3)	Wallet w/ ($d5)
51	Peddler	Knife (d4)	Trinkets worth ($d12)
52	Politician	Heavy cane (d4)	$2d12 In a fine leather wallet
53	Snake oil salesman	Bowie knife (d6)	Bottle of Dr.Hobb's cure-all tonic ($1)
54	Auctioneer	Gavel (d2)	Unclaimed trinkets ($6)
55	Banker	Quill pen (d2)	Bag of 25 silver dollars
56	Boatman	Gaff hook (d5)	Large net ($1)
57	Bookkeeper	Letter opener (d2)	Ledger books ($2)
58	Coachman	Shotgun*	Heavy duster ($5)
59	Dentist	Small hand drill (d3)	Bottle of laudanum/ d4 doses ($4)
60	Doctor	Surgical knife (d3)	Medical kit ($15)
61	Grocer	Club (d4)	Jar of pickled herring (red) ($6)
62	Innkeeper	Derringer*	Incriminating ledger ($?)
63	Laborer	Shovel (d5)	50' Rope ($.50)
64	Launderer	Straight razor (d3)	Clean parcel of clothes ($5)
65	Medical assistant	Surgical knife (d3)	D3 poultices (each heals d2 hit points $.50 each)
66	Plumber	Pipe wrench (d5)	Brass fittings ($2)
67	Railroad man	Heavy hammer (d5)	d10 Iron spikes ($2)
68	Seamstress	Shears (d3)	Bolt of fabric ($d10)
69	Veterinarian	Surgical knife (d3)	Medical kit ($15)
70	Cavalryman	Pistol*	Worn saddlebags ($3)

ROLL D100	OCCUPATION	WEAPON (DAMAGE)	TRADE GOOD (VALUE)
71	Civil engineer	Tripod (d4)	Brass leveling instrument ($30)
72	Clergyman	Extra heavy Bible (d3)	Bottle of red wine ($2)
73	Infantryman	Rifle*	Mess kit ($10)
74	Interpreter	Quill pen (d2)	Translation guide ($2)
75	Journalist	1d6 Sharp pencils (d2)	Leather journal ($1)
76	Judge	Gavel (d2)	Book of law ($4)
77	Nun	Extra heavy Bible (d3)	Black habit & nice Bible ($2)
78	Preacher	Candlestick (d3)	Nice suit & Bible ($2)
79	Professor	Thick cane (d3)	Stack of books ($5)
80	Riverboat pilot	Staff (d4)	Lantern ($2)
81	Scout	Rifle*	Bearskin coat ($10)
82	Soldier	Pistol*	Uniform & mess kit ($5)
83	Steward	Billy club (d4)	Padlock & key ($2)
84	Telegraph operator	Wire snips (d3)	Important message ($?)
85	Undertaker	Derringer*	Measuring tape and box of nails ($.50)
86	Baker	Rolling pin (d3)	Long lasting fruit cake ($.50)
87	Barber	Straight razor (d3)	Shaving soap ($.50)
88	Blacksmith	Heavy hammer (d5)	5lbs. Pig iron ($4)
89	Brewer	Keg staff (d4)	Keg of ale ($10)
90	Butcher	Cleaver (d6)	Side of beef ($2)
91	Carpenter	Hammer (d4)	Tool bag ($5)
92	Cigar Maker	Knife (d4)	Box of fine cigars ($8)
93	Clothier	Shears (d3)	Set of fine clothes ($12)
94	Distiller	Bowie knife (d6)	1d4 jars of shine ($1 each)
95	Gunsmith	Pistol*	Gun cleaning kit ($3)
96	Hatter	Shears (d3)	Very fine beaver hat ($10)
97	Jeweler	Derringer*	Jewelers tools ($8)
98	Locksmith	Chain and lock (d4)	Lock pick set ($8)
99	Potter	Chisel (d2)	Lump of clay ($.50)
100	Bum	Knife (d4)	Jug of white lightning ($1)

***For simplicity's sake any firearms acquired by occupation should be drawn from the list below. All firearms are supplied with 1d12 extra rounds.**

Pistol: Light Pistol (damage d8, ROF 2, Load 6, Reload 3, Range 10/20/60)

Rifle: Breechloading Carbine (damage d14, ROF 1, Load 1, Reload 1, Range 40/80/150)

Derringer: Derringer (damage d8, ROF 2, Load 2, Reload 3, Range 2/8/15)

Shotgun: Double-barrel Muzzleloading Shotgun (d14/d10/d7, ROF 1 or 2, Load 2, Reload 3, Range 15/30/60)

SLIDING INTO THE FUNNEL MINDSET

After 37 years of playing RPGs, the author shamedly admits to evolving into a player who turned his nose up at a set of character stats not lending themselves to positive modifiers for gameplay. It took playing Dungeon Crawl Classics to throw that train of thought right off the proverbial tracks. And what a positive change it has been!

As a player, try not to get wrapped up in the scores you roll up—high or low. Instead, try to visualize each character, and use the stats as a tool to help build the image of your unlikely hero. For example, your lawman has an Agility of 8, which is on the low end of the scale. After some thought, you might decide he fought in the Civil War and developed a bad habit of chasing the worm at the local saloon to wash away the gore-laden memories of war—which results in a shaky hand and slower reflexes.

As a judge, you are encouraged to have players roll up attributes in a strict fashion. Tell them to throw caution to the wind, accepting what Lady Fate sees fit to give them to mold their characters with. Players will wind up with a handful of characters that don't look like much on paper, but fear not! True fun for you comes from watching players slowly becoming attached to the characters strapped with obvious disadvantages as they find ways to beat the odds.

LEVEL ADVANCEMENT

All character classes use the same Experience (XP) table to determine level advancement.

- ♠ Each encounter a character survives is worth from 0 to 4 XP. Remember that the characters don't have to kill the creature they're fighting; surviving the experience is also worth XP. Puzzles, traps, and challenging encounters that don't involve combat may also warrant awarding XP.
- ♠ All characters that participate in an encounter qualify for the awarded XP.
- ♠ Judges always determine the level of XP awarded after each encounter.
- ♠ Characters will level once reaching the minimum threshold for the next highest level.
- ♠ You'll notice that the threshold increases after each level. This helps campaigns last for some time, allowing players the chance to appreciate their characters as they progress to the higher ranges of experience.

THE XP TABLE

Keep in mind that a funnel session might not garner enough experience to level characters up to 1st level (10 XP). Judges are welcome to consider the completion of a funnel adventure reason enough to allow players to advance their characters to 1st level.

LEVEL	XP REQUIRED
0	0
1	10
2	50
3	110
4	190
5	290
6	410
7	550
8	710
9	890
10	1090

WEAPON TRAINING

At zero level, characters all begin the game with a single weapon they're able to use proficiently (by occupation). This means you'll attack by rolling a standard d20 before any modifiers. Characters often find additional weapons during a funnel session, and to keep things simple, ignore the signature weapons rule (found in a later section) during funnel play. If characters are lucky enough to find a pistol or a bow with arrows, they're still probably going to be measured for a pine box before the end of the session through some horrific death!

CHOOSING A PATH - THE PATHS SYSTEM

The Righteous and The Damned

Weird Frontiers begins in 1865. It's a volatile period that finds the good people of newly formed states

and territories struggling to heal both spiritual and physical wounds brought about by the bloodiest war ever to transpire on American soil. Throw in a gaggle of insane cultists that nearly succeeded in unleashing a writhing host of god-like beings intent on devouring mankind, and you have a tumultuous time, a time where everyone chooses a side sooner than later as the line being drawn in the sand is stained with blood.

The Weird Frontiers RPG introduces a new alignment system that rewards players for giving some thought to where their character stands on the front between the forces of good and evil. Too often players choose between the attitudes of "Lawful, Neutral, or Chaotic" for their characters and then forget about it. The Paths system aims to change that trend and hopefully adds to the overall story elements of a game.

Walking the Line: Most folks are good-natured in the world of Weird Frontiers. They attend church on Sunday and observe the Sabbath; they're law abiding and often try to help a neighbor in need. These are the folks that can lay no claim to having any encounter with the supernatural or maybe they've actively ignored it.

Your character will begin the game on this path. Unlike most folks, you'll be forced to acknowledge that horrific creatures do in fact exist, and the things they serve seek entrance into the world to bring about its end and to feast upon mankind. Once a character accepts these terrifying truths, it is a rare soul that doesn't choose a side.

The Righteous: Characters walking the line towards that of the righteous often share similar qualities. Folks look to you when times are darkest for inspiration and for a steady gun when a good talking to won't keep the peace. You obey the law if the law serves the best interest of the people it was written for. You're typically a spiritual person that finds the words of the Good Book far more enjoyable than a stiff whiskey. You have a hard time resisting a call for help from those less fortunate and try to lead by example so those in the flea-bitten towns you visit understand that good always trumps evil at the end of the day.

The Damned: Unfortunately, characters walking the line towards that of the damned are in no shortage, and their reasons for embracing the crooked road are many and varied. Good intentions often take a





back seat to bad choices—leaving you with a knack for doing "questionable" things and often to good people. You spend your life thirsting for things most folks see as paving the road to damnation. There isn't a law you won't break or sin you won't commit and assume there's always a chance you'll be hanging from the bad end of a rope by sundown.

Helping innocents isn't entirely out of the question, but you rarely place yourself in danger when there isn't something to be gained, and having a friend or two on the trail ain't half bad when you figure it's two more targets that might draw a bullet meant for you.

All characters beginning a funnel adventure are considered to be "walking the line." Unless otherwise stated, players creating higher level characters must also begin by walking the line. Certain character classes may require you to move closer towards one of the two additional paths.

USING THE PATHS DURING PLAY

The Line

Once a character starts their adventures, make a note of their path somewhere on the character sheet. Players using an official Weird Frontiers character sheet will see a small graph included to make keeping up with the path easier. If an official character sheet is not available, draw something out that resembles the format below.

Shifting the Line: At the end of each session, players should bring up some of the best highlights of the game. Did any participating characters do something above and beyond that might shift them towards one of the two available paths? Think of it like a mock trial where players take on the role of jurors while the judge... well, becomes the judge!

Should the judge agree that the character has "shifted" towards one of the paths, they should have the

DAMNED ☐+1D ← ☐+3 ← ☐+2 ← ☐+1 ← WALKING THE LINE → ☐+1 → ☐+2 → ☐+3 → ☐+1D RIGHTEOUS

player fill in the next empty box (with a pencil) leading towards the path that best associates with their character's actions. If the character in question does not shift during a session, leave them at their current place on the track.

Reap What You Sow

Once a character begins his journey towards one of the paths, their reputation grows, whether good or bad. You'll notice a numerical modifier paired to each step on the path tracker. Depending on the path the character is on, the modifier will apply during certain social interactions with NPCs (non-player characters). Characters reaching the end of a chosen path should circle the path name (Righteous or Damned) to represent this. Reaching the end represents a character knowing full well the path they have chosen and the reputation they have earned. To retain the +1d bonus to interactions a character must perform one deed during play that serves as a reminder to the character and those around them of the path they've chosen.

Righteous (PoR): Characters on The Path of The Righteous (PoR) apply the modifier when dealing with common townsfolk and lawmen.

Damned (PoD): Characters on the Path of The Damned (PoD) apply the modifier when dealing with the seedier elements of a town, including criminals.

Walking the Line (WtL): Characters that can successfully keep centered in their attitude are rewarded by a +1 modifier at first-level when dealing with folks of any Path. They progress with this bonus for each level they can maintain the Line (+2 at the next level, +3 at the level after, and +1d caps the bonus). If at any point they stray from WtL, they lose this bonus and instead take the bonus from the Path they now follow.

Characters will also find their actions contradicting the current path they follow. The Path mechanic is designed to help illustrate a character's rise and fall throughout the course of their lives. For example, take the character William Munny from the legendary movie *Unforgiven.* Munny was one murdering hombre in his younger years, but a good woman and children turned his moral standing from The Path of The Damned to that of The Righteous.



CHAPTER TWO
CLASSES

It's a hell of a thing, killing a man.
You take away all he's got and all he's ever gonna have.

— *William Munny, Unforgiven (1992)*


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CHOOSING A CLASS

So, you've just made it through your first funnel adventure? You've probably spilled the tainted blood of crazed cultists and maybe even tasted a little of your own in the process. What comes next now that you realize Lady Fate has deemed you worthy of something bigger?

Players now have the privilege of choosing one of several unique character classes available for play. Players should glance over the available classes and then give a more careful read to those that catch their fancy.

Keep in mind there are two classes (tommyknocker and the sin-eater) that aren't recommended for play unless one of your funnel characters earned a permanent "dirt nap" for their efforts during the adventure. This means you finally get to play that character you lost with those great ability scores (you're welcome!). **Judges skipping the initial funnel adventure should make all classes available for players to choose from.**

NOTE

Several classes below have powers that come with a price. Activating a spell-like ability is mentally taxing and requires the expenditure of temporary Personality points. Each class ability lists the associated cost. **Remember that saving throw bonuses change to reflect the current temporary ability score of a character. Spent Personality is restored to its starting total after a good night's rest of at least 8 hours.**

COMMON THINGS YOU'LL FIND WITH MOST CLASSES

Hit Die/Hit Points: Every class has a designated Hit Die used to generate hit points at 1st and subsequent levels. Modify hit points rolled by the Stamina modifier (characters always receive at least one hit point regardless of negative modifiers) at each new level. Keep in mind characters retain their zero-level hit points once they attain 1st level, and should a judge skip the standard funnel, remember to include the 1d4 Hit Die roll in addition to hit points rolled at 1st level.

Crit Die: Every class starts with a predetermined crit die at first level. Combat oriented classes typically start with a higher crit die, while those that prefer to stay out of the fray will begin with a lower die. Players roll their crit die at any point a critical hit is scored during an attack (normally a natural 20) and further modify it by the positive or negative Luck modifier. See the Combat chapter for more information on critical hits.

Zero-level characters all begin the game using a d6 for their crit die.

Fumble Die: Every class starts with a predetermined fumble die at 1st level. Characters that typically avoid combat have a higher fumble die while those combat oriented begin with a lower die. Failing miserably at a task usually means rolling a natural 1 on a d20, and during combat it could mean disaster for the character. Use the designated fumble die adjusted by the positive or negative Luck modifier before referencing the appropriate Fumble chart. Zero-level characters all begin the game using a d14 for their fumble die as fumbling during the beginning stages of a character's adventuring career often spells disaster.

Signature Weapons: 1st level characters may choose two weapons as "signature weapons." Signature weapons represent the characters' regular use

and familiarity with two weapons of choice. This replaces any weapon a character begins with in a funnel game unless that weapon is chosen as a signature weapon. Signature weapons are used without penalty. Non-signature weapons incur a -2 penalty to both attack and initiative checks. Note that only mystic monks and sin-eaters may choose from the exotic weapons category. Characters may add a new signature weapon at every odd level. See the Weapons chart in the Appendix for more information on each weapon.

Switching Signature Weapons: Characters wishing to switch out a signature weapon must announce their desire to do so before the next game session and then use the weapon with the imposed penalties for the session, after which assume they have gotten used to the weight and balance of the weapon and will no longer suffer the penalty.

Action Dice: The character's action die is used for most common mechanics. Attacking, casting spells and miracles, or attempting skills the character is proficient at are all examples. In most instances, you'll be rolling a d20 with modifiers to determine success. See each class for specific uses of action dice.

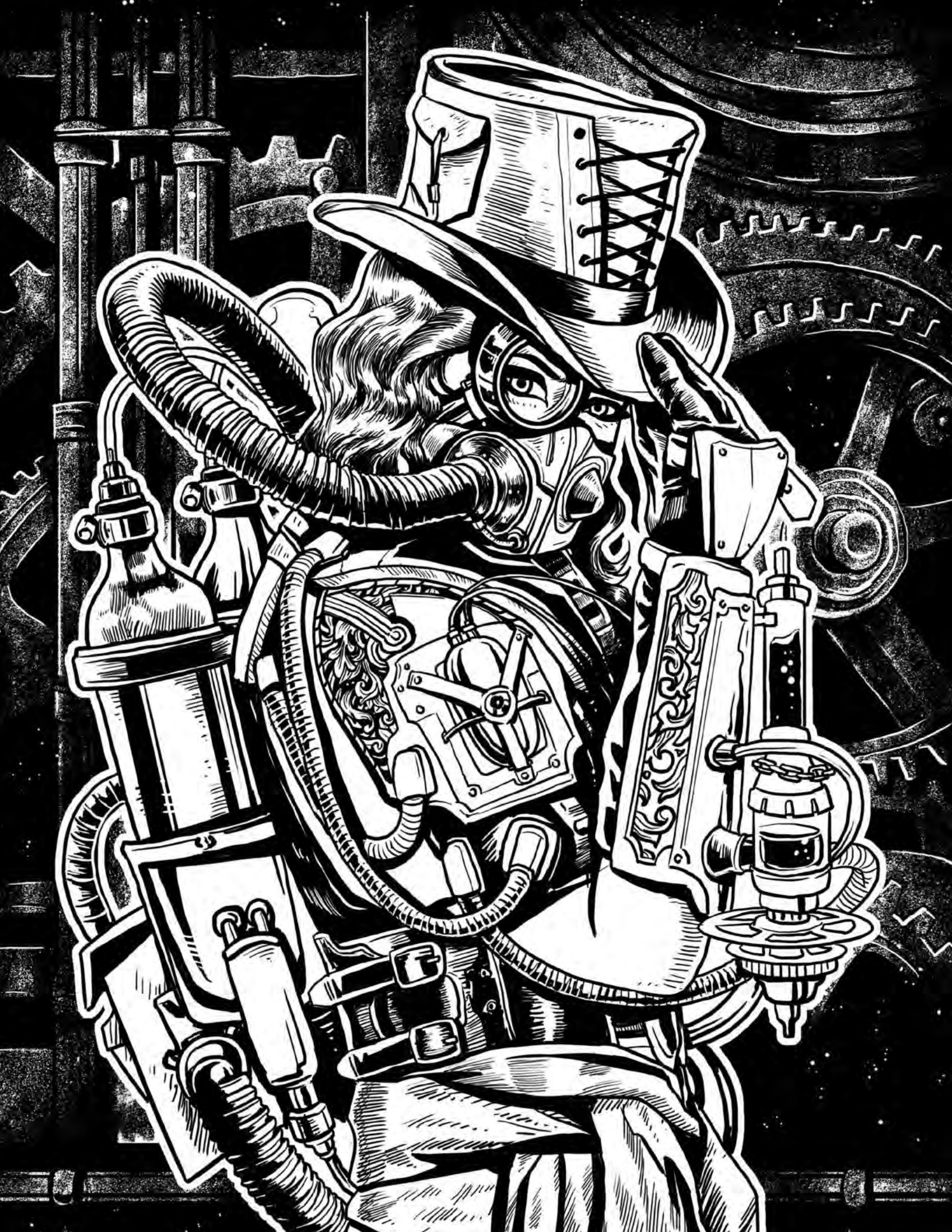
Path: Each character class is driven by different motivations while blazing a trail across the weird West, and the three paths serve as a fluctuating "moral-compass" that measure a hero's worth, or lack thereof. A few classes have path restrictions listed individually and must be adhered to. Unless stated otherwise, characters begin the game by walking the line between the two paths (Righteous and Damned).

Titles: Character classes often earn nicknames or monikers as they gain experience. Character classes have titles for varying experience levels up to 6th level. Once a character reaches 6th level, they are true legends of the frontier and should pick a title that coincides with the legendary status they have earned during their life.



Special Abilities: Most classes have a touch of the supernatural flowing through their veins, granting them special powers such as spell casting or stepping sideways into the spirit world. Special abilities often come at a price however, and this is represented by the expenditure of temporary Personality points. Spent Personality fully returns after a good night's rest (8 hours). Players spending points should make a note in parentheses beside their permanent Personality score as the Personality modifier is calculated from the current score.

Luck: For each class, a character's ***current*** Luck modifier will apply to specific abilities or skills; make a note of which class abilities are modified by Luck.



• BEDLAMITE •

You've lived your entire life with a certain "spark" of creation burning deep within your heart. As a child, you figured out ways to help Pa fix the wagon, even when he didn't have the proper parts or tools. This spark would grow into a prideful flame, and by the time you became a young adult, your talents were highly prized by a town lucky enough to have you and the wonderful inventions you designed.

When the events of the Seven Days of Night hit the West, it changed you in a way that made those creative fires burn with a different sort of flame, one that fuels your ability to fabricate and then "charge" wondrous arcane contraptions, limited only by your imagination. Flight, controlling the elements, even healing are all within your grasp now.

Hit Die: Bedlamites use the d8 to determine hit points at each level.

Crit Die: d6 **Fumble Die:** d12

Action Die: Bedlamites use their action die on all rolls involving the use of contraptions, attacks, and all class abilities and skills unless otherwise noted.

Ain't Quite Right: As the bedlamite becomes more lost in the complex workings of their contraptions, they also start to become less social—preferring the confines of the workshop and the company of the "friends" they create. Beginning at 1st level and on each subsequent level, the bedlamite rolls d% and consults the Bedlamite Progression chart. Should the result of the roll be less than the listed number under **Derangement**, the bedlamite acquires a minor disorder or phobia. Different personality "quirks" may be gained as the bedlamite advances in level. These derangements may be rolled randomly (see the **Rules** chapter for **Fear and Madness**) or players can work with their judge to come up with a disorder that best suits the character.

Luck: A bedlamite's current Luck modifier applies to all repair checks.

Path: Bedlamites aren't necessarily evil; they just don't give an owl's hoot over much else that's not currently on the workbench. Losing a few lives while working out the "kinks" with their latest contraption is a cost the bedlamite will take. Bedlamites should start by Walking the Line.

Signature Weapons: Bedlamites prefer to use their own contraptions when backed into a corner and consider these to be "signature" when used as weapons. They will opt for derringers, light pistols, and knives when forced to resort to weapons they didn't construct.

Starting Wealth: Bedlamites start the game with 2d12 dollars.

CLASS ABILITIES

Achilles Stratagem: By spending 1 full round observing anything constructed by human hands, the bedlamite can innately detect the weakest point on the object being observed. After successfully determining the "Achilles heel" of the object, the bedlamite increases damage rolls made against the object by +1d. Additionally, their critical range is then expanded to 19-20 and a +1d modifier is added to any Critical Hit chart roll.

Contraptions: Bedlamites all have the inherent ability to create devices that bend the Laws of Nature. The arcane energies released during the Seven Days of Night baptized and imbued the bedlamite. Their natural talent to repair and invent has grown to such a degree that they can construct and "charge" contraptions that defy logic.

Contraptions fall into two categories.

> **Mundane Contraptions:** The bedlamite can throw together and repair just about anything (that anyone can use) with the right tools, materials, and time. Mundane contraptions are an improvement over already existing devices, but bedlamites also like to create new and interesting contraptions (spring-heeled boots, lock pick gloves, water-proof lanterns, etc.).

To create a mundane contraption, both player and judge should look over the "blueprint" to determine the complexity of the item. Factor the time required, plus the cost in materials, to help determine the DC needed to construct the item. **Bedlamites start the game with two mundane contraptions of their design and automatically gain an additional one (no roll required) at each new level.**

Use the Tinkering and Repair table as a loose guideline for making mundane contraptions. Bedlamites roll 1d20 + Intelligence modifier + level vs. the DC of the contraption + any additional modifiers set by the judge. Sweat, blood, and time are the tools a bedlamite uses to perfect their craft. If a repair or creation roll for a mundane item fails, the bedlamite may take extra time and attention to make it eventually work. For each point the roll fails by, roll an additional die of a type found on the Repair Time or Construction Time columns of the Tinkering and Repair table. This is how much additional time it would take to be successful. The bedlamite may choose to abandon the project or continue if the time can be spent. For example: A bedlamite attempts to fix a well pump (a basic device) that has minor damage and rolls a 3 on the attempt. The DC for a basic device that has minor damage is 5; the bedlamite has failed with a margin of 2. It takes 1d3 hours of effort to fix this device (as noted on the Tinkering and Repair chart) if the bedlamite had succeeded. As our bedlamite failed, they would need to roll 3d3 (1d3 for each point of failure plus the initial time taken) with the result being the total number of hours it takes to fix this device on the failed roll. The bedlamite may choose to just fail the test instead of taking the extra time (but still loses the initial 1d3 hours of time in the attempt).

(*Note that there are no hard and fast rules for inventing new contraptions and improving upon things that already exist. A good judge will try to work with the player to come up with something interesting for their efforts, but the creation should not overpower the game, nor should the character be allowed to use the ability unchecked and at will. Typically, allow time in the "shop" when the bedlamite has some downtime, funds, and the parts needed to make the attempt.)*

Wondrous Contraptions: Wondrous contraptions are fantastical items only usable by bedlamites. They are limited only by the imagination (and wallets) of their inventor and typically mimic magical spells or items that defy all logic. Wondrous contraptions must be brought to life *each* use by making a Gear check (see below).

The bedlamite starts the game with three wondrous contraptions at 1st level and gains an additional one at each new level. Judges should take any idea the player has for a new contraption and run with it, but suggest that the player chooses from one of the wondrous contraptions provided in the **Magic** section starting on page 178. This will get their boots on the ground until they're comfortable turning a wrench! Bedlamites can also "inherit" wondrous contraptions from their peers, leading some hair-brained tinker devils to hunt those that share their talents. Whatever the method used in gaining the wondrous contraption, bedlamites must spend a full week times the level of the contraption to understand its internal workings. After investing the proper time, 1 point of permanent Luck must be burned to erase the spirit signature of the original owner and attune it to the new owner.

Activating a wondrous contraption is referred to as a "Gear check" and is performed by rolling 1d20 + Intelligence modifier + level. The result is then compared to the corresponding number on the contraption's result chart to determine the result of the check.

Mechanical Calamity: Anytime a Gear check results in a natural 1, something catastrophic happens. In such a case, roll the die listed (modified inversely by Luck) on the results chart of the wondrous contraption in question.

BEDLAMITE PROGRESSION CHART

LEVEL	TITLE	ATTACK BONUS	CRIT DIE	FUMBLE DIE	ACTION DIE	REF	FORT	WILL	DERANGEMENT
1	Grease monkey	0	d6	d12	1d20	+1	0	+1	40%
2	Wrench savant	+1	d7	d10	1d20	+1	+1	+2	45%
3	Machinist	+1	d7	d10	1d20	+2	+1	+3	50%
4	Artificer	+2	d8	d8	1d20	+2	+2	+4	55%
5	Bedlamite	+2	d8	d8	1d20+1d14	+3	+2	+5	60%
6		+3	d10	d7	1d20+1d14	+3	+3	+6	65%
7		+3	d10	d7	1d20+1d16	+4	+3	+7	70%
8		+4	d12	d6	1d20+1d16	+4	+4	+8	75%
9		+4	d12	d6	1d20+1d20	+5	+4	+9	80%
10		+5	d14	d5	1d24+1d20	+5	+5	+10	85%

BEDLAMITE PROGRESSION CHART

LEVEL	WONDROUS CONTRAPTIONS	POWER LEVEL	MUNDANE CONTRAPTIONS
1	3	1st	2
2	4	1st	3
3	5	2nd	4
4	6	2nd	5
5	7	3rd	6
6	8	3rd	7
7	9	4th	8
8	10	4th	9
9	11	5th	10
10	12	5th	11

REPAIR/CONSTRUCTION TABLE

ITEM COMPLEXITY	ITEM DESCRIPTION	REPAIR TYPE	REPAIR TIME	REPAIR COST ($)	REPAIR DC	CONTRAPTION CONSTRUCTION TIME	CONTRAPTION CONSTRUCTION COST ($)
Basic	Wagons, well pumps, weapons, lanterns, etc.	Minor	1d3 hours	0	5	2d12 hours	$3/hour
		Major	1d6 hours	1d4	11		
Advanced	Stage coach, steam engine, windmill, etc.	Minor	1d5 hours	1d8	14	2d4 days	$20/day
		Major	1d12 hours	2d10	17		
Complex	Grandfather clock, bank safe, reaper plow, Gatling gun, etc.	Minor	1d12 hours	2d12	20	2d8 days	$30/day
		Major	1d24 hours	4d20	23		
Alien	Chthonian brain drill, spacecraft, telepathic hood, etc.	Minor	1d3 days*	5d4 x50	25	N/A	N/A
		Major	1d4 weeks*	5d4 x1000	30		

Minor repairs - Item works, but is damaged in some way
Major repairs - Item is broken and non-functioning
* Alien technology can only be repaired, not constructed *de novo*



• CALAVERA •

For most of your early life, you could only "see" the spirits dwelling in the "Near," a dark reflection of our world that serves as a way station for souls. Limited communication with the Near was possible with scrying objects, but once the Seven Days of Night came to be, the barrier dividing the living from the dead weakened, allowing for direct conversation. Word of your talents quickly spread through the spirit world, and now you often serve as a messenger for the dead, helping with unfinished business and getting messages to those still drawing breath in the skin lands (the land of the living). Your ability of communication also comes with a complement of powers—gifts from those that cherish you on the other side.

The class name comes from the ghostly glow resembling a sugar-skull that manifests on your face during the use of your special abilities. The beautiful design marks you as a fated messenger for the dead and strikes awe in those around you. The eerie glow lingers for 1 round after a power is used.

Hit Points: Calaveras use the d8 to determine hit points at each level.

Crit Die: d8 **Fumble Die:** d12

Action Die: Calaveras use their action die for attack rolls and all class ability and skill rolls unless otherwise noted.

Luck: A calavera's current Luck modifier applies to rolls involving their dead-speak interactions with denizens of the spirit world.

Path: Calaveras start by Walking the Line, often feeling torn between the land of the living and that of the dead. Friends exist on both sides of the veil, and often tough choices have to be made when choosing to save those that still draw breath over those that don't.

Signature Weapons: Calaveras typically favor weapons gifted to them by the spirits they encounter and gain favor with. A restless soul wandering the vast expanse that is the spirit world has no use for objects left behind; thus, when a calavera offers to complete unfinished business in the land of the living, they are often led to small treasures tucked away as thanks. This leads to a wide variety of weapons from which the calavera can choose.

Starting Wealth: Calaveras start the game with 1d12 dollars.

CLASS ABILITIES

Bone Dance: (cost of 1 point of temporary Personality): Calaveras are held in such high regard by wandering spirits that they may call on these spirits in times of need, with the spirits temporarily pushing through the Veil to inhabit and animate any corpse(s) currently collecting maggots in the general area. To use *bone dance*, the calavera sends out a spiritual distress call to any spirits nearby who immediately seek a suitable corpse to animate and protect the calavera. For simplicity's sake, it should be assumed there are always corpses available nearby. To attempt *bone dance*, the calavera must spend 1 temporary Personality point and reference a Spirit craft roll of 1d20 + Personality modifiers + level on the *bone dance* spell description.

Dead Speak: Calaveras see across the veil that divides the land of the living from that of the dead. Spirits within eyesight are seen while in the Near (that part of the spirit world that overlaps with our own) in addition to any un-dead invisible while visiting the skin lands. A calavera can communicate normally with any intelligent being in the spirit world. The language of death is universal.

Gloom: Calaveras are unique. They unknowingly serve as a conduit to the negative energies pervading the spirit world, and as a result, they funnel trace amounts of energy (known as "gloom") into both ranged and melee attack damage. Bullets leave a trail of crackling azure energy while melee weapons are awash in the same soul-numbing energy. The calavera must concentrate to create the negative-energy conduit (it is not always present, and when first summoned, the calavera can not take a move action but can attack in the same round and move freely in subsequent rounds). The power increases the damage from melee and missile attacks by +1d

and critical hit results gain a +1 per level to the chart roll. Additionally, creatures normally resistant to non-magical attacks lose their resistance/immunity to weapons charged by the gloom.

Grim Conversation (cost of 1 point temporary Personality): Calaveras have a gift for communicating with the spirits residing in the Near, but speaking with those lucky enough to have made their final journey to the after-life requires the use of *grim conversation*, which temporarily pulls a soul back from the beyond to answer the siren call of the calavera. To attempt *grim conversation*, the calavera must spend 1 temporary Personality point and reference a Spirit craft roll of 1d20 + Personality modifiers + level on the *grim conversation* spell description.

Side-step (at a cost of 1 to 2 points of temporary Personality): The spirit world is normally reserved for the restless dead that have failed to cross over into the afterlife for whatever reason. Calaveras have the innate ability to cross the veil that divides the living from the dead, physically stepping into what most calavera come to call a second home.

Calaveras ***side-step*** into the spirit world by concentrating wholly on any reflective surface for one round. The effort of crossing the veil is taxing, and each jump (including the return trip) costs 1 point of temporary Personality to reflect the force of will spent to attempt the ability.

Once the Personality point is spent, the calavera makes a Spirit craft roll: 1d20 + Personality modifiers + level and the total is compared to a DC as set by the judge (but always starts at a DC 8, further modified by situational factors). For example, attempting to enter the spirit world in broad daylight, in front of dozens of onlookers, might impose a +6 penalty to the DC; attempting the ability at midnight in a graveyard would impart a -5 to the DC.

Transporting a living ally or mount is possible but costs an additional 1 point of temporary Personality to carry multiple creatures across and adds a cumulative +1 to the DC for each creature carried over.

Spook Show (cost of 1 point of temporary Personality): The restless dead make no bones about how they feel towards a calavera. They are a rare link to the land of the living, serving as a bastion of hope to those wandering the wastes of the spirit world. When an enemy tries to bring harm to the calavera, chances are there's a friendly spirit nearby that takes offense to that notion. When allowed, the spirit temporarily manifests through the calavera in an attempt to frighten away the target. To attempt spook show, the calavera must first spend one temporary Personality point and reference the Spirit craft roll of 1d20 + Personality modifiers + level on the *spook show* spell description.

Void Kissed: Calaveras are just as comfortable within the spirit world as that of the living. Their dual nature gives them an innate resistance to attacks made by creatures native to the spirit realm. To reflect this, the calavera doubles their normal save bonus against any special attacks made by un-dead or creatures native to the spirit world.

CALAVERA PROGRESSION CHART

LEVEL	TITLE	ATTACK BONUS	CRIT DIE	FUMBLE DIE	ACTION DIE	REF	FORT	WILL
1	Gloom-kin	+1	d7	d12	1d20	+1	0	+1
2	Harbinger	+1	d7	d10	1d20	+1	+1	+2
3	Banshee	+2	d8	d10	1d20	+2	+1	+2
4	Ill-boder	+3	d8	d8	1d20	+3	+2	+3
5	Calavera	+3	d10	d8	1d20+1d14	+3	+2	+4
6		+4	d10	d7	1d20+1d14	+4	+3	+4
7		+5	d12	d7	1d20+1d16	+5	+3	+5
8		+5	d12	d6	1d20+1d16	+5	+4	+6
9		+6	d14	d6	1d20+1d20	+6	+5	+6
10		+7	d16	d4	1d24+1d20	+6	+5	+7

CALAVERA SPELL-LIKE ABILITIES

BONE DANCE

Cost: 1 point of temporary Personality **Duration:** Varies **Manifestation Time:** 1 round **Save:** Varies

General: The calavera is known to give off a shine to those wandering the spirit world, attracting them like moths to a flame; a flame that must be allowed to burn at all costs, lest the restless dead lose their connection to the land of the living! On rare occasions, the calavera throws out a supernatural distress call to spirits in the area. The calling is answered by restless spirits that push through the veil that divides the dead from the living and enter suitable corpses to animate.

Note: To keep gameplay flowing, use the following statistics for any zombie that is created from the use of *bone dance*. Also assume that corpses are available when the ability is used.

> **Zombie:** Init -1d; Atk fist +0 melee (1d4+2), bite +0 melee (1d6); AC 10; HD 1d8+2; MV 20'; Act 1d20; SP un-dead traits, overwhelm; SV Fort +4, Ref -4, Will +2; PoD +1.
>
> *Un-dead traits:* Like all un-dead, zombies are immune to *sleep, charm,* and *paralysis* effects, as well as other mental effects, and cold damage.
>
> *Overwhelm:* Most zombies attack with a pack mentality and unengaged zombies will drift to targets currently being attacked by a fellow zombie. Each zombie attacking the same target gains a +2 attack bonus per fellow attacker, and successful attacks force targets to pass a DC 8 Reflex save to avoid being dragged to the ground prone.

Manifestation: Roll 1d5: (1) large wings appear on the calavera giving them the likeness of an angel of death as spirits from the Near burst from them, howling maniacally as they fly about searching for a host body; (2) the calavera heaves, vomiting forth spirits that use them as a conduit to the land of the living as they fly in erratic patterns seeking a corpse to "ride" while cackling with glee over their temporary release from the Near; (3) the calavera begins to glow and is lifted from the ground, turning in circles as the spirits assesses the scene before stepping out of the calavera's body and drifting to whatever suitable hosts can be found; (4) a swirling portal of azure energy opens, forming a gateway to the Near for summoned spirits to pour forth from, seeking corpses to ride; (5) the calavera becomes instantly incorporeal, fading to the Near before rebounding back into the land of the living with willing spirits clinging to their body.

Backlash: Roll 1d5: (1) the calavera screams as an overload of gloom is amplified, rebounding back through the barrier between worlds, stunning the calavera for 1d3 rounds; (2) the restless dead have a "bone" to pick with the calavera (perhaps they shunned a recent request to help a spirit in need or possibly it was their pistol that sent the hostile spirit across the veil—bone dance fails and cannot be retried for 24 hours); (3) spirits physically manifest while still in the body of the calavera, filling the calavera's lungs with ectoplasm, resulting in choking and vomiting for 1d4 rounds, leaving the calavera stunned (-1d penalty to action die rolls and the calavera drops to last in initiative order—the manifesting spirits emerge from the vomit, malformed, slowly dissolving, and mewling in frustration); (4) the calavera is loved by most spirits, but on occasion the calavera's been forced to put a dog down when it endangers the innocent, be they living or dead, and one such restless spirit has been waiting for the chance at revenge and claims its stake today (the malicious spirit(s) possesses a corpse and attacks the calavera— roll 1d8+12 and reference the bone dance result chart to determine the strength of the attackers); (5) the calavera finds their soul temporarily ejected from its mortal shell, possessing the closest nearby corpse—use the physical stats found for result 12-13 while keeping all mental stats and class abilities (calavera "slain" while in this state are ejected from the corpse and sent to the Near for 1 turn before returning to their original body).

1 **Backlash!** The ability fails to manifest in addition to a catastrophic event. Roll 1d5 modified by Luck and consult the Backlash chart. Bone dance cannot be used for the next 24 hours.

2-11 **Failure.** There are no spirits nearby or are not strong enough to force themselves across the veil to aid the calavera.

12-13 Restless dead heed the distress call of their muse, aiding them by crossing the veil, reanimating nearby corpses. 1d3+1 ghostly specters enter the land of the living, seeking a host. Any available corpses (human, animal, or creature) animate as zombies that will fight for the calavera. *Bone dance* lasts for 1d8+CL rounds before the spirits are pulled back to the Near.

14-17 The calavera sends a silent plea across the veil to restless spirits inhabiting the Near. 1d4+1 ghostly specters enter the land of the living, seeking a host body to animate. Corpses become zombies who will fight for the calavera. *Bone dance* lasts for 1d10+CL rounds before all benevolent spirits are pulled back to the Near.

18-19 1d5+1 ghostly spirits swarm into the land of the living seeking a suitable human corpse to possess. Corpses immediately animate, becoming zombies who will fight for the calavera. *Bone dance* lasts for 1d12+CL rounds before all spirits are pulled back to the Near.

20-23 The sky around the calavera fills with 1d7+1 ghostly spirits seeking host-corpses. Corpses immediately animate, becoming zombies who will fight for the calavera. *Bone dance* lasts for 1d12+CL rounds before all spirits are pulled back to the Near.

24-27 The sky around the calavera fills with 1d8+2 ghostly specters seeking a human host-corpse. Corpses immediately animate, becoming zombies who will fight unhesitatingly for the calavera. In addition to those spirits possessing nearby bodies, a host of 1d6 spirits unable to find a host body will continue to swirl around the calavera, attempting to intercept incoming attacks. Should a ranged or melee attack strike the calavera, they may immediately attempt a Luck check. Success means a spirit has intercepted the attack and is pulled back across the veil; the calavera takes no damage. *Bone dance* lasts for 1d14 +CL rounds before all spirits are pulled back to the Near.

28-31 The sky around the calavera fills with 1d12+2 ghostly specters seeking a human host-corpse. Corpses immediately animate, becoming zombies who will fight for the calavera. In addition to the spirits possessing nearby bodies, a host of 1d8 spirits unable to find a host body will continue to swirl around the calavera, attempting to intercept incoming attacks. Should a ranged or melee attack strike the calavera, they may immediately attempt a Luck check. Success means a spirit has intercepted the attack and is pulled back across the veil; the calavera takes no damage from the attack. *Bone dance* lasts for 1d16 +CL rounds before all spirits are pulled back to the Near.

32+ The sky around the calavera fills with 1d16+CL ghostly specters seeking a human host-corpse. Corpses immediately animate, becoming zombies who will fight unhesitatingly for the calavera. In addition to the spirits possessing nearby bodies, a host of 1d10 spirits unable to find a host body will continue to swirl around the calavera, attempting to intercept incoming attacks. Should a ranged or melee attack strike the calavera, they may immediately attempt a Luck check. Success means a spirit has intercepted the attack and is pulled back across the veil; the calavera takes no damage from the attack. *Bone dance* lasts for 1 turn before all spirits are pulled back to the Near.



GRIM CONVERSATION

Cost: 1 point of temporary Personality **Duration:** Varies **Manifestation Time:** 1 round **Save:** N/A

General: The Calavera can see directly through the veil to the spirit world and to those lingering spirits in the Near. However, after a period of time most spirits cross over and arrive at whatever Heaven or Hell they deserve. Grim conversation can momentarily pull a spirit back from the far reaches of the spirit world long enough for a brief chat with the calavera. Often, spirits resent being pulled back from the after-life, thus a calavera that presents something the spirit was partial to in life (cigars, whiskey, flowers, etc.) goes far towards putting the irate spirit at ease.

Manifestation: Roll 1d5: (1) the spirit called appears as a large raven that emerges from a shadow and takes flight to perch on the calavera's shoulder; (2) the calavera becomes a living doorway for the spirit as their head falls back, allowing the spirit to billow out of their mouth in a plume of violescent smoke heavy with the stench of death; (3) the calavera must use some sort of reflective surface (such as a mirror or body of water) to communicate with the spirit, who looks just as they did while they still could draw breath; (4) the summoned spirit makes its way back through a random ally or NPC, possessing the body and taking on the mannerism/quirks of the visiting spirit; (5) the summoned spirit speaks to the calavera by way of whispers on the wind—all living beings within 30' find the hair on their necks stands on end.

Backlash: Roll 1d4: (1) the calavera screams as spiritual feedback amplifies and rebounds against them from the Near, causing them to be stunned for 1d3 rounds and losing an additional point of temporary Personality; (2) the summoned spirit is angered to have been pulled from the comforts of eternal rest by the calavera and attempts to possess them and force them to attack a random ally for 1d6 rounds before returning to its final resting place (to possess the calavera, the spirit makes an opposed Will-based roll at 1d20+4 versus the calavera's 1d20 + Will save modifier + CL—should the calavera win the contested roll, the spirit attempts to possess a new ally in the same way each round at a -1d penalty as the spirit grows weaker with each new attempt and returns to the spirit world after failing three such attempts); (3) the spirit is pulled from the afterlife but becomes caught in a gloom-storm, failing to appear, and becomes trapped in the Near, tainted by the storm and transformed into an intelligent un-dead (it stalks the calavera for their blunder, waiting and planning for the perfect moment to exact its revenge—judges should randomly determine the type of un-dead, using it to build tension among the group); (4) the calavera finds their attempt to bring a spirit back unsettling to the primal force, fuelling the veil that separates the living from the dead, temporary dampening the calavera's powers (they are stripped of all supernatural traits and powers for the next 1d4 turns becoming, for all intents and purposes, a typical human).

1 **Backlash!** The ability fails to manifest in addition to a catastrophic event. Roll 1d4 and consult the Backlash chart. *Grim conversation* cannot be used for the next 24 hours.

2-11 **Failure.** The requested spirit refuses to cross back to the land of the living, ignoring the calavera's call.

12-13 The calavera must have access to the body of the deceased being called upon for the ability to work. The spirit fills the withered husk of its former shell, moaning as bones crackle and tendons pop. The subject of grim conversation remains 1d3 rounds, long enough to answer one question each round before succumbing to the pull of the after-life. The summoned spirit feel compelled to answer questions correctly, but they still retain the chosen Path they had in their previous lives, thus slight misdirection and half-truths can be given in response to the calavera's questions if the conversation is with a spirit that walked the Path of the Damned. Grim conversation fails as per result 2-11 if the spirit's body is not present.

14-17 The calavera must have the body or at least an item considered near and dear to the summoned spirit for grim conversation to work. The object serves to pull the spirit back as it yearns to be near the object/body for a moment before returning "home." The spirit remains for 1d6+1 rounds and will answer one question for each round it remains. The summoned spirit feels compelled to answer questions correctly, but they still retain the chosen Path they had in their previous lives, thus slight misdirection and half-truths can be given in response to the calavera's questions if the conversation is with a spirit that walked the Path of the

Damned. Grim conversation fails as per result 2-11 if the spirit's body or an item tied to that spirit's life is not present.

18-19 The calavera must know the summoned spirit's name, have the body, or at least be in possession of an item considered near and dear to the summoned spirit for grim conversation to work. The spirit remains for 1d8+1 rounds and will answer one question for each round it remains. The summoned spirit feels compelled to answer questions correctly, but they still retain the chosen Path they had in their previous lives, thus slight misdirection and half-truths can be given in response to the calavera's questions if the conversation is with a spirit that walked the Path of the Damned. Grim conversation fails as per result 2-11 if the spirit's body or an item tied to that spirit's life is not present or the spirit's name is not known.

20-23 The calavera needs only a visual representation of the spirit they wish to summon (picture, painted portrait, from memory, etc.) or the name, body, or associated object as in result 18-19. The spirit remains for 1d10+1 rounds and will answer one question for each round it remains. The summoned spirit feels compelled to answer questions correctly, but they still retain the chosen Path they had in their previous lives, thus slight misdirection and half-truths can be given in response to the calavera's questions if the conversation is with a spirit that walked the Path of the Damned. Grim conversation fails as per result 2-11 if no spiritual anchors or image is available.

24-27 The calavera may summon forth a spirit by one of the following means: knowing its true name, having a visual of the desired subject, being in possession of the remains of the deceased, or be in possession of something held near and dear to the summoned spirit. In addition to the summoned spirit, the calavera may summon up to 1d4 known friends, accomplices, or family associated with the spirit that are also deceased.The spirits remain for 1d12+2 rounds and will each answer one question for each round they remain. The summoned spirits feels compelled to answer questions correctly, but they still retain the chosen Path they had in their previous lives, thus slight misdirection and half-truths can be given in response to the calavera's question if the conversation is with a spirit that walked the Path of the Damned. Grim conversation fails as per result 2-11 if none of the required summoning elements are present.

28-31 In addition to the effects gained with result 24-27, but the effect lasts 1 turn.

32+ The calavera may summon forth a spirit by one of the following means: knowing its true name, having a visual of the desired subject, being in possession of the remains of the deceased, or be in possession of something held near and dear to the summoned spirit. In addition, any spirit that visited the current location of the calavera may be called back. For example, a saloon might be a location where a bandit and his gang of thugs once kicked their heels up. The calavera could summon one or all of their spirits for questions. Summoned spirits remain for 1 turn and will each answer one question for each round they remain. Summoned spirits feel compelled to answer questions correctly, but they still retain the chosen Path they had in their previous lives, thus slight misdirection and half-truths can be given in response to the calavera's questions if the conversation is with spirits that walked the Path of the Damned.



SPOOK SHOW

Cost: 1 point of temporary Personality **Duration:** Varies **Manifestation Time:** 1 round **Save:** Varies

General: The restless dead don't take kindly to the harassment of their "skin-kin" and have been known to manifest in a form so terrifying that even the brawniest hombre might mess his long johns.

Manifestation: Roll 1d4: (1) ghostly figures rise up from the ground around the calavera as the ambient temperature drops to a chill as they dive one by one into the body of the calavera, charging them with the nightmare fuel about to be released; (2) the aiding spirit use the calavera as a conduit, momentarily morphing their physical features to that of some hellish creature as witnessed by those that would do them harm; (3) black sulfurous plumes begin to swirl about the calavera as the aiding spirit begins to weave its brand of nightmare (the fumes remain in the area for 1d10 rounds, offering the calavera a +2 AC bonus for the duration); (4) the offending targets disappear for a split-second, momentarily pulled across the veil and into the Near, where they meet face-to-face with their worst nightmare before being dumped back into the land of the living.

Backlash: Roll 1d4: (1) the calavera screams as spiritual feedback amplifies and rebounds against the barrier between worlds and are stunned for 1d3 rounds (calavera suffers a -1d penalty to all action die rolls and drops to the bottom of the initiative order); (2) the benevolent spirit attempting to weave the nightmarish effect botches an attempt at making the calavera appear as a terrifying creature and instead leaves them looking pitiful and deformed (enemies gain a +2 to attack rolls when targeting the calavera); (3) the ability backfires as an unfriendly spirit answers the call, potentially terrifying the calavera (the judge should roll d12+8 and consult the spook show result chart, applying the results to the calavera and potentially any affected allies); (4) the aiding spirit loses control of its nightmarish weave as the phantasm gains sentience and turns on the calavera, showing them the horrific and violent end they'll eventually face (the calavera suffers a -2 to all action die or save rolls for the next 1d4 turns).

1 **Backlash!** The ability fails to manifest in addition to a catastrophic event. Roll 1d4 and consult the Backlash chart. Spook show cannot be used for the next 24 hours.

2-11 **Failure.** There are no spirits nearby or they are not strong enough to force themselves across the veil to assist the calavera.

12-13 Wandering spirits heed the call by temporarily invading the mind of one target within 30' as chosen by the calavera. The target experiences a mental vision of a horrific nature, causing them to think better of bothering the calavera. The target must immediately pass a DC 13 Will save with failure resulting in them immediately moving away or clearly avoiding the calavera if no exit is possible. *Spook show* lasts 1d6+1 rounds.

14-17 Wandering spirits heed the call by invading 1d3 targets within 30' as chosen by the calavera. The targets experience a mental vision of a horrific nature, causing them to think better of bothering the calavera. Targets must immediately pass a DC 15 Will save with failure resulting in them moving immediately away or avoiding the calavera if no exit is possible. *Spook show* lasts 1d8+1 rounds.

18-19 Spirits experienced with weaving the stuff of nightmares answer the call of the calavera, bringing a monstrous nightmare to life. Up to 1d6 intelligent targets witnessing the manifestation must immediately pass a DC 16 Will save or suffer from the effects of terror. Terrified targets immediately run (double Move) from the area for the duration of *spook show*. Targets unable to escape the nightmarish manifestation must immediately make a DC 11 Grit check as they cower in fear, suffering a -1d penalty to attack rolls while in the presence of the calavera in addition to other potential effects. The ability lasts 1d8+CL rounds.

20-23 Spirits experienced with weaving actual physical nightmares answer the call of the calavera, bringing monstrous visions to life, affecting 1d7 intelligent targets. Targets witnessing the manifestation must immediately pass a DC 17 Will save or suffer from the effects of terror. Terrified targets immediately run (double Move) away from the area for the duration of the ability. Targets unable to escape the nightmarish

manifestation must immediately make a DC 13 Grit check as they cower in fear, suffering a -1d penalty to attack rolls while in the presence of the calavera in addition to other potential effects. The ability lasts 1d10 rounds.

24-27 The calavera finds their call answered by a spirit considered a master at weaving nightmares. The spirit crafts a creature drawn straight from the mind of one chosen target. The chosen target must immediately pass a DC 17 Will save or immediately run (double Move) away from the area for the duration of the ability. Those that cannot run must make a DC 16 Grit check. In addition, the creature attacks the target each round for the duration of *spook show*. Nightmare creatures are immune to all non-magical and magical attacks made in the land of the living, while attacks made from the spirit world affect the creature normally, and in such a case use the statistics listed below. Each round the creature remains, it inflicts 1d4 temporary Personality points of damage on the target as the spirit directly assaults their psyche. The target may attempt a DC 17 Will save each round to end the attack. Once zero Personality is reached, the target passes out for 1d3 turns or until roused. Should the target survive the encounter, they acquire one minor phobia or derangement for surviving the experience, in addition to having their hair turned white. Spook show lasts 1 turn.

Nightmare: Init +2; Atk bite +3 melee (1d8+2); AC 12; HD 5d8; MV 30'; Act 2d20; SP ability drain; SV Fort +1, Ref +1, Will +2; PoD +1.

Ability drain: Nightmares can force one target per round to pass a DC 17 Will save to avoid losing 1d4 Personality points, simulating the inability to deal with the mental effects of terror they're witnessing.

28-31 Same as result 24-27, but 1d4+1 targets may be affected.

32+ The calavera gains the aid of a veteran spirit well-traveled in the nightmarish regions of the Far, the deepest region of the spirit world. The spirit has endured and witnessed horrors mortal minds can't fathom and gladly shares them with the enemies of the calavera. One target and one more per level of the calavera may be chosen as a recipient of the spirit's nightmarish landscape. Affected targets must immediately pass a DC 18 Will save or suffer a heart attack and instant death. Targets passing the save will lose 1d6 temporary Personality points each round as the spirit directly assaults their psyche, and upon reaching zero, the affected targets pass out for 1d4 turns. Should the target(s) survive the encounter they acquire one major phobia and major derangement for surviving the encounter, in addition to having their hair turned white.Targets dying from a heart attack are allowed a *roll the body* check, with survivors acquiring a major phobia and derangement. This ability lasts 1 turn.





• GAMBLER •

There's a certain poetry in the flip of a card, a romance between the skill of the gambler and the flirtations of Lady Luck. Know when to hold 'em. Know when to fold 'em. Simple rules for the discriminating gambler for a simpler time. Nowadays that courtship with the Lady is far more literal. You've always been lucky and had a keen mind for probability and chance, but since the Seven Days of Night, luck is like a fountain that you can dip your cup into. You can drink deeply from that cup or you can pass it around and share your luck. The simple cards tricks you learned to limber your fingers have been charged with power as well, providing some defense for the times when the Lady is feeling downright ornery and spurns your advances.

Hit Points: Gamblers use the d8 to determine hit points at each level.

Crit Die: d8 **Fumble Die:** d12

Action Die: Gamblers use their action die for attack rolls and all class ability and skill rolls unless otherwise noted.

Luck: The gambler's current Luck modifier is added to all saving throws; Lady Luck has taken quite an interest in you.

Mojo Die: To represent their lucky nature, the gambler gains the use of a Mojo die that is rolled any time they burn a point of Luck. The *Mojo die* type is determined by level (see Progression chart). One Mojo die is rolled for each point of Luck the gambler chooses to spend, thus giving a variable amount of Luck for each point burned. Gamblers regain spent Luck points at the rate of 2 points per level at the beginning of each new day. The gambler may also rub some mojo on a friend needing a boost. Using Luck this way works out similarly by rolling the Mojo die for each spent point.

Path: Gamblers are a self-serving lot with an occasional "flare-up" of genuine feelings for the well-being of their allies or good-natured folks they run across while traveling to the next big game. They begin by Walking the Line and typically stay the course throughout their lives.

Signature Weapons: Gamblers prefer weapons that are easily concealed and kept at the gaming table. Derringers, saps, and bladed weapons are usually favored.

Starting Wealth: Gamblers start the game with 1d24 dollars.

CLASS ABILITIES

Bushwhack: The gambler makes their living spending a large portion of time amongst shady sorts that most folks would not consider inviting to Sunday dinner. Given the questionable company they keep, a gambler of worth quickly learns to watch their own back and the backs of those around them. *Bushwhack* is the stealthy art of delivering an attack that catches the target off guard, maximizing the damage inflicted. To use this ability, the target of the attack mustn't be aware of the gambler's bad intentions. The attack roll is made with the Mojo die as an attack modifier, and if successful, the attack is automatically considered a critical hit. No matter whether a bushwhack attack is a success or failure, the ability may only be used once during a combat encounter.

Deadman's Hand: A gambler might keep a derringer in their boot, a razor in their pocket, or just friends with big guns close by for those occasions when they need to slide out of "disagreements." However, there are times when the wheels fly off the wagon, and a trip to the hereafter is the only sure bet that's on Fate's table. It's for these times that the gambler has one last trick up their sleeve. Digging deep into their store of Luck, the gambler can "charge" a normal deck of cards with the primal energies of chance and release that energy to their advantage.

To use *dead man's hand*, the gambler spends 1 point of Luck to "charge" the cards. The charged cards take to the air in a swarm around the gambler until used or the ability expires. To use or maintain the ability,

DEAD MAN'S HAND CHART

CARD FLIPPED	TITLE
2, 3, 4, 5, 6, 7, 9, 10	Strikes automatically for a Mojo die of damage for each card.
Ace or Eight (any suit)	Misfire! The gambler suffers 1d8 hp damage and gains a Hex token. Additionally, cards lose their charge for the round and the deadman's hand must be reinitiated.
	HEARTS (FIRE)
Jack of Hearts	The card spins in the air over the gambler's head, spitting out 1d4+CL balls of fire at one or more targets within 50'. Each fireball automatically hits the target inflicting 2d6 damage. Additionally, target(s) suffering damage must pass a DC12 Ref save to avoid catching fire (1d6 fire damage per round until the Ref save is passed).
Queen of Hearts	The card bursts into a swarm of flaming hearts the size of a silver dollar. The hearts move about the gambler's form erratically and serve to absorb damage the gambler would normally suffer. For 1d4+CL rounds, any damage from an attack targeting the gambler is halved. Additionally, all melee attacks against the gambler may catch the attacker on fire. Attackers must pass a DC 12 Ref save to avoid catching fire (1d6 fire damage per round until the Ref save is passed).This ability lasts 1d4+CL rounds.
King of Hearts	The card bursts into a flame the size of an orange and begins to grow in both size and intensity until launching outward to a distance of 80' and in a 30' radius. The fireball inflicts a base 3d12 damage plus an additional 1d12 damage per level of the gambler. Friends and foes within the affected area must pass a DC 14 Ref save to reduce damage by half and avoid catching fire (1d6 fire damage per round until the Ref save is passed).
	CLUBS (EARTH)
Jack of Clubs	The card bursts into a mound of pebbles that land and begin churning the earth around the gambler on the round they appear, forming a heaving mass of sticky mud that swells around them, intercepting attacks. The gambler gains Mojo die + CL to their AC. The card's effects last 1d6+CL rounds.
Queen of Clubs	The card begins to spin over the head of the gambler, pulling the ground up and over them. For 1d6+CL rounds, the gambler may use the earth to instantly travel up to 30'. Using the ability counts as movement for the gambler and allows the use of the bushwhack ability each round of the card's effect.
King of Clubs	The card drops from the sky and burrows into the earth, causing a minor quake. Friends and foes within a 100' radius of the gambler must immediately pass a DC 12 Ref save to avoid falling prone and a DC 12 Fort save to avoid being stunned. Stunned targets fall to the bottom of the initiative order and suffer a -1d penalty to all physical actions. These saves must be made each round to avoid the effects. The gambler is immune to the effects. The card's effects last 1d8+CL rounds.
	DIAMONDS (WIND)
Jack of Diamonds	A small whirlwind bursts from sky, whirling about as if tethered within 5' of the gambler. Missile attacks are made at -1d against the gambler, and anyone attacking in melee must pass a DC 12 Ref save to successfully attack the gambler. Failure not only means the melee attack misses, but the attacker is thrown 10' and knocked prone. The card's effect lasts 1d6+CL rounds.
Queen of Diamonds	The card swirls with great speed around the gambler in a helix pattern. The effect gives the temporary ability of flight. Gamblers gain +2 AC and a flight Move (60'/round) for 1d10+CL rounds.
King of Diamonds	The card bursts into a flock of ghostly avians centered on the gambler that immediately scatter outward in all directions. Surrounding friends and foes within a 50' radius are thrown 1d30'+5' per CL. Affected targets suffer 1d6 damage per 10' thrown and land prone. A DC15 Fort save may be made to take half damage.

DEAD MAN'S HAND CHART (CONTINUED)

CARD FLIPPED	TITLE
	SPADES (WATER)
Jack of Spades	The card instantly liquifies over the head of the gambler, showering them with healing liquid. The gambler is instantly healed of 3d8+CL hit points should they be wounded and gains up to 1d8+CL temporary hit points if fully healed. Additionally, drinking the liquid allows a reroll of a failed saving throw the gambler is currently under the effects of.
Queen of Spades	The card swirls over the head of the gambler, pulling moisture from the atmosphere and the bodies of up to 1d4+CL targets within 50'. Affected targets have the moisture from their bodies drawn out, causing excruciating dehydration. Affected targets must pass a DC 12 Fort save to avoid suffering 1d4 points of temporary Stamina loss per round. Targets reaching 0 Stamina collapse and die if water isn't provided within 6 rounds. The card's effects last 1d8+CL rounds.
King of Spades	The card shoots into the air and bursts overhead with a thunderous clap, announcing a freakish storm (even indoors), with torrential rain and repeated massive lightning strikes exploding around the gambler. Friends and foes within 100' have their movement reduced by half and must pass a Luck check each round to avoid being struck by a random lightning bolt. Targets struck suffer 3d8 electrical damage and must sacrifice either their next action or movement. The gambler is immune to the effects. The card's effects last 1d8+CL rounds.
	JOKERS (SPIRIT)
The "wild cards." Whether black or red, drawing a Joker allows the gambler to pick any result they would like, be it another face card or a numbered card. In addition, the gambler gains 1d3 Boons.	

a point of Luck must be burned each round. Cards may be used the first round they are charged. Once the cards are charged, the player re-shuffles their gundeck, which is then used for the duration of the ability.

Starting with the first round, on their turn, the player begins flipping cards from the newly shuffled deck. The player may choose to stop flipping cards at any point but must stop when a face card is flipped (signaling a major effect) or an ace or eight is turned (signaling the loss of Lady Luck's favor). Cards 2, 3, 4, 5, 6, 7, 9, 10 act as a magically charged missile that automatically strikes for a Mojo die's worth of damage each. Each of these cards can target one foe within eyesight, though several targets may be hit by separate cards. Each face card has a unique special effect (see Dead Man's Hand result chart) and is resolved individually. Additionally, just as aces and eights are considered a misfire when drawing from a gun deck, pulling the same cards while using *dead man's hand* is also detrimental to the gambler (see Dead Man's Hand chart).

Fateful Favorite (at a cost of 2 points Luck): There's no doubting that gamblers are the little darlings of the benevolent entity known as Lady Luck. Gamblers rely heavily on the luck of the draw, and she rewards that tendency with an occasional "cosmic redo." To use fateful favorite, the gambler spends 2 points of Luck after a roll has failed them. The expenditure of Luck allows for an immediate reroll. In the case where the gambler fails a task that does not involve someone opposing the roll, the reroll is automatically allowed. However, should the gambler wish to reroll an attack action, opposed skill roll, or similar action affecting a foe's fate, the gambler must first overcome the fate of that individual with a contested test of Will. The gambler rolls 1d20 + Willpower save modifier + level vs. 1d20 + Willpower save modifier for the opponent. Matching or beating the opponent in the contested roll allows the gambler to perform the reroll. *Fateful favorite* may only be used once for any single failed action. Even though Luck is "spent" with this power, a Mojo die is not rolled.

Shady Dealings: The gambler is proficient with a set of specialized skills that help them with games of chance and other, less honorable ventures.

> *Cheating:* As much as any gambler hates to admit it, sometimes you need an ace up your sleeve for that rare occasion that Lady Luck turns a blind eye to your thirst for top-shelf hooch. The cheating skill represents the gambler's knack for deception during games of chance. Determine

GAMBLER PROGRESSION CHART

LEVEL	TITLE	MOJO DIE	ATTACK BONUS	CRIT DIE	FUMBLE DIE	ACTION DICE	REF	FORT	WILL
1	Gamester	+d3	+1	d8	d12	1d20	+1	+0	+1
2	Cardsharp	+d4	+2	d8	d12	1d20	+2	+0	+1
3	Tinhorn	+d5	+2	d10	d12	1d20	+2	+1	+2
4	Black-leg	+d6	+3	d10	d10	1d20	+3	+1	+2
5	Gambler	+d7	+4	d12	d10	1d20+1d14	+3	+2	+3
6		+d8	+4	d12	d8	1d20+1d16	+4	+2	+3
7		+d10	+5	d14	d8	1d20+1d20	+4	+3	+4
8		+d12	+6	d14	d7	1d24+1d20	+5	+3	+4
9		+d14	+6	d16	d7	1d24+1d20	+5	+4	+5
10		+d16	+7	d16	d6	1d24+1d24	+6	+4	+5

success with an opposed roll. The gambler rolls 1d20 + any Agility modifiers + Mojo die vs. the "mark" who rolls 1d20 + Intelligence modifier. When this involves multiple players, take the highest Intelligence modifier at the table and make one roll for the group. Should the gambler succeed, they have won the current round of gambling. Apply a cumulative -1d penalty to further cheating during the same game as suspicion grows amongst those being emptied of their pockets.

Losing the opposed roll means the gambler is caught red-handed. This often results in the need for a quick exit, lest the cheater be shown the business end of a shotgun or wind up in jail.

High Tolerance: The gambler learns early in their career to moderate drinking to better control the ebb and flow of the game. The gambler's Stamina modifier is increased by +2 when determining how many shots or beers it takes to transition from one level of intoxication to the next (see Intoxication rules on page 148).

Questionable Pursuits: The gambler gains +1d in rolls related to non-violent criminal pursuits (safe cracking, stealth, stealing, etc.).





• GUNSLINGER •

While the spirit world is filled with poor souls just wandering the flip-side, there are a few that want to find their way back and finish blazing the trail of justice they left before their untimely demise. These spirits of vengeance "anchor" themselves to the weapons they used in life, possessing the shooting irons they once used to exact justice. These "ghost-irons" carefully select a person strong of heart and with fast hands to continue serving up justice in the weird frontier. They act as mentors, taking a sharpshooter's aim and increase it to supernatural levels, allowing for shots that border on the impossible.

Hit Points: Gunslingers use the d10 to determine hit points each level.

Crit Die: d10 **Fumble Die:** d12

Action Die: Gunslingers use their action die on attack rolls and all class related abilities and skills unless otherwise noted.

Luck: Gunslingers apply their current Luck modifier to initiative rolls when using any firearm.

Path: The righteous spirit possessing the ghost-irons always looks for a person destined for the Path of the Righteous, but all gunslingers begin the game by Walking The Line.

Ghost-irons eventually disown gunslingers choosing to walk the Path of The Damned, refusing to even fire straight for them. Rumor has it that dark-aligned gunslingers (called pariahs) have appeared on the frontier, dead set on hunting down gunslingers blazing the righteous trail.

Signature Weapons: Gunslingers prefer firearms over all else; however, sabers and bladed weapons are usually picked as a back-up for when they run out of ammo.

Skills of the trade: Gunslingers are considered skilled at survival, tracking, horsemanship, and hunting.

Starting Wealth: Gunslingers start the game with 1d12 dollars.

CLASS ABILITIES

Note that some abilities require the use of a ghost-iron, and some do not.

Deadeye Die: The spirit possessing their irons augments the gunslinger's own natural aim, making impossible shots a reality. To represent this, roll a "Deadeye die" to shots fired from the ghost-irons. Adding the result to the ranged attack roll often allows for jaw-dropping feats of accuracy (see *trick shot*). When firing multiple shots during a single round, use the Deadeye die result rolled on the first shot for all additional shots fired. In addition to the added accuracy, ammo loaded into the possessed firearm is charged by the essence of the spirit and counts as magical once fired (see *ghost loads*).

Eagle-Eye: Gunslingers have preternaturally good eyesight and are capable of spotting targets at extreme range. When using **any** firearm, gunslingers have additional range—giving an extra 90' of long range for pistols and shotguns and 600' for rifles, at the same penalty as normal long range attacks.

Fan the Hammer: Gunslingers are capable enough with firearms to fire off several rounds in a matter of seconds. Gunslingers may "fan the hammer" at any point during a ranged attack action. Each additional shot **after** the first suffers a cumulative -1 penalty; however, if using their ghost-irons, the original Deadeye die result applies to **each** shot fired. The firearm used must be single action and the other hand must be empty. Spraying that much lead into the air doesn't allow for a lot of precision; targets must be within 10' of one another from the last target to the next target. Note that anyone can attempt to *fan the hammer* but the gunslinger just does it better (normal folk suffer a cumulative -1d penalty per shot after the first)!

Ghost-Iron: A gunslinger should choose a pair of pistols at 1st level that represents the firearms possessed by the spirit of vengeance. The majority of ghost-irons are pistols; however, judges may allow rifles or shotguns to be chosen should they not mind making a few adjustments that might arise.

The spirit possessing the weapon is in essence intertwined with the weapon, meaning calaveras and sin-eaters are unable to see the bound spirit of the original owner lingering in the Near. Ghost-irons are immune to abilities that affect the un-dead.

Ghost Loads: Ghost-irons have the ability to transform normal ammunition into rounds that consist of supernatural energy. The remains of the bullet effectively vanish into the Near once fired, and there is no need to empty the chambers during a reload. Additionally, reloading is a supernatural process, as the gunslinger needs only touch the spare bullets stored in bandoliers or gun belts to have them materialize inside the chambers of the ghost-irons (this takes 1 action and fills all empty chambers and replaces the rules for reloading). All rounds fired from ghost irons are considered magical for the purpose of injuring creatures requiring special weapons to damage them. If the gunslinger is caught without a single bullet to their name, they may spend 2 temporary Personality to immediately (no action required) fill their ghost-irons with spectral loads that act as normal.

Gun Deck Results: As the weapon is the physical body of a spirit, there are some considerations to take into account when draws are made from the Gun deck. Pulls from the deck that result in a misfire still misfire—a momentary loss of connection between the spirit and the weapon causes the round to become inert and will require a round to expel the cartridge and clear the jam. A Luck point may still be spent to ignore the misfire result as usual. A Gun deck draw that results in a Critical Fumble table roll is ignored and treated as a misfire result instead. If the gunslinger has spent the point of Personality to shoot pure ghost-rounds, no chance of a misfire is possible (ignore any Gun deck draw that results in a misfire or a Fumble Table roll).

Indestructible: Ghost irons are immune to permanent destruction and reform in the holsters of the gunslinger within 1d4 hours, fully reloaded and ready to fire.

Lead Poisoning: The gunslinger instinctively aims for the most vulnerable areas on their target and successful strikes often cause devastating wounds. In game terms, the gunslinger has an increased threshold for a critical hit. At 1st level, the threat range is a natural 19-20. The threat range grows as the gunslinger gains experience (see the Class Progression chart to see the increase).

Lightnin' Draw: Gunslingers constantly practice their draw, honing their reflexes to shave off fractions of a second. Being able to split a hair on a rat 300 feet away means nothing if the hombre you're facing down is quicker on the draw. Gunslingers use their Reflex save bonus in the place of Agility when rolling for initiative.

Spectral Leash: The gunslinger can call ghost-irons back to their hand in any case where the weapon is forced out (special ability, fumble results, etc.). Using *spectral leash* is a free action that may be made at the start of the gunslinger's next action. If an enemy has the ghost-iron in their possession, the gunslinger must match or beat the enemy in a contest of wills. Each rolls 1d20 with the gunslinger adding any Willpower save bonus + their current level. Should the gunslinger match or beat the enemy, the ghost-iron travels up to 30' per round (ignoring any obstacles as it travels through the Near) until it finds its way back to the hand of the gunslinger.

Trail Companion: No Gunslinger would be worth a watered-down whiskey without a trusty horse, dog, or other animal companion to accompany them on the trails of the West.

Gunslingers share a special empathic bond with their companions and may teach them a basic trick at 1st level. A new trick may be taught at the rate of one at each new level gained. The animal gains an additional HD of hit points and a +1 bonus to AC as part of their initial training and bonding as a one-time bonus.

Trick Shot: One ability imparted to the gunslinger by their ghostly mentor is an uncanny sense of aim. Whatever gun skill the gunslinger had before being chosen is enhanced, allowing for called shots that defy all logic.

A gunslinger can declare a *trick shot* once per round and only when using the possessed irons. Declare a *trick shot* before rolling any attack dice. Once declared, roll the Deadeye die along with the standard ranged attack die. The result of the Deadeye die counts as a ranged attack modifier.

If the result is successful and the Deadeye die is 3 or higher, the declared trick shot is a success! Trick shots can add cinematic effects to an attack: shooting through a hangman's rope, blasting a lantern to start a fire, shooting a pistol out of an enemy's hand, or any other displays of precision.

Two-fisted: Gunslingers may brandish two pistols and fire each of them during a round of combat. Instead of referencing the Using Two Weapons table, the gunslinger's primary hand rolls a d20 and their off hand rolls a d16 (the same as having an Agility of 18+ on the mentioned chart). As an additional bonus, if the gunslinger is using a firearm with a rate of fire (ROF) more than 1, instead of the usual -1d modifier for each shot past the first (cumulative), the gunslinger is only at a -1 modifier (cumulative) for each shot after the first from each gun.

GUNSLINGER PROGRESSION CHART

LEVEL	TITLE	CRIT DIE	DEADEYE DIE	FUMBLE DIE	ACTION DICE	CRITICAL THREAT RANGE	REF	FORT	WILL
1	Drifter	d10	+d3	d12	1d20	19-20	+1	+1	+0
2	Persuader	d10	+d4	d10	1d20	19-20	+2	+1	+1
3	Maverick	d12	+d5	d10	1d20	19-20	+3	+2	+1
4	Renegade	d12	+d6	d8	1d20	19-20	+4	+2	+2
5	Gunslinger	d14	+d7	d7	1d20+1d14	18-20	+5	+3	+2
6		d16	+d8	d6	1d20+1d16	18-20	+6	+3	+3
7		d20	+d10	d6	1d20+1d20	18-20	+7	+4	+3
8		d20+1	+d12	d5	1d24+1d20	18-20	+8	+4	+4
9		d24	+d14	d4	1d24+1d20	17-20	+9	+5	+4
10		d24+1	+d16	d3	1d24+1d20+1d14	17-20	+10	+5	+5

TRICK SHOTS

Below, you'll find some sample *trick shots* that a gunslinger might attempt during gameplay. Players are encouraged to come up with their own *trick shots* they wish their arcane shootist to become legendary for.

Free Bleeder

Gunslingers are known for the deadly accuracy of their firearms and rightly so. One tactic often used by the shootist is to aim for an area that holds an artery or other area that will continue bleeding—thus causing the target distress from the added effect of the attack.

Deadeye Die	Result
1-2	No effect
3	The gunslinger's attack nicks the brow of their target, causing a trickle of blood to flow from above the eye. Targets will continue to bleed for 1 hp of damage and suffer a -2 to attack rolls for 1d3 rounds.
4	The gunslinger's attack leaves a gash in the brow of their target, causing a thick stream of blood to flow from above the eye. Targets will continue to bleed for 2 hp of damage and suffer a -3 to attack rolls until the wound is tended to and pressure applied.
5	The bullet finds its way to a vital spot, severing an artery. Blood sprays the target in a gory display, spurting with every heartbeat until the wound is dressed and pressure applied for 1d4 rounds. Until tended, the wound inflicts an additional 1d6 hp in bleeding damage each round.
6	The bullet finds its way to a vital spot, severing an artery. Blood sprays the target in a gory display, spurting with every heartbeat until the wound is dressed and pressure applied for 1d4

	rounds. Until tended, the wound inflicts an additional 1d4 hp in bleeding damage each round. Additionally, the target must pass a Fort save with a DC matching the total attack roll to avoid passing out from the loss of blood.
7+	The bullet strikes deep into the target's chest, piercing a great blood vessel. Blood sprays with every heartbeat as the target can do nothing but watch their life pass before their eyes. The target must immediately pass a Fort save with a DC matching the total attack roll to avoid bleeding out and dying within 1d3 rounds. Targets must be healed immediately by magical means or have access to a surgeon, who can stabilize the wound until surgery can be performed.

Lame Duck

The gunslinger has a knack for placing a bullet in places that make sure their opponent is down for the count before they have time to make their own irons "bark" in retaliation. *Lame duck* is a trick shot with the intent of taking away an opponent's mobility by damaging legs and feet.

Deadeye Die	Result
1-2	No effect
3	The bullet grazes the kneecap of the target causing intense pain and momentary loss of Movement. Targets must immediately pass a Fort save with a DC that matches the final attack score. Failure results in the loss of Movement for one round.
4	The gunslinger's shot lands low, blowing one random toe off the opponent (boots offer no protection). In addition to suffering an additional 1d4 hp in damage, the target must immediately pass a Ref save with a DC matching the total attack roll to avoid hopping around on one foot, dropping anything held, to grab the injured foot for 1d3 rounds.
5	The bullet shatters the kneecap of the target causing intense pain and impairs normal Movement. In addition to suffering an additional 1d6 hp in damage, targets must immediately pass a Fort save with a DC that matches the final attack score. Failure results in a permanent -5 to Movement until medical treatment can be administered.
6	The bullet strikes the target's femur, shattering it and severing the artery close to the bone. Target is knocked prone and suffers an additional 1d10 hp in damage and must pass a Fort save with a DC matching the total attack number to return to their feet. Additionally, targets Movement is reduced by 10', and they continue to bleed out for 1d3 hp in damage each round until medical aid is administered.
7+	The gunslinger inflicts a vicious wound! The leg just below the kneecap is completely blown off. Target immediately falls prone and suffers an additional 1d12 hp in damage and must pass a Ref save with a DC matching the total attack number to return to their feet. Lastly, the target's Move is reduced to 5' until crutches or a prosthetic can be fashioned to help them walk again. Target continues to bleed out, suffering 1d3 hp in damage each round until medical aid can be administered.

Pistol Whip

Sometimes a gunslinger must get into the thick of things and reloading isn't an option. Gunslingers can take the butt of a pistol or rifle and send teeth flying with minimal effort. *Pistol whipping* is a melee attack.

Deadeye Die	Result
1-2	No additional effect
3	The gunslinger spins, bringing the butt of their weapon down hard into the target. A successful strike results in a crushing blow to the target's skull,

	inflicting 1d8 hp in damage.
4	The gunslinger spins, bringing the butt of their weapon down hard into the target. A successful strike results in a crushing blow to the target's skull, inflicting 1d8 hp in damage and stunning the target for 1 round.
5	The gunslinger spins, bringing the butt of their weapon down hard into the target. A successful strike results in a crushing blow to the target's skull, inflicting 1d10 hp in damage and stunning the target for 1d3 rounds.
6	The gunslinger spins, bringing the butt of their weapon down hard into the target. A successful strike results in a crushing blow to the target's skull, inflicting 1d12 hp in damage and the target must immediately pass a Fort save versus a DC matching the total attack roll to avoid being knocked unconscious for 1d6 rounds.
7+	The gunslinger spins, bringing the butt of his weapon down hard into the target. A successful strike results in a crushing blow to the target's skull, inflicting 1d12 hp in damage. Additionally, the strike is considered a critical hit and allows the gunslinger a roll on the Blunt Damage critical hit table.

Skin the Smoke Wagon

Every man and woman toting an iron knows that getting the drop on the fella trying their best to put you in the ground can make all the difference. Gunslingers are known for their lightning fast reflexes and may declare this trick shot once at the beginning of any round of combat. *Skinning the smoke wagon* results in a faster initiative roll at the expense of not being able to declare a trick shot during the first round of combat (the gunslinger opts to sacrifice the trick shot in attempts to gain the faster hand). Roll the Deadeye die along with the initiative roll and reference the following chart.

Deadeye Die	Result
1-2	No effect
3	The gunslinger pulls their firearm with a speed matching a rattlesnake strike, adding +3 to their initiative roll in addition to any normal modifiers.
4	The gunslinger pulls their firearm with a speed matching a rattlesnake strike, adding +4 to their initiative roll in addition to any normal modifiers.
5	The gunslinger pulls their firearm with a speed matching a rattlesnake strike, adding +5 to their initiative roll in addition to any normal modifiers. Additionally, the first shot gains a +1d attack roll bonus.
6	The gunslinger pulls their firearm with a speed matching a rattlesnake strike, adding +6 to their initiative roll in addition to any normal modifiers. Additionally, the rapid draw of the gunslinger's irons rattles their opponents, resulting in a +2 bonus to AC during the first round of combat.
7+	The gunslinger pulls their firearm with a speed matching a rattlesnake strike, adding +7 to their initiative roll in addition to any normal modifiers. Additionally, the rapid draw of the gunslinger's irons rattles their opponents, resulting in a +4 bonus to AC during the first round of combat.

Spinning Lead

The gunslinger uses their expert skill of marksmanship, coupled with the supernatural aid of his ghostly irons, to put a "spin" on the round being discharged, allowing unseen targets to be struck despite any cover they're benefitting from. In one fluid motion, the wrist is twisted while additional factors such as wind, size of target, etc. are considered. Remember, there must be a way for the bullet to find its mark. A target standing behind a closed door in a cabin could not be targeted; although, should there be an open window in the area of the target, *spinning the lead* could be declared.

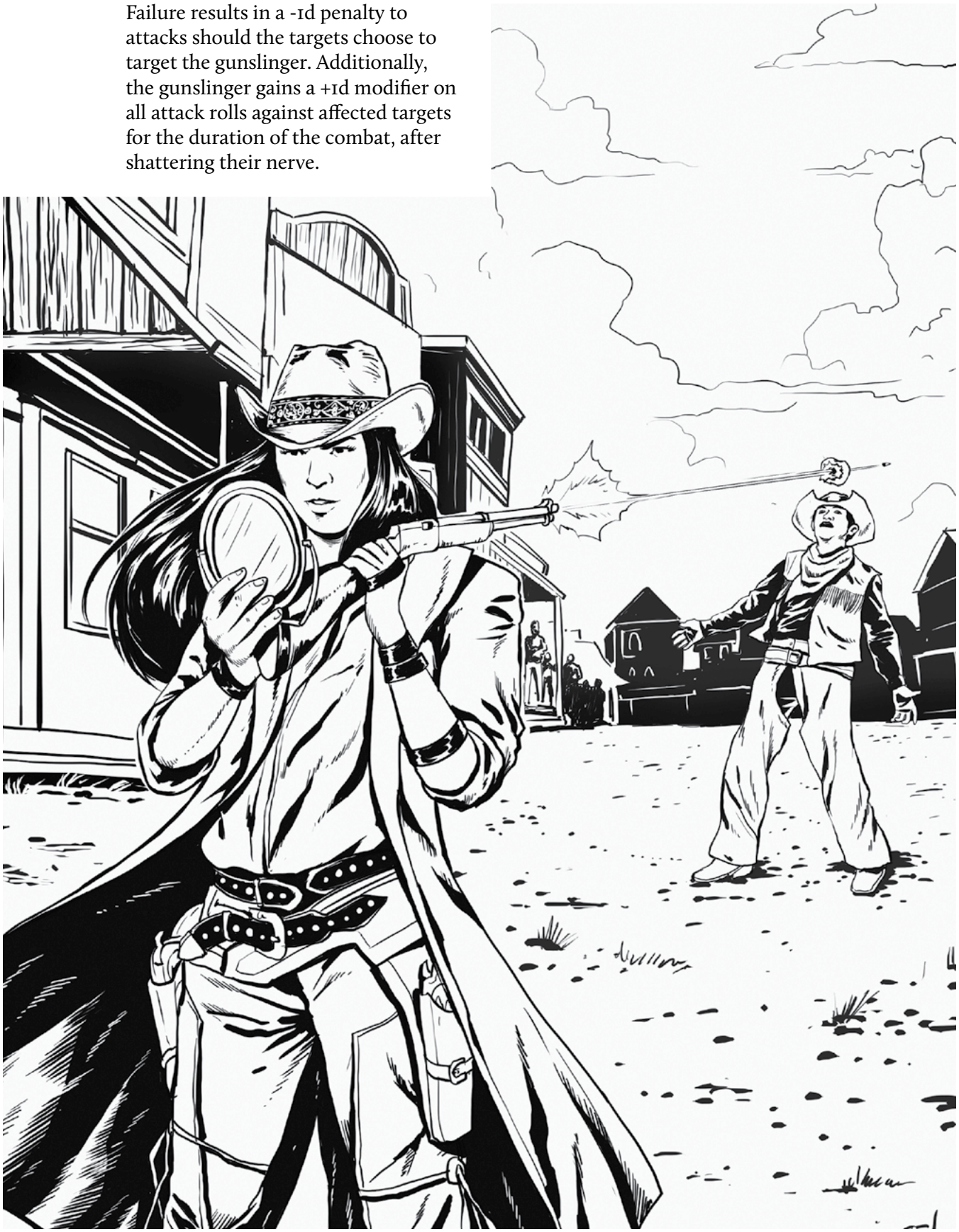
Deadeye Die	Result
1-2	No effect.
3	The bullet arcs at the proper moment, grazing a target normally considered impossible to attack. The gunslinger must be aware of the target's general whereabouts to declare the trick shot, which suffers a -1d to damage.
4	The bullet arcs at the proper moment, striking a target normally considered impossible to attack. The gunslinger must be aware of the target's general whereabouts to declare the trick shot, which suffers a -1 to damage.
5	The bullet arcs at the proper moment, striking a target normally considered impossible to attack. The gunslinger must be aware of the target's general whereabouts to declare the trick shot. Should the shot find its mark, the bullet catches the target off guard, inflicting an additional 1d6 hp in damage.
6	The bullet arcs at the proper moment, striking a target normally considered impossible to attack. The gunslinger must be aware of the target's general whereabouts to declare the trick shot. Should the shot find its mark, the bullet catches the target off guard, inflicting an additional 1d6 hp in damage. Additionally, the target must pass a Will save versus the DC of the total attack roll to avoid being stunned for 1d3 rounds.
7+	The bullet arcs at the proper moment, striking a target normally considered impossible to attack. The gunslinger must be aware of the target's general whereabouts to declare the trick shot. Should the shot find its mark, the bullet catches the target off guard, inflicting an additional 1d10 hp in damage. Additionally, the target must pass a Will save versus the DC of the total attack roll to avoid being knocked prone and becoming stunned for 1d3 rounds.

Turn'em Yeller

The gunslinger pulls their irons and shows off their fancy skills with a flashing display of spins and tosses of the firearm(s). The effect unnerves their opponent(s), making them think twice about drawing down on someone so in-tune with their irons. To use *turn'em yeller* the gunslinger must gain initiative on their target(s) and use the trick shot before coming under attack from the chosen target(s). To determine success, roll a d20 modified by Personality in addition to the Deadeye die instead of an attack roll.

Deadeye Die	Result
1-2	No effect
3	One chosen opponent within sight must immediately pass a Will save versus a DC matching the total of the roll. Failure results in a -2 penalty to attack should the target(s) choose to target the gunslinger. The effect lasts one round.
4	One chosen opponent within sight must immediately pass a Will save versus a DC matching the total of the roll. Failure results in a -1d penalty to attacks should the target choose to target the gunslinger. The effect lasts 1d3 rounds.
5	Up to 1d4 opponents within sight must immediately pass a Will save versus a DC matching the total of the roll. Failure results in a -1d penalty to attacks should the targets choose to target the gunslinger. The effect lasts 1d6 rounds.
6	Up to 1d4 opponents within sight must immediately pass a Will save versus a DC matching the total of the roll. Failure results in a -1d penalty to attacks should the targets choose to target the gunslinger. Additionally, the gunslinger gains a +1d modifier on all attack rolls against affected targets for 1d6 rounds, after rattling their nerves so successfully.
7+	All opponents within sight must immediately pass a Will save versus a DC matching the total of the roll.

Failure results in a -1d penalty to attacks should the targets choose to target the gunslinger. Additionally, the gunslinger gains a +1d modifier on all attack rolls against affected targets for the duration of the combat, after shattering their nerve.





• HELLBILLY •

They come from the deepest woodlands found on the longest stretches of mountain ranges; from the Appalachian mountains to the Rocky Mountains and even the Sierra Nevada range, these folks tend to shun society at large in favor of their own small families or clans. Seen as backwards and slow by many, underestimating their self-reliance and determination has caused ruination and death to their detractors. Folklore would have you believe their blood has been tainted by the mingling of fey and fell creatures their ancestors once cavorted with; the lore is not wrong. In the distant past, the 'people of the mountain' lived in harmony with the little-people of the woods. Often called the Fey Folk, fairies, or even devils, these natural spirits made pacts of survival and mutual prosperity with the few humans that were hardy enough to eke out a living from the unforgiving mountainous heights. Along with the wisdom of natural lore, the fey taught a type of magic that distilled the spiritual essence of plants and herbs, their raw quintessence, into powerful intoxicants. Although their mystical properties were lost during the lull of magic on the earth, the knowledge of how to brew these elixirs carried over the span of generations. The Seven Days of Night not only brought back the power to these intoxicants, but also ignited the fey-blood that lay dormant within the souls of these people.

Hit Points: The hellbilly uses a d12 to determine hit points at each level.

Crit Die: d10 **Fumble Die:** d12

Action Die: A hellbilly uses their action die for attack rolls and all class ability and skill rolls unless otherwise noted.

Ballad Die: A special die that improves as the hellbilly levels with the result being applied to the *soulful balladeer* ability.

Luck: A hellbilly's Luck modifier applies to all *mountain lore* checks.

Path: Hellbillies tend towards the Path of The Damned.

Signature Weapons: Melee, bows, throwing axes, rifles.

Starting Wealth: 1d8 dollars or 1d30 dollars worth of hooch.

CLASS ABILITIES

Jug Magic: The hellbilly never leaves home without a drinking vessel that is a conduit to a magical hollow stump that stores fey-crafted "hooch." Normal folks taking a sip of the spirits often find it to be poisonous (DC 13 Fortitude check to avoid passing out for 1d8 hours—passing the save results in the drinker immediately going to the *smashed* level of intoxication); however, hellbillies have fey-blood coursing through their veins, and sipping from whatever form the vessel takes (horn, jug, skin, etc.) not only brings about an intense intoxication, but also grants the ability to channel a magical power pulled from one of the many races of fey that have stopped to take a swill from the stump in recent months (see the Jug Magic chart). Any one vessel that the hellbilly has had in their possession for at least 24 hours can become linked to the magic stump.

To use *jug magic*, the hellbilly takes a long swig from their drinking vessel, which grants them the ability to tap into the fey-crafted hooch found within the hollow stump of the drinking vessel it is directly connected to. One point of Personality is burned with each chosen power (no roll required, the hellbilly chooses the power they wish to manifest and it lasts until the end of the encounter—no further Personality is spent unless the power is changed). Note that the jug always contains an ample supply of the fey-brewed hooch. Each sip from the vessel allows one use of *jug magic*, and counts as drinking one shot for the sake of keeping up with intoxication, thus for every three sips from the vessel, the hellbilly slides one step deeper into intoxication (see Intoxication rules, but the hellbilly does not benefit from Stamina modifiers that increase the number of drinks needed between intoxication levels). If the hellbilly reaches a Personality of 1 through continued use of *jug magic,* they pass out for eight hours and awaken with full Personality restored.

Note that *jug-magic* abilities do not stack, and choosing to drink again replaces the currently active ability with the newly chosen one. Keep in mind the current intoxication penalties the hellbilly accumulates as

they drink (every three uses of the power is 1 more level of intoxication). *Smashed* is the last level of intoxication that can be reached—drinking past this point causes no further intoxication penalties.

Mountain Lore: The hellbilly is raised listening to tales told around the campfire by kinfolk well-versed in folklore, mythology, and the ways of the wee-folk. They're also taught the ways of the land and how to survive off it. To represent this, the hellbilly is considered skilled when making checks related to folklore, mythology, and outdoor survival.

Ride the Lightnin': No one will ever accuse the hellbilly of keeping a cool head during stressful times. When there's a fight to be had, the chaotic nature of the hellbilly is a force to be reckoned with as they carry the unmatched rage of their fey kinfolk, the mountain troll, within their blood. To activate *ride the Lightnin'*, the hellbilly must spend a full-round action drinking hooch. The action immediately takes the hellbilly to new heights of intoxication as the mountain troll spirit takes over. Any current intoxication effects are forestalled until after the rage ends and are replaced with the following modifiers: -6 to social-interaction checks, -2 to AC, -2 to Reflex saves, +4 to Grit checks, and a +2 to hit. While in a rage, the hellbilly can take only Move and melee-attack actions. In addition, the following benefits and penalties are gained:

While inebriation slows down the raging hellbilly and makes them easier to hit, they feel little in the way of pain from blows dealt in this condition. Hellbillies gain a pool of temporary hit points that reflect their ability to shrug off damage and keep going while the red mist of rage continues to blanket their mind. The hellbilly gains a roll of their Hit Die type multiplied by their level in additional hit points that last until reduced by damage, or the rage ends.

While *riding the lightnin'*, the hellbilly is capable of raining down blow after blow of vicious attacks in every round of combat. The hellbilly's first melee attack of each round is made by rolling 1d24. Additional melee attacks can then be made at a cumulative -1d penalty for each attempted attack (first attack is at 1d24, second attack is at 1d20, third attack is at 1d16, etc.) during the current round. Note that *ride the lightnin'* can only be used with melee attacks.

The benefits of *ride the lightnin'* do come with a price—each round of *ride the lightnin'* after the first round causes 1 point of temporary Stamina loss to the hellbilly, representing the toll the berserker-state takes on the body of the hellbilly. Shaking off this state of rage is no easy feat for the hellbilly; to stop the effects of *ride the lightnin'*, the hellbilly must pass a DC 12 Willpower save at the start of the round they wish to stop the rage. Failure results in continuation of the rage, as the hellbilly blindly attacks any remaining enemies (or allies if there are no foes remaining within reach of the hellbilly). This berserker state lasts until the Willpower save is passed or the hellbilly passes out from exhaustion (Stamina reaches a minimum of 1).

Hellbillies reduced to 0 hit points while under the effects of *ride the lightnin'* refuse to go quietly into the night, fighting on for 1 additional round per level before finally succumbing to Death's embrace (a roll the body check can still be made as usual).

Lost Stamina points are restored to full after a good night's sleep of at least 8 hours.

Soulful Balladeer: Legend has it that a hellbilly is born with a fiddle in their hand, as their knack for mastering instruments is truly unmatched. This inherited gift is a direct result of their fey kinship and can be used to magically inspire allies or fill their enemies with dread. To use soulful balladeer, the hellbilly must devote a full-round action to singing and playing their instrument of choice. The hellbilly is allowed to move at their normal speed while playing, but full concentration must be given to the chosen ballad to reap the benefits of the song (no other actions are permitted).

The effects of soulful balladeer are determined by the roll of the Ballad die and the song chosen by the hellbilly:

> *Soul Soother:* Their voice and the notes of the song work their way straight to the core of each ally within earshot. Allies doing nothing but listening and resting find the healing of any wounds they've suffered accelerated. Each ally receives a number of hit points of healing equal to the result of the Ballad die. *Soul soother* may only be used once on any specific set of wounds.
>
> *Doom and Gloom:* The hellbilly performs a song that touches upon the primal fear of their

HELLBILLY PROGRESSION CHART

LEVEL	TITLE	ATTACK	CRIT DIE	FUMBLE DIE	ACTION DICE	BALLAD DIE	REF	FORT	WILL
1	Hellion	+1	d10	d12	1d20	d3	0	+1	+1
2	Hayseed	+1	d10	d10	1d20	d4	+1	+2	+1
3	Wood Booger	+2	d12	d10	1d20	d5	+2	+2	+2
4	Mountain Devil	+2	d12	d8	1d20	d6	+2	+3	+2
5	Hellbilly	+3	d14	d8	1d20+1d14	d7	+3	+3	+3
6		+3	d14	d7	1d20+1d16	d8	+3	+4	+3
7		+4	d16	d7	1d20+1d20	d10	+4	+4	+4
8		+4	d16	d6	1d20+1d20	d12	+4	+5	+4
9		+5	d20	d6	1d24+1d20	d14	+5	+5	+5
10		+5	d20	d5	1d24+1d20+1d14	d16	+5	+6	+5

MAGIC JUG CHART

The hellbilly takes a swig and unleashes a belch that pulls a stench from hell itself. One target within 10' must pass a DC 12 + CL Fortitude save to avoid heaving up their lunch for the next 1d3+CL rounds.

One of the best swigs of firewater ever swallowed! The hellbilly breaks out into a heel stomping shuffle. Up to one enemy per level of the hellbilly must pass a DC 12 + CL Will save to avoid becoming momentarily distracted by the drunken display. Failing the save results in falling to the bottom of the initiative order and suffering a -1d penalty to the first action.

The hellbilly burns with an eternal flame itching to escape, and the large swill immediately finds its way back up and out in a fiery spray. This blast of fire reaches outward to 20'. Targets in a 10' area suffer 2d6+CL fire damage (a Reflex save vs. a DC 12+CL results in half damage) with a 35% chance of the targets catching fire.

The strange physiology of the hellbilly takes the damaging effects of alcohol and actually turns the liquid into a medicinal compound. The hellbilly is instantly healed of 1d6+CL hit points.

Strange hiccups create fist-sized bubbles that launch from the hellbilly's mouth for 1d3+CL rounds. Enemies attacking the hellbilly in melee must pass a DC 12 + CL Reflex save to avoid popping 1d10 bubbles—suffering 1 point of gastric-acid damage per bubble popped.

Things become a little fuzzy before coming back into focus. For 1d3+CL rounds, the hellbilly gains the ability to see into all spectrums (including into the Near and all things invisible).

Taking a long sip from the vessel allows the hellbilly the ability to mimic the summoning whistle of a fey huntsman, calling one of the legendary hounds of the fey—the black shuck. The hound can be put on the scent of an ally or enemy and will track unerringly. The hound is immune to mundane and magical attacks and remains until the target of the hunt is located or is dismissed by its caller.



enemies, instilling the certainty that this battle will be their last. Up to one enemy per level of the hellbilly can be chosen as the target of doom and gloom. Chosen targets suffer the result of the Ballad die as a negative modifier to all action die and saving throw rolls for as long as the song is played.

Hoedown: The hellbilly performs a song that inspires all allies within earshot, filling their souls with a fresh swell of courage and a certainty that the coming battle is well within their reach. Allies within earshot of the hellbilly gain the result of the Ballad die as a positive modifier to all action die and saving throw rolls as long as the song is being played.

INTOXICATION RULES FOR REFERENCE

Intoxication (chasing the worm): Characters often grab drinks during downtime in any RPG setting and Weird Frontiers includes a quick and effective means to handle players and their whiskey swilling heroes.

There are three states of intoxication characters can attain. Each state affects certain physical and social abilities, much like they do in real life. The three states are *tipsy, inebriated,* and *smashed.* To reach each state, the character must drink roughly three shot drinks (whiskey, gin, etc.) or four beers (with the number needed adjusted by their Stamina modifier). It takes roughly one hour to reach each state at a casual drinking pace, unless characters clearly state they are moderating their intake. However, characters "slamming" the wood can reach the desired state much faster by drinking three shot drinks or four beers within rapid succession—immediately gaining one level of intoxication once all are downed (it takes one extra shot or beer to reach this stage for each point of Stamina bonus the character has).



Tipsy: After three shots or four beers (or as modified by Stamina), the imbiber begins to feel more confident and is starting to feel "good." Characters gain a +2 to all social interaction-based rolls in addition to Grit checks and Willpower saves. Unfortunately, the price for confidence comes at the expense of reaction speed. Characters considered *tipsy* suffer a -2 to Reflex saves and suffer a -1 AC modifier.

Inebriated: After six shots or eight beers, the imbiber becomes louder, losing any manners they may have walked into the saloon with (if any!) and visibly staggers. Characters suffer a -4 to all social interaction-based rolls but gain a +4 modifier to Grit checks and Will saves ("Ain't nuthin gonna take me down, squid-head!"). Characters also gain +4 temporary hit points as they begin to feel no pain. Sadly, the overdose of confidence comes with the price of losing a few steps. *Inebriated* characters suffer a -4 to Reflex saves and suffer a -2 AC modifier.

Smashed: After 12 shots or 14 beers (or as modified by Stamina), the imbiber becomes belligerent, talking loudly and saying things that would make their granny blush! The drunkard is also staggering to the point of needing things to lean on. Characters suffer a -6 to all social interaction-based rolls but gain a +6 modifier to Grit checks and Willpower saves as they begin to feel invincible. Smashed characters also gain +10 temporary hit points as they feel no pain. Sadly, the overdose of confidence comes with the price of losing a few steps. *Smashed* characters suffer a -6 to Reflex saves and suffer a -3 AC modifier.

It takes two hours to transition back from each level of intoxication to sobriety. Characters reaching smashed levels must pass a DC 8 Stamina check to avoid a hangover the next morning. Failure means a -1 penalty to all rolls for 1d8 hours.


SALOON



• LUCHADOR •

You're a true warrior cut from a different cloth, a cloth that's stretchy and breathable! Guns are tools for the cowardly! Let real warriors step into the ring of life with nothing but hardened, well-oiled bodies and stalwart souls eager for challenge. You're one of these honorable warriors, and whether you're a direct descendant of Mexico, or trained by a wandering luchador in the ways of the ring, you walk the West in search of fame, fortune, and to punish all things evil. You spend each day honing your reflexes and pushing your body to its physical limits; high-flying acrobatics, new wrestling techniques, and mastering the path of a noble spirit take up most of your day when you're not out on the trail hunting evil.

Wrestling is a divine gift, and where a priest channels his inner faith through the Good Book, the luchador uses the mask to channel supernatural abilities. Each mask is unique and treasured above all else.

Hit Points: Luchadores use a d12 to determine hit points at each level.

Crit Die: d10 **Fumble Die:** d12

Action Die: Luchadores use their action die for attack rolls and all class ability and skill rolls unless otherwise noted.

Lucha Die: A luchador is a "living weapon." The wrestlers spend their days perfecting the art of wrestling, both in practice and theory. As a result, locks, holds, and submission moves are executed with deadly precision. To represent their skill, the luchador rolls a special die (the Lucha die) whenever attacking in melee. Add the result of the Lucha die to both attack and damage rolls with any unarmed attack. When making multiple attacks, roll the Lucha die once, and apply the modifier to all attack and damage rolls for the round.

Luck: Luchadores add their current Luck modifiers to Reflex saves.

Path: Luchadores cherish honor above all else and consider themselves agents of the divine. Luchadores begin the game by Walking the Line but should strive to build a reputation that tells the world they're on the Righteous Path. Luchadores who consistently Walk the Line tread a very fine path and are "free agents" that use their abilities for more selfish pursuits. Some have turned their backs on the divine and focus more upon personal gain or even aligning with diabolical powers. Often referred to as "heels," luchadores that walk the Path of The Damned are those that have succumbed to the maddening taint of chaos.

Signature Weapons: Luchadores detest firearms and ranged weapons and even consider melee weapons a cowardly means to an end. **The luchador wields their body as a signature weapon, inflicting improved damage with any kick, punch, or headbutt (see *battle hardened* below).**

Should a luchador choose to use a weapon of any type in an obvious act of desperation, they do so with a -1d attack penalty to initiative and attack rolls.

Skills: The luchador is considered trained in acrobatics, athletics, and feats of strength. They may use their Lucha die with these rolls.

Starting Wealth: Luchadores start the game with 1d8 dollars.

CLASS ABILITIES

Battle Hardened: Constant use of hand and foot to deliver swift and brutal justice results in the luchador's attacks inflicting devastating blows. The luchador inficts 1d8 damage with any hand-to-hand attack at 1st level, and this damage increases with experience (see Progression chart).

Fame: As a luchador makes their way across the frontier, their reputation as a good-hearted warrior, defending the weak, results in their being treated

like a celebrity. Players roll (equal to or under their *fame*) once the luchador enters any new town to see if they are recognized. If they are, word quickly spreads, and they'll soon find free meals and discounts on goods and services. See the Luchador Progression table for the chance of being recognized.

Flair: Luchadores feed off the emotions of the crowd, often striving to pair their martial skill with showmanship to stir up the crowd. Using *flair* is a means to restore temporary Personality points as the luchador recharges on the emotional energy of excited spectators.

To use *flair*, the luchador declares a special signature move they hope will stir the crowd and then rolls for the attack along with the Lucha die. Success on the attack and on the Lucha die (3 or higher) replenishes 1d3 temporary Personality points. However, failure comes with a price, and should the Lucha die result be less than 3, the attempt instead results in a loss of 1 Personality point, as the crowd disapprovingly jeers at the awful attempt at showboating.

To use *flair*, a group of sentients (humans, humanoids, or other) must be actively watching the combat and not participating.

Muscle Oil: For a variety of reasons, luchadores are meticulous in their constant application of body oil. They often expose much of their skin while wrestling in the sunbaked lands of the western territories and need the hydrating power of their emoluments to prevent the kiss of the sun from drying and damaging their skin. The glistening oil highlights their muscles and allows them to maximize their showmanship. This steady application of oil also allows luchadores to squeeze into places typically half the size a person of their size would normally fit. Finally, the slippery-smooth coating of the luchador provides them a +2 AC bonus against melee attacks with natural weaponry (fist, claw, foot, etc.).

Signature Move: Luchadores eventually develop their own style of wrestling, displayed by "signature moves." Signature moves blend showmanship, acrobatics, and martial skill, resulting in roars from the crowd and agonizing screams from the recipient of the move.

Once per round, before rolling to attack, the luchador may declare a signature move. Add the result of the Lucha die as a modifier to both attack and damage as normal, but should the resulting Lucha die roll be a 3 or higher, the attempted signature move is a success, resulting in added effects (temporary blindness due to a claw rake, vomiting as a result of a vicious airplane spin, etc.). Some *signature move* examples are given later.

Spirit Mask: Every luchador finishes their training with the sacred "Ceremonia de la Máscara," a spiritual ceremony wherein the warrior's mentor presents them a mask that represents their unique wrestling style and personality. Spirit masks, as they are called, are all unique in appearance but serve the same purpose, acting as a focus for that luchador to manifest their divinely gifted supernatural powers.

Temporary Personality points must be spent each time a mask power is used, representing the willpower required to manifest the ability. Once Personality reaches 0, the luchador is considered exhausted until they can rest and recover spent points. All lost points return after eight hours of rest.

All mask powers manifest on the round they are activated, and activation is considered a free action, although only one mask power may be activated per round. Activated powers may stack. A core list of spirit-mask powers and temporary Personality costs are given below, but judges and players are encouraged to create their own mask powers to best reflect the luchador's wrestling style.

> ***Spirit armor (2pts.):*** The luchador is bathed in a second skin of shimmering energy, gaining a bonus to AC equivalent to the roll of the Lucha die. Additionally, successful melee attacks suffer a -1d penalty to damage rolls. *Spirit armor* lasts 1d4+CL rounds.
>
> ***Bounding leap (1pt.):*** *Bounding leap* gives the luchador the ability to leap 15' vertically and horizontally without a running start. With a running start, the range of each is doubled. Attacks made with *bounding leap* are at -2 but damage is +1d, with a 20% chance per level of knocking the target prone on a successful attack. *Bounding leap* lasts one round.
>
> ***Battle cry (2pts.):*** The luchador bellows a primal shout that shudders foes and emboldens allies. Allies, including the luchador, gain a +1 bonus to

attack rolls and Will saves. Additionally, enemies suffer a -1 penalty to attacks and Will saves. *Battle cry* lasts for 1d4+CL rounds.

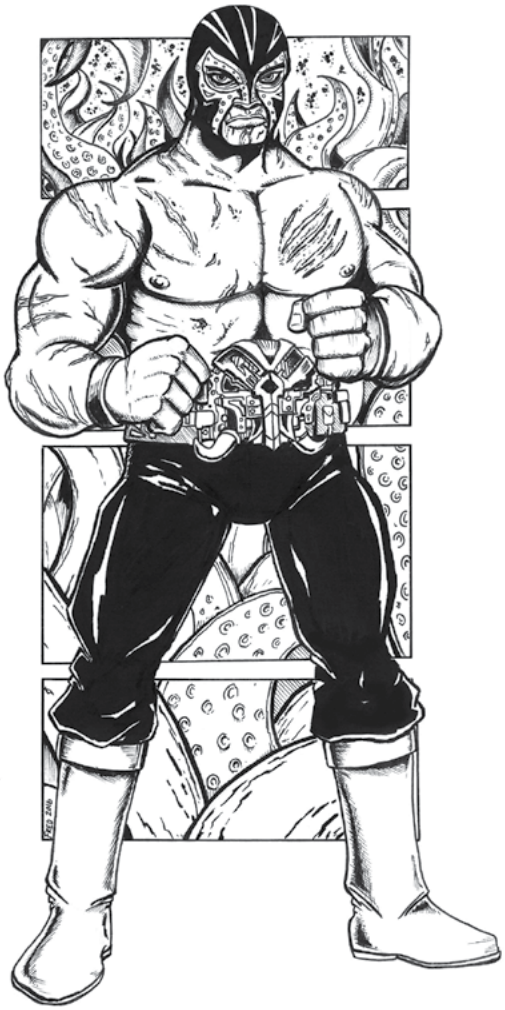
***Strength of the bull** (1pt.):* The luchador channels the power of their very soul to perform great feats of strength. These feats range from lifting a tree from off a stagecoach, holding a boulder aloft while allies make a hasty retreat, etc. For the purposes of these feats of strength, the luchador's strength modifier is doubled, with a minimum value of +3. *Strength of the bull* lasts 1d4+CL rounds.

***One man army** (4pts.):* Any attacks made while one man army is in use doubles the luchador's attack and damage bonus, including the Lucha die result, though the doubling does not apply when determining the success of signature moves (for example: the luchador attempts a signature move and rolls a 2 on the Lucha die. The result is doubled to a 4 for attack and damage bonuses, but does not change the original Lucha die roll in regards to the *signature move* being successful). The luchador additionally gains another melee attack each round with a d16 action die (attack and damage bonuses apply to this attack as well). *One man army* lasts one round per level.

***Eye of the cat** (1pt.):* The eyes of the mask begin to glow faintly, granting excellent vision in darkness. The luchador gains night vision up to 60' and the ability to see the invisible for 10+CL rounds.

***Indomitable will** (2pts.):* The luchador balks at the notion of defeat and taps their inner spirit to bolster resolve. While in effect, the luchador is immune to all fear-related effects, including Grit checks. *Indomitable will* lasts 1d4+CL rounds.

***Devil's bane** (3pts.):* The path of the luchador teaches that light must prevail over darkness and its twisted minions, fueling the enmity that exists between luchadores and creatures that walk the Path of the Damned. *Devil's bane* allows the luchador's attacks to affect creatures normally immune to non-magical attacks. Additionally, attack, damage, Lucha die, and Crit rolls increase by +1d against any creature not native to the earth. *Devil's bane* lasts for 1d4+CL rounds.



***Righteous talons** (3pts.):* The luchador's hands begin to glow with a spectral overlay of eagle talons. *Righteous talons* add a +1d modifier to unarmed melee-attack damage and improves the luchador's critical-threat range to a natural 19-20. *Righteous talons* lasts 1d4+CL rounds.

Tag Team: Should the luchador be lucky enough to be working side by side with a fellow master of the ring, the two may act in tandem to perform amazing feats.

To use *tag team*, both warriors must be luchadores. The luchadores act on the lowest initiative of the two and declare a signature move they wish to execute together on their action. Both players roll their action and Lucha die, taking the higher of the two action rolls and Lucha die rolls to determine their joint success (attacking, acrobatics, etc.). Base damage is +2d on a successful *tag team* action, with both luchadores' Strength modifiers being applied to the attack damage.

LUCHADOR PROGRESSION CHART

LEVEL	TITLE	BATTLE HARDENED	LUCHA DIE	CRIT DIE	FUMBLE DIE	ACTION DIE	REF	FORT	WILL	FAME
1	Pluma	1d8	+d3	d10	d12	1d20	+1	+1	0	35%
2	Gallo	1d8	+d4	d12	d10	1d20	+1	+2	+1	45%
3	La máscara	1d10	+d5	d14	d8	1d20	+2	+3	+1	50%
4	Tecnico	1d10	+d6	d16	d7	1d20	+2	+3	+2	55%
5	Luchador	1d12	+d7	d16+1	d6	1d20+1d14	+3	+4	+2	60%
6		1d12	+d8	d20	d5	1d20+1d16	+3	+4	+3	65%
7		1d14	+d10	d20+1	d4	1d20+1d20	+4	+5	+3	70%
8		1d14	+d12	d24	d3	1d24+1d20	+4	+5	+4	80%
9		1d16	+d12+1	d24+1	d3	1d24+1d24	+5	+6	+4	90%
10		1d16	+d12+2	d30	d2	1d30+1d24	+6	+6	+5	100%

LUCHADOR SIGNATURE MOVE EXAMPLES

Below, you'll find some sample signature moves that a luchador might attempt during gameplay. Players are encouraged to come up with their own *signature moves* and style them after the personality of the wrestler they're playing.

Arm Drag (Throw)

This move is performed when an opponent runs towards the luchador, attacking from the front. At the precise moment the opponent is in range, the luchador hooks the opponent's nearest arm with both hands and falls backwards—forcing the opponent's own momentum to cause them to flip forwards over the head of the luchador, landing prone and on their back.

Lucha Die	Result
1-2	No effect.
3	The opponent is knocked prone.
4	The opponent is thrown 1d6+1' from the luchador and must make a DC 14 Ref saving throw or suffer 1pt of falling damage per foot thrown. The opponent lands prone and on their back, offering a +2 attack bonus to any remaining attacks directed against them during the round of the maneuver.
5	The opponent is thrown 1d8+1' from the luchador and must make a DC 15 Ref saving throw or suffer 1d2 points of falling damage per foot thrown. The opponent lands prone and on their back. For the duration of the round the maneuver is performed, all attacks gain +3 against the target as they attempt to regain their senses.
6	The opponent is thrown 1d10+1' from the luchador and must make a DC 16 Ref saving throw or suffer 1d3 falling damage per foot thrown. Additionally, the target must pass a Fort save with a DC matching the attack roll to avoid being stunned for 1d4 rounds. Targets land prone and on their back, granting a +4 bonus to all attacks until no longer stunned.
7+	The opponent is thrown 1d12+1' from the luchador and must make a DC 17 Ref saving throw or suffer 1d3 falling damage per foot thrown. The opponent is prone. Additionally, the target must pass a Fort save with a DC matching the attack roll to avoid being knocked out for 1d6 rounds. Targets land prone and on their back and are considered helpless until the duration of the KO expires or the opponent is revived.

Bow and Arrow

The luchador kneels on their opponent's back with both knees, hooking the head with one arm and the legs with the other. They then roll back so that their opponent is suspended on their knees above the wrestler, facing up. The luchador pulls down with both arms while pushing up with the knees to bend the opponent's back to devastating effect. The bow and arrow *signature move* can only be attempted on prone or grappled opponents.

Lucha Die	Result
1-2	No effect.
3	The opponent is held helpless and must break the grapple before performing any other actions. Additionally, the crushing pressure on the spine deals an additional 1d4 in damage, and the opponent must pass a Fort save with a DC matching the total attack roll to avoid having their Movement reduced by 5' for the duration of the combat.
4	The opponent is held helpless and must break the grapple before performing any other actions. Additionally, the crushing pressure on the spine deals an additional 1d7 in damage, and the opponent must pass a Fort save with a DC matching the total attack roll to avoid having their Movement reduced by 10' for the duration of the combat.
5	The opponent is held helpless and must break the grapple before performing any other actions. Additionally, the crushing pressure on the spine deals an additional 1d10 in damage, and the opponent must pass a Fort save with a DC matching the total attack roll to avoid having their Movement reduced by 15' for the duration of the combat.
6	The opponent is held helpless and must break the grapple before performing any other actions. Additionally, the crushing pressure on the spine deals an additional 1d12 in damage, and the opponent must pass a Fort save with a DC matching the total attack roll to avoid falling unconscious (as air is forced from the lungs) and having their Movement reduced by 20' for the next hour.
7+	The opponent is held helpless and must break the grapple before performing any other actions. Additionally, the crushing pressure on the spine deals an additional 1d14 in damage, and the opponent must pass a Fort save with a DC matching the total attack roll to avoid falling unconscious (as air is forced from the lungs) and having their Movement reduced by 20' along with a temporary d4 reduction in Agility as their spine heals over the next several days.

Brainbuster

The luchador puts the opponent in a front face lock, hooks their pants or thigh, and lifts them up as if they were executing a vertical slam. The luchador then falls onto their back so that the opponent lands on their head while remaining vertical. Opponents must be stunned or currently grappled to successfully declare a *brainbuster.*

Lucha Die	Result
1-2	No effect.
3	Opponent lands prone and is stunned for 1 round, attacking and defending with a -3 penalty to attack, damage, armor class, and saving throws.
4	Opponent lands prone and is stunned for 1d3 rounds, attacking and defending with a -3 penalty to attack, damage, armor class, and saving throws. The opponent suffers an additional deed die of damage (make a new Lucha die roll and add the result to damage) as well.
5	Opponent lands prone and must pass a Fort Save with a DC matching the total attack number to avoid being knocked unconscious for 1d4 rounds. The opponent suffers an additional deed die of damage (make a new Lucha die roll and add the result to damage) as well.
6	Opponent lands prone and must pass a Fort Save with a DC matching the

	total attack number to avoid being knocked unconscious for 1d6 rounds. The opponent must also pass a DC 15 Fort save to avoid losing 1d4 temporary Intelligence points. Lost Intelligence recovers at the normal rate of 1 point per day. The opponent suffers an additional deed die of damage (make a new Lucha die roll and add the result to damage) as well.
7+	Opponent lands prone and must pass a Fort Save with a DC matching the total attack number to avoid being knocked unconscious for 1d8 rounds. The opponent must also pass a DC 15 Fortitude save to avoid losing 1d6 temporary Intelligence points. Lost Intelligence recovers at the normal rate of 1 point per day. Lastly, the luchador is free to make a normal strike as a follow up bonus attack.

El Cuerpo de Piedra

Years of training have transformed the luchador's body into a weapon. They can deflect clubs, blades, and even bullets with their toughened hide. When *El Cuerpo de Piedra* is successfully declared, the luchador is able to absorb and ignore damage dealt during subsequent rounds.

Lucha Die	Result
1-2	No effect.
3	The luchador ignores 2 points of damage from each non-magical strike for 1 round.
4	The luchador ignores 1d3 points of damage from each non-magical strike for 2 rounds.
5	The luchador ignores 1d4 points of damage from each non-magical strike for 1d4 rounds.
6	The luchador ignores half of the damage taken (round down) from each non-magical strike for 1d4 rounds.
7+	The luchador ignores all damage from each non-magical strike for 1d4 rounds.

Heating Up the Marks (or Crowd)

By unleashing a bellowing war cry, charging heroically into the fight, and performing a flashy maneuver, the luchador reinvigorates their allies, whipping them into a fury. Allies witnessing this *signature move* are energized and fight even harder.

Lucha Die	Result
1-2	No effect.
3	Allies witnessing the luchador's call to arms receive a +2 bonus to saving throws vs. fear effects and morale checks for the remainder of the battle.
4	Allies witnessing the luchador's call to arms receive a +3 bonus to saving throws vs. fear effects and morale checks for the remainder of the battle.
5	Allies witnessing the luchador's call to arms receive a +4 bonus to saving throws vs. fear effects and morale checks for the remainder of the battle. Additionally, allies gain a +1 to attack rolls for 1d4 rounds.
6	Allies witnessing the luchador's call to arms receive a +5 bonus saving throws and morale or fear checks for the remainder of the battle. Additionally, they apply a +2 bonus to attacks for 1d6 rounds.
7+	Allies witnessing the luchador's call to arms receive a +5 bonus to saving throws and morale or fear checks for the remainder of the battle. Additionally, they apply a +4 bonus to attacks for 1d8 rounds.

Huracánrana

With a high-flying leap, the luchador jumps to the shoulders of their opponent and executes a head scissors takedown, while rolling through and capturing both legs of the opponent—pinning the opponent to the ground.

Lucha Die	Result
1-2	No effect

3	The opponent is automatically grappled and knocked prone. The opponent is unable to take actions until the grapple is broken.
4	The opponent is automatically grappled and knocked prone. The opponent is unable to take actions until the grapple is broken. The luchador has a good position on the pin and receives +2 to the opposed roll if the foe attempts to escape the grapple.
5	The opponent is automatically grappled and knocked prone. The opponent is unable to take actions until escaping the grapple. The luchador has a good position on the pin and receives +1d to the opposed roll if the foe attempts to escape the grapple.
6	The opponent is automatically grappled and knocked prone. The opponent is unable to take actions until escaping the grapple. The luchador has a good position on the pin and receives +2d to to the opposed roll if the foe attempts to escape the grapple.
7+	Huracánrana Driver! The luchador spikes the opponent's head into the ground as the maneuver is performed. The opponent is grappled and knocked prone and must immediately pass a DC 20 Fort saving throw or be knocked unconscious for 1d10 rounds.

Reversal

Sometimes the luchador is in an awkward situation where their opponent has gained an advantage. By employing a reversal, the luchador can escape a grapple and turn the advantage against their opponent. To declare a reversal, the luchador must be currently involved in a grapple.

Lucha Die	Result
1-2	No effect.
3	The grapple is broken, and the luchador establishes a grapple on their opponent.
4	The grapple is broken, and the luchador establishes a grapple on their opponent. The luchador gains a +2 bonus against attempts to break the new grapple.
5	The grapple is broken, and the luchador establishes a grapple on their opponent. The luchador gains a +4 bonus to attempts to break the new grapple.
6	The grapple is broken, and the luchador establishes a grapple on their opponent. The luchador gains a +6 bonus to attempts to break the new grapple.
7+	The grapple is broken, and the luchador establishes a grapple on their opponent. The luchador gains a +6 bonus to attempts to break the grapple. Alternatively, the luchador may turn the reversal into a new signature move that is considered a free attack.

Shotei (or Flurry of Fury)

A good luchador honors the history of the great warriors of the West, but a great luchador incorporates a diverse variety of combat arts into their repertoire. For the shotei, the luchador incorporates influences from the Far East and unleashes a series of open-handed palm strikes to the head, ears, throat, nose, chest, or nerve centers, with the intention of disorienting or stunning the opponent.

Lucha Die	Result
1-2	No effect.
3	The opponent is stunned for 1 round and attacks and defends with a -2 penalty to attack, damage, armor class, and saving throws.
4	The opponent is stunned for 1d3 rounds and attacks and defends with a -3 penalty to attack, damage, armor class, and saving throws.
5	The opponent is stunned for 1d4 rounds and is reduced to 1 action per round (move or attack). The opponent attacks and defends with a -4 penalty to attack, damage, armor class, and saving throws.
6	The opponent is stunned for 1d4 rounds and is unable to take any action. The

	opponent attacks and defends with a -4 penalty to attack, damage, armor class, and saving throws.
7+	The opponent is stunned for 1d6 rounds and is unable to take any action. The opponent attacks and defends with a -5 penalty to attack, damage, armor class, and saving throws.

Shining Wizard

The *Shining Wizard* is delivered to an opponent down on one knee (e.g. an opponent trying to stand after being knocked prone). After stepping off the opponent's raised knee with one foot, the luchador swings the other leg and strikes the opponent's head with either the side of the knee or shin. The *Shining Wizard* has the potential of returning a standing opponent to the prone position and can potentially knock them unconscious.

Lucha Die	Result
1-2	No effect.
3	Opponent is returned to the prone position.
4	Opponent is returned to the prone position and is stunned for 1 round, and takes a -1 penalty to attack, damage, armor class, and saving throws for the remainder of the combat.
5	Opponent is returned to the prone position and must make a DC 15 Fort save or be knocked unconscious for 1d3 rounds.
6	Opponent is returned to the prone position and must make a DC 16 Fort save or be knocked unconscious for 1d4 rounds.
7+	Opponent is returned to the prone position and must make a DC 17 Fort save or be knocked unconscious for 1d6 rounds.

Topé Suicida

In Mexico, the *topé* is any attack where the luchador uses their head to strike an opponent, be it by a ramming charge or diving at the opponent head-first from an elevated surface. To perform the *topé suicida*, the luchador uses any available height in their environment to deliver a devastating strike, diving headfirst off any raised platform into their opponent.

Lucha Die	Result
1-2	No effect.
3	The luchador drives their opponent 10' back and must pass a Ref save with a DC matching the total attack roll or land prone. The luchador lands on their feet.
4	The luchador drives their opponent back 12' and they must pass a Ref save with a DC matching the total attack roll to avoid landing prone. The luchador lands on their feet.
5	The luchador drives their opponent back 15' and they must pass a Ref save with a DC matching the total attack roll to avoid landing prone and becoming stunned for 1d4 rounds. The Luchador lands on their feet.
6	The luchador drives their opponent back 20', causing an additional 2d6 falling damage should there be any barrier blocking the opponent's lane of travel (wall, boulder, etc.). The opponent is knocked prone and must pass a Fort save with a DC matching the total attack roll to avoid being stunned for 1d3 rounds. The luchador lands on their feet.
7+	The luchador drives their opponent back 30', causing an additional 3d6 falling damage should there be any barrier blocking the opponent's lane of travel (wall, boulder, etc.). The opponent is knocked prone and must pass a Fort save with a DC matching the total attack roll to avoid being stunned for 1d6 rounds. The luchador lands on their feet.





• MOUNTEBANK •

You have the gift of making easy friendships and being able to convince folks of just about anything. You've hustled from one town to another doing a wide variety of jobs, but have always found it easy to make a dollar by selling trinkets and "cures." Much of your stock does little to remedy actual ailments though, which is why you make it a habit not to overstay a welcome in whatever rail-town you're visiting.

When the odd chain of events started during the Seven Days of Night, you soon discovered you could add a supernatural catalyst to your remedies, giving them amazing properties that resemble the magical potions found in fairy tales!

You spend your free time experimenting with new formulae, both mundane and magical, to aid you and your allies out on the trail.

There may come a day when you're ready to reveal your genius to the scientific community but for now you prefer the role of the mountebank, plying your silver-tongued salesmanship to the masses. You peddle placebos and sugar pills while you keep the "good stuff" for those true moments of need or for folks with plenty of coins in their pocket.

Hit Points: Mountebanks use a d6 to determine hit points at each level.

Crit Die: d6 **Fumble Die:** d12

Action Die: Mountebanks use their action die for attack rolls and all class ability and skill rolls unless otherwise noted.

Luck: Mountebanks add their current Luck bonus to all showmanship rolls.

Path: Mountebanks are a self-serving lot that rarely think twice about selling sugar pills to put a steak on the table at the local saloon, but this doesn't mean a mountebank doesn't believe or desire to do some good now and then. Mountebanks begin by Walking the Line but lean towards the Path of The Damned.

Signature Weapons: Mountebanks try to avoid getting caught up in the barbaric act of fighting and prefer using their elixirs in the place of mundane weapons. A good backup is still a necessity for any thinking person, and derringers, small pistols, along with manageable bladed weapons fit the bill.

Starting Wealth: Mountebanks start the game with 1d12 dollars.

CLASS ABILITIES

Alchemy: The mountebank is not only capable of creating genuine remedies for common ailments but they've also learned to imbue formulae with arcane energy, resulting in creations with unexplainable, wondrous results. These formulae fall into one of two categories—Mundane or Magical.

Magical Formulae: To create any magical elixir, salve, etc., the mountebank chooses a formula from those kept in his personal journal. Unlike mundane formulae, a complicated set of tools and brewing equipment are not needed to make magical formulae. The mountebank merely needs a bit of liquid in a container that they invest with their personal power to make the magic work. Mountebanks begin the game with **four** magical formulae. You earn one new formula per level and through discovery while adventuring. **To craft a magical elixir, the mountebank rolls 1d20 + Intelligence modifier + level (called a Brew check).** Cross reference the total on the chart of the chosen formula found in the **Magic** section. Elixirs remain charged and can be used by those they're given to; however, only a few magical elixirs can remain "charged" at any given time (see the Known Formulae chart).

Mundane Formulae: The mountebank can also craft non-magical compounds such as acids, adhesives, poisons, and even explosives. Proper ingredients must be on hand along with the mountebank's laboratory (a portable one works fine) to make a stable compound.

MOUNTEBANK PROGRESSION CHART

LEVEL	TITLE	ATTACK BONUS	CRIT DIE	FUMBLE DIE	ACTION DICE	REF	FORT	WILL
1	Quacksalver	0	d6	d12	1d20	+1	0	+1
2	Cook	+1	d6	d12	1d20	+1	+1	+1
3	Craftsman	+1	d8	d10	1d20	+2	+1	+2
4	Chemist	+2	d8	d10	1d20	+2	+2	+2
5	Mountebank	+2	d10	d8	1d20+1d14	+3	+2	+3
6		+3	d10	d8	1d20+1d16	+3	+3	+3
7		+3	d12	d7	1d20+1d20	+4	+3	+4
8		+4	d14	d7	1d24+1d20	+4	+4	+4
9		+4	d14	d6	1d24+1d20	+5	+4	+5
10		+5	d16	d6	1d24+1d24	+6	+5	+5

To determine the potency of the compound crafted, reference the Mundane Formulae chart.

Mutagenic Reaction: Mixing various chemicals with unstable components is a risky venture, even for one well versed in alchemy. Should the mountebank roll a natural 1 on any Brew check, something has gone horribly wrong and often results in bodily harm to the mountebank and those close by as the poorly created formula explodes, drenching the creator and possibly others nearby (the description for the mutagenic reaction will determine other targets). To determine the exact effect of the mutagenic reaction, roll the listed die found under each formula and adjust by your current Luck modifier. Note that mundane formulae do not require a Brew check to create.

Green Thumb: The mountebank is considered skilled at gathering components needed to make poultices, adhesives, poisons, etc. Judges should set a DC based on the surrounding area. A typical search for components should be set at DC 10 with success resulting in enough desired components to make a mundane formula for 1d3+level uses.

Showmanship: Being a person of many words, the mountebank uses fancy verbiage (combined with fast hands) to deceive and misdirect the audience during the "pitch," encouraging them to empty their wallets. The mountebank is skilled in various things related to performing a typical stage show—such as sleight

KNOWN FORMULAE CHART

LEVEL	KNOWN FORMULAE	MAXIMUM FORMULA LEVEL	MAXIMUM ACTIVE FORMULAE*
1	4	1	2
2	5	1	2
3	6	2	3
4	7	2	3
5	8	3	4
6	9	3	4
7	10	4	5
8	11	4	5
9	12	5	6
10	13	6	6

*Maximum number of formulae that may remain charged and ready to use by the mountebank or allies.

of hand, oration, crowd reading, or fast-talking. *Hornswoggling* is a particular use of *showmanship* that allows the mountebank to command a person or audience into doing something, and the subjects are completely convinced it was their idea. This is limited to commands that won't be immediately detrimental to the person or crowd being influenced ("walk over the cliff like lemmings" would not be followed for instance). This is a non-magical talent akin to suggestive hypnosis.

To attempt these skills, the mountebank will either need to match a DC set by the judge or make a contested roll versus another character or NPC. Contested rolls are made by rolling a d20 + any relevant ability modifier vs. the opponents d20 + any relevant ability modifier. When influencing a crowd, use the highest modifiers of any individual found in the crowd for an opposed roll.

Snake Veins: The mountebank often incorporates venom from serpents and insects in the brewing of elixirs and mundane compounds. The constant use and accidental exposure builds up a resistance over time. Mountebanks double their Fortitude save bonus against all poison-based attacks.

MUNDANE FORMULAE CHART

LEVEL	FIRE BOMB* DAMAGE	ACID BOMB** DAMAGE	ADHESIVE ***	POULTICE **** HIT POINTS HEALED
1	1d6	1d5	12"/10 lbs	1d4
2	1d6	1d5	24"/25 lbs	1d4
3	1d8	1d6	36"/35 lbs	1d5
4	1d8	1d6	48"/45 lbs	1d5
5	1d10	1d8	60''/55 lbs	1d6
6	1d10	1d8	72"/65 lbs	1d6
7	1d12	1d10	84"/75 lbs	1d8
8	1d12	1d10	96"/85 lbs	1d8
9	1d14	1d12	108"/95 lbs	1d10
10	1d14	1d12	120"/125 lbs.	1d10

***Bombs** have a range of 20/40/60, and mountebanks must make a ranged-attack roll to strike the desired target. Bombs have a splash range of 5'+2' per level. Ranged attacks that miss will scatter 1d10' from the target. Roll 1d12 and compare the result to a standard clock facing to determine direction. Damage inflicted is fire-based, and any target catches fire 50% of the time. Targets catching fire must spend their entire next action patting the flames out or continue to suffer 1d6 damage per round.

****Acid Bombs** have a range of 20/40/60. Mountebanks must make a ranged-attack roll to strike the desired target. Bombs have a splash range of 5'+2' per level. Ranged attacks that miss will scatter 1d10' from the target. Roll 1d12 and compare the result to a standard clock facing to determine direction. Damage inflicted is acid-based and targets must spend their entire next action removing the substance or suffer damage each round. Damage suffered on subsequent rounds is reduced by -1d on the chain as the acid weakens.

*****Formulated Adhesives** cover the listed square inches and will remain bonded unless the listed pounds are exceeded. For example, a 3rd level mountebank can formulate 36 square inches of substance that will hold fast until an excess of 35 lbs of pressure is applied, breaking the hold. In the case where a living target is held by adhesive and attempts to break free, the target halves the number of pounds the adhesive holds to determine the DC of the Strength check required to break the hold (round down). The difficulty represents how hard it is to get any leverage to break the adhesive when you're covered in it and it keeps sticking as you pull. It takes 1 round to formulate adhesive.

******** **It takes 1 round to formulate one dose of poultice that heals the listed amount of hit points.** A poultice can only be used once on a particular wound in a 24 hour period. Creating a poultice requires 1 round and a DC 10 Intelligence check.



• MYSTIC MONK •

The universe is a beautiful, complex dance between light and dark, good and evil, and one cannot exist without the other. You're one of the few that understands the necessity of this balance and the challenge that comes from dedicating your life to protecting it.

Perhaps you're a descendant from the exotic lands of the East, come to see the wonders of the frontier firsthand, or maybe you crossed paths with a traveling monk and through his wisdom found the inner peace your soul had been seeking for years.

Hours of meditation, studying philosophy, and intense martial-arts training have helped you transcend the mind and body, allowing you to push deeper into the psyche to tap a force known as "chi," a living energy connecting all things. An energy used to perform superhuman feats.

Hit Points: Mystic monks use a d10 to determine hit points at each level.

Crit Die: d10 **Fumble Die:** d12

Action Die: Mystic monks use their action die for attack rolls and all class ability and skill rolls unless otherwise noted.

Chi Die: Only the mystic monk has mastered the art of channeling living energy or chi as it is known to students of Eastern philosophy. It resonates in all living things, and the mystic monk has mastered techniques for tapping into and harnessing *chi* to perform their mystic disciplines. *Chi* use is represented in the game by the roll of a special die called a Chi die. The type of die rolled is determined by character level (see the progression chart). The Chi die is also added to all melee attack and damage rolls.

Luck: A mystic monk's current Luck modifier applies to all initiative checks.

Path: Mystic monks strive for balance in all things and not only begin by Walking the Line, but strive to maintain it. Mystic monks often weigh their actions and how they'll impact the grand scheme of things. This isn't to say the mystic monk is immune to emotion, friendship, or even love and the decisions those relationships might influence, but they strive for balance and harmony in most instances. Mystic monks that successfully Walk the Line gain a +1d modifier to all interaction rolls with those following any Path. If the mystic monk strays from the path of balance, they are unable to properly channel their *chi* and suffer a -1d to their Chi die (but not other *chi* powers) until they return to Walking the Line.

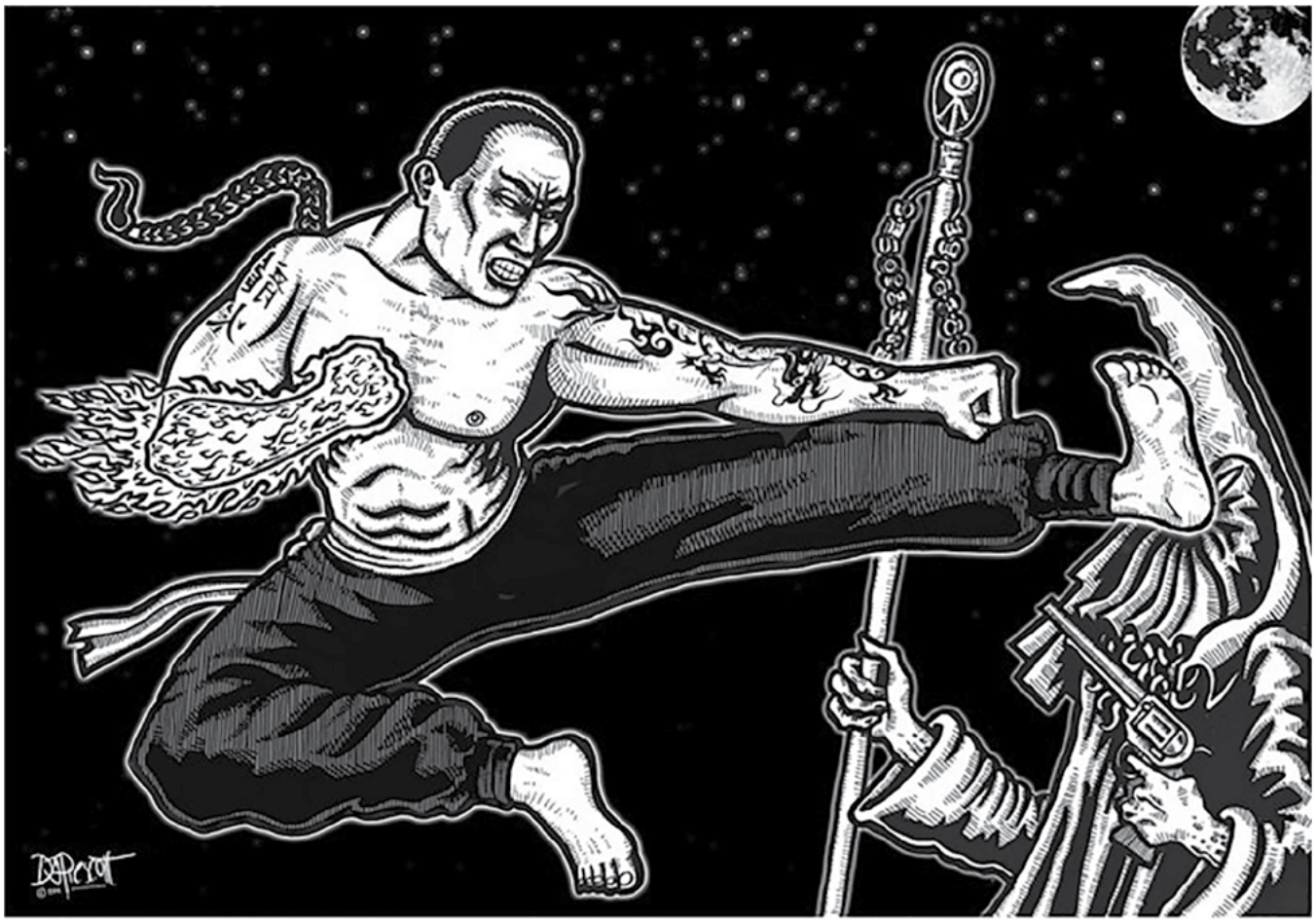
Signature Weapons: Mystic monks are masters of martial arts and the use of exotic weapons originating from the Orient. They prefer them to the firearms normally carried in the Western territory. To reflect their mastery over exotic weapons, mystic monks may choose two signature weapon slots from the Exotic Weapons category and inflict 1d6 damage (that increases with level) when unarmed, using hand and foot attacks. Mystic monks choosing to carry a firearm as a signature weapon must devote two slots to it.

Starting Wealth: Mystic monks start the game with 1d8 dollars.

CLASS ABILITIES

Chi Disciplines: The monk may attempt any of the following mystic disciplines. Manifesting *chi* disciplines is an exhausting effort and is represented by the expenditure of temporary Personality points (see each individual discipline for costs).

Should the monk reach 0 Personality they are considered exhausted (-1d to all actions requiring a roll) until eight hours of rest can be had. Manifesting a chi discipline is a free action, and *chi* disciplines can stack, but only one may manifest per round.



Dragon's Breath **(Cost: 3 Personality points):** The mystic monk taps into the spirit realm, channeling the breath of dragons roaming the hellish realm of Diyu. The monk's fists and feet ignite with a supernatural flame, inflicting an additional 1d6 fire damage on successful unarmed attacks. There is a 30% chance the target will catch fire, suffering 1d6 burn damage each successive round until a full round is devoted to putting out the flames (with no other action possible). *Dragon's breath* lasts 1d4 + level rounds.

Dragon Hide **(Cost: 2 Personality points):** The mystic monk channels and shapes their *chi,* forming a protective barrier that serves as a reptilian second skin over the body. Upon activation, roll the Chi die and apply the result as a positive modifier to the monk's current Armor Class. Additionally, reduce the damage of any incoming melee attack by -1d. *Dragon hide* lasts 1d4 + level in rounds.

Flight of the Feather **(Cost: 1 Personality point):** The mystic monk may use their *chi* to temporarily alter body mass, effectively becoming light as a feather, giving the monk the ability to fall harmlessly, climb walls, run across water, etc. Should the monk already be in mid-fall, a DC 12 Reflex save is required to trigger the discipline before reaching the ground. *Flight of the feather* lasts 1d3 + level in rounds.

Mystic Mending **(Cost: 2 Personality points):** The mystic monk channels their chi to heal themselves or others of physical damage. Once manifested, the monk places their hands on the injured area to heal it. To determine the amount healed, the monk rolls the Chi die and adds the result to their level to determine the number of hit points healed. *Mystic mending* takes 1 round.

Tower of the Mind **(Cost: 1 Personality point):** The mystic monk harnesses their inner chi, weaving a virtual fortress around their psyche, resulting in increased resistance to mental

attacks. Once activated, the monk doubles their Willpower save modifier against all fear and mind-altering effects (including magical). *Tower of the mind* lasts 1d6 + level rounds.

Living Weapon: Part of the daily training the mystic monk practices hardens both fist and foot to such a degree that they can shatter wood and stone and break bones with a well-placed blow. Hand and foot attacks inflict 1d5 damage at 1st level and increase with experience (see progression chart). Additionally, the mystic monk gains a bonus **unarmed** attack (using fist or foot) with a d16 attack die.

Martial Arts: The mystic monk is a true master of martial arts and may declare the use of esoteric maneuvers once per round for added effect to an attack. To use *martial arts*, the mystic monk declares a maneuver they wish to perform before rolling for the attack. The Chi die is rolled along with the attack die and used as a modifier to attack and damage rolls. Should the Chi die result be 3 or higher, the declared martial-art maneuver is a success—adding additional effects to the attack (sweep the leg, stunning strike, eye gouge, etc.). Remember only one martial arts maneuver may be attempted in a single round regardless of the number of attacks allowed that round. A few examples are given later in the class description.

Stealth: The ability to remain hidden from the enemy, while moving silently amongst them, is a talent the mystic monk excels at; they are considered skilled when making any rolls related to moving silently and remaining unseen. Mystic monks add their Reflex save modifier to all stealth-related rolls.

MONK PROGRESSION TABLE

LEVEL	TITLE	LIVING WEAPON	CHI DIE	CRIT DIE	FUMBLE DIE	ACTION DICE	REF	FORT	WILL
1	Wandering Son	1d5	+d3	d10	d12	1d20	+1	0	+1
2	Seeker of the Way	1d6	+d4	d12	d10	1d20	+2	+1	+1
3	Follower of the Dragon Path	1d8	+d5	d14	d8	1d20	+3	+1	+2
4	Initiate of Mysteries	1d8	+d6	d16	d6	1d20	+4	+2	+3
5	Mystic Monk	1d10	+d7	d16+1	d5	1d20+1d14	+5	+2	+3
6		1d10	+d8	d16+2	d4	1d20+1d16	+6	+3	+4
7		1d12	+d10	d20	d4	1d20+1d20	+7	+3	+4
8		1d12	+d12+1	d20+1	d3	1d24+1d20	+8	+4	+5
9		1d14	+d12+2	d24	d3	1d24+1d20	+9	+4	+6
10		1d14	+d14	d30	d3-1	1d24+1d24	+10	+5	+6

SAMPLE MARTIAL ARTS MANEUVERS

The mystic monk constantly trains their chosen style of martial art based upon their chosen philosophy and the training received from their Master. Players are encouraged to pick a style existing in modern day to develop unique strikes, holds, and throws that fall in line with the theme of the chosen style and their use of the Chi die.

Disarm

Mystic monks are considered masters of hand-to-hand combat, utilizing techniques honed and perfected through theory and practice. Disarming an opponent is often a quick pain-free way to end the fight before it even begins.

Chi Die	Result
1-2	No effect.
3	With lightning speed, the mystic monk strikes the target's weapon arm. The target must immediately pass a Reflex save with a DC matching the total attack roll to avoid dropping the weapon being held. Any one-handed weapon may be disarmed this way.
4	With lightning speed, the mystic monk

	strikes the target's weapon arm. The target must immediately pass a Reflex save with a DC matching the total attack roll to avoid dropping the weapon being held. One or two-handed weapons may be disarmed this way.
5	The target must immediately pass a Reflex save with a DC matching the total attack roll to avoid losing the weapon they are wielding. The mystic monk takes the weapon and empties it of any ammunition (assuming the weapon is a firearm). The monk must have at least one empty hand to perform the disarm and may hand the firearm back to the opponent to humiliate them. Optionally, any weapon may be snatched and thrown up to 10' away.
6	The mystic monk acts with such speed and precision that multiple targets may be disarmed. Up to four opponents in melee range must immediately pass a Reflex save with a DC matching the total of the attack roll to avoid dropping any weapons being held.
7+	The mystic monk acts with such speed and precision that multiple targets may be disarmed. Up to four opponents in melee range must immediately pass a Reflex save with a DC matching the total of the attack roll to avoid dropping any weapons being held. Additionally, each weapon is temporarily charged with the chi of the mystic monk, causing each to glow with an unearthly heat. Touching the weapons will cause 1d4 in burn damage each round held, and wielders suffer a -1d attack penalty while using the weapons. The heat diminishes after 1d6 rounds.

Flying Kick

With a small running start, the mystic monk leaps into the air and uses forward momentum to connect heel to target, sending their foe crashing to the ground. The monk can only knock targets prone that are no more than twice the size and weight of a man.

Chi Die	Result
1-2	No effect.
3	The mystic monk launches into the air, connecting with a crushing kick attack for an additional 1d6 in damage. Target must immediately pass a Reflex save with a DC matching the total of the attack roll to avoid being knocked prone and back 5'. Enemies can be targeted up to 10' away with flying kicks.
4	The mystic monk launches into the air, connecting with a crushing kick attack to the face for an additional 1d7 in damage. Target must immediately pass a Reflex save with a DC matching the total of the attack roll to avoid being knocked prone and back 10'. Enemies can be targeted up to 15' away with flying kicks.
5	The mystic monk launches into the air, connecting with a crushing kick attack to the chest for an additional 1d8 in damage in addition to having the wind knocked out of them (stunned for 1d3 rounds). Target must immediately pass a Reflex save with a DC matching the total of the attack roll to avoid being knocked prone and back 10'. Enemies can be targeted up to 15' away with flying kicks, including those behind barriers of less than 10' high.
6	The mystic monk launches into the air, connecting with a crushing kick attack to the chest for an additional 1d10 in damage in addition to having the wind knocked out of them (stunned for 1d4 rounds). Target must immediately pass a Reflex save with a DC matching the total of the attack roll to avoid being knocked prone and back 15'. Enemies can be targeted up to 15' away with flying kicks, including those behind barriers of less than 10' high.
7+	The Mystic Monk channels their inner chi to become weightless. The effect allows the monk to travel up to 20' to land their kick attack, crossing barriers up to 15' in height, and striking for an additional 1d10 in damage as their weight returns as the blow lands. Landing the kick immediately allows a second attack, with each successful strike allowing for another until the additional attack misses or a

maximum of four land successfully. The final kick sends the target back and prone 20' unless an immediate Reflex save with a DC matching the total attack number of the last strike is made.

Kip Up

Normally, being knocked prone means having to use one's entire action to stand up. The mystic monk uses a variation of a double kick to spring back to their feet in an instant, allowing the warrior a chance to act during moments where others would lie helpless.

Chi Die	Result
1-2	No effect.
3	The mystic monk coils and springs, instantly landing on their feet. Although Movement is sacrificed to perform the maneuver, the warrior is still free to perform a melee attack.
4	The mystic monk coils and springs, instantly landing on their feet. The warrior is free to Move and attack on the same round kip up is used.
5	The mystic monk performs the kip up, surprising anyone within melee range. The monk is free to attack and Move and gains a +3 to all attack and damage rolls for the remainder of the round.
6	The mystic monk performs the kip up, surprising anyone within melee range. The monk is free to attack and Move and gains a +1d modifier to all attack and damage rolls for the remainder of the round.
7+	The mystic monk briefly taps into their inner chi to spring effortlessly into the air (up to 20'), allowing the warrior to seemingly glide to another spot within 20' of the original spot. The move counts as the warriors Move action on the round the maneuver is performed, but they are free to attack.

Quivering Palm

Mystic monks are known for being able to channel their own chi (a mystic energy every living being produces). The humble warrior is also capable of altering the flow and manipulating the chi of others to various effects.

Chi Die	Result
1-2	No effect.
3	The mystic monk strikes their target and sends forth a tiny "vibration" of energies through the target. Target must immediately pass a Will save with a DC matching the total of the attack roll to avoid being stunned for 1 round.
4	The mystic monk strikes their target and sends forth a cluster of "vibrational" energies through the target. The target must immediately pass a Will save with a DC matching the total of the attack roll to avoid being stunned for 1d4 rounds in addition to suffering an additional 1d4 damage.
5	The mystic monk strikes their target and sends forth a cluster of " vibrational" energies through the target. The target must immediately pass a Will save with a DC matching the total of the attack roll to avoid being knocked out for 1d4 rounds, in addition to suffering an additional 1d6 damage.
6	The *quivering palm* strike is delivered perfectly, momentarily knocking the target's spirit out of their body! The shock to the system forces an immediate Will save with a DC matching the total attack roll to avoid falling unconscious for 1 turn. Passing the save merely results in the target being stunned for 1d6 rounds, while host and spirit try desperately to reunite. In addition to the above effects, the strike inflicts an additional 1d8 damage.
7+	The *quivering palm* strike is delivered perfectly, momentarily knocking the target's spirit out of their body! The shock to the system forces an immediate Will save with a DC matching the total attack

roll to avoid falling unconscious for 1 turn. Passing the save merely results in the target being stunned for 1d8 rounds while host and spirit try desperately to reunite. Each round (including the initial) that the two forms are apart inflicts 1d4 temporary Personality damage. Reaching zero results in spirit and body permanently being disjoined, effectively killing the target.

Thunder Clap

The mystic monk uses their open hands to land simultaneous blows on the opponent's ears. A successful strike is not only painful but impairs hearing and potentially leaves the target deaf.

Chi Die	Result
1-2	No effect.
3	The palms of the warrior strike the ears of the target, inflicting an additional 1d4 in damage. Additionally, the target must pass a Fortitude save with a DC matching the total of the attack roll to avoid becoming momentarily deafened (stunned) for 1d3 rounds. Additionally, for the duration all rolls that are affected by hearing suffer a -1d penalty until the effect wears off.
4	The palms of the warrior strike the ears of the target, inflicting an additional 1d6 in damage. Additionally, the target must pass a Fortitude save with a DC matching the total of the attack roll to avoid becoming momentarily deafened (stunned) for 1d4 rounds. Additionally, for the duration all rolls that are affected by hearing suffer a -1d penalty until the effect wears off.
5	The palms of the warrior strike the ears of the target, causing eardrums to "pop," dropping the target to their knees (counts as prone) as they scream in pain. The attack inflicts an extra 1d8 in damage. Additionally, the target must pass a Fortitude save with a DC matching the total of the attack roll to avoid becoming momentarily stunned for d6 rounds as they can do nothing but scream. All attacks and skill rolls suffer a -2d penalty until effect wears off.
6	The palms of the warrior strike the ears of the target, causing the eardrums to "pop," dropping the target to their knees (counts as prone) as the target screams in pain. The attack inflicts an extra 1d8 in damage and the target must pass a Fortitude save with a DC matching the total of the attack roll to avoid becoming momentarily stunned for d8 rounds as they can do nothing but scream. All attacks and skill rolls suffer a -2d penalty until effect wears off.
7+	The mystic monk strikes with such power that both of the target's eardrums rupture. The target immediately drops prone, suffering an additional 1d10 in damage, and the target must pass a Fortitude save with a DC matching the total of the attack roll to avoid becoming permanently deaf. All actions that require hearing suffer a -2d penalty until the target can be magically healed or a mechanical hearing aid can be invented.




E.SOOKE



• OCCULTIST •

You were always an "odd bird" as a child. While most kids get the "jimmy legs" after barely cracking open a book, you took to whining when Ma and Pa ushered you out to go play. Your hunger for knowledge is never satiated and would eventually take a turn towards the esoteric world of occult investigation. Whether checking out the locals' accounts of the walking cacti of New Mexico or investigating mysterious disappearances in local rail towns, you never grow weary on your quest to discover things most men turn a blind eye to.

At some point you began to dabble in the arcane arts with little to show for it, but the Seven Days of Night peeled the lid back on the arcane energies that constantly flow around all living things. You discovered that these energies could be plucked out of the air and woven into spells and rituals to astounding effect. Your newly acquired spell abilities, coupled with uncanny investigative skills, makes you indispensable to any posse setting out to pull the curtain back on the plans of evildoers and the things they serve to bring about the end of the world.

Hit Points: Occultists use a d6 to determine hit points at each level.

Crit Die: d6 **Fumble Die:** d12

Action Die: Occultists use their action die for attack rolls, spell checks, and all class related ability and skill rolls unless otherwise noted.

Luck: An occultist's current Luck modifier applies to all investigation rolls.

Path: Occultists begin the game by Walking the Line, but their constant dabbling in the occult, along with regularly dealing with outside malevolent forces, often leads them down the Path of The Damned.

Signature Weapons: Occultists spend most of their time with their nose buried in dusty tomes rather than shooting cans off of fence posts; however, the need for a back-up weapon isn't lost on them. For ranged weapons, derringers and small pistols are typically chosen, while easily concealed bladed weapons are for those unavoidable melee encounters.

Starting Wealth: Occultists start the game with 2d12 dollars.

CLASS ABILITIES

6th Sense: Constant contact with the supernatural eventually begins to attune human senses to the paranormal, allowing the occultist a "feeling" when something isn't quite right.

To use the *6th sense* ability, the occultist wields an item used as a focus, such as a crystal ball, dowsing rod, or some other esoteric device. They must then focus for 1 round, and unless the source of the supernatural is attempting to avoid detection, the ability is automatic and requires no roll.

Should an entity wish to remain undetected, a contested roll must be made by rolling 1d20 + Will modifiers + CL (short for Caster Level) vs. the entity's 1d20 + Will + number of HD. Success means the creature's presence is detected. Failure means the creature is alerted to the presence of the occultist, and the ability cannot be attempted again for the encounter.

Arcane Arts: The occultist has a rare talent for channeling ambient arcane energy into rituals and spells committed to the pages of ancient scrolls and tomes. Occultists begin the game with a personal grimoire containing four spells, determined randomly (though benevolent judges may allow a player to choose one or two), and further adjusted by Intelligence modifiers. Additionally, occultists gain one spell at each new level in addition to spells discovered during their adventures which may be *scribed*.

To cast a spell, the occultist rolls 1d20 + Intelligence modifier + CL. The result should then be cross-referenced with the results chart for the spell being attempted. Spells are listed in the **Magic** section.

Dance with the Devil: Occultists are constantly immersed in the esoteric and often find their paths crossing with things that cause even the toughest gunslinger to run home crying for momma. Constant exposure, in addition to an unquenchable thirst for arcane knowledge, allows the occultist to double their Willpower save when attempting a Grit check and with all spell saves with fear-based effects.

Familiar: Occultists often spend countless days locked behind the doors of their sanctums, buried in dusty tomes and the arcane research that often accompanies them. These periods often leave little time for socializing, and many occultists fill the desire for friendship by calling for an arcane familiar. Familiars not only function as a devoted companion but offer benefits that aid an occultist in many of their day-to-day functions. Familiars are summoned by a ritual known to every practicing student of the occult. The type of familiar that arrives as a result of the ritual is always random, perhaps determined by the Three Fates. Whatever the result, familiars all share similar traits, some of which are imparted to the summoning occultist. Creatures summoned by the ritual also benefit from the bond, gaining a heightened intelligence, hit points, and armor class—some of which improve over time. See the Familiar charts at the end of the class description.

The familiar gains the following bonuses: (1) adds the occultist's Reflex save to their own natural AC; (2) gains an additional 1d4+2 hp when summoned and an additional d4 hit points each time the occultist gains a new level; (3) gains an Intelligence score of 5; (4) gains a telepathic link with the occultist, allowing limited communication, and both can see through the eyes of the other with 1 round of complete concentration with a working range of one mile; (5) uses the occultist's saving throw values.

The occultist gains the following bonuses: (1) gains an innate trait from the summoned animal; (2) gains the ability to cast spells through the familiar, using them as a focus (occultist may cast the spell from a maximum distance of 1 mile through the familiar at the cost of 1 point of spellburn); (3) gains a telepathic link with the familiar, allowing limited communication, and both can see through the eyes of the other with 1 round of complete concentration with a working range of one mile;

Investigation: Occultists are known for having sharp minds and an unmatched attention for detail. This natural propensity for curiosity often aids them while attempting to spot a clue or in learning more about the lore of a legendary creature stalking a local town. Occultists gain a +1d modifier with any investigative-type roll.

Scribing: Occultists have the ability to transfer written spells directly into their personal grimoire. The benefit of scribing is that the spell can be used repeatedly, whereas casting from the original source burns the words away as soon as the spell is evoked. Scribed spells must be penned in a special mixture containing the occultist's own blood mixed with ink. The specially formulated ink binds the spell to the occultist's own grimoire permanently. Mixing the ink and preparing to scribe will take time (up to one week per spell level or as decided by the judge). There is a chance that the *scribing* fails (make a spell check vs. DC 10 + spell level); if the initial attempt fails, the occultist may try again for the specific spell each time they reach a new level. Once failed, they may then try to *scribe* a **different** spell until **one** is successfully scribed (you never fail to learn a spell at each level, though you may fail to learn a specific spell). Note: the number of spells the occultist can know and the number of spells in their grimoire are the same. Even if the occultist finds a trove of spells, they can only *scribe* one spell at each new level (from a spell level they are able to cast) into their grimoire. At each new level, the occultist may either roll randomly or make a selection from spells that were found while adventuring. A spell may be cast from a scroll, book, or other source without first *scribing* it, but the physical item or page will be destroyed after the spell is cast.

Spellburn: Occultists often attempt to increase the effects of a spell being evoked by using blood sacrifice (spellburn). Declare the number of points spent from any physical attribute(s). Each point "burned" this way adds 1 to the total result of the spell check on a 1:1 basis. You must declare spellburn before rolling any dice to attempt the spell. Describe what method the occultist is using to spellburn (cutting with a ritual dagger, burning flesh, etc.). This adds to the cinematics of the act. Ability points burned in this manner cannot be healed magically, as doing so upsets the ebb and flow of arcane energies that constantly surround the occultist.

OCCULTIST PROGRESSION CHART

LEVEL	TITLE	ATTACK	CRIT DIE	FUMBLE DIE	ACTION DICE	REF	FORT	WILL
1	Conjurer	0	d6	d12	1d20	+1	0	+1
2	Warlock	+1	d6	d12	1d20	+1	+1	+2
3	Enchanter	+1	d7	d12	1d20	+2	+1	+3
4	Soothsayer	+2	d7	d10	1d20	+2	+1	+4
5	Occultist	+2	d8	d10	1d20+1d14	+3	+2	+5
6		+3	d8	d10	1d20+1d16	+3	+2	+6
7		+3	d8	d8	1d20+1d20	+4	+2	+7
8		+4	d8	d8	1d24+1d20	+4	+3	+8
9		+4	d10	d7	1d24+1d20	+5	+3	+9
10		+5	d10	d7	1d24+1d20+1d14	+5	+4	+10

OCCULTIST SPELL CHART

LEVEL	KNOWN SPELLS	MAXIMUM SPELL LEVEL
1	4	1
2	5	1
3	6	2
4	7	2
5	8	3
6	9	3
7	10	4
8	12	4
9	14	5
10	16	5



FAMILIARS

Use the following Stat block as the base for the familiar and make adjustments based on this chart and the powers granted from the familiar ability.

Familiar, base: Init +0; Atk bite (or claw or sting) +1 melee (1d6); AC 12; HD 1d6; MV 40' (or fly 40'); SV Fort +1, Ref +1, Will +0; WtL.

TYPE OF ANIMAL

RESULT	ANIMAL	INNATE TRAIT GIVEN TO CASTER
1	Scorpion	+2 natural AC bonus
2	Domestic cat	+4 bonus to stealth rolls/night vision
3	Rattlesnake	+4 bonus to poison saves
4	Jackrabbit	+1 bonus to all saves and gain a 6' leap vertically/12' horizontally with a running start
5	Horned owl	Night vision up to 90'
6	Bearded dragon	+2 natural AC bonus
7	Spider	+4 bonus to climb checks
8	Domestic dog	Skilled at tracking by scent
9	Prairie dog	+4 bonus to alertness checks
10	Bat	Can function normally in darkness
11	Skunk	Skilled at tracking by scent
12	Raven	Voice mimicry
13	Weasel	+2 bonus to Reflex saves
14	Armadillo	+3 Natural AC bonus
15	Opossum	+4 bonus to disease-related saving throws
16	Fox	Skilled at tracking by scent and night vision up to 60'
17	Raccoon	Night vision up to 90'
18	Cockroach	+2 bonus to Fortitude saving throws
19	Bullfrog	Can hold breath for up to 6 turns and leap 6' vertically/ 12' horizontally with a running start
20	Wolf	Skilled at tracking by scent

FAMILIAR PERSONALITY TYPE

ROLL D20	PERSONALITY TYPE
1	Grumpy
2	Hypochondriac
3	Braggart
4	Insulting
5	Greedy
6	Jolly
7	Sarcastic
8	Melancholy
9	Sleepy
10	Mellow
11	Loud
12	Paranoid
13	Fearful
14	Obsessive compulsive
15	Romantic
16	Complaining
17	Forgetful
18	Thoughtful
19	Comical
20	Demanding





• REVELATOR •

You spent your days in a peaceful existence, tending to the spiritual needs of your flock—that is until the events of the Seven Days of Night set loose dark things into the world, and a visitor from Heaven itself came to you with a different calling. This angel (for what else could it have been) declared that the time of peace you'd gotten all cozy with had ended. Men with the blackest of hearts have unleashed unspeakable evil into the world and are even now intent on bringing about the end of mankind by freeing ancient gods trapped in dimensional exile.

It was then that the being baptized you in the fires of divinity. The flames enveloped you, licked at your soul, left you burning with a different fire, one that helps you march faithfully into the darkest night, providing you with the divine power to manifest miracles—hallelujah brother!

Hit Points: Revelators use a d8 to determine hit points at each level.

Crit Die: d8 **Fumble Die:** d12

Action Die: Revelators use their action die for attack rolls and all class related ability and skill rolls unless otherwise noted.

Fall From Grace: Sometimes a revelator takes a wrong turn while trying their best to walk the righteous path. *Falling from grace* can often seem random, but it's known that God has a plan for everything. Sometimes a revelator can unknowingly step on divine "toes," hindering that plan.

Should a revelator roll a natural "1" on a *divine healing*, *miracle check*, or *turn back the night* check, the revelator's action conflicts for reasons unknown, and the revelator begins their *fall from grace*. The full rules for a fall from grace are detailed in the **Magic** section (pg 172).

Luck: Revelators add their current Luck bonus to all Willpower saves.

Path: Revelators begin by Walking the Line but must strive towards the Path of the Righteous, knowing the role they play in the upcoming endgame between the forces of light and the agents of darkness. Revelators tolerate the "darker heroes" making their way across the frontier, ultimately seeing them as a means to an end.

Signature Weapons: Revelators typically choose firearms, clubs, and bladed weapons when forced to fight.

Starting Wealth: Revelators start the game with 1d8 dollars.

CLASS ABILITIES

Divine Healing: The revelator has a gift for channeling divine energy for the purpose of healing the sick and wounded. To attempt a healing, the revelator must physically touch the subject's wound.

The player should roll 1d20 + Personality modifier + level and reference the result on the Healing chart.

Determine the degree of success by cross-referencing the current Path of the subject with that of the healer. To avoid any confusion, determine the Path by looking at their current position on the Path tracker (found in the **Character Creation** section). Characters one or more steps in either direction count as being on that Path. Characters Walking the Line are **adjacent** to either Path. The result is the number of dice rolled to determine restored hit points using the Hit Die type of the class being healed (luchador d12, gunslinger d10, etc.). The number of Hit Dice healed can never exceed the level of the subject.

For example: A revelator has advanced two steps towards the Path of the Righteous. He attempts to heal his friend, a gambler, who is one step toward the Path of the Damned. The revelator is considered Righteous, while the gambler is considered Damned. On the Healing chart, the two are considered to be on opposite paths.

HEALING CHART

HEALING CHECK RESULT	SAME PATH	ADJACENT PATH	OPPOSITE PATH
1-11	Failure	Failure	Failure
12-13	2 dice	1 dice	1 dice
14-19	3 dice	2 dice	1 dice
20-21	4 dice	3 dice	2 dice
22+	5 dice	4 dice	3 dice

Some wounds are harder to heal than others. Use the following as a guideline for more serious conditions and the number of dice required to heal each condition. Conditions healed do not restore lost hit points. Each condition must be healed separately.

Broken Limbs: 2 dice
Organ Damage: 3 dice
Disease: 3 dice
Poison: 2 dice
Blindness or deafness: 3 dice
Lost Limb: 4 dice

Divine Intervention: Often, the holy warrior has stayed the righteous course, and the course has left him standing barefoot in a nest full of rattlesnakes. During these times the revelator can call out for divine aid.

To request *divine intervention*, the revelator makes a check by rolling 1d20 + Personality modifiers + CL. The judge will set the DC. Simple requests (e.g., light a lantern) are DC 10, and extraordinary requests (e.g., make the sky rain down fire) are DC 18 or higher. This extraordinary act imparts a cumulative +10 DC penalty to future attempts to call for *divine intervention* for the next 24 hours.

Exorcism: Bad souls typically end up in bad places, and in an effort to evade their inevitable fate, powerful spirits often attach themselves to "ride" an unknowing living host—often resulting in further misery and pain. Exorcism is the revelator's way of ejecting the malevolent creature so that it can be dealt with face to face.

Upon enacting the exorcism, a contested roll of wills is made between the revelator and the possessing entity. The revelator rolls 1d20 + Personality modifiers + CL (Caster Level) vs. the possessing entity's 1d20 + Willpower save modifier.

Winning the contest ejects the possessing spirit, leaving it temporarily stunned for 1 round and unable to possess another target for 24 hours. A tie results in a stalemate with neither gaining ground. Additional rolls must be made on the following round if the revelator wishes to continue the exorcism. Losing the contested roll means the entity has thwarted the revelator's meddling attempt. In addition to retaining control over the host, the spirit retaliates with a backlash of negative energy, inflicting 1d4 damage per Hit Die of the entity, additionally stunning the revelator for 1 round.

Fear No Evil: Revelators aren't the type to turn tail and run, considering they've been baptized in the fires of the righteous. Revelators double their Willpower save modifiers vs. Grit checks and fear-based spell effects.

Miracles: Revelators act as a direct conduit to the Divine, able to perform things best described as miracles by those who give witness. Miracles take many forms that often depend upon the moment of need (raining fire down from the heavens to smite evil, creating food and water for the hungry, etc.). To represent this, the revelator may choose from any of the miracles listed in the **Magic** section. A number of miracles can be known based upon character level. In addition, a large assortment of clerical spells (miracles in the Weird Frontiers RPG) are found in the pages of the Dungeon Crawl Classics rulebook. Miracles are prayed (chosen) for at the start of each day based upon the predicted needs of the Revelator.

To perform a miracle, the Revelator rolls a d20 + Personality modifier + level. The total is then checked against the results chart of the miracle being performed.

Turn Back the Night: Revelators act as a constant forge for the fires of the righteous and shine like a beacon of divine energy, serving to remind the damned of the error of their ways. Any type of undead, demon, or otherworldly being is subject to the *turn back the night* ability. **To turn back the night the revelator rolls 1d20 + Personality modifiers + CL.** The result is then referenced on the Turn Back the Night chart.

TURN BACK THE NIGHT CHART

CHECK	TURN RANGE	HOLY SMITE	1 HD	2 HD	3-4 HD	5-6 HD	7-8 HD	9-10 HD	11-12 HD
1-11	-	-	NE	NE	NE	NE	NE	NE	NE
12-13	30'	-	T1	NE	NE	NE	NE	NE	NE
14-17	30'	-	T1d3+CL	NE	NE	NE	NE	NE	NE
18-19	30'	-	T1d4+CL	T1	NE	NE	NE	NE	NE
20-23	60'	-	T1d6+CL	T1d3+CL	T1	NE	NE	NE	NE
24-27	60'	Beam 60' 1d3 damage	T1d8+CL d14 damage (no save)	T1d4+CL	T1d3+CL	T1	NE	NE	NE
28-29	60'	Cone 30' 1d4 damage	T2d6+CL d14 damage (no save)	T1d6+CL d14 damage	T1d4+CL	T1d3+CL	T1	NE	NE
30-31	120'	Cone 60' 1d6 damage	K1d8+CL (no save)	T1d8+CL d14 damage (no save)	T1d6+CL	T1d4+CL	T1d3+CL	T1	NE
32+	240'	Cone 120' 1d6 damage	K2d6+CL (no save)	T2d6+CL d14 damage (no save)	T1d8+CL d14 damage (no save)	T1d6+CL	T1d4+CL	T1d3+CL	T1

NE= No effect

T = Creatures up to this HD are turned in a quantity indicated. For example, "T1" means one creature is turned; "T1d4+CL" means a number of creatures of this HD are turned equal to 1d4 + caster level. Unless indicated, turned creatures receive a saving throw (Will vs. turn check DC). A turned creature moves away from the revelator at maximum speed or cowers if unable to retreat. A turned creature continues to flee for 1d6 turns.

D = Creatures are turned, and they take the indicated damage on the first round of turning. For example, T1d4+CL, D1d4 means the revelator can turn a number of creatures of this HD equal to 1d4+CL and those creatures also take 1d4 damage.

K = Creatures are automatically killed. The number of creatures killed is indicated after the K. For example, K1d8+CL means the revelator kills a number of creatures of that HD equal to 1d8 + caster level.

Holy Smite = At high levels, a revelator's turn attempt produces holy energy that smites unholy creatures in close proximity. This is in addition to the turning effect and can be directed in the same direction as the revelator's line-of-sight for the turning attempt. The effect and range vary, as described below, and all unholy creatures affected take the indicated damage automatically with no save. The damage occurs once per turn attempt; another turn check is required the following round to attempt again. Beam: a concentrated ray of light that the revelator can direct against one target within 60'. Cone: a cone of variable length/distance that is 30' wide at its end.

REVELATOR PROGRESSION CHART

LEVEL	TITLE	ATTACK BONUS	CRIT DIE	FUMBLE DIE	ACTION DICE	REF	FORT	WILL
1	Bible beater	0	d8	d12	1d20	+0	+1	+1
2	Evangelist	+1	d8	d10	1d20	+0	+1	+2
3	Preacher	+2	d10	d10	1d20	+1	+1	+3
4	Revivalist	+2	d10	d8	1d20	+1	+2	+4
5	Revelator	+3	d12	d8	1d20	+1	+2	+5
6		+4	d12	d7	1d20+1d16	+2	+2	+6
7		+5	d14	d7	1d20+1d20	+2	+3	+7
8		+5	d14	d6	1d24+1d20	+2	+3	+8
9		+6	d16	d6	1d24+1d20	+3	+3	+9
10		+7	d16	d5	1d24+1d20+1d14	+3	+5	+10

MIRACLES KNOWN PER LEVEL

REVELATOR LEVEL	IST LEVEL MIRACLES	2ND LEVEL MIRACLES	3TH LEVEL MIRACLES	4TH LEVEL MIRACLES	5TH LEVEL MIRACLES
1	4				
2	5				
3	5	3			
4	6	4			
5	6	5	2		
6	7	5	3		
7	7	6	4	1	
8	8	6	5	2	
9	8	7	5	3	1
10	9	7	6	4	2







• SIN EATER •

You're a walking, talking, breathing piece to a puzzle that confounds those who dare to think outside the pages of the Good Book. You'd surely find yourself at the business end of a rope should you "enlighten" the good folks as to what happens when they draw their last breath. Just like every soul that passes over, yours began its final journey amidst the blood-reeds, along the river Styx, and as fate would have it, your ferryman arrived but not to take you to Heaven or Hell. You were worthy, chosen by Charon himself to shepherd souls across the treacherous waters of the river Styx, finding the shores of whatever afterlife the soul earned whilst still amongst the living.

When the events of the Seven Days of Night hit the land of the living, multitudes of souls found their journey to the underworld cut short, trapped to wander the spirit world. This sudden influx of "soul-traffic" could tip the scales between the living and the dead, setting an ancient prophecy in motion that could bring about the end of the world. Sensing the coming calamity, Charon has chosen you along with a small cadre of the Brothers of the Blood Reeds to travel back to the lands you once walked, to shepherd lost souls and put down those that prey on them. Enacting ancient rites, your spirit finds its way to the land of the living through a suitable host, taking possession of it just as its last breath is being drawn. This ancient rite of binding not only heals the host body of all wounds, but you also retain many of the memories and skills of the deceased to better serve you on your new mission.

Note that with a funnel adventure, reserve the sin-eater class for zero-level characters that perished during the adventure.

Hit Points: Sin-eaters use a d10 to determine hit points at each level.

Crit Die: d8 **Fumble Die:** d12

Action Die: Sin-eaters use their action die for attack rolls in addition to all class related ability and skill rolls unless stated otherwise.

Luck: Sin-eaters add their current Luck bonus to all navigation-related rolls while in the spirit world.

Path: Sin-eaters begin by Walking the Line but must strive towards the Path of The Righteous. Charon expects sin-eaters to follow the creed of the ferryman: To shepherd lost souls and exact vengeance upon those who prey upon them. Sin-eaters are chosen from the ranks of ferrymen for their strength of character and dedication to seeing each soul finding its way "home."

Signature Weapons: Sin-eaters are chosen from various time periods in history. This can lead to a vast selection of weapons that the sin-eater may choose from. To represent this, one of the two allowed signature weapons must be the character's "soul-aegis" (see below).

Starting Wealth: Sin-eaters starts the game with 1d12 dollars.

CLASS ABILITIES

Last Rites: Every sin-eater carries an ancient tome that contains every burial rite known to man. To perform last rites, the spirit must be a willing participant. Typically, the spirit wishing to depart will lie prone while the sin-eater places their obol (a symbolic coin given to every ferryman by Charon himself) in the mouth of the spirit desiring eternal rest before performing the burial rite. Once complete, the spirit appears by the shores of the river Styx; the obol returns to the sin-eater's palm the following round.

Soul-aegis: The sin-eater served as a ferryman before being chosen to return to the land of the living. Ushering souls along the river Styx is an undertaking filled to the brim with peril! Every ferryman is known to carry the weapon they wielded at the time of their "first death." The weapon becomes a symbol that identifies each among their brothers and sisters

in the underworld and is used to help protect the souls shepherded along the perilous shores of the dark waters. The soul-aegis returns to the surface with the ferryman as they assume their new role as a sin-eater—as the weapon is entwined with the sin-eater's soul. A soul-aegis may be a melee or missile weapon, but each soul-aegis has the following special properties:

- The soul-aegis can never be permanently destroyed. Should the weapon ever be broken, it instantly crumbles to ash, only to appear whole again, strapped or holstered to its owner's side on the next rising of the moon.
- As the weapon is directly linked to the sin-eater's soul, the weapon can never become lost. Should the weapon be stolen or somehow separated from the owner, the sin-eater will instinctively know the direction and distance to the weapon.
- The soul-aegis becomes deadlier the closer it gets to the Underworld. While physically in the spirit world, the soul-aegis scores a critical hit on a natural 19-20. Should the weapon be wielded in the deepest parts of the spirit world (the Far), the critical-hit range increases to a natural roll of 18-20. It doesn't take long for a wayward soul trapped in the spirit world to catch wind of the legendary weapon and the vengeful shepherd wielding it. Creatures in the spirit world (un-dead) actively avoid the dreadful weapon and suffer a -1d penalty to all melee attack rolls that target the sin-eater.
- While the weapon is far deadlier in the spirit world, it still carries some of its lethality when brandished in the land of the living. Un-dead, demons/devils, spirits, and creatures not native to the earth can all be attacked and take normal damage from the soul-aegis, even if a magical weapon would normally be needed. In addition, the weapon attacks these creatures at +1d and is +1d on any Critical hit chart roll.

Ferryman's Coin: Charon marks the induction of each ferryman by endowing them with an ancient copper coin, called an "obol." In ages past, a copper coin was often left in or on the mouth of the deceased to pay a ferryman for transportation to the afterlife.

Sin-eaters use the coin to perform many of their duties—including performing *last rites* on spirits sent to the river Styx to begin their journey to the afterlife. Sending a soul to its proper resting place imbues the coin with a sliver of each soul it transports in this way, "charging" the coin with a small boon as a gesture of thanks to the shepherd. The coin may hold one charge per level of the sin-eater and can be used to heal 1 HD of hit points or grant a +1d bonus to any save. Each use expends one charge.

***Soul-sense* (cost of 1 point temporary Personality):** The sin-eater adjusts their senses to include objects and denizens of the Near (the closest point in the spirit world to the land of the living). It takes 1 round to activate *soul-sense* and it lasts 1 turn. While activated, the sin-eater can see into the Near as if it were superimposed upon the land of the living, and verbal communication with denizens of the spirit world is possible.

***Side-step* (cost of 1 or more points of temporary Personality):** The spirit world is normally reserved for the restless dead that have failed to cross over into the afterlife for whatever reason. The sin-eater has the innate ability to cross the veil that divides the living from the dead—physically able to step into a land filled to the brim with restless spirits seeking aid to help them find passage to the afterlife.

A sin-eater *side-steps* into the spirit world by fully concentrating on any reflective surface for 1 round. The effort of crossing the veil is taxing, and each jump (including the return trip) costs 1 point of temporary Personality (which reflects the force of will spent to attempt the ability).

Once the Personality point is spent, the sin-eater rolls 1d20 + Personality modifiers + level. The total is compared to a DC set by the judge (but always starts at a DC 8, further modified by situational factors). For example, attempting to enter the spirit world in broad daylight, in front of dozens of onlookers, might impose a +6 penalty to DC, while attempting the ability at midnight in a graveyard would impart a -5 to the DC.

Transporting a living ally or mount is possible; it costs an additional 1 point of temporary Personality to carry multiple creatures across and adds a cumulative +1 to the DC for each creature carried over.

River Rites: Ferrymen all know a set of rites; taught to them by Charon himself. The rites serve to protect and aid the shepherd as they usher their precious cargo to the afterlife. The rites also serve the sin-eater well with their mission in the land of the living.

Enacting a rite takes a toll upon the sin-eater, as represented by a temporary reduction of Personality. The roll is made as follows: 1d20 + Personality modifier + CL

Shadow walk **(cost of 2 temporary Personality points):** *Shadow walk* grants limited mastery over the realm of shadow that permeates the land of the living and that of the dead. Use of the rite grants the ability to use that shadow to assist with stealth and travel. See the complete write-up further down.

Corvus corax **(cost of 2 temporary Personality points):** *Corvus corax* (or raven's call) is a rite that opens a portal directly to the underworld which pours forth a flock of Stygian ravens to aid and protect the sin-eater. See the complete write-up further down.

Ferryman's reprieve **(cost of 2 temporary Personality points):** *Ferryman's reprieve* helps protect sin-eaters when faced with overwhelming odds—offering a supernatural barrier that helps repel malevolent forces. See the complete write-up further down.

SIN-EATER PROGRESSION CHART

LEVEL	TITLE	ATTACK BONUS	CRIT DIE	FUMBLE DIE	ACTION DIE	REF	FORT	WILL
1	Soul Shepherd	+1	D10	D12	1d20	0	+1	+2
2	Raven-kin	+2	D10	D12	1d20	+1	+2	+2
3	Nomad	+3	D12	D10	1d20	+1	+3	+2
4	Spirit-warden	+3	D12	D10	1d20	+2	+4	+3
5	Sin-eater	+4	D14	D8	1d20+1d14	+2	+4	+3
6		+5	D14	D8	1d20+1d16	+3	+5	+4
7		+6	D14	D7	1d20+1d20	+3	+5	+4
8		+6	D16	D7	1d24+1d20	+4	+6	+5
9		+7	D16	D6	1d24+1d24	+4	+6	+5
10		+8	D20	D6	1d24+1d24	+5	+7	+6



RIVER RITES

CORVUS CORAX

Cost: 2 points of temporary Personality **Duration:** Varies **Casting Time:** 1 round **Save:** N/A

General: Ferrymen gliding the dark waters of the river Styx often find themselves at odds with creatures that would prefer the shepherd leave their charge on the banks to be eaten. Allies are few and far between, though Stygian ravens are known for their benevolent nature towards the ferrymen. *Corvus corax* instantly summons a protective flock of the creatures to offer aid and sow confusion amongst the foes of the sin-eater.

Manifestation: Roll 1d4: (1) the sin-eater slings their obol high into the air (allowing the ancient coin to serve as a focus for the rite) where it hangs, mid-air, piercing the veil of reality and allowing the summoned ravens passage into the land of the living; (2) shadows begin to curl and bend as disembodied caws signal the coming of the ferryman's protectors as they burst from available shadows in the area; (3) the sin-eater momentarily floats above the ground as their neck begins to stretch and vomits forth a flock of frenzied ravens; (4) the sin-eater traces a flaming circle in the air that serves as a portal to the Abyss—flames crackle and pop as the summoned ravens burst forth, ready to aid the ferryman.

Backlash: (1) The sin-eater doubles over as some maleficent creature from the banks of the river Styx intercepts the spent energies of the rite, infecting the arcane energies with visions of doom and despair before sending them back to the source (the sin-eater is stunned for 1d3 rounds taking -1d to all action rolls and falling to the bottom of the initiative order); (2) the rite goes off at the minimum level of success, but the sin-eater is temporarily transformed into one of their feathered protectors (for the length of the rite, the ferryman is unable to do anything other than fly and attack [should the flock (AC:14, hp=½ that of the sin-eater) be destroyed, the sin-eater is left on the ground at zero hit points]); (3) avian minds cannot comprehend the request of the ferryman, and a maddening cacophony of shrieks and caws pierces their mind forcing the sin-eater to immediately pass a DC 13 Fortitude save or pass out from the aural feedback (1d3 rounds); (4) a demonic raven uses the arcane rite to find purchase in the land of the living and will stalk the sin-eater from afar while studying them and their allies, waiting for the proper moment to strike (judges should develop stats for the creature and make use of it at inopportune times until dispatched back to the underworld).

1 **Backlash!** The ability fails to manifest in addition to a catastrophic event. Roll 1d4 and consult the Backlash chart. *Corvus corax* is lost for the next 24 hours.

2-11 **Failure.** The conduit providing the arcane assistance is damaged by a soul-storm in the underworld.

12-13 A small flock of Stygian ravens pour forth into the area, eager to protect the ferryman. The flock fills an area of 10' centered upon the sin-eater or a chosen foe. Should the sin-eater opt for protection, they gain a temporary +3 AC bonus from the shielding wings of the flock, which drops by -1 each round the flock takes damage from successful attacks on the sin-eater; as well, a -2 to all damage from successful attacks is granted. Sending the flock on the attack inflicts 1d6+CL each round on up to two chosen targets adjacent to each other and within 30'. Each target suffers a -1d penalty to all action rolls for the duration. *Corvus corax* lasts for 1d5+CL rounds or until the AC bonus reaches +0 (after 3 rounds of intercepting attacks) or until the flock is destroyed (AC:14, hp=½ that of the sin-eater).

14-17 In addition to the effects gained from result 12-13, the flock extends enough to offer protection to the sin-eater and one additional ally or to attack three adjacent targets. *Corvus corax* lasts for 1d6+CL rounds or until the AC bonus reaches +0 (after three rounds of intercepting attacks) or until the flock is destroyed (AC:14, hp=½ that of the sin-eater).

18-19 A large flock of the Stygian ravens pour forth into the immediate area centered upon the sin-eater. The protective birds buffet and scratch the faces of friends and foes within a 15' radius. The flock provides the

sin-eater with a +4 AC bonus. Those affected by the flock must pass a DC 12 Reflex save to take any action other than to protect their faces from the threatening beaks and talons of the Stygian ravens. *Corvus corax* lasts 1d8+CL rounds.

20-23 A black cloud of feathered-brethren appear, offering the sin-eater a +5 AC bonus in addition to causing all successful ranged non-magical attacks to miss 50% of the time. A portion of the flock can additionally be commanded to attack one target within 50', lifting the foe off the ground as it is pecked and clawed with vigor. The target of the attack suffers 1d8+CL in damage per round while under attack but may be dropped at any point if the flock is redirected to another foe. Targets are lifted 10' per round up to a maximum of 30'. *Corvus corax* lasts 1d10+CL rounds.

24-27 In addition to the effects gained with result 20-23, the protective bonus is extended to 1d3 allies, and the target of the flock must pass a DC 10 Reflex save to avoid having an eye plucked from its socket for an additional d10 damage. Targets losing an eye are permanently blinded unless magical healing can be rendered and suffer a -1d penalty to all physical-based rolls requiring sight. *Corvus corax* lasts 1d12+CL rounds.

28-31 All available light is temporarily blocked out as an enormous flock of Stygian ravens fill a 50' radius around the sin-eater. The ravens, known for perching upon the flaming oaks found on the banks of the river Styx, buffet a cloud of flaming embers from those trees into the land of the living. The ravens grant a +6 AC bonus to the sin-eater and 1d4 allies in addition to targeting 1d4 targets with the burning embers. Chosen targets suffer 2d6 fire damage per round and potentially catch fire (50% chance) each round they are exposed to the Stygian embers. Targets catching fire continue to suffer 1d6 fire damage each round until the flames are smothered. *Corvus corax* lasts 1d14+CL rounds.

32+ In addition to the effects gained with result 28-31, the sin-eater and 1d6 allies gain a +8 bonus to AC and are lifted off the ground by the ravens, giving those carried by the flock a flying Movement rate of 30' per round. Additionally, all foes within a 50' radius of the sin-eater may be targeted by the flaming cloud of Stygian embers. *Corvus corax* lasts 1d16+CL rounds.



FERRYMAN'S REPRIEVE

Cost: 2 points of temporary Personality **Duration:** Varies **Casting Time:** 1 round **Save:** Varies

General: Ferrymen traversing the dark waters of the river Styx are often stalked by the creatures haunting its banks, as the souls of the departed make for a rare meal when one can be caught. These malicious beings hunt with cunning, frequently in packs, and often overwhelm even a well-prepared ferryman. It is during these times that *ferryman's reprieve* is invoked, serving as a direct distress call to Charon himself for protection and aid with the threat.

Manifestation: Roll 1d4: (1) the sin-eater flips their obol high into the air where it hangs, suspended, projecting a glowing eye that surveys the scene as Charon's gaze fills each soul in eyesight with dread and awe for 1 round, imposing a -1 attack penalty in addition to the other listed effects of the rite; (2) the eyes of the sin-eater begin to glow and crackle with blue-hued energy that extends to outline the form of the sin-eater, providing the listed effects of the rite; (3) a glowing wraith-like form holding a scythe appears behind the sin-eater, instilling them with the essence of Charon; (4) the sin-eater momentarily bursts into a flock of Stygian ravens before instantly reforming with a faint blue glow outlining their form.

Backlash: (1) the sin-eater doubles over as some maleficent creature from the river Styx intercepts the call for help and infects the protective energies with visions of doom and despair stunning the sin-eater for 1d3 rounds (-1d to all action rolls and falls to the bottom of the initiative order); (2) a ley line pulse throws off the conduit formed by the obol, causing the sin-eater to be thrown 1d12' and suffers 1d4 damage; (3) a tear in reality allows a flock of Stygian ravens to pour forth, swarming the sin-eater in an attempt to prevent them from saving a human due for their fated day, causing the sin-eater to suffer a -1d penalty to all actions for 1d6 rounds; (4) the rite is intercepted by a creature who has stalked the sin-eater from the furthest reach of the Underworld, seeking the taste of ferryman flesh and revenge for the many occasions the sin-eater fouled the fiend's plots and schemes to harvest spirits the ferryman is charged to protect (judges should find an appropriate creature in the **Bestiary** section, such as a grave wraith, to serve as the villain, or concoct some nightmarish creature to stalk and attack the sin-eater at some point in the future).

1 **Backlash!** The ability fails to manifest in addition to a catastrophic event. Roll 1d4 and consult the Backlash chart. *Ferryman's reprieve* is lost for the next 24 hours.

2-11 **Failure.** The conduit providing the arcane assistance is damaged by a soul-storm in the underworld.

12-13 Protective energies manifest around the sin-eater, forming a barrier of defense. The ferryman's AC and all saving throws increase by +2 for 1d6+CL rounds.

14-17 Protective energies manifest around the sin-eater, forming a barrier of defense. The ferryman's AC and all saving throws increase by +3 for 1d8+CL rounds.

18-19 A portal opens within 20' of the sin-eater, through which comes Charon's mythical companion, the raven Muninn (one of two ravens that once accompanied the Norse god, Odin). Muninn protects the sin-eater by flying around them, forming a cagelike barrier of arcane energy. The sin-eater gains a +4 bonus to AC and 50% resistance to magical spells of all types for 1d10+CL rounds.

20-23 In addition to the effects gained with result 18-19, the sin-eater may choose 1d3 allies to benefit from the protective efforts of Muninn. *Ferryman's reprieve* lasts 1d12+CL rounds.

24-27 The ferryman has fallen under the watchful eye of Charon himself and must be protected for some unseen event yet to unfold. A glowing avatar of the original ferryman steps from an available shadow, wearing the mask of death, and carrying a glowing scythe. The mysterious figure lifts the weapon high into the air, causing the sky to momentarily darken before bursting with light and a swarm of ghostly ravens. The ravens form a giant swirling cloud around the sin-eater, providing a barrier that offers a +5

bonus to AC along with 50% magic resistance. Additionally, targets considered to be walking the Path of the Damned must pass a DC 12 Will save or suffer a -1d penalty to any attack rolls. *Ferryman's reprieve* lasts 1d14+CL rounds.

28-31 In addition to the effects gained with result 24-27, the benefits expand to encompass 1d4 of the sin-eater's allies. *Ferryman's reprieve* lasts for 1 turn.

32+ The sin-eater must be spared at all costs. A glowing avatar of Charon himself manifests along with the two mythical ravens Muninn and Huginn, who once served the mighty Odin. The ravens take to the air at the command of Charon, Muninn forming a protective barrier while Hugin attacks. Muninn protects the sin-eater by flying around them, forming a cagelike barrier of arcane energy that provides the sin-eater a +6 bonus to AC and 75% resistance to magical spells of all types. Additionally, those considered to be walking the Path of the Damned must pass a DC 14 Will save each round to attack the sin-eater. Huginn selects one target per round and forces an immediate DC 15 Reflex save for the target to avoid having its eyes plucked and devoured. Targets blinded in this way are permanently blinded and plagued by visions of the river Styx, making a good night's rest all but impossible. *Ferryman's reprieve* lasts 1d3 turns, and upon expiration of the rite, the avatar of Charon calls the ravens back and returns to the Underworld.

SHADOW WALK

Cost: 2 points of temporary Personality **Duration:** Varies **Casting Time:** 1 round **Save:** Varies

General: The river Styx is known for its countless channels; the dark waters transport a newly passed spirit to whatever hereafter they're deemed worthy of that matches their spiritual beliefs. The tributaries are known to be laden with sinister creatures plotting the demise of ferryman and their precious cargo. *Shadow walk* is one rite used to circumvent these dangers—using shadows to shroud and transport the sin-eater.

Manifestation: Roll 1d4: (1) the clothes of the sin-eater begin to animate, becoming inky pools of darkness that stretch and join with areas of natural shadow; (2) a nearby shadow serves as a portal for a flock of shadow ravens that form around and serve as a shadowy extension to the sin-eater; (3) the sin-eater becomes a being composed of pure shadow and gains an additional +4 bonus to concealment rolls while the rite is in effect; (4) all natural light within a 100' radius of the sin-eater is greatly reduced as shadows become animated and begin to coalesce around the Ferryman.

Backlash: (1) the sin-eater is sucked into the nearest shadow where they remain, helpless for 1d4 rounds before being released (while locked in shadow, the sin-eater cannot be harmed by mundane means but cannot affect the land of the living until they pass a DC18 Will save or the backlash effect is finished); 2) the sin-eater loses their own shadow, marking them as one soon to be claimed by death (for 1d3 days the sin-eater suffers the effects of bad luck, each day of the effect the sin-eater begins the day with 1d3 Hex tokens); (3) a wandering shadow senses the use of the rite and uses it as a means to enter the land of the living, stalking and attacking the sin-eater during some point in the next 1d30 days; (4) the sin-eater's eyes lose their pupils, becoming white orbs extremely sensitive to light (for the following 1d3 days the ferryman suffers a -1d penalty to all rolls requiring sight during daylight hours while the sin-eater is outdoors or in a structure that allows sunlight to enter—night or dark conditions grant the sin-eater night vision to 90').

1 **Backlash!** The ability fails to manifest in addition to a catastrophic event. Roll 1d4 and consult the Backlash chart. *Shadow walk* is lost for the next 24 hours.

2-11 **Failure.** The conduit providing the arcane assistance is damaged by a soul-storm in the underworld.

12-13 Existing shadows seem to gain sentience as they creep across the existing terrain to form a shadowy cloak around the sin-eater. The invoker of the rite gains a natural +2 AC bonus in addition to a +4 bonus to any stealth roll related to using shadows for cover. *Shadow walk* lasts 1d8+CL rounds.

14-17 As per the effects from result 12-13, but the shadowy cloak provides a +3 AC bonus and a +5 bonus to any stealth roll involving the use of shadows. *Shadow walk* lasts 1d10+CL rounds.

18-19 The unnatural shadows found in the underworld are channeled by the sin-eater, manifesting from their pores. The collected shadows not only aid in protecting and hiding the sin-eater, but serve as a conduit for the natural shadows found in the land of the living and dead. The sin-eater gains a +4 bonus to AC in addition to +6 to any stealth rolls. This bonus also applies to moving silently, as the summoned shadows serve to buffer the noises made by the rite's invoker. Additionally, the sin-eater can make short jumps from shadow to shadow. Shadow jumping can only be performed when there is an abundance of shadow, thus stepping from shadow to shadow under the light of the sun, in an open desert, would be near impossible. Jumps have a range of 50' and count as the sin-eater's free movement action, even on the round the rite is invoked. *Shadow walk* lasts 1d12+CL rounds.

20-23 As per the effects from result 18-19, with the shadows now providing them a +5 AC bonus and a +7 bonus to stealth related activity. In addition, the sin-eater's ability to jump shadows is extended to a range of 75'. *Shadow walk* lasts 1d14+CL rounds.

24-27 All existing shadows within a 50' area converge on the sin-eater, intertwining to make the rite's invoker a being composed of shadow. While in shadow form, the sin-eater gains a +5 bonus to AC, a +7 modifier to any stealth or moving silently rolls, and the ability to shadow jump, moving instantly from shadow to shadow. Shadow jumping can only be performed when there is an abundance of shadow, thus stepping from shadow to shadow under the light of the sun, in an open desert, would be near impossible. Jumps have a range of 150' and count as the sin-eater's free movement action, even on the round the rite is invoked. In addition, the sin-eater may summon a globe of magical darkness. The globe can be moved 20' each round and shrunk to a fist-sized ball or enlarged to fill a 10' radius. Moving or changing the size of the globe requires the full concentration of the sin-eater for that round. Living beings normally requiring sight to function are considered blinded while within the globe. *Shadow walk* lasts 1d16+CL rounds.

28-31 As per the effects from result 24-27, but the shadow-form now gains a +6 AC bonus, a +8 bonus to stealth related activity, the ability to shadow jump, and to summon and control a globe of darkness. In addition, the sin-eater's ability to jump shadows is extended to a range of 200', and they may transport 1d4 chosen allies with them while shadow jumping. *Shadow walk* lasts 1 turn.

32+ The sin-eater summons up shadows directly from the banks of the river Styx, appearing as sentient ropes of blackness emerging from the shadows within the folds of their clothing. These sentient appendages wrap the sin-eater in a protective armor, granting temporary immunity to mundane weapons. The sin-eater also gains the ability to sense any shadow or shadow-based creature within a one mile radius, along with the ability to shadow jump instantly along with 2d4 allies to any detected shadow, including those found in the spirit world. Stepping into or out of a shadow-based creature has a disturbing effect on the creature, causing it to be stunned for 1d4 rounds (-1d to all action rolls and drops to the bottom of the initiative chain). Any attempt at hiding in shadows or moving silently is made with a +10 bonus. The sin-eater may also summon a globe of magical darkness. The globe can be moved 30' each round and shrunk to a fist-sized ball or enlarged to fill a 20' radius area. Moving or changing the size of the globe requires the full concentration of the sin-eater. Living beings normally requiring sight to function are considered blinded while within the globe. *Shadow* walk lasts 1 turn.





• TOMMYKNOCKER •

You were never known as a lucky fella, so it was no surprise to family and friends that you found an untimely demise during the Seven Days of Night. What did surprise them was the day you rose from the pine box in your Sunday best and told the preacher you'd be taking a raincheck on that eulogy—until you took care of some unfinished business. Now you find yourself a walking corpse; breathing ain't on the "to-do list" anymore and a belly full of lead won't slow you down, much.

Note that with a funnel adventure, reserve the tommyknocker class for zero-level characters that perished during the adventure.

Hit Points: Tommyknockers use a d14 to determine hit points at each level.

Crit Die: d8 **Fumble Die:** d12

Action Die: Tommyknockers use their action die for attack rolls in addition to all class related ability and skill rolls unless otherwise noted.

Luck: Tommyknockers add their current Luck bonus to Fortitude saves.

Path: Tommyknockers begin by Walking the Line but often veer towards the Path of The Damned as they re-animate with unfinished business and don't give an owl's hoot about anyone that gets in the way.

Signature Weapons: Tommyknockers return from the spirit world with supernatural strength. They prefer melee weapons that leave a permanent mark on those foolish enough to cross their path.

Starting Wealth: Tommyknockers begin the game with 1d8 dollars.

CLASS ABILITIES

Beat With the Ugly Stick: Blood no longer flows through the tommyknocker's veins, and as a result, they acquire a corpse-like visage considered disturbing to most (including to animals). The tommyknocker suffers a -1d penalty to all initial reaction rolls.

Dark Inheritance: The tommyknocker is a bit of an enigma as the walking worm-farm has found a way to stave off heading to the afterlife by sheer stubborn willpower. In most cases, the journey through the Near and the deepest reaches of the Far is cut short. Their soul is pulled back to the lifeless body for one last jaunt in the land of the living. The journey back to one's body takes the tommyknocker down the back roads of the spirit world, with one of those paths running right through a maelstrom filled with lost souls the storm has devoured. Mother Maw, as her offspring lovingly call her, serves as a "twisted battery" of negative energy that gives the spark of life to all things un-dead. Each creature, from the lowest shambling deadpoke to the terrifying grave wraiths are eternally tethered to this raging storm. The tommyknocker is also charged and marked by Mother Maw like their un-dead kin, but the dead-head is just too stubborn to give in to the twisted urges to end life and gnaw on granny's liver. The tommyknocker instead serves as an anomaly that can tap into the storm and temporarily borrow abilities of their twisted cousins.

To use *dark inheritance*, the tommyknocker must spend 1 point of temporary Personality to represent the tommyknocker's use of willpower to harness and control the channeled ability. Each ability brings a sliver of darkness with it, often changing the appearance of the tommyknocker and leaving them with a temptation they must resist while the ability is manifested. Powers do not stack; however, current powers may be dismissed in order to channel a new one. Many of the creatures channeled are not ones seen on the living side of the veil.

Dead Head: Tommyknockers have no need to breathe, eat, sleep, or do any other bodily task normally required of the living. Tommyknockers are immune to poison, suffocation, and damage from

inhalation attacks. Tommyknockers automatically pass *roll the body* checks but suffer a permanent -1 to Stamina with each return to represent the body's inability to withstand fatal wounds. Once Stamina reaches zero, the tommyknocker's body has sustained too much damage to continue hosting their soul.

No Rest for the Dead: Being dead means no longer needing a place to lay your head at night. Tommyknockers have no need for sleep and are immune to sleep-related attacks; however, they find their senses slightly dulled as a direct result of being dead, thus foes attempting a surprise attack on the tommyknocker gain a +1d modifier to that check.

Stitch It Up: Tommyknockers aren't capable of healing wounds naturally or by magical means; instead, they must manually repair damage suffered during adventuring. Cuts must be stitched up, breaks set, holes plugged, etc. For each hour spent repairing wounds, the tommyknocker regains 1HD in hit points. Allies wishing to aid the tommyknocker halve the time normally required to make repairs as long as they have a medically related occupation.

Strength of the Grave: The tommyknocker returns from the spirit world with the strength of the grave coursing through their rotting veins. All melee attacks gain a +1d modifier to damage rolls. Strength-based skill checks (including grappling) would also benefit from this +1d bonus.

Tough as Nails: Returning from the grave is no small feat, and the tommyknocker finds their return comes complete with a new bag of tricks—including the inability to feel pain. The walking corpse shrugs off all but the worst of wounds. All damage inflicted on the tommyknocker suffers a -1d penalty (to a minimum of 1 point of damage) and they do not suffer critical hits. The damage rolled with a critical strike is still taken (but is reduced by 1d in size before the roll) but no Critical Hit chart is rolled on for further effects. The down side to riding a stiff corpse is the shambling gait caused by the rigor in your joints. This can mostly be disguised as an old wound to a leg, but it reduces initiative rolls by a 1d penalty.

TOMMYKNOCKER PROGRESSION CHART

LEVEL	TITLE	ATTACK BONUS	CRIT DIE	FUMBLE DIE	ACTION DICE	REF	FORT	WILL
1	Rotter	+1	D8	D12	1d20	0	+1	+1
2	Deadhead	+2	D8	D12	1d20	0	+2	+1
3	Revenant	+2	D10	D10	1d20	+1	+3	+2
4	Pariah	+3	D10	D10	1d20	+1	+4	+2
5	Tommyknocker	+3	D12	D8	1d20	+1	+5	+3
6		+4	D12	D8	1d20+1d14	+2	+5	+3
7		+5	D14	D7	1d20+1d16	+2	+6	+4
8		+5	D14	D7	1d20+1d20	+3	+6	+4
9		+6	D16	D6	1d24+1d20	+3	+7	+5
10		+6	D16	D6	1d24+1d24	+4	+7	+5

DARK INHERITANCE LIST

All powers cost 1 point of Personality.

Kin-folk: Banshee **Duration:** 1d3+CL rounds

Visage: The tommyknocker gains a ghostly appearance as their jaw unhinges and reveals rows of glistening fangs.

Power: The tommyknocker gains the wail of the legendary creature. Friends and foes must pass a Grit check with a DC of 8+CL. In addition to the effects of the Grit check, one chosen enemy of the tommyknocker must pass a DC 13+CL Willpower save to avoid suffering a loss of 1d3 Grit points each round the tommyknocker focuses on them. This power has no effect on "monsters."

Curse: Channeling this power opens the tommyknocker to extreme feelings of oblivion and loss. When the power ends, the tommyknocker must make a Willpower save at DC 10 or for the next 24 hours be unable to speak or communicate well (social interactions suffer a -1d).

— —

Kin-folk: Deadpoke **Duration:** 1d3+CL rounds

Visage: The tommyknocker gains a rapidly decaying appearance with maggots and grave worms manifesting from any convenient orifice. Additionally, the tommyknocker develops an odd shambling gait while the power manifests.

Power: The tommyknocker becomes more resistant to damage. Attackers making a successful ranged or melee attack must roll for damage twice and take the lower result. Note, this ability stacks with the tough as nails ability. In addition, the tommyknocker may pick one result (that makes sense) from the Deadpoke Quirky Traits table in the **Bestiary** section (pg 679).

Curse: The tommyknocker smells the brains of the living and must resist cracking a skull to sample a cut of the "think-meat." The higher the Intelligence of the prey, the harder it is to resist, thus the tommyknocker will attack a target with the highest Intelligence (friend or foe) unless a DC 10 Willpower save can be passed each round the ability is in effect. Attacks are made with a -4 penalty to reflect the attempt to go straight for the skull, with success inflicting 1d8 damage and the target being grappled. Each successive round results in the drain of 1d4 Intelligence points to the target, simulating the brain-eating, unless the grapple is broken. Victims reaching 0 Intelligence are slain. As an odd side effect, the tommyknocker gains a number of hit points equal to the Intelligence points devoured.

— —

Kin-folk: Ghoul **Duration:** 1d3+CL rounds

Visage: The tommyknocker grows long jagged ebony claws, their jaws unhinge, and their tongue grows 1d20 inches, turning mottled and violet.

Power: The tommyknocker gains two claw attacks (2d20) inflicting 1d8 damage each. The claws carry a paralyzing venom, and victims must pass a DC 13+CL Fortitude save to avoid becoming paralyzed. Victims paralyzed remain so until a successful save can be passed each round (no additional save is required once passed). The tongue of the ghoul allows the tommyknocker the ability to spear a portion of meat from slain victims, regaining 1d4 hit points for each round of feasting, for a maximum of 1 round per level/HD of the victim.

Curse: The taste for living flesh is often too tempting to resist. Seeing the blood of an ally sparks an internal struggle, and the tommyknocker must immediately pass a DC 10 Willpower save to avoid spending their next round removing a choice cut of meat from the wound. The attack is made with normal attack bonuses and inflicts 1d6 from the combination of the bite and tongue burrowing into the open wound. A new save must be passed each round the power is in effect.

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Kin-folk: Laughing Skull **Duration:** 1d3+CL rounds

Visage: The tommyknocker peels back the skin from their face, revealing a cackling alabaster skull wreathed in soul-numbing blue flames.

Power: The tommyknocker gains a maddening cackle that can be directed at one target +1 additional target per level of the tommyknocker. Victims must pass a DC 13+CL Willpower save to avoid going temporarily mad from the laughter. Target(s) roll 1d6 each round to determine their

action: (1) the target falls into the fetal position, clawing at their heads trying to get the laughter out (target is considered helpless for the current round); (2) target flies into a blind rage and attacks their closest ally; (3) target attempts to inflict harm upon themself, using their normal means of attack—attacks automatically hit for maximum damage; (4) target becomes overwhelmed with fear and attempts to flee directly away from the tommyknocker; (5) target becomes paralyzed, choosing to withdraw from the mind-numbing effects of the cackle (and are considered helpless and unable to take any action); (6) target momentarily sees the only means of escape is to become an ally of the tommyknocker and will follow their commands to the best of their ability aside from self-harm.

Once a target(s) is selected the ability cannot be used on a new target until the ability is used anew, releasing any targets currently under the effects of the maddening cackle.

Curse: The tommyknocker finds violence against friend or foe to be laughable and must pass a DC 10 Willpower save each round a friend or foe is successfully attacked. Failing the save results in the tommyknocker being unable to do anything but stand and cackle maniacally for the remainder of the round.

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Kin-folk: Shadow **Duration:** 1d3+CL rounds

Visage: The tommyknocker's pores begin to leak writhing worm-like tendrils of darkness.

Power: While remaining perfectly still, the tommyknocker melds into existing shadows, becoming invisible. While moving, gain a +4 bonus to stealth-related rolls. A +2 bonus to AC is also granted in areas heavily shrouded in shadow.

Curse: While the power is in effect, the tommyknocker suffers a -1d penalty to any actions attempted in daylight or areas devoid of darkness.

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Kin-folk: Wraith **Duration:** 1d3+CL rounds

Visage: The tommyknocker begins to flicker in and out of reality as their body dissolves into wisps of foul smelling mist; their eyes becoming floating, glowing-white orbs filled with hate.

Power: The tommyknocker becomes immune to mundane weapons; however, on the round of a successful attack, the tommyknocker can take no physical action other than moving (the attack passes through their ghostly form, but they remain incorporeal for the remainder of that round). Additionally, the tommyknocker gains an attack that drains 1d3 Personality points. Living targets slain in this way (Personality is reduced to 0) become grave-wraiths in 24 hours.

Curse: The tommyknocker is filled with hate for all things righteous and good and must pass a DC 10 Willpower save each round to avoid attacking an ally walking the Path of the Righteous.

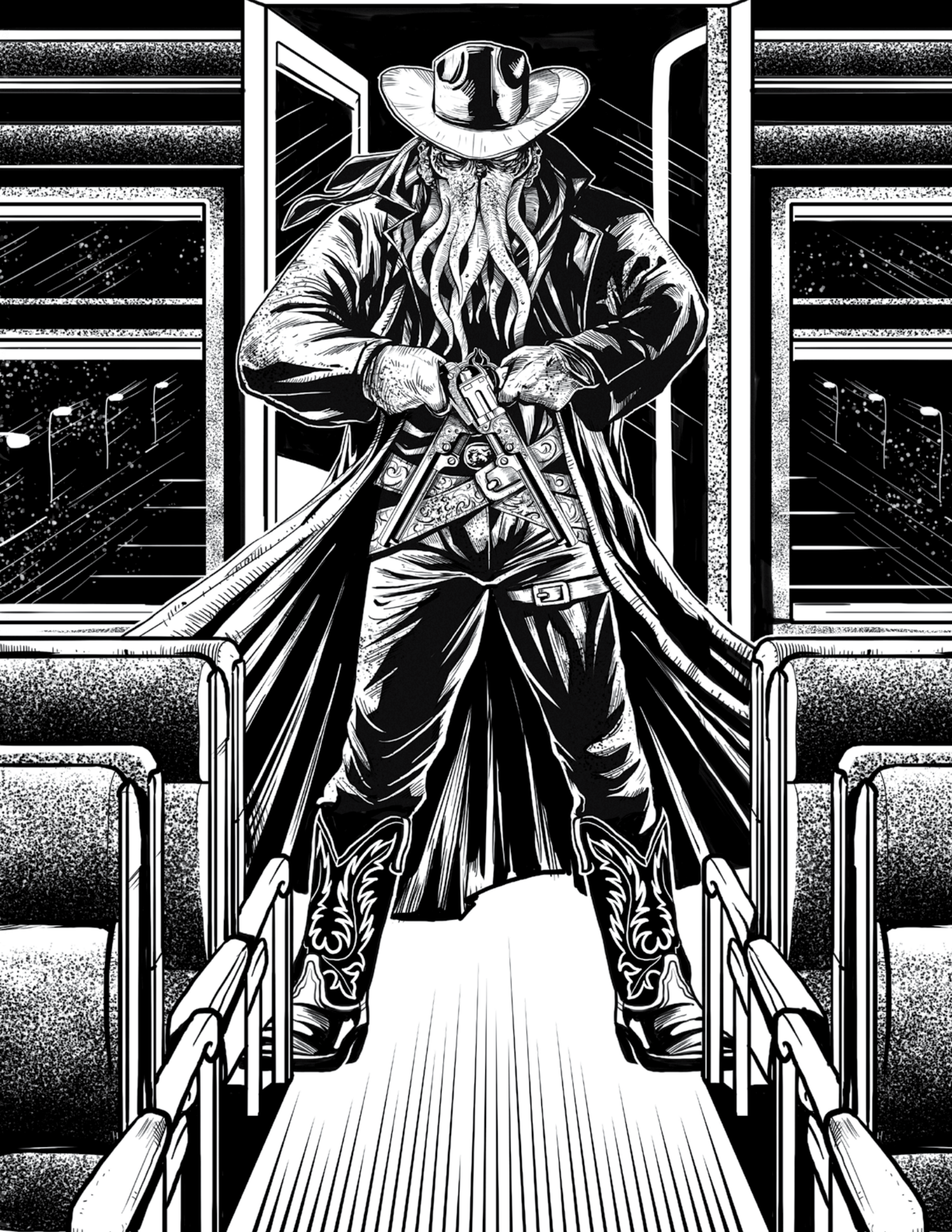




CHAPTER THREE
RULES

Ain't nothin scarier than a man with a gun. And ain't nothing more helpless than a man without one.

— *Frank Griffin, Godless (2017)*



RULES

ABILITY CHECKS

There may come a time when a skill isn't what's needed to get the job done. Maybe you need to hold on to that rope a little longer so that your partner can climb to safety, or it could be that you're trying your best to hold your breath and not take in that lung full of black smoke filling the burning barn you're trapped in. When a physical or mental attribute makes more sense to determine the outcome of a given situation, use the one you think the character would need the most to accomplish the task, and use the DC examples (detailed below) to set the difficulty. Make an ability check by rolling a D20 modified by any positive or negative modifiers attached to the ability being used.

Difficulty Levels

Not every task should be one you have to roll to succeed at, otherwise you'd never get saddled up and headed after the things you're itching to fill with lead! Use common sense with everyday skills and assume a character knows the proper way to brush their teeth and scramble up a few eggs to quell that gnawing at the belly.

When the task at hand is determined important enough to roll for its success, the judge will assign a DC (difficulty challenge) number to the attempt that gives the player a number to match or beat. The DC the judge assigns to the attempt should reflect the difficulty of the skill check in addition to modifiers that might make the check more difficult then normal (in the pouring rain under a moonless sky, under a hail of gunfire, etc.).

Below, you'll find general guidelines to help you determine just how difficult a skill check should be.

Sample DCs

DC 5 tasks are so easy a kid wet behind the ears could do it. Typically, you don't roll for these minor challenges unless there is a consequence for failure. Example: Walking on a four-foot-wide cliff edge requires no check, but walking a four-foot cliff that forms a natural bridge across a yawning chasm does, as there is a significant consequence to failure.

DC 10 tasks are real work. The weak and unskilled could not likely achieve these tasks. Example: kicking down a door, scaling a smooth cliff wall, or hearing the approach of a mountain lion stalking its prey.

DC 15 tasks are feats that can present quite a pickle. It takes someone special to accomplish these tasks. Examples: jumping a gorge, attempting to snatch an object out of a target's hand while galloping on a horse, lassoing a jutting rock as the hero falls from a cliff.

DC 20 tasks are a hero's work. Only the seasoned veterans of a posse can accomplish these monumental deeds.

SKILLS

As stated in the **Occupations** section of character generation, skills are trained (they relate to your occupation) or untrained. Trained skills use 1d20 + ability modifier vs. a DC set by the judge. Untrained skills use 1d10 + ability modifier vs. a DC set by the judge.

Matching or beating the DC of the skill check results in success.

Contested Rolls

Situations can arise where characters will have to match their skills and abilities against those who are working against them. In such a case, each side rolls using one of the above methods (skill or ability check). The side with the highest total (and still beats the DC) wins the contest. In some cases, opposed ability checks may not have a set DC. Two cowpokes arm wrasslin' in a saloon would decide the winner by simply having the higher roll. A sin-eater trying to get the jump on a nasty spirit while in the spirit world would use their Agility, while the spirit would use its Intelligence.

Assisting Skill/Ability Checks

If you find yourself facing overwhelming odds while trying to accomplish a task, a helping hand is often just what you need to get over the hump. Typically, up to four allies may assist a character attempting a skill or ability check. In the case of a skill test, allies must be trained at the skill to assist. Each helper grants a +1 bonus to the roll made by the character receiving help.

Learning New Skills

There may come a time when a character wants to learn a new skill not normally in their repertoire. Skills are generally limited to each character's zero-level occupation and chosen class, but what if Sam the barber wishes to take up dentistry? Characters wishing to learn a new skill should be given the opportunity.

To learn a new skill, the player should first announce their intent to the judge, who then will determine what would be required to begin learning. Rudimentary skills, such as tying rope knots, cooking, sewing, etc. should only require basic tools and materials along with a book on the subject or a trained person giving a bit of instruction. Advanced skills such as chemistry, horsemanship, or even occult knowledge may require finding and paying a mentor, in addition to the purchase of needed items. Once the conditions as set by the judge are met, the character must spend time studying or practicing at least once per session (1-hour minimum) for a number of sessions as determined by the judge. Once the time has been spent in practice, the character may increase their untrained skill check die by one step (+1d) and they should note it on their character sheet to keep track of the progression. Continued practice results in a further +1d on the dice chain until the character reaches a d20, and is now considered skilled at the task.

Characters should only be allowed to learn up to two new skills at each level starting at 1st level to keep from bogging down gameplay. Judges may also wish to handle practice and studying between sessions should it better suit the style of gameplay for the group.

COMBAT

Below you'll find a basic rundown of how combat works in Weird Frontiers.

- ♠ Before the first round begins, determine if either side involved is surprised or facing something that warrants a Grit check (see *Fear & Madness*).
- ♠ Each character that is unsurprised and suffers no loss of action due to a failed Grit check then rolls for initiative to determine the order of action during a round of combat. Players with multiple characters (funnel style) should only roll once, counting the highest initiative modifier.
- ♠ Once initiative is determined, characters and enemies act in order of initiative from highest to lowest.
- ♠ Make attacks by rolling a d20 and adding any relevant modifiers. Compare the total to the target's Armor Class (AC). Matching or beating the defender's AC results in success.

Successful attacks often result in the target suffering damage as determined by the type of weapon, spell, ability, etc. used.

Keeping Time

Combat is broken down into rounds with each round consisting of 10 seconds. During combat, one turn is 10 rounds; however, activities taking place outside of combat are also measured in turns, each of which is approximately 10 minutes. Round time in combat up to the nearest non-combat turn.

Movement

Most characters move at a rate of 30 feet per round. Judges may wish to reduce a character's movement if heavily encumbered by as much as half the normal rate depending on how much they are carrying.

Marching Order

When bullets start to fly, it's important to know which lucky person catches some lead first. Encounters with narrow lanes of travel might limit movement enough to where characters must form a "marching order."



Each player should state where their character is amongst his allies. Handing players a piece of paper to make a rough diagram showing character placement can be helpful during the game. In funnel style games, have each player stack their character sheets with the top most character being in the front during gameplay.

Surprise

Before either side acts in combat, the judge determines if anyone is surprised or too frightened to act. Characters who have no chance to detect someone/thing waiting to get the jump on them are automatically surprised. Judges may give characters a chance to detect traps, ambushes, etc. with an opposed ability check. The character/monster attempting the surprise rolls 1d20 + Agility modifier vs. the targets 1d20 + Intelligence modifier. Surprised targets lose their first round actions and are flat-footed (positive Agility modifier is not added to AC this round).

Fear

Judges should determine whether to call for a Grit check before each encounter after determining surprise. Grit is a new ability used to determine just how well a character stands up in the face of fear. See the **Fear & Madness** section (pg 141) for details.

Initiative

Initiative rolls are handled by rolling a d20 + any Agility modifier, with any additional modifiers based on the situation or special abilities that might enhance/detract from the character's ability to react. Keep in mind that two-handed weapons suffer a -1d penalty to initiative rolls (a d16 instead of a d20 in most cases). Funnel games typically involve larger groups of characters that will slow down game play if you roll for each character; thus, each player rolls once for initiative and uses the highest Agility modifier of all the characters they control. Once initiative has been rolled, the judge will place characters and villains in order from the highest roll to the lowest roll to determine who acts first during combat. Remember, characters succumbing to the effects of surprise lose their first-round action.

Actions

During each round of combat, participants can move up to their normal rate of movement and take one action using their action die. Keep in mind some activities may take multiple rounds to complete, such as spell casting or setting up a dynamite charge. Where multiple rounds are required, make the roll on the final round of the task at hand. Judges may allow a character to forego any movement in order to take a move-related action instead, such as drawing a pistol and firing it.

Below you'll find a sample list of actions a character can make during a round.

Sample Actions

- ♠ Draw or sheathe a pistol or other weapon: 1 action or movement action
- ♠ Open a door: 1 action or movement action
- ♠ Light a torch or lantern: 1 action or movement action
- ♠ Uncork a potion or open a scroll: 1 action or movement action
- ♠ Locate an item in a saddlebag 1 action
- ♠ Stand up from a prone position: Full round action
- ♠ Mount or dismount a horse: Full round action.
- ♠ Read a scroll or drink a potion: 1 action
- ♠ Fill a canteen: Full round action
- ♠ Make a melee or ranged attack: 1 action

Armor Class

Unarmored characters begin the game with an armor class of 10 + any Agility modifier. This is further modified by spells, lucky rolls, miracles, contraptions, and mundane items that a character has crafted. Each time a character increases in level, they gain a cumulative +1 bonus to their AC (a character reaching 3rd level would gain a +3 AC). Get shot at enough, and you'll eventually learn how to dive for cover!

Types of Combat and the Attack Roll

Attacks taking place within arms reach (usually within five feet) are melee combat and uses Strength modifiers to add to both attack and damage rolls. Fights beyond five feet are ranged attacks and use firearms and weapons that inflict damage from a safe distance. Ranged attacks use Agility modifiers on the attack roll but not the damage roll.

To attack, characters roll their action die (typically a d20) modified by any relevant ability score modifiers and any situational modifiers. An attack roll equal to or greater than the target's AC is successful.

Melee: Action die + Strength modifier + any additional modifiers vs. target's AC

Ranged: Action die + Agility modifier + any additional modifiers vs. target's AC

Characters with multiple attacks or wielding multiple weapons often roll a die lower on the chain than the standard d20. Remember, the same modifiers apply to these dice, and dice that fall below the d20 on the chain no longer crit when the highest number on the die is rolled; however, should the die type go above a d20 on the chain, the die will fumble on a natural 1 and will crit on the highest number on the die rolled (24 on a d24, or 30 on a d30 for example).

CRITICAL HITS

Characters rolling a natural, unmodified '20' (on a d20) land a crushing blow for their efforts, and the attack automatically hits regardless of the targets AC. Scoring a critical hit allows the character a chance to roll on the Critical Hit table based on the type of damage (blunt, piercing, slashing, firearms, or wrestling) caused by the weapon.

The die type rolled on the Critical Hit table is class specific and improves as the character rises in level to represent an ever-developing combat prowess. Rolls made on a Critical Hits table are modified by any Luck modifiers. Zero-level characters begin the game by rolling a d6 on Critical Hit tables to represent their lack of experience with battling the supernatural!

Should a character be lucky enough to roll a die higher on the chain for an attack roll, remember to adjust the number required for a critical hit. A d30 will score a critical hit on a natural 30, d24 on a natural 24. Attacks made with dice lower than a d20 on the dice chain do not score critical hits. In the case of an expanded critical range (a 19-20 for example) only a natural 20 is an automatic success and the target's AC must still be met before the foe is hit or a critical is applied.

Note: In the case where an attack is made by natural means such as claw, bite, or natural ranged weapon and the critical result doesn't fit well with the means of attack, reroll the crit or use a result higher or lower than rolled.

FUMBLES

A fumble occurs when a natural, unmodified '1' is rolled on an attack. Not only does the attack miss, but the player must immediately roll on the Fumble table corresponding to the type of attack being made (melee, ranged, or firearms) to determine the nature of the fumble. When using a lower die size than a d20, a natural 1 is still a fumble.

Each class begins at 1st level with a specific fumble die, which is modified by the reverse of any Luck modifier (because lower is better on these charts). This die normally drops on the chain as a character gains in levels to reflect improvements as they become veterans of combat. Zero-level characters use a d14 when rolling on the Fumble table to represent the chaos of their first encounters with the supernatural.

Readers may question why there was an inclusion of a firearm Fumble table when there is already a generic table for ranged weapons. Firearms play such a pivotal role in Weird Frontiers and a chart made specifically for firearms didn't take much debate!

Note: In the case where an attack is made by natural means such as claw, bite, or natural ranged weapon and the critical result doesn't fit well with the means of attack, reroll the fumble or use a result higher or lower than rolled.

FIREARMS

Pistols, rifles, and shotguns play a large part in the passion many share for the period. Weird Frontiers sets its sights on giving you a system for firearms that pays proper homage to the genre. There's a lot of historical information here and minutia about how the period firearms worked, but we also provide a simplified firearm chart in the **Appendix** (pg 844) with more generic firearms if that is preferred.

Firearms in the Old West

Judges may choose to use any or all aspects of this section of the rules, but a brief discussion of firearm types and ammunition in the mid-19th century is appropriate to give a feel for the milieu. We'll discuss a bit about the different types of ammunition you'll find at the time, types of guns that are available, and give some explanation of why the mechanics work as they do. You'll notice there's a large section of Civil War era guns. Most of the shooting irons you'll find would have been war surplus or part of a soldier's mustering out after the war, so those are the most common weapons available to player characters.

Accuracy

Each firearm has three ranges listed on the chart. These stand for the number of feet the gun is accurate to: short, medium, and long ranges. To keep it simple, use the following range modifiers:

- ♠ Short: +1 to attack
- ♠ Medium: No modifier
- ♠ Long: -1 to attack

ACTION TYPES

Single Action

Single action (SA) firing is the default mechanism for all single shot or double-barrel weapons. This denotes the need for an external hammer to be separately cocked prior to pulling the trigger. This is also the mechanism for the majority of revolvers of the era and all lever action rifles. Revolvers and most lever action weapons with SA firing may be fanned.

Double Action

Double action (DA) firing is seen only in revolvers at this time. Weapons using DA firing use a single trigger action to both cock the pistol and fire the weapon. This was noted at the time as being a dramatic improvement in the rate of fire for some of these weapons, which is reflected in the improved rate of fire for all DA weapons. DA revolvers cannot be fanned, though some revolvers can be used in either double or single action. They can be hammerless, improving the concealability rating, as they don't require the outside hammer, though most retained it.

AMMO TYPES

Cap & Ball (C&B)

Most guns of the time used cap and ball ammunition. Briefly, this consists of a powder charge, a wad to separate the lead ball from the powder, a wad or grease packing to hold the ball in place in the chamber, and a percussion cap that will fire the powder when struck by the hammer of the gun. Loading manuals of the day included multiple steps to take when loading a single barrel or chamber of a gun, resulting in long load times for cap and ball repeaters.

Cap and ball ammo was generally packaged in paper packets, either for pouring into the chamber or in more flammable paper packets meant to be inserted whole into the chamber/barrel. These would be paired with a percussion cap that would be placed on the percussion nipple after the chamber was loaded. Alternatively, chambers could be loaded manually, with powder measured out into each chamber from a powder horn and bullets and wads added as needed. Shotguns using cap and ball ammunition often had the shot packaged in a paper or thin wire mesh, keeping it together to facilitate loading and eliminating the need for an additional wad to hold the shot in the barrel. For the purposes of Weird Frontiers, it's easiest to presume that the cap and ball paper cartridges are of the incendiary paper type and shotgun shot is prepackaged, removing the need to tear open a paper cartridge, pour powder down the barrel, and place the ball into the barrel prior to ramming the powder and ball into place. However, judges may amend this presumption as they see fit, with any changes likely extending the reload times.

Loading times for cap and ball muzzleloading single-barrel rifles using paper cartridge packets, as recorded in military trials, tended to be around 20 seconds (or 2 rounds), with firing times of ~3 shots/minute. This can fairly be extrapolated to other muzzleloading weapons, resulting in load times of approximately two minutes for a cap and ball revolver. This extended loading time explains why many a gunslinger, bandito, or outlaw would carry multiple pistols, providing them with extended, sustained firepower before reloading. While reloading times may be shortened at the judge's discretion, the flavor of having your desperados

carrying and wielding multiple pistols in their travels along those weird trails makes for an interesting and compelling image.

Cap and ball ammunition was also used in many breechloading rifles of the era, and in those, the reload times were greatly improved. Paper cartridge packets were used for all of these weapons and other than placing the percussion cap, did not take appreciably more time than using a metal cartridge.

One final note is that cap and ball ammunition, no matter the type, was decidedly not waterproof. Both the ammunition itself as well as guns with this ammunition loaded were vulnerable to water (in the form of immersion or even extended heavy rain). Cartridge ammunition, on the other hand, was generally waterproof, which was one significant advantage. This sort of difference is best dealt with by the ruling of individual judges, thus we don't have any specific rules regarding water effects on ammunition.

Metallic Cartridge

This type of ammunition is one that continues to be used to the modern day. There are variants on the form, but for the most part, the general premise is similar. The metal case has, on one end, a lead bullet that caps and seals that end. In the middle is a powder charge. The other end has a primer seated in the metal that will ignite the powder when struck by the hammer. No additional percussion caps are needed and the whole package is self-contained.

The most common type of metal cartridge ammunition was rimfire, which had the primer in a rim around the edge of the cartridge. This was produced in all calibers from .22 to .50 from about 1855 onwards and is still produced today. Centerfire metal cartridges in a close to modern form were developed in the 1870s and used with increasing frequency from then on. However, most guns did not use metal cartridges until the 1870s and cap and ball firearms continued to be produced for hunting use into the early 1900s.

Early metallic cartridges were made from copper, with fewer made from brass or even steel. However, copper deformed and would produce issues with cartridge extraction during reloading, leading to an eventual transition to primarily brass cartridges by the end of the 1870's. Steel reloadable cartridges were used for rare early revolving shotguns, such as the Roper revolving shotgun, though they were not apparently used for rifles or pistols at the time.

Reloading times for cartridge ammunition are greatly improved over cap and ball ammunition, particularly for revolvers. The average reload time for a 6-round top-break cartridge-loaded revolver is around 15-20 seconds for all chambers, though this would potentially be slowed for one loaded one chamber at a time through a loading gate, such as the Colt single-action Army, where reload times tend to run around 30 seconds. The reload time for breechloading guns is not significantly affected, although it is slightly improved by not having to use percussion caps.

Unusual Cartridge Ammunition

During the development of the more standard cartridge-based guns, several variant forms were developed that would have been found at the time, although they aren't seen today. Some of these are detailed here, though there are few actual mechanical effects of these variations from the basic cartridge ammunition.

The first metallic cartridges were seen in the LeFaucheaux pinfire system, wherein metal cartridges had a small metal pin protruding from one side of the base, which would be hit by the hammer of the gun and then strike an internal primer. These debuted at the 1851 World's Fair in London and were revolutionary at the time but were used mostly in Europe. The first breechloading shotguns were produced by LeFaucheaux using the pinfire cartridge system, and it was seen in some handguns as well as European military rifles. This system had its flaws, as the pins needed to be lined up with indents in the chambers, which increased reload times compared to rimfire cartridges, and the protruding pins were more vulnerable to accidental discharges from rough handling, particularly due to loose ammunition.

Another early version of a non-metallic cartridge was the Volcanic "Rocketball" ammunition. This version formed a semi-conical, hollowed-out lead projectile around a powder charge, then capped it with a primer that was sealed in place. This proprietary ammunition was used in the Volcanic rifle and handgun, which were among the earliest

lever action guns. While waterproof and compact, allowing a high magazine capacity, this ammunition was expensive and vastly underpowered, as the powder charge was limited by the space available in the bullet.

Ammunition Caliber

Ammunition caliber was, at this time and place, given in hundredths of an inch. This stands for the diameter of the barrel or bullet. Common calibers included .22, .31, .36, .41, .44, .50, .56, and .69. Caliber and standard powder charge combine with other factors of the gun to produce the power of the overall projectile which is reflected in the game mechanics as the damage of the shot. For shotguns, the measurement is given in gauge, with some standard gauges being 10, 12, 16, or 20 gauge. Gauge measurement is standardized to be based around the diameter of a spherical lead projectile that would fit the barrel. For example, a 10 gauge shotgun has a barrel diameter (or bore) of approximately .78 inches (caliber), with a 12 gauge being .73 and a 16 gauge .66 caliber. It was more common to see 10 or 12 gauges being used at the time.

Standardization of caliber was done, but a wild proliferation of ammunition types and sizes existed during this era and even into the modern day. In order to limit the mechanical and bookkeeping aspects of this variation, we have attempted to lump certain ammunition into groups, despite them being functionally dissimilar. For example, .44 Russian was a different cartridge than .44 American, with different ballistic capabilities, that was manufactured to be incapable of being loaded into the .44 American revolvers of the day. Both of these were dissimilar from the .44-40 Winchester, .44 Remington, .44 Evans, or .44 Colt ammunition, all of which were produced at the same time and were not interchangeable. These have all been conflated into a single .44 caliber in the ammunition tables. Individual judges may choose to split these out as they see fit. Any variations in game mechanics due to variations in ammunition have been included in the individual gun mechanics/descriptions.

Concealability

Each gun has a concealment modifier. Characters apply this modifier at any point they're attempting to conceal a firearm. Make an Intelligence-based contested roll vs. anyone trying to spot the gun. In the case of a tie, the winner is the one with the higher Luck score.

Cover

Cover can offer a substantial bonus to those coming under gunfire. To keep things simple, decide how much of the defender's body is covered and apply the listed AC bonus versus the attack. Objects used for cover must obscure the defender from the attacker's line of sight.

Partial (+1 AC): Most of the target can be seen, but some cover offers a distraction from the shot.

Half (+2 AC): At least half of the body is obscured by the cover.

Full (+4 AC): Only a small portion of the defender's body can be seen (arm, leg, head, etc.).

Gunsmithing

Any character with a background occupation considered to lean heavily on the use of firearms can be assumed to have received training on the maintenance and minor repairs for the firearms they carry. In game terms, characters may announce they wish to "tune the rig" (clean, oil, and perform any maintenance the weapon needs) during downtime in a session. Tuning the rig typically happens before the character turns in for the night or during morning hours when they awaken. Each firearm requires a number of rounds and a proper cleaning kit must be on hand.

Once the proper time has been spent on the firearm in question, have the player make a *gunsmithy* skill check with a standard DC 5. For every multiple of 5 the check is passed by, have the player remove one Ace or Eight from their gun deck before reshuffling their deck for the start of the day. For example, Zander rolls a 5 on his skill check to clean his trusty Colt Navy revolver. He not only succeeds at cleaning and oiling his rig, but is allowed to remove 1 misfire card from his gun deck before shuffling it for play. Should Zander have rolled a natural 20 he would have pulled 4 misfires from the deck (and snagged a Boon for rolling that 20!).

Gunsmithing and Modifications

Now, some folks might be happy with just buying a pistol or rifle from your local trading post or pleased

with whatever they carried during the war and got mustered out with, but that's not for everyone. Some need a mite more done to their guns to get that extra little bit of performance. That's when they go see a gunsmith, tinkerer, or friendly bedlamite for some modifications.

GUN MODIFICATIONS

GUN MODIFICATION	COST	EFFECT	NOTES
MELEE MODIFICATIONS			
Skullcrusher butt	$2	d5 damage in melee.	Pistols of Conceal 2 or less.
Bowie knife blade	$5-10	d6 damage in melee.	Pistols of Conceal 2 or less. -1 Conceal rating.
Bayonet blade	$1	d8 damage in melee.	Rifles only. Conceal -1.
Folding knife blade	$5	d4 damage in melee.	Pistols. 1 round to engage the blade.
PISTOL MODIFICATIONS			
Cartridge conversion	$15-20	Reload time reduced. 2 bullets/ reload time given.	Revolvers.
Filed down sights	$1	+1 on the draw. -2 to hit at medium or longer range.	
Slicked-up trigger action	2-4x cost	+d3 to Initiative when shooting.	+d3 to misfire checks.
Shortened barrel	$3	+1 conceal for 4" shortening.	medium range -1 to hit, long range reduced by 10' and at -2 to hit.
Slip shooting Hammer	$5	+1 quickdraw for 3" shortening.	Single handed "fanning" is allowed, but -2 to hit when "fanning," unless using two hands.
Folding Hammer spur	$3	+2 Initiative for the first shot when taking a shooting action.	Only double action. 1 round to unfold and allow "fanning."
Trigger guard removal	$1	+1 Quickdraw if drawing a concealed pistol.	+1d on misfire checks.
RIFLE MODIFICATIONS			
Double-set trigger	$5	+1 to hit if aiming for 1 round (or more).	
Telescopic sights	$20+	Reduce penalties for longer range shots by one step; +50% to long range.	Fragile, easily damaged.
False muzzle	$10	+1 to hit.	+1 round to reload times.
HOLSTER MODIFICATIONS			
Tie-down holster	+$1	+1 to quickdraw. -1 to Reflex saves.	
Shoulder holster	$10	+2 conceal. -1 to quickdraw.	
Swivel holster	+$10	+3 quickdraw. -2 to hit when firing from a holster.	
Spring clip holster	+$5	+1 to quickdraw.	Guns of base conceal 2 or more.
Spring release holster	$15	+2 quickdraw. -1 conceal	Guns of base conceal 3 or more or small melee weapons.

Melee Modifications

Skullcrusher butt cap - This reinforcement of the butt cap of a revolver allows ready use of it for dealing hard blows without damaging the pistol too much. When used in melee, this gives the pistol in question a bludgeoning d5 damage. Can't be done for any pistol with a conceal of more than 2.

Bayonet/Bowie knife blade - This attachment to the underside of a pistol provides an underslung 8-10" blade below the barrel, suitable for stabbing or slashing in melee. When used in melee, this gives the pistol in question a d6 for damage. This can't be done for any pistol with a conceal of more than 2 and reduces the concealment rating by 1. This can be a permanent change or be attached by a lug (detachable) system. When a bayonet is on a long arm, the damage is 1d8 in melee. If successfully used to stab an opponent, the user can trigger a shot at the same opponent as a free action at +4 to hit.

Folding knife blade - This is a smaller blade that tucks along the barrel or into the grip of the pistol. It takes 1 round to engage the blade and is generally suited for stabbing in melee. When used in melee, this gives the pistol in question a d4 for damage. If successfully used to stab an opponent, the user can trigger a shot at the same opponent as a free action at +2 to hit.

Pistol Modifications

Cartridge conversion - This modifies an existing cap-and-ball revolver to accept cartridges. Conversions were extremely rare until the late 1860s but improved reload times as well as providing other benefits from the use of metal cartridges. The cost to have this done by a gunsmith is almost the same as a new gun, at $15-20, until the conversions were being done on a factory basis.

Filed down sights - Filing down the front sight on a pistol makes it a bit smoother on the draw, with less to hang up in the holster or on clothing, but at the sacrifice of accuracy. Pistols with filed-down sights gain a +1 to initiative, but suffer a -1 attack penalty.

Slicked-up trigger action - A good gunsmith or bedlamite can polish up all of the mechanisms, improve the trigger spring, and make the internals of a gun sing for the gunslinger. The cost is variable (at least 2x base cost), and the modification provides a benefit of +1 to Initiative.

Slip-shooting hammer modification - In slip-shooting, the trigger is removed, tied back, or disengaged from the hammer of the single-action firearm, and the hammer is pulled back and allowed to drop to rapidly fire the gun. This modification alters the hammer and trigger action to allow single-handed "fanning." Gain +2 to Initiative on the draw, and single handed "fanning" is allowed, but at -2 to hit when "fanning," unless using two hands.

Shortened barrel - Shortening the barrel of a pistol can make it easier to conceal (+1 conceal for barrel-length reductions of 4" or more) and make a pistol faster on the draw (+1 to draw for a barrel-length reduction of 3" or more). Accuracy suffers a mite when barrels are shortened this much, with medium range shots at -1 to hit, and long range is reduced by half and is at -2 to hit. While any fool with a hacksaw can do this, those who don't want their guns mangled will take them to a gunsmith or bedlamite or, if possible, order them shortened from the factory. Cost is $5.

Trigger guard removal - Removing the trigger guard is a fairly easy process that makes it quicker for the shootist to fire a double-action revolver or improves access for gloved or mittened hands. While a slight benefit is seen in initiative (+1), there is some risk of an accidental discharge (+1d on Misfire table). Cost is $1.

Folding hammer spur - This change to the hammer spur smoothes out the lines, removing the spur that might snag on clothing, and improves the speed of a quickdraw from a hidden holster or within clothing (+1 Initiative if drawing a concealed pistol). However, the gun cannot be fired unless it's a double action and can't be fanned at all until the shootist takes an action to unfold the spur. Cost is $3.

Rifle modifications

Barrel length reduction - Barrel length reduction for rifles and shotguns is represented by carbines or "trapper" model Winchesters (for rifles) and by scatterguns/coach guns for shotguns. No further modifications are effective.

Telescopic sights - Scopes are still crude affairs, expensive, relatively fragile, and cumbersome (measuring up to 36" in length), but are still extremely useful for sharpshooters looking to get an extra bit of distance out of their vision for rifle

shots. When using an appropriate weapon (a long distance rifle), firing from a stable position, and taking at least a round to aim, the sharpshooter can reduce penalties for longer range shots (long range becomes medium), as well as improving the outer limits of their long range by an additional 50% (this extended range is at -1). Available makes include the Chapman-James telescopic sight, the Malcolm telescopic sight (available with "normal" or custom ground to the users eye lenses ranging from 4x to 8x power), the Amidon telescopic sight, and the British-made Davidson rifle scope (4x power, but only 15" long). Cost is $20.

Double-set trigger - Addition of a preliminary trigger that takes all of the slack out of the action, placing the hammer on a "hair-trigger" requiring only the slightest pressure to make the rifle fire. This improves accuracy when the shooter is in a stable position and has taken a round to aim, giving an additional +1 to hit at all ranges. Cost is $5.

False muzzle - This custom-made item is produced for long-range shooting and should be made at the time the gun is made, as it is made from the barrel blank. Thus, it is unique to each gun and cannot be replaced if lost or damaged. It allows the user to funnel the powder and bullet into a muzzle-loading rifle without damaging the precise edges of the end of the muzzle, which, if rounded or damaged, detract from the exact accuracy. This provides a +1 to hit at all ranges but adds 1 round to reload times. Cost is $10 at the time of purchasing a custom target or long-range rifle.

Holster Modifications

While a variety of holsters are sold, most fall into the category of a workingman's holster, not necessarily the sort of thing that a shootist concerned with "clearing leather" at top speed would want to rely on. While many tuck their pistols into their belts, keep them in pockets, or even have them thrust through a cloth sash, some rely on specifically crafted holsters for that extra edge in a gunfight.

Tie-down thigh holster - While nothing specifically fancy is involved in this holster, the position, low-down on the thigh of the wearer, within ready sweep of their hand, is one that bespeaks a gunfighter, or at least someone who wants to look the part. This holster costs only slightly more than the more common waist-high ones, but it is much more cumbersome for anyone doing more than standing or sitting about waiting for trouble. A working cowpoke can't afford to have their holster in the way and it's a bit awkward in the brush or when riding.

Swivel holster - This special holster has a forward mounted swivel point that the gun and holster rotate around to allow firing through the bottom of the holster without the need to draw. Accuracy suffers a mite, but that all-important first shot is like lightning.

Shoulder holster - This contraption straps across the back and provides those interested in concealing their carry weapon with the means to do so beneath a coat.

Spring clip holster - This holster uses a thin spring-steel clip to hold the pistol in place, allowing the wielder to pop the gun out the front rather than have to lift it out of the holster and then bring it into aiming position.

Spring release holster - This contraption straps to the forearm of the carrier, allowing them to keep a small derringer, razor, knife, or sap strapped to their arm, under their sleeves, where with a flex and twist of their arm, they can activate a spring mechanism to deliver the weapon into their hand. It is harder to conceal than just the weapon is, however.

Rate of Fire (ROF)

The ROF for each firearm listed in the **Appendix** (pgs 856-861 & 844) gives the mechanical limit for how many bullets can be fired in each round by normal trigger use (fanning the hammer can exceed this). Even if a character has more action dice available, a gun can never fire more bullets in one round than the stated ROF. Each bullet fired on the same action die per round after the first shot has a cumulative -1 penalty to the attack roll (first shot at no modifier, second at -1, third at -2, a fourth at -3, etc.). Remember that EACH shot requires a flip from the gun deck. If a character has multiple action dice in a round, they may choose to fire single shots per action die without the cumulative -1 penalty or fire multiple shots per action die with the cumulative -1 penalty to each action die, but at no time can the total number of bullets fired exceed the RoF listed for the gun in use unless fanning the hammer is employed.

RELOADING

Reload times are listed with each firearm in the **Appendix** (pgs 856-861 & 844). The reload times reflect the number of rounds it takes to reload a single bullet into the firearm. Trying to reload a gun during an actual fight or while galloping down the trail is an entirely different story! Characters attempting to reload under times of distress must pass a DC 10 Agility check each round to do so reliably. Failing the check causes 1d6 rounds of ammo to drop on the ground (for higher shot capacities, roll a die that appropriately matches the firearm).

Muzzleloading Single Shot

The default muzzleloading firearm in Weird Frontiers is a cap and ball weapon, using a powder charge, lead ball, and percussion cap. These are loaded by pouring a powder charge down the barrel, followed by a wad or patch to keep the powder in place, then a bullet, or in the case of shotguns, shot. Then the entire charge of powder, wad, and bullet would be pushed down the barrel to the chamber by a ramrod. The final step would be to cock the hammer and place a percussion cap on the nipple, making it ready for firing. As noted previously, reloading times for muzzle-loading weapons are in the range of 20-30 seconds, or 3 rounds per shot. All the muzzleloading rifles and shotguns presented here are single action, requiring the hammer to be cocked prior to firing. This presents no significant changes in game mechanics for these primarily single or double barrel weapons.

Muzzle-loading Revolver (Handgun, Rifle, Shotgun)

In the case of cap and ball revolving handguns (revolvers), rifles or shotguns, a similar process would be done for each chamber, using an integral ramrod to pack the charge into each chamber, then applying grease or similar packing material to seal the chambers, unlike in the single barrel muzzle-loaders. This reduced the danger of chain-firing due to flash-over when firing adjacent chambers, as well as the potential for the powder charge to get wet or the lead bullet to shift in the chamber. The final step would be to apply percussion caps to each chamber, then lower the hammer on either an empty chamber, or for some revolvers, a detent between chambers. The weapon could then be placed back in the belt, ready for future action, or immediately fired.

There is the premise that spare cylinders were carried and used to do rapid reloads of cap and ball revolvers. However, there is no evidence of this being done historically. Additionally, cylinders were not necessarily easily switched, particularly in the middle of a gunfight. If the judge wants to use this alternate history methodology, then the reload speed might be increased to 3 rounds for the whole weapon, albeit with an attendant Agility or Luck check to prevent dropping all the various parts and ending up holding a very clumsy club instead of a six-shooter.

Muzzleloading Flintlock

A couple of older weapons are presented in the tables—muzzleloading flintlock firearms. Flintlock muzzleloaders are loaded as cap and ball weapons, with the main difference being the addition of gunpowder to the firing pan rather than a percussion cap to the nipple. These had predominantly fallen out of use for the improved cap and ball weapons, but some still were used in the early years of the Civil War and could have been found after the war as well. These are functionally similar to cap and ball weapons of a similar type, albeit with a slightly decreased damage and an increased misfire potential reflected in the increased fumble die.

Breechloading

These weapons load the firing chamber from the rear of the gun, rather than the muzzle. A variety of weapons use this method, including numerous single-shot rifles, some double-barreled shotguns and/or rifles, and all firearms using metal cartridges. We are not differentiating between specific breechloading actions, though many were used during this era, including the rolling block action, dropping block, rotating block, lever action bolt, trapdoor action, and others. Cap and ball breechloaders have paper cartridges that are loaded into the chamber, after which the chamber is closed, often slicing off the end of the cartridge to expose the powder, and a percussion cap would be placed on the nipple, making it ready for firing. This improved reload times to approximately a 5-10 second (1 round) reload time for single shot breechloaders. With metallic cartridges, this sequence was improved by not requiring the percussion cap placement, and for revolvers using metallic cartridges, the reload times could be as fast as 15-20 seconds (2 rounds) for all six chambers.



THE GUN DECK

Each player with a character that carries a firearm should have a standard deck of playing cards (jokers included) close at hand during play. The Gun deck is at the heart of the firearms system. Alternatively, a posse not wishing to invest in a deck of cards can find free apps that will work fine but at the expense of taking away from the feel of a Western game. The Gun deck helps to represent the dependability of firearms manufactured during the period.

The steps for using the Gun deck and interpreting the results are as follows:

- ♠ Each player should shuffle the cards before the session begins, placing them within arm's reach of their character sheet.
- ♠ Players flip a card each time their character discharges a firearm.
- ♠ Flipping a 2,3,4,5,6,7,9, or 10 has no effect, the player should roll normally for a ranged attack.
- ♠ Flipping a black or red-suited face card results in good fortune for the attacker. Face cards offer a one-time bonus to attack and damage rolls depending upon the card flipped: Jacks +1, Queens +2, Kings +3.
- ♠ Aces and eights (a deadman's hand) spell disaster for the attacker and result in a misfire. The shot misses and the attacker must immediately roll on the Firearm Fumble chart with the appropriate fumble die modified by the reverse of any Luck modifier.
- ♠ Flipping a red Joker results in an automatic critical hit (Lady Luck is keeping an eye on ya!) and the character receives 1d3 Boon tokens.
- ♠ Flipping a black Joker results in an automatic misfire (Lady Calamity is giving you the stink-eye!) and the character receives 1d3 Hex tokens.

Multiple Firearms and Gun Decks

Multiple decks can get in the way and become confusing when other players are using decks of their own. We recommend that one deck be used for all the character's firearms. In the case of a funnel session where players control multiple characters, consider using one deck per player for all characters to minimize confusion.

Reshuffling the Gun Deck

Typically, you only shuffle the Gun deck once the last card has been flipped, but characters can declare they are "cleaning my gun(s)" and reshuffle their deck during a point in the game when there is downtime. You can also spend a Boon to reshuffle the Gun deck at any point during play.

Playing the Bad Guys

Judges should use one Gun deck during encounters where one or more enemies use firearms to minimize table clutter.

Rolling a Natural 1 After a Safe Draw from the Deck

It would be unfair to declare a ranged attack result of a natural 1 a misfire if the attacker took a flip from the Gun deck. In this case, count the attack as a miss and the attacker earns a Hex token for the blunder.

Rolling a Critical Success and Drawing an Ace or Eight

It's possible to roll a Critical success and still draw a bad card. In these instances, the misfire still happens, but the Fumble chart roll does not (do not roll for a fumble). Any stated Hex tokens are still earned as well.

Fanning the Hammer

Fanning the hammer is the act of holding the trigger down on a single-action pistol while using your free hand to pull back, or "fan" the hammer as quickly as possible. This results in a less than accurate barrage of bullets heading towards your target on a gamble that more than one will find its mark.

Fanning the hammer is handled in the same fashion as taking a standard shot; however, each shot past the first suffers from kickback. Additional shots, after the first, suffer a cumulative -1d penalty due to the difficulty of the maneuver (first shot at full, second is at -1d, third is at -2d, fourth is at -3d, ect.). Remember that a card from the gun deck must be flipped for each shot fired, including each shot from fanning the hammer. Also note that a critical success may only be achieved on a d20 or higher-sized die. Gunslingers are more adept at this and do not suffer the full -1d when fanning (see the Gunslinger class on pg 59).

Using Two Weapons

Using two weapons (including pistols) is far more difficult than most folks think. Use the following guidelines for characters wishing to dual-wield.

USING TWO WEAPONS TABLE

AGILITY	PRIMARY HAND DIE	OFF HAND DIE	CRITICAL HITS
8 or less	-3d	-4d	Cannot score a critical hit dual-wielding.
9-11	-2d	-3d	Cannot score a critical hit dual-wielding.
12-15	-1d	-2d	Cannot score a critical hit dual-wielding.
16-17	-1d	-1d	Cannot score a critical hit dual-wielding.
18+	Normal die	-1d	Primary hand scores a critical hit as normal



DAMAGE

Anything used as a weapon inflicts damage upon matching or beating the defender's armor class (AC). Determine damage by rolling the appropriate damage die for the weapon adjusted by the attacker's Strength modifier during melee combat (ranged combat confers no modifier to damage). Deduct the damage from the defender's current hit point total. On a successful attack, at least 1 point of damage is inflicted, even if the attacker has a negative Strength modifier.

Bleeding Out/ Stabilization

Creatures (or zero-level characters) reduced to zero hit points are dead. Characters of 1st level or higher reduced to zero hit points are bleeding out and need stabilizing to resist Death's tender calling. Characters bleeding out have 1 round per level to be stabilized. No medical training is needed to stabilize the wounded, but it takes a full round action to perform the task. The helping character is near-prone as they help the wounded and suffer the same penalties as kneeling, sitting, or prone targets do (melee attackers are at +2 to hit, and missile fire suffers a -2 to hit the helper). The downed character is revived at 1 hit point and is no longer bleeding out but has a -4 modifier to all rolls for the next hour.

Rolling the Body

Characters bleeding out have one last means to avoid suffering permanent death. Should the body of the slain be found within one hour of bleeding out, passing a Luck check means that the character has miraculously cheated death. The character regains consciousness with 1 hp and a -4 modifier to all rolls for the next hour. Additionally, surviving a roll the body check leaves the character with a permanent wound related to the attack and a permanent -1 reduction to either Strength, Agility, or Stamina (roll 1d3).

Healing

Characters will heal from normal wounds at the rate of 1 hit point per level for each night of rest they receive. Hanging your hat on the bedpost for a good long rest gives wounds proper time to heal and you regain 2 hit points per level for each full day of bed rest. Characters under a doctor's care receive the benefit of having access to advanced care (first aid, surgery, drugs, etc.), giving the character a better chance to recover from wounds normally considered fatal/permanent to the injured (some critical hits require medical care). Characters heal at the rate of 3 hit points per day under a doctor's care in addition to having access to crutches, prosthetics or other aids. A character heals both temporary ability score loss and hit point loss on the same night's sleep.

Ability Point Loss

Some attacks or conditions directly damage a character's ability scores. Most instances of ability score damage are temporary, but in the instance of permanent loss, remember:

- ♠ Intelligence loss reduces the poor soul to babbling like an idiot, incapable of doing anything on their own.
- ♠ Personality loss emotionally drains the subject, taking away all will to live.
- ♠ Strength/Agility loss makes a subject immobile and physically helpless.
- ♠ Stamina loss can result in a loss of consciousness until proper aid can be given.
- ♠ Luck loss results in catastrophe often following the subject. First attacked, first to spring a trap, etc.

Temporarily lost ability points recover at the rate of 1 point per night's sleep and 2 points for a whole day of rest just as hit points do. Several classes activate their class abilities with a temporary expenditure of Personality points, and points spent this way reset back to the original total with a good night's uninterrupted sleep of at least eight hours.

Luck is the exception, which is permanently gone once spent unless the gambler class is being played. Gamblers regenerate Luck to help facilitate living life on the edge.

Spell burning (see **Magic** pg 171 for more info) allows a spell caster a greater spell effect in exchange for inflicting physical harm to themselves. Wounds inflicted by spell burning can only be healed by normal means (divine healing has no effect on this blasphemous act) at the rate of 1 Stat point per day.

BOONS AND HEXES

Boons and Hexes offer an additional mechanic to the standard Luck mechanic found in the rules of DCC, adding an element of ongoing fun for both players and judges alike. The author recommends that judges keep Boons and Hexes exclusive to players and not use the mechanic with the enemies the group faces.

Boons

Lady Luck, a benevolent patron, often keeps a watchful eye on heroes destined to be major players in an eventual end-game that will determine if mankind falls under a curtain of darkness.

To represent Lady Luck tracking deserving heroes, any time a natural 20 is rolled on a d20 (attack, initiative, skill check, etc.) the character has grabbed the Lady's eye and receives a "Boon." Keep in mind that in a check or roll where lower is better, a natural 1 is like rolling a perfect 20, also granting a Boon. Poker chips work perfectly as Boons and add to the Western feel. Boons accumulate and are spent in the following ways by players during game play:

- ♠ Spend a Boon for a +1d modifier (per Boon spent) to both attack and damage rolls on any one attack.
- ♠ Spend a Boon at any time to allow an instant reshuffle of the character's Gun deck.
- ♠ Spend a Boon(s) to rid the character of Hex tokens they currently have on hand on a 1:1 basis.
- ♠ Spend a Boon for a reroll—with the exception of a natural 1 (fumble) which can not be rerolled.
- ♠ Spend a Boon for a +1d modifier to any roll (or a -1d if that is more favorable).
- ♠ Spend a Boon to give an ally a +1d modifier to their next action.

Hexes

Lady Calamity serves as the opposite to her good-natured sister, taking great pleasure in unraveling a hero's best laid plans. Similar to a Boon, you earn a Hex at any point when a natural 1 is rolled; however, in a check where a lower result is better, a natural 20 earns the Hex. Use a different-colored token or poker chip to represent Hexes. Hexes accumulate and impose the following ill effects on characters during play:

- ♠ Each Hex token adds a cumulative +1d penalty on any Fumble table. Should a Hex be acquired by a failed attack roll, count this Hex along with any already attached to the character before rolling on a fumble chart.
- ♠ Hex tokens modify any interaction rolls with NPCs by -1d per Hex. This reflects the dark cloud following the hexed individual that others sense.
- ♠ Each Hex token makes the Grit check that much harder. EACH Hex token adds +1 to the Grit check DC and a +10% modifier to Madness chart rolls.



FEAR & MADNESS

To bring a novel way of representing a character's downward spiral into the madness resulting from the vile things they face, Weird Frontiers implements a new ability referred to as "Grit." Characters make Grit checks when a judge feels the encounter is worthy of scaring the bejeezus out of them.

What is Grit?

Grit is a measure of the mental and physical stress a hero can handle before completely unraveling into a mental breakdown. Players determine their character's Grit score by adding their Stamina + Personality ability scores and dividing by 2 (rounding down).

What Warrants a Grit Check?

Characters make a Grit check when confronted with any form of fear the judge feels warrants a check. Sources of fear can be: confrontations with creatures of the night, witnessing horrific events, or even walking into a scene of carnage after the horrific event has already occurred.

Making a Grit Check

Make a Grit check by rolling a d20 + Willpower save modifier vs. a standard DC 8 + the number of Hit Dice the creature has + any Hex tokens attached to the character making the check. The judge may make situational modifiers to the DC as needed.

Success: If the Grit check matches or beats the DC, the character is unfazed in their determination to face the source of fear. Additionally, the character no longer has to make a Grit check against the same source of fear for the rest of the adventure unless it presents itself in a new light that would call for it. For example: *Bart faces down four zombies and displays steadfast courage. Normally, Bart would be free of Grit checks against zombies for the rest of the adventure, but falling through the floor and landing in a basement stocked with 20 ravenous zombies with no light source might make Bart soil his drawers, regardless!*

Critical success: Rolling a natural 20 results in a reaffirmation for the character and their faith in getting the job done. To reflect this, the character's Grit total improves by +1 but cannot exceed its starting score. The character also gains a +1d modifier to attack rolls and spell checks against the source of fear for the duration of the encounter.

Failure: If the character fails the DC of the Grit check, they succumb to the effects of fear. The character immediately loses temporary Grit points equal to the number of Hit Dice the creature responsible for the check has or 1 point if a creature did not cause the check and uses the amount the check failed by modified by Luck (positive Luck modifiers subtract from the total) and Hex tokens (add +1 per token) to consult the Fear chart for additional effects.

Critical failure: Should the check result be a natural 1, the source of fear has struck a nerve of some deeply seeded fear. The character loses Grit points equal to twice the number of Hit Dice the creature has, and the creature gains a +1d bonus to all attack rolls against the character for the duration of the encounter. Use the amount the check failed by modified by Luck (positive Luck modifiers subtract from the total) and Hex tokens (add +1 per token) and consult the Fear chart for additional effects.

Losing & Gaining Grit

Failed Grit checks result in a temporary reduction of Grit points to reflect the current level of stress the character is under.

Reaching Zero Grit: Characters reduced to zero temporary Grit suffer a temporary mental breakdown of sorts and must immediately roll a d% modified by the character's Luck x 10% and consult the **Madness** section (pg 144).

Recovering Grit: Characters regain Grit up to their original starting total at the end of each adventure, unless the character was reduced to a Grit score of zero during the current adventure. If this is the case, the character's Grit total is permanently reduced by 1 to simulate the slow erosion of sanity.

Judges should note that this does not mean the end of each session. An adventure typically takes 1-4 sessions to complete (an entire module for instance).

Going Insane

Characters reaching a permanent 0 Grit score have gone insane and are unfit for play. Insane characters are often taken to the closest sanitarium where quality of treatment varies from facility to facility. Judges should keep the now-NPC involved in the story in small ways to help build the depth of the overall campaign.

Fear Chart

Use the number the Grit check failed by modified by Luck (positive Luck reduces the total) and any Hex tokens attached to the character (this adds to the total).

FEAR TABLE

ROLL	RESULT
1 or less	Your hairs stand on end as prickly bumps rise on your skin. This could be the end! You're temporarily stunned for 1 round and suffer a -2 penalty to all actions for the next d3 rounds.
2	You grab your gut, dry heave, and fight the urge to empty its contents. The horrific retching noises you make distract all allies within earshot causing them to suffer a -2 penalty to their next action while you lose your next action.
3	"Momma said there weren't no such thing as boogers, but I'll be damned if I ain't staring at something born from the Devil himself!" The source of fear that made ya' turn yeller' causes you to drop whatever you're holding.
4	Icy chills race from the base of your spine all the way to that thing you call a brain. You freeze with panic and can't even speak for 1d4 rounds (unable to take any actions for the duration).
5	You feel the grip of fear on your bladder and it gives a good squeeze! Should the source of your fear be a creature, it smells the fear and gains a +2 attack bonus against you for the encounter. You are also stunned for 1d4 rounds. Additionally, until you can clean up all NPC interactions suffer a -1d penalty.
6	A piercing shrill leaves your mouth, alerting everyone to the yeller in your heart! All attempts at stealth are ruined and you can take no action other than screaming for 1d6 rounds as you gaze upon what's ushering you to an early pine box.
7	Ain't no beating this thing! Whatever it is you just took a gander at spells certain doom for you and the poor folks in yer' company. The best course of action is to get to steppin' before your friends beat you to it, as the slowest to act is the first to get eaten! You immediately flee with your next action and continue to run for 1d6 rounds.
8	The source of the fear reaches deep to something you experienced as a child, the Bogeyman incarnate! Since there's no bed to crawl under, you drop to your knees and begin begging for your life between cowardly sobs. You are stunned and kneeling, giving your foe(s) a +2 attack bonus for 1d6 rounds.
9	The sight you just witnessed paints a picture in your mind that won't soon be erased. Your mind reels from the horror before causing a -1d action penalty until you can pass another Grit check with the same DC as the original (do not roll further Fear chart effects if failure continues).
10	You mean no offense when you take the closest ally and toss them toward whatever intends to pick its teeth with your ribs. You gain an additional +4 to your AC for 1 round while your target ally is attacked with a +1 bonus during the same round. Should the attack strike your ally, it results in a critical hit.
11	Sometimes, when you look death in the eye, the demise you see for yourself is too much to handle. That's when your brain does you a "solid" and blows out the candles. You faint and fall unconscious to the ground until you're roused by smacks to the face, cold water being splashed on you, or other methods.
12	The best remedy for this tragic episode is to just forget you're even in it! You lose any valuable information related to the current adventure as your short-term memory flees your skull.
13	The scent of your fear fills the nostrils of the thing that just turned you yeller! It figures yer' an easy kill, and you ain't in no position to disagree at the moment. For 1d6 rounds you suffer a -1d attack and damage penalty versus the source of the Grit check, while the source gains a +1d bonus to attack and damage against you!
14	The dreams you've been having all make sense now as you face the source of those nightmares. For 1d8 rounds, you tremble in fear as you feel that you're facing death itself. Should the source of the fear attack you, all successful strikes hit for maximum damage. In addition, all of your attacks suffer a -1d penalty.
15	The shock to your system momentarily causes neurons to misfire, releasing an excess of serotonin. You laugh uncontrollably, as death seems an unavoidable joke. All stealth attempts within earshot are negated, and your cackling unnerves allies, causing a -3 penalty to all action checks for 1d6 rounds.

FEAR TABLE (CONT.)

ROLL	RESULT
16	That thing is uglier than the neighbor's baby! You lose the remains of that delicious chicken-fried steak by violently heaving for the next 1d8 rounds (unable to take other actions). Allies suffer a -1d penalty to all action rolls as they fight the urge to purge alongside you.
17	What you just saw can't be unseen! The fear causes you to suffer a mild stroke. Part of your face droops from paralysis, and your words slur as drool runs down your pie-hole. All spell casting and attempts at speaking suffer a -1d penalty for the next 1d3 days.
18	You feel the blood in your veins boil as certain doom takes a saddle to you! You immediately charge the source of fear with your next available action, gaining a +1d to attack and damage rolls at the expense of suffering a -4 to AC. The effect lasts for 1d8 rounds. Should the source of the fear expire, you will attack a new target (even an ally).
19	If it weren't for these blamed idiots you call friends, you wouldn't be in this mess. You're sure that the source of the threat will spare you if you show it you're willing to turn traitor on your posse! You immediately attack a random ally and continue to do so until you can pass the Grit check you just failed (do not roll further on this chart if you continue to fail). You attack using your most potent ability.
20	You feel the current situation will only result in your death, and to save your allies, you rouse up one last attempt at bravery and throw yourself directly into the face of death. You shield your allies from the biggest threat in the combat at the cost of every successful attack resulting in a critical hit rolled with a d16.
21	The source of terror plays directly upon a childhood fear and takes you down a path you've spent a lifetime trying to forget. You lose control of all bodily functions and pass out for 1d10 rounds or until roused. All standard reaction rolls suffer a -1d penalty until you can properly clean up and fetch a change of clothes.
22	The source of fear is so horrific that you take a temporary plunge down the rabbit hole as you attempt to remove your own eyes. Each round you suffer 1d6 Stamina damage as you claw at your eyes. In addition, you suffer from temporary blindness. You must pass the same Grit check you failed each round to avoid permanently destroying your eyes (do not roll for further effects on this chart for failures). Reach 0 Stamina and your eyes are permanently destroyed unless magically healed.
23	The vision of terror you're forced to take a gander at is more than your poor brain can handle. You fall uncontrollably to the ground and enter a violent seizure. You're helpless as you succumb to the tremors taking over your body. The seizure lasts for 1d12 rounds, after which you suffer an additional 1d6 rounds of confusion (-1d to all rolls).
24	You feel waves of fear overwhelm you, making what would normally seem an insane reaction seem perfectly logical. You feel certain that showing the source of the fear that you have no fear of dying will help win the day. Use your next action to inflict harm upon yourself. The source of the fear will ignore you as long as it has a low level of intelligence, as it assumes you're ending your own life. You may attempt to pass the failed Grit check each round to regain your senses and stop the self harm (do not make further rolls on this chart for failures).
25	You've heard of folks being scared blind, and that's just what happens when you lay your peepers on the source of the Grit check. A nervous response "turns out the lights," making you permanently blind. Only magical healing can restore your vision.
26	You find no solution to the threat at hand other than to run directly away from the source of fear. You flee for 1d10 rounds, and the event that caused the Grit check leaves a permanent mark upon your sanity— you collect a permanent phobia related to the encounter.
27	Your body goes into shock as you realize the source of the threat is unbeatable and so vile that you pull deep within yourself to shield what little sanity you have left. You are helpless as you go into shock for 1d10 rounds. Surviving the encounter will leave you with a permanent phobia related to the encounter.
28	The event unfolding in front of you is too big a burden for your fragile psyche. You must remember something about the encounter (if you survive!) to keep you from ever finding yourself in this situation again. Your body hair turns white as you suffer a full-blown stroke. You fall prone to the ground and all your ability scores are permanently reduced by 1d6. You are helpless for the duration of the encounter and face a slow road to healing to regain your lost health.
29	Death is in the eyes of the threat you now face. There is no escape this time, no narrow victory, only death. You grasp at your chest on the way to the ground and must pass a DC 15 Fortitude save or drop dead from fright. A roll the body check can still save your hide, but you'll age 1d20 years and find your hair has turned alabaster white. The judge may assign 1d6 in permanent ability loss to chosen scores if you've suddenly entered your dotage.
30+	Some things man just ain't meant to see, and when you realize they're breathing the same air as you, the heart can't bear the load! You clutch at your chest as you feel the terror serve such a shock to your system that death is instant and permanent. You feel your spirit leave its mortal shell and move onto whatever afterlife you carved out for yourself in recent years. A roll the body check will not save you.

Madness

Characters that reach zero Grit during an adventure have reached the breaking point and suffer from a temporary mental breakdown.

Upon reaching zero Grit, roll on the Madness table to determine the nature of the mental malady. Characters affected by madness suffer a -1d penalty to all rolls for the remainder of the encounter.

Determine the type of madness by rolling a d% and modify the roll by -10% for each +1 Luck modifier, or +10% for each -1 Luck Modifier. Hex tokens impose a +10% modifier per hex.

0-25%: Minor Phobia

26-50%: Minor Disorder

51-75%: Major Phobia

76-100%: Major Disorder

Minor phobia: The encounter leaves the character with a permanent minor phobia relating to the encounter that caused the mental breakdown. Should the character know they are in the source's presence, an immediate DC12 Willpower save must be passed to avoid a -1d penalty to all rolls until the source of the phobia is no longer present.

Minor disorder: The encounter leaves the character with a permanent minor disorder relating to the encounter that caused the mental breakdown. The type and in-game effects of the disorder are determined by the character's player and their judge. Minor disorders typically attach a -1d penalty to social or physical rolls. To momentarily shrug off the effects, pass a DC15 Willpower save with success resulting in temporarily pushing the disorder down for the duration of this encounter.

Major phobia: The encounter leaves the character with a permanent major phobia relating to the encounter that caused the mental breakdown. Should the character know they are in the source's presence, an immediate DC15 Willpower save must be passed to avoid a -2d penalty to all rolls until the source of the phobia is no longer present.

Major disorder: The encounter leaves the character with a permanent major disorder possibly relating to the encounter that caused the mental breakdown. The type and in-game effects of the disorder are determined by the character's player and their judge. Major disorders typically attach a -2d penalty to social or physical rolls. To momentarily shrug off the effects, pass a DC17 Willpower save with success resulting in temporarily pushing the disorder down for the duration of this encounter.

A Word on Selecting a Disorder or Phobia

In earlier drafts of *Weird Frontiers*, an extensive list of derangements and phobias were organized and plugged into a random chart. The author has since changed his mind as a player at the table may suffer from one of the listed items and feel uncomfortable during the gaming session. Make sure that the suggested phobia or disorder won't cause any real-world stress to any of the players at the table. The ultimate goal of the Weird Frontiers RPG is to provide a gaming experience that is fun for all. Fear and madness play an important part of any RPG tinged with horror, but ultimately the judge and their group should decide how it manifests with the characters.


Torres 20

ALPHABETICAL LIST OF GENERAL RULES

Catching fire

Flammable targets exposed to fire suffer a minimum d6 extra damage, catching fire 50% of the time (or unless otherwise stated). Catching fire results in suffering a cumulative +1d modifier to damage each round the flames burn (d7 round 2, d8 round 3, etc.). Living targets on fire must spend their entire action patting out the flames or will continue to take the escalating damage until death. Passing a DC 8 Reflex save extinguishes the fire. Inanimate objects that catch fire continue to gather intensity if left unchecked. Use the dice chain to help determine when an object has been destroyed by fire. First, decide how much of the object is on fire. A d6 is an average starting die, but objects given time to burn are more flammable and might start higher on the chain. Each additional round advances the die by +1d on the chain until reaching a d30 where the object is no more.

Characters attempting to extinguish fires with appropriate means (water, smothering blankets, etc.) have the reverse effect, reducing the die on the chain by -1d until reaching a d3, where the flames have been extinguished. Judges must decide if enough resources and manpower are available to put the fire out and how much damage was caused to the object.

Charging

To effectively charge a target, characters must be able to move at least half their speed and will gain a +1d attack bonus at the expense of a -2 AC penalty against all attacks on the same and following round.

Chasing

There will undoubtedly be a time where characters are chased or wearing the hat of the one giving pursuit. Judges can use the following system for chases:

Use the dice chain to track where participants are in the chase. Chases typically begin at the midpoint of the dice chain (d10) but you could start higher or lower depending on how long you wish the chase to last. On the first round of the chase, each side rolls 1d10 (or the die type they are starting at on the chain) and adds any situational modifiers (listed below or as determined by the judge). With multiple participants, have the character with the highest movement rate (or the highest Agility for a tie) roll for the group. The higher rolling side either catches up or pulls away and increases their roll to the next die size in the chain for the next round. If a fumble is rolled, drop 1d in the die chain as well as suffering the usual fumble consequences. The chase ends when the pursued has reached a die-step lead determined by the judge (a 3d lead is standard) or a d30 is reached on the chain. Attacking while in a chase is possible. If both sides are on the same die size in the chain, treat it as melee range (the persuer has caught up to the persued at this point). Treat a 1d lead on the chain as medium range, a 2d lead long range, and anything beyond as being out of range.

Chase Modifiers*

+/- ability modifier to the roll for circumstance. (Example: A roof-top chase in the rain would require both sides to add their Agility modifier to the roll)

+1d on the chain to the side that has a head start

+1 on the roll to the side that has a faster movement rate

-1 on the roll to the side that is either heavily encumbered or has mobility issues that would create a disadvantage

-1d on the chain if struck by an attack while running

-2d to the **attack roll** of a side that attacks while fleeing/pursuing

**The judge may impose any modifier they believe is reasonable based on the situation, but in general, assign a die-step modifier for a condition that has a large effect and a +/- 1 modifier for token considerations.*

Cold

If the environment is cold enough to drop a body to 70° Fahrenheit or lower for several hours and not properly equipped (with more than 75% of the body in warm clothing, or access to a bonfire for at least an hour) to stay warm in the frigid environment, your character will soon die from the cold. Characters and mounts suffering from hypothermia lose d3 Stamina on the first day of exposure with an additional cumulative +1d loss of Stamina each day. Once Stamina reaches 0, the character has perished from the cold. Ability points lost from cold heal at a rate of 1d4 per hour once shelter and warmth are found.

Dropping a Torch or Lantern

A dropped torch or lantern has a 50% chance of going out once it hits the ground. Judges should consider whether the light source drops on anything flammable should the torch or lantern remain lit. A flammable object has a 50% chance of catching fire when an ignition source is present.

Drowning/Suffocating

Characters can hold their breath for a number of rounds equal to their Stamina score before suffering from the effects of drowning or suffocating. Characters suffer a d3 of Stamina damage on the first round they can no longer hold their breath, followed by an additional cumulative +1d of damage each additional round. Characters reaching zero Stamina die from lack of oxygen and drown. Ability points lost in this way heal at a rate of 1d4 per hour once they are no longer drowning.

Dynamite

Judges new to Weird Frontiers will soon learn the strong attraction players have for dynamite. Rather than assigning base damage to the item and moving on, we offer a system that might add some fun to blowing stuff up.

A standard stick of dynamite inflicts a base 4d6 damage to all targets within a 50' area (DC 12 Reflex save for half damage if you can take cover). Each additional stick increases damage by +1d and adds 20' to the area of effect.If characters are trying to blow up a structure, make a saving throw (see below) for the object in question to avoid collapse or destruction. Living targets caught in a collapse suffer 1d8 damage per floor of the structure, with any 6's rolled resulting in a broken bone (see *Falling*). Targets must also pass a DC 10 Reflex save to avoid being pinned beneath the rubble.

USING DYNAMITE TABLE

STRUCTURE SAVES	MODIFIERS
Railroad DC 15	+1 to the structure DC for each stick used. Walls or additional floors offer living targets a +1 save modifier per wall or floor between the blast and the target.
Average building DC 12	
Fortified building DC 10	
Safe DC 8	

Encumbrance

Carrying too much weight slows you down and makes maneuvering difficult. Players should detail exactly where all their gear is placed and common sense should be employed as to when "too much" has been reached. Half a character's body weight should be the maximum that can be carried and still be able to move at half speed.

Falling

Characters suffer 1d6 damage for every 10' fallen. Any die rolled showing a '6' results in a broken bone, reducing Agility or Strength permanently by 1 point. Someone with medical training (or by magical means) can set or heal the broken bones. Bones healed by normal means require a month or more to heal and remain weak (represented by the permanent ability loss), while those healed magically mend perfectly, restoring any lost ability points.

Firing Into Melee

Combat involving multiple opponents is a chaotic dance of flashing blades, flying bullets, and bone-crunching blows. Characters taking a chance to strike at an enemy engaged in melee combat with allies risk the chance of striking their own. Should any missile attack fired under these circumstances miss the chosen target, the player should immediately roll d% to see if an ally has been struck instead (50% chance). Should the attack now strike an ally, roll randomly to see who comes under fire (if more than one ally is in the melee), and reroll the attack die. Successfully making this second attack-die roll means the ally accidentally targeted takes the normal damage from the fired weapon.

Considering the prevalence of firearm use in Weird Frontiers, judges are urged to use common sense when determining whether a missed shot would have a chance at striking an ally. Ten cultists taking down a friend would greatly lessen the chance poor Duke has of eating a stray bullet (and is more likely that an untargeted cultists takes that stray shot instead). In cases like this, a good table rule is to randomly determine which of all possible targets the stray shot hits.

Grappling

Trying to get the best of your opponent in hand-to-hand means making an opposed roll with both sides using the better of their Strength or Agility

modifiers; creatures use their Reflex save.

Size matters during grappling contests and an opponent twice the size of their adversary gains a +4 modifier, while being triple the size grants a +8!

Should the attacker win the grapple, they have pinned their opponent, who can only attempt to break the grapple with their next full action. With a failed roll, the target can reverse the grapple if they choose. Attackers wishing to retain the pin have the option of inflicting 1d4+Strength modifier crushing damage each round the grapple is maintained.

Heat exposure

Characters traveling in desert climes must have a canteen of water at the minimum, while horses and other mounts require double the amount. Choosing to travel by day without access to water inflicts d3 Stamina damage on the first day of exposure with an additional cumulative +1d loss of Stamina each day. Once Stamina reaches 0, the suffering is over as the character has perished from heat exhaustion. Ability points lost from heat exposure heal at a rate of 1d4 per hour once shelter and water are found.

Intoxication (chasing the worm)

Characters often grab drinks during downtime in any RPG setting and Weird Frontiers includes a quick and effective means to handle players and their whiskey swilling heroes.

There are three states of intoxication characters can attain. Each state affects certain physical and social abilities, much like they do in real life. The three states are *tipsy, inebriated,* and *smashed.* To reach each state, the character must drink roughly three shot drinks (whiskey, gin, etc.) or four beers (with the number needed adjusted by their Stamina modifier). It takes roughly one hour to reach each state at a casual drinking pace, unless characters clearly state they are moderating their intake. However, characters "slamming" the wood can reach the desired state much faster by drinking three shot drinks or four beers within rapid succession—immediately gaining one level of intoxication once all are downed (it takes one extra shot or beer to reach this stage for each point of Stamina bonus the character has).

Tipsy: After three shots or four beers (or as modified by Stamina), the imbiber begins to feel more confident and is starting to feel "good." Characters gain a +2 to all social interaction-based rolls in addition to Grit checks and Willpower saves. Unfortunately, the price for confidence comes at the expense of reaction speed. Characters considered *tipsy* suffer a -2 to Reflex saves and suffer a -1 AC modifier.

Inebriated: After six shots or eight beers, the imbiber becomes louder, losing any manners they may have walked into the saloon with (if any!) and visibly staggers. Characters suffer a -4 to all social interaction-based rolls but gain a +4 modifier to Grit checks and Will saves ("Ain't nuthin gonna take me down, squid-head!"). Characters also gain +4 temporary hit points as they begin to feel no pain. Sadly, the overdose of confidence comes with the price of losing a few steps. *Inebriated* characters suffer a -4 to Reflex saves and suffer a -2 AC modifier.

Smashed: After 12 shots or 14 beers (or as modified by Stamina), the imbiber becomes belligerent, talking loudly and saying things that would make their granny blush! The drunkard is also staggering to the point of needing things to lean on. Characters suffer a -6 to all social interaction-based rolls but gain a +6 modifier to Grit checks and Willpower saves as they begin to feel invincible. Smashed characters also gain +10 temporary hit points as they feel no pain. Sadly, the overdose of confidence comes with the price of losing a few steps. *Smashed* characters suffer a -6 to Reflex saves and suffer a -3 AC modifier.

It takes two hours to transition back from each level of intoxication to sobriety. Characters reaching *smashed* levels must pass a DC 8 Stamina check to avoid a hangover the next morning. Failure means a -1 penalty to all rolls for 1d8 hours.

Morale

Judges should "become" the bad guy during an encounter. If the odds are overwhelmingly in favor of the players, think of how the adversary would go about avoiding his demise. Bartering or giving up information might make a quick and pointless fight much more memorable and give players the chance to hone their role-playing skills.

Additionally, judges may wish to allow foes a morale check during the following instances:

- ♠ With a group of enemies when the leader is slain, or half the enemies in the group have

been slain.

- ♠ When a single enemy is reduced to half starting hit points or less.
- ♠ When a hired hand gets his first taste of combat or danger and realizes the need to breathe far outweighs whatever he's being paid.

Make a morale check by rolling a d20 + any Willpower save modifier. An 11 or higher means the enemy may continue to fight, while a 10 or less and they will attempt to flee or surrender if possible. Some adversaries are immune to morale checks, babbling tentacled horrors, constructed creatures, and drugged-out cultists have no fear of death and never need to test during combat.

Mounted Combat

It takes a well-trained horse and a skilled rider who knows their way around one to keep their mount on point in the heat of the moment. Characters considered to have horsemanship as an occupation related skill make all maneuver and mishap rolls using a d20 + any related ability modifiers, while those untrained roll a d10 before modifiers. Besides the sample maneuvers and mishaps listed below, characters are subject to the following while riding a horse:

- ♠ During combat, a rider and his mount make one initiative roll using the initiative modifier of the mount.
- ♠ Horses trained to perform in combat may make one trample attack each round, assuming its rider is skilled at horsemanship.
- ♠ A rider uses their mount's movement rate.
- ♠ Horses trained to perform during combat need only check to resist being spooked upon being reduced to half hit points and grant a +1 bonus to all rider-related skill checks.

Maneuvers/Styles

Armless steering (DC 10 check modified by Agility)—Success allows the rider to steer their mount by using their knees, allowing the use of both hands for 1d5 rounds.

Comanche style (DC 12 check modified by Agility) — Success allows the rider to drop down to the side of their mount using their heels to maintain a hold on the top of the horse. This style temporarily shields the rider from attacks originating from the opposite side of the rider, granting a temporary +4 AC bonus. Commanche style can be held for 5 rounds before an additional check must be made, or the rider returns to the saddle.

Quick mount/dismount (DC 8 check modified by Agility)—Success means quickly mounting or dismounting in such a way that the rider retains their action on the round the check is made.

Riding low (DC 6 check modified by Agility)—Success allows the rider to cling close to the mounts neck, moving from side to side assuming a defensive posture for a +2 to AC for 1d5 rounds.

Scooping (DC 13 check modified by Agility)—Success allows the rider to swing down low enough to pick something up off the ground they could normally lift with ease, 10 pounds or less.

Sample Mishaps

Failing a maneuver/style (DC 10 check modified by Agility)—The rider fails the attempted maneuver and falls off the mount, lands prone, and suffers 1d4 damage if the mount was walking, 2d4 if at a trot, and 3d4 if the mount was galloping.

Rider struck by an attack (DC 10 check modified by Agility)—The rider falls off the mount, lands prone, and suffers 1d4 damage if the mount was walking, 2d4 if at a trot, and 3d4 if the mount was galloping.

Untrained mount struck by an attack (DC 12 ability check modified by riders Personality)—The mount gives in to panic and rears, trying to buck the rider. Failing the check dumps the rider to the ground, who lands prone and suffers 1d4 damage if the mount was walking, 2d4 if at a trot, and 3d4 if the mount was galloping.

Firing a weapon from a trained mount moving at faster than a walking pace (DC 10 ability check modified by Agility)—The rider attempts a steady shot while riding their mount at a trot or gallop. Failure imposes a -1d penalty on the attack.

Discharging a firearm within arms reach of an untrained mount's head (DC 10 ability check modified by Personality)—Failing the check results in the mount, either galloping off in a random direction or trying to throw the rider (50/50). In either case, have the player make an opposed d20

roll vs. the mount using the rider's Personality modifier vs. the mount's Willpower save. Should the horse gallop, make a new check each round until the rider regains control, or is thrown to the ground, lands prone, and suffers 3d4 damage.

Poison

Poisons are handled case by case and are part of a creature's description in the Bestiary. If a judge would like a general rule for poisons, use this: Have a character make a Fortitude save vs. a DC of your choosing. A failed save should result in damage to hp per round (pick the die size you feel appropriate) until the save can be passed. If the character is reduced to 0 hp, they die. Alternately, you could do direct damage to Stamina each day (again pick your die size for the damage) with a save check made daily until they recover or die at 0 Stamina.

Recovering Missile Ammunition

Weapons firing arrows, darts or stones can be retrieved 50% of the time, otherwise they're considered too damaged to be used again. Bullets fired from a firearm can never be recovered.

Saving Throws

Saving throws offer a character a means to resist some (or all) of the effects from damage along with a wide range of other effects. Saving throws are grouped into three categories: Reflex, Willpower, and Fortitude. Each category is modified by a related ability score (Agility for Reflex, Personality for Willpower, and Stamina for Fortitude) and potential class modifiers. The DC of the saving throw depends upon the nature of the threat and may need determining by the judge.

Showdowns

Some of the most memorable parts of the classic westerns we all love are the climactic showdowns between our hero and those who aim to do them in. The classic staredown that is often followed by memorable one-liners go hand in hand with quickness on the draw and the ability to split hairs on a gnat's ass. It is for these moments where the showdown mechanic might help add a sense of cinematic fun to your game. When two or more gunslingers agree to settle their differences in the middle of the street by way of the gun, each participant should follow the system below:

Sass-talking/Staredown: A typical showdown begins by the gunslingers involved in the challenge mouthing off or attempting to intimidate their opponent by way of a staredown. This is handled by way of an opposed Personality test, the winner is considered to have gotten under the skin of their adversary. Each participant rolls 1d20 and adjusts the result by any Personality modifier they may have. Judges may wish to award bonuses to participants based upon the known reputation of anyone involved, being outnumbered, or environmental factors. On the first round of combat, the winner gains +1d to both initiative and the attack roll against the target.

Slapping Leather: Getting under the skin of the hombre dead set at putting you under the dirt just sets the stage for the draw, which often determines who walks away to tell the tale. In addition to normal Initiative bonuses, characters gain additional bonuses based upon the weapon's conceal rating, in addition to any bonuses given for modifications to the weapon, or holster it is drawn from. Once the modifiers are calculated, roll for Initiative! The combat progresses as usual from here.

Subdual damage

Characters wishing to spare the lives of their enemies may inflict subdual damage instead of lethal. Targets brought to 0 hit points or less are knocked unconscious for 1d10 rounds or until roused.

Table Results

As a note for the judge, any table result that states the target must perform an action (for example "quake in fear") means the target can ONLY do that action for the stated amount of time and can perform no other actions (unless the table entry states otherwise).

Unarmed combat

Unarmed strikes with an attacker's bare hands inflict 1d3+Strength modifier in subdual damage during melee combat.

Withdrawal

Any participant in a melee wishing to disengage from melee combat must do so at the risk of a free attack from their foe(s) before turning tail to run. Attackers with multiple attacks are only allowed one against a target trying to withdraw.



CHAPTER FOUR
MAGIC

You wanna know what I saw in the fire?
I saw... funny shapes. Funny, little black
tongues licking my soul.

— *Wallace Sebastian Blount, Renegade (1992)*

MAGIC

A HISTORY OF MAGIC

Although no recorded history exists of a period when the earth flourished with an abundance of arcane energies, students of the esoteric know differently and are well-versed in a time when man coexisted with wondrous creatures and humanoids that defy all logic in modern times. Magic existed. The earth itself could be compared to a giant sentient battery—giving fuel to the imaginative fires of those wise in the ways of magic fueled through ancient ley lines dating back to the time of creation. Humanity, the youngest of the races walking the earth, would prove to be both a boon and a curse to the world, eventually bringing the end to all things born of magic. Humans proved adept at weaving arcane energies, often learning in years what their more ancient "cousins" had taken centuries to master.

The Hunger

Sadly, humanity's thirst for power and forbidden knowledge brought an end to the age of magic despite warnings from those who knew full well the folly of stepping through doors that lead to *things* that promise overwhelming power for "small favors." The fall of magic came about through the meddling of a powerful cabal of those well-versed in the arcane—those with a thirst for power that could only be sated by dabbling in magic found in dark tomes never meant for human eyes. After centuries of searching and paying the price of blood and soul, an ancient forbidden tome fell into their wretched hands. The Necronomicon, a living artifact, would act as the key to open wide the cell doors to a race of powerful beings known as Elder Gods. Through ritual and great sacrifice, a doorway opened between worlds and through it poured the very essence of chaos.

The world was covered in a shroud of infectious darkness. The onslaught came like a thief in the night, and with no time to prepare a defense or countermeasures, entire races perished, wiped from existence or exiled to hellish realms in mere days. Only humanity would remain—part of the dark pacts made between Elder Gods and the dark cabal. The Elder Gods took their place on thrones around the world, enslaving humankind and drowning their world in a tide of madness.

The Celestials

Decades passed before a light of redemption would appear, piercing the curtain of darkness smothering the earth, to answer prayers fueled by faith and hope. **The Celestials**, as they would come to be known, are a benevolent race claiming a distant kinship with the humans of Earth, claiming to have had a hand in their creation. The Celestials would plant the seeds of rebellion against the Elder Gods—empowering humanity with new magic and a way to tap into long-dormant ley lines to fuel spells powerful enough to challenge gods. Much like the tainted invasion caught the world off guard and cast it into darkness, so did the rebellion take the Elder Gods and their twisted host by surprise. Aided by the Celestials, humankind cast a powerful ritual designed to not only exile the Elder Gods to personal prisons but throw them into an eternal slumber to which they'd never awaken.

With the Lords of Chaos banished, all that remained was to wipe out those who stood with the Elder Gods, in addition to erasing any trace of the sadistic beasts that followed the Elder Gods to earth to plague humankind. The earth was cleansed of the taint of chaos, but her ley lines fell silent, drained by the unfathomable amount of power needed to fuel the exile of the Elder Gods. The Celestials decreed that none should talk of the dark time they had survived, nor of the allies that had come from another world to help them. All would be forgotten, as would any knowledge of a time when magic existed. This would ensure the Elder Gods would never return.

Nyarlathotep

Several centuries would pass and all was forgotten as planned, but even the best laid plans can hide a vital flaw. The Celestials underestimated one of the Elder Gods and its knack for subterfuge. Nyarlathotep knew of the coming rebellion, but was also painfully aware that its kindred would never unite as one to quash the Celestials and the humans they led. Rather than warn the oozing, crawling gods that held rule over the domain of man, Nyarlathotep took the living relic (known as the Necronomicon) and performed a powerful ritual that created a refuge in a place known as the Dreamlands. The Elder God not only avoided the slumbering exile his monstrous-kin had fallen victim to but held in his hands the very tome needed to break the binding spell and awaken the slumbering gods.

The rituals needed to free the Elder Gods must be performed under certain conditions. First, only the species responsible for the imprisonment may release their captors—thus it requires humans. Next, the rituals must be performed during times of great strife. As the Earth and her ley lines have all but "dried" up, the power needed would come from plagues, wars, and other occasions where death falls upon the world, claiming lives by violence and suffering. As the centuries passed, Nyarlathotep visited its kin through the Dreamlands, promising a day of reckoning where humankind would once again become enslaved and punished for their treason. Nyarlathotep fuels their god-dreams with a promise that will surely find its way home when the right conditions appear.

Watching patiently, Nyarlathotep continually grooms a flock of followers eager to unleash Hell upon the earth in return for power and a place beside the throne of those they seek to free. Warlocks dedicated to the cause instill their madness in sons and daughters, passing the dark arts from generation to generation—all the while waiting for the chance to strike out. During a time of war and great plagues, Nyarlathotep's cabal struck with the aid of the powerful grimoire, but be it fate or the luck of the draw, the cultists were discovered by the agents of light and were cut down. To date, the Necronomicon has escaped destruction, allowing the hidden struggle between good and evil to continue.

The War of Brothers

Nyarlathotep's greatest triumph came during one of the bloodiest wars in American history, one that the Elder God pridefully admits to having a heavy hand in starting. With over six hundred thousand casualties of war, coupled with the hate the war instilled in those it affected, the American Civil War served as an endless bonfire of negative energy needed to once again attempt the dark rituals held within the pages of the Necronomicon. In 1865, Nyarlathotep gave the living tome to a warlock with a fanatical devotion—Helmut Wagner, a German immigrant who settled in the slums of New York during the Summer of 1863. Nyarlathotep's watchful hounds sensed the arrival of a potential "vessel" within days of his arrival, and the young man offered no resistance once shown the truth of his lineage and the role he might play in days to come. Helmut took to occultism like a fish to water and soon began drawing the dregs of the city to his "flock," each miserable soul seeking escape from the unforgiving streets in hopes of a hot meal and a sense of purpose. In the Spring of 1865, the Confederate army on the verge of surrender, Helmut began his pilgrimage. He took the ancient tome along with his flock and traveled deep into Mexican territory, far away from prying eyes. They murdered and collected innocents for sacrifice on the way to a nexus point rumored to have been a Celestial gate.

Seven Days of Night

The first of two rituals proved to be a success for the dark apostle, and after days of sacrifice and self-mutilation from their followers, the slumbering Elder Gods roused from their dimensional slumber—suddenly made aware of the warded prisons holding them captive. The second ritual of unbinding only partially succeeded before it was brought to a violent end by a small band of Texas Rangers, led by a man claiming to be a direct descendant of a Knights Templar. The posse tore into the cultists, mercilessly cutting them down amidst the last hours of the ritual. Once again, before it could be destroyed, the Necronomicon escaped. Flying high into the night, each page of the tome scattered on dark winds, carried safely to the most desolate places on earth, where it might be re-bound once again in the hands of its keeper.

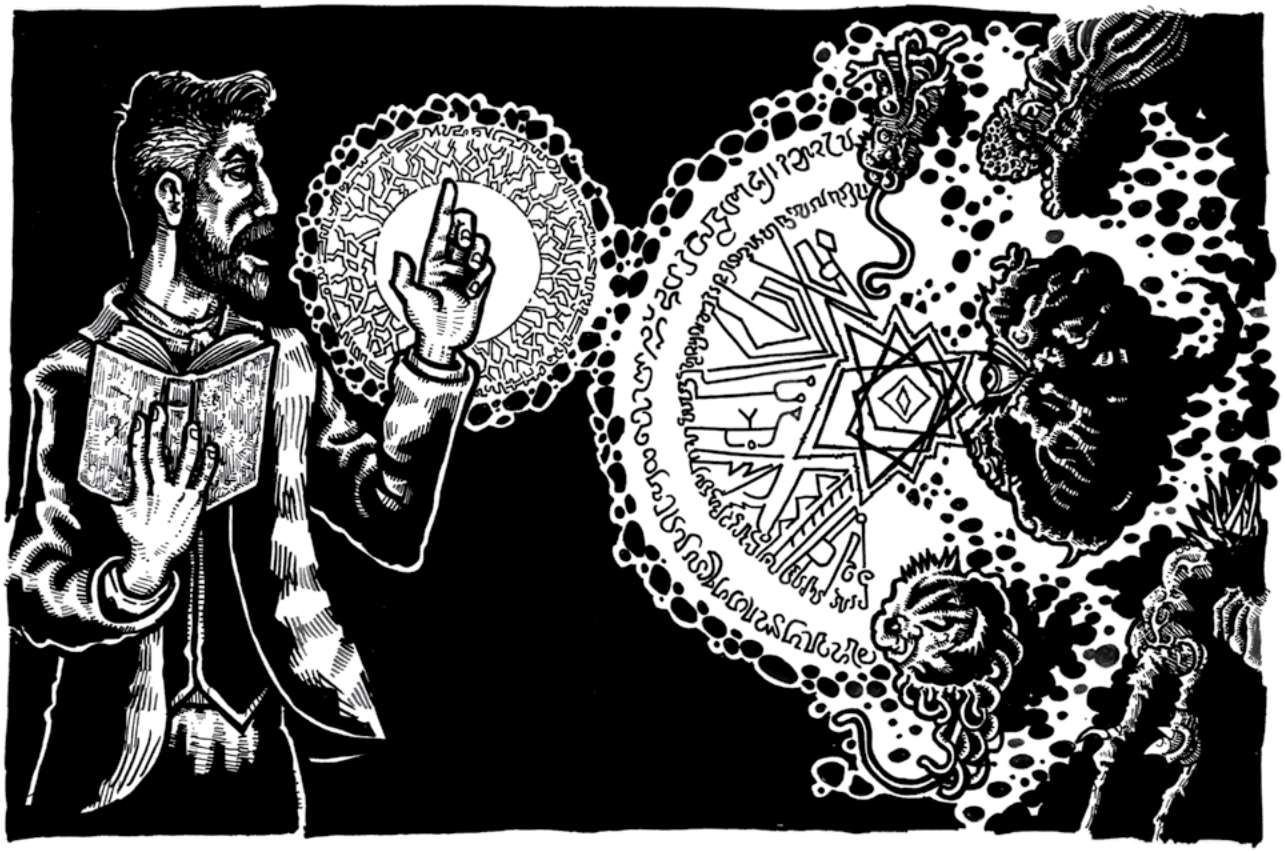
Though the Elder Gods were contained and the ritual ruined, the world still found itself home to the twisted things oozing from beyond the summoning gate. A new darkness stained the land, followed by creatures bound to the Elder Gods. The seven days of rituals and sacrifice triggered strange events and astral phenomena—like the lunar eclipse that lasted seven straight days. With the land cast into perpetual darkness, many thought the world was coming to an end. Mass hysteria led to mass murders and suicides; this period was forever known as **The Seven Days of Night**. Though the madness of The Seven Days of Night would come to an end with the return of the sun, the obvious infection the rituals left upon the earth quickly became apparent when the newly buried dead clawed their way out of loose graves to rise and feed on the living.

The walking dead destroyed towns, while more sinister things waited in the shadows to snatch up those unaware of the new "neighbors" they were about to become a meal for. Within weeks, President Lincoln called for an immediate ceasefire and truce between North and South so that the hordes of dead terrorizing the territories could be put down. For once, Native Americans and Citizens of the Southern and Northern States (along with newly freed slaves) united for a common cause—united against the abominations walking the earth.

The Return of Magic

Much like a host body fights off the destructive nature of a virus, the earth has grown infected from the weeping taint of the Elder Gods and is fighting back. The gates to something worse than Hell had opened, if only briefly, but long enough to allow a taint to infect our lands. However, Mother Earth would not succumb, and long dormant ley lines pulsed with arcane energies once again. These "pulses" could span miles of territories, catching unsuspecting travelers and townsfolk in the supernatural energies at random times. Most would walk away from the pulses no worse for wear and with a grand story to tell the children, but occasionally, a witness would never be the same. Kissed by the supernatural, these rare individuals are capable of things no mere mortal could ever perform.

Besides being the source of creation for several of the classes found within the pages of Weird Frontiers, the appearance of ley lines has given birth to a





second age of magic. Occultists now find they can manipulate the winds of magic to fuel fantastical spells of their own creation, while mountebanks draw from the arcane to charge wondrous potions. Even the simple church pastor has found that pleas for diving intervention have not gone unheard.

Along with the rebirth of magic, creatures and races thought to be only the stuff of legend have slowly appeared all over the world. By 1870, anyone wanting to keep their name out of the Book of the Dead had to swallow some hard facts. First, things that shouldn't exist stalk the night in search of unsuspecting prey, and some folks are in cahoots with them. Second, magic is real. You might not understand it or know how to use it, but you'd best respect it and keep a healthy distance between yourself and those that do—for even if they mean you no harm, there's often something following them that does!

THE RULES OF MAGIC

Arcane checks

There are several character classes in the Weird Frontiers game that use arcane energies to cast spells, brew magical elixirs, and even invent wondrous contraptions fueled by the unbridled passion of their creators. Though several variations of the arcane exist, the means to determine successful attempts to channel them are handled similarly. A standard d20 is used and modified by class-related factors. Use the following chart and cross-reference the class to determine the type of magic used, including any modifiers. Remember that Luck points may be spent at any point to increase the result of arcane checks on a 1:1 basis.

ARCANE CHECKS TABLE

CLASS	TYPE OF MAGIC	SYSTEM
Bedlamite	Constructs devices and "fuels" them by force of will.	Gear check: d20 + Intelligence modifier + level.
Calavera	Spell-like abilities learned from the restless dead wandering the spirit-wastes.	Spirit craft: d20 + Personality modifier + level. Each use typically expends temporary Personality points.
Gambler	Spell-like abilities that use a deck of playing cards or that affect chance.	Each use typically expends Luck points.
Hellbilly	Spell-like abilities that rely upon a musical instrument or an enchanted jug of hooch.	Each use typically expends temporary Personality points or requires a performance.
Luchador	Spell-like abilities that rely upon a unique spirit mask.	Activation requires no roll, but each use typically expends temporary Personality points.
Mountebank	Brews magic formulae that rival even the most powerful spells.	Brew check: d20 + Intelligence modifier + level.
Mystic Monk	Chi disciplines that focus their martial powers	Each use typically expends temporary Personality points.
Occultist	Harnesses ambient arcane energies to fuel traditional spells and rituals.	Spell check: d20 + Intelligence modifier + level + any declared spellburn.
Revelator	Acts as a vessel to channel divine energy used to perform miracles.	Miracle check: d20 + Personality modifier + level.
Sin-eater	Uses ancient rites learned from the original ferryman himself to aid the shepherd in escorting precious souls through the afterlife.	River rites: d20 + Personality modifier + level. Each use typically expends temporary Personality points.

Components

Each arcane-using class has different requirements for how their effects are brought into existence. Unless modified by a specific spell description or from a spell's mercurial effects, occultists must be able to speak and have at least one hand free, and some spells require certain physical components. Revelators must be able to speak and brandish a holy symbol or sacred book unless an effect states otherwise. Bedlamites and mountebanks simply need to touch their creations or potions to energize them.

Discovery

There are several means of discovering and adding to a character's repertoire of arcane powers, limited by only the judge's imagination. Spells can be researched, discovered in forgotten grimoires of long dead "wizards," or perhaps etched on the walls of a forgotten cave. Miracles are of course granted by the divine to worthy followers. Formulae and contraptions are found in the pages of inventor's notebooks, self discovery through laborious hours of experimentation, or even cleverly disguised within published books if one knows how to read between the lines.

Bedlamites earn new wondrous contraptions through experimentation, published blueprints, and found notes and journals from other inventors. At least one wondrous contraption is researched and gained each level but a bedlamite may also find or acquire another mechanics wondrous invention. One week per contraption level of time tinkering with the "inherited" contraption and the expenditure of one permanent point of Luck is needed to make it their own. One new mundane contraption is acquired each level through simple experimentation.

Occultists gain new spells as they reach new levels. Spell selection is normally randomly determined after selecting the level of desired magic; however, should the spell monger discover a source of magic during their adventuring, they may instead choose to learn the discovered spell. Each "book" requires hours of study and components before trial casting can begin. This is represented by gaining only one spell at each new level. Each occultist has a maximum number of spells and spell levels as determined by the caster's Intelligence Stat.

Keep in mind that randomly determining beginning spells at 1st level can result in spells that don't fall in line with what the player finds useful. Judges may wish to allow a few rerolls or even allow the player the benefit of choosing them.

Mountebanks earn new formulae through experimentation, published manuals, and found notes and journals from other inventors. A new formula is discovered at every new level or can be found along the way but the number that can be known and active at any one time are based on the character's level.

Revelators gain their miracles and powers directly from the divine entity they worship and do not need to research or acquire new capability in any other way. A number of miracles based on the character's level are granted each day after prayer. The player may select the spells they wish freely up to the number and level allowed by their character level.

Locations of Power

One of the few positive changes the Seven Days of Night brought about was the re-emergence of long dormant ley lines. Ley lines grid the earth in a web of constant fluctuating arcane energies that pulse at random times and with varying intensities. These "pulses" are what leads to the birth of the classes found in Weird Frontiers. Judges may wish to allow a random ley line to be active in the area that offers a bonus of +1d to any arcane check at the expense of added time. At a minimum, add 1 turn to the casting and potentially up to an hour. Any class that rolls for spell-like effects may take advantage of this.

Regaining Lost Spells, Wondrous Contraptions, and Formulas

Typically, classes that cast spells or use arcane abilities that mimic spells only lose them when the check for success determines a "lost" result on the chart for the spell or arcane ability in question.

Spells typically return within 24 hours after they were lost—unless temporarily brought back by spellburning. Unless specifically stated in the description for the spell, the contraption, elixir, ability, etc. in question, all powers will return within 24 hours. A perfunctory review of the spell from whatever passes for the caster's tome or journal is typical but not required.

A **Formula** that activates with a natural 1 roll causes a mutagenic reaction. In addition to possible harmful side effects, the formula is lost much like the occultist loses a spell and will also return after 24 hours and a quick review of the formula. Each formula includes specific effects that are referenced on the roll of a natural 1.

Miracles are never lost unless a specific effect states otherwise.

Wondrous Contraptions often have disastrous side effects when a Gear check results in a natural 1 (a *malfunction*). The device must be repaired before it can be used again. Check the result chart for each wondrous contraption to determine the nature of the malfunction. A review of the device's blueprint and calculations, making adjustments for the errors discovered, is a good idea for forward-thinking inventors but is not required.

Storage Mediums

Much like the legendary wizards of old, occultists carry spell books that contain the fruits of their endless labors. Whether through following clues in hopes they lead to an ancient tomb filled with forgotten arcane scrolls or facing the unspeakable things that lie in wait to those who dare to delve the occultist toils endlessly, risking their life and those of their allies (though they best not know this!) for that discovery of a lifetime. Each occultist carries a personal tome containing their esoteric discoveries and guards it with their life! Written within its pages are spells, rituals, and personal notes to study and review as needed.

Spells and rituals range from those tucked away for centuries in the hopes they might avoid destruction at the hands of shallow minds who find spell use and deviltry one and the same, to those created by modern-age occultists that have learned to not only cast from ancient scrolls and books but also weave the ambient arcane into spells of their own creation. Each is as priceless as it is rare and becomes something even more unique when the occultist adds their own unique signature to the discovered or created spell.

While occultists typically use the pages of a special tome to record their work, other individuals capable of performing spells and rituals may keep their discoveries recorded in the form of runes burnt into rare stones or bones strung on leather cords with their components. Judges should work with players who wish to steer away from the typical books in favor of a unique means for recording spells.

Revelators have their holy books or perhaps scriptures recorded on scrolls or even prayer-beads inscribed with celestial symbols. Mountebanks and the bedlamites each use arcane energies in different ways than the occultist. Mountebanks collect formulas in closely guarded journals that work much like spells, while bedlamites keep map-tubes containing blueprints to the wondrous contraptions they construct and breathe life into. Each follows the same methods for discovery and learning fresh additions they wish to add to their repertoire.

OCCULTISTS

Corruption

Channeling the winds of magic and weaving them into arcane wonders is an incredible ability, but one that also comes with a price. Fledgling occultists and even crazed cultists know that at any given moment the tables can turn and throw the arcane dabbler into a world of hurt. Besides the fickle winds of magic, fiends both infernal and extraplanar constantly "fish" for unsuspecting souls to twist and torture. Even the simplest of magics come with a risk, and smart casters often think twice before practicing their arts.

Just as rolling a natural 1 during a physical attack results in some form of botch, a spell carries similar consequences any time a natural 1 is rolled for a spell check. The spell not only backfires on the caster but opens doorways to powerful entities schooled in ways to make the occultist pay for their mishandling of the arcane.

Each time a miscast occurs, follow the instructions found with each spell description. Some results will have the player roll on one of the Corruption tables (Minor, Major, or Greater). Rolls are always handled by using a d10 and subtracting the spell level from the roll and adding any positive or negative modifier the caster may have for their Luck stat to the total. An occultist may burn a point of Luck either before or after the chart roll to avoid corruption. The misfire result can not be avoided by spending Luck—only the corruption.

MINOR CORRUPTION

D10	Result
1 or lower	The caster's face takes on the appearance of a snake. The scales dry and crack, constantly weeping a blood-tinted fluid.
2	The caster develops a strange gait as one leg grows d6 inches longer than the other.
3	The caster's eyes change into something unsettling. Roll 1d6: (1) eyes lose all color, leaving white orbs that have a soft glow in the darkness; (2) eyes develop catlike features with large green/yellow irises and slits for pupils—the character will be considered one who dabbles in deviltry; (3) fishlike with no eyelids—eyes constantly weep to an unsettling degree; (4) eyes look like those of a serpent, with narrow slits serving for pupils; (5) eyes constantly leak tears of blood; (6) pupils frost over, giving the appearance of blindness.
4	The character finds their fingers have grown an extra knuckle, giving the appearance of long, spindly spider legs. The look of the fingers are enough to give most folks a stiff blanket of chills up their spines.
5	The caster finds a symbol marking them as property to some infernal or extraplanar entity on their body. The symbol constantly smolders and is a painful reminder of a fate yet to come.
6	One of the caster's features changes to that of an animal. Their nose may begin to resemble a snout or perhaps their tongue becomes forked. Judges are encouraged to work with the player on the type of animal and what feature was altered.
7	The caster has seen into the future and glimpsed the scorching crimson deserts covering and smothering out life. They return from their mental journey sweating and parched for water.
8	The caster finds their appearance has changed for the worse. Judges are encouraged to come up with a change that relates to the type of spell being cast. A fire based spell might have the caster looking scarred, while an acid-based spell might have a part of the caster looking "melted."
9	The caster catches the attention of a whiskey demon in the larval stage. The creature drifts and settles into the stomach of the caster before manifesting in the prime. The caster constantly thirsts for whiskey and will begin to look jaundiced and emaciated as they have no choice but to drink to satiate the baby in their belly. Going 24 hours without at least a pint of whiskey unsettles the larvae and it begins to chew at the caster's stomach causing a -1d penalty to all rolls.
10+	The caster's mind reels as it is visited by a higher power, either infernal or extraplanar. The creature floods the caster's mind with visions of delicious madness, causing pain sensors to overload, forcing the caster to pass out for 1d6 hours or until awakened by vigorous means.

MAJOR CORRUPTION

D10	Result
1 or lower	The caster is caught in the web of something extradimensional and linked to the parasite for life. The caster loses 1d20 pounds and develops an emaciated appearance in addition to losing 1 point of permanent Stamina.
2	The caster develops a small orifice in the area of their abdomen. The hole constantly weeps a black syrup sweet to the taste. Through the course of a month, the affected abdomen swells until the caster succumbs to a sick version of childbirth. While in the throes of "labor," the caster can do nothing but lie prone for 1d10 rounds before giving birth to a demonic, mewling cat. The creature, though infernal, will be protected by the caster long enough for it to escape. Judges should roll 1d30 secretly to determine the day the birth occurs and keep as accurate count as possible. On the due date have the caster roll against a DC 12 with each combat encounter. Failure results in the caster going into labor. Should the caster succeed at every save through the entire day, the "kitten" will come during the next time of rest.
3	The caster finds their mouth is able to unhinge, allowing for large morsels to be pushed down their throat. Additionally, the caster's eyes change to resemble those of a viper. The caster prefers to eat small game animals whole and is unable to produce their own body heat.
4	The caster finds one of their arms has developed into a tentacle. The underside develops hundreds of "suckers," while the outer becomes sickly purple in color and leathery to the touch. The caster will never drop an item being held in their "hand" and gains a +2d bonus to any rolls relating to grabbing or retaining their grip on items being pulled from the tentaclelike appendage.
5	The caster's fingers grow an extra knuckle and sharp black claws, granting a melee claw attack (d6) but inflicting a -2 penalty to rolls related to manipulating objects.
6	The forehead of the caster begins to develop horns. Two black buttons appear overnight and begin to grow with constant spell work. Each time the caster uses a spell, their horns grow 1" to a maximum of 18". Horns must be ground down under the light of the moon or tools used to perform the task will malfunction. Allowing the horns to be displayed openly will bring down a righteous fury from the populace of an area.
7	The caster's skin loses all color and their hair changes to an oily black hue. Spending an hour or more under the sun without protection will cause the caster's skin to burn, causing a -1 penalty to all physical rolls. Additionally, the oily hair smells of sulphur, imposing a -1d penalty to any interactions.
8	The caster finds their tongue has become forked, while their eyes have become black orbs speckled by constellations in faraway galaxies. Their appearance is unsettling and unwanted should they walk into town without taking proper precautions.
9	The caster constantly sloughs off skin and is compelled to eat it, lest their affinity to the arcane vanishes. Their skin is constantly shedding, and the compulsion to nibble can only be resisted with a DC 15 Will save. Refusal to eat results in the loss of spellcasting until the compulsion is sated.
10+	The caster finds they cast no reflection and their shadow has acquired horns and a tail.

GREATER CORRUPTION

D10	Result
1 or lower	A greater demon or perhaps an Elder God has decided to use the body of the caster as storage for souls of the lost and damned. During random moments anguished faces stretch the skin of the caster, trying to escape the host that holds them captive. There is a 1 in 6 chance during any social interaction that 1d4 fist-sized faces stretch an area of exposed skin, causing social interaction rolls to suffer a -1d penalty.
2	Old Scratch has come to collect on a debt. The caster is set upon by thousands of black locusts intent on devouring the body and soul of the caster. Untold agony is suffered as the object of their affection is eaten out of existence, only to reform in Hell. What seems like an eternity is mere seconds as the caster is sent back home with a permanent reduction in hit points (by 3d6) and all Stats are reduced by 2, including Luck.
3	The head of the caster is replaced by that of a serpent of similar size. The caster's visual range is reduced by half; however, pits in the head allow the caster to see heat impressions with such accuracy that a thermal image is produced. The caster gains a venomous bite, inflicting d4 damage and forcing a DC 12 Fortitude save to avoid suffering d3 Stamina damage for each round the save is failed. Passing the save ceases any further loss. Casters suffering in this fashion can never show their true faces in public for fear of being killed on sight.
4	The caster has drawn the attention of an Elder God. The Black Goat of the Woods reaches through a crack in the Dreamlands to gently caress the caster. The caster's legs are transformed into those of a goat, while their facial features twist and contort into a demonic goat visage. The caster unsettles everyone within sight (-1d to interactions), while flowers and plants that are gazed upon turn to dust.
5	One of the caster's arms changes into a warty 4" tentacle. The caster gains a +2d bonus to all rolls to grab or retain objects and never drops items from the new appendage. Additionally, climbing checks gain the same bonus. Openly showing the appendage means a certain "date with a noose" in any populated area.
6	The eyes of the caster vacate their sockets, leaving empty spaces that constantly weep a black ichor. The eyes migrate to the top of each of the caster's hands and gain the ability to see perfectly in the dark at normal range. The caster finds all physical activity harder due to the hands needing to be held in a specific position to see normally, thus suffering a -1d penalty to all activities requiring sight.
7	The caster grows by 1d12 inches and finds their spine has developed an unusual curvature. In addition to the unsettling appearance, the caster finds their joints constantly cracking and snapping, causing intense pain. The caster's Movement is reduced to 10', while AC suffers a -2 penalty.
8	The skin of the caster dries and cracks. Roll d%: (1-50) the cracks inflict 1pt of damage each day as brimstone seeps from the wounds at random times from random places, and the caster suffers a -1d to all interactions; (51-00) the cracks inflict 1pt of damage each day as the wounds seep brackish slime and the caster has a hard time holding items (on a natural 1 any item will be dropped in addition to any other effects).
9	The caster finds their abdomen is the new home for a second face resembling their own. The face drools and moans, soaking the host's shirt and spoiling attempts at stealth. As an odd side effect, the caster can no longer swallow food by normal means and must feed the secondary face to find nourishment.
10+	The tongue of the caster elongates 1d10 inches and gains the prehensile properties of a tentacle.



Elder Gods as Patrons

In ages past, during a time erased from the history of humankind, Elder Gods carved thrones from mountains and enslaved humans—who served as playthings to twist and torment—while they devised greater plans of conquest. Rescue would come through the benevolent Celestials, who helped the enslaved rebel and overwhelm their dark masters. After the overthrow, the Celestials almost succeeded in erasing the existence of the slumbering Elder Gods from the history books—hoping that sleeping beasts would lie eternally at rest.

Had it not been for Nyarlathotep's clever escape to the Dreamlands before his brothers and sisters were imprisoned, the world would still be untainted by the events of the Seven Days of Night. However, the Elder God has toiled for centuries sowing seeds that would eventually take root and grow into a second age of magic, ultimately casting the world in a downward spiral that could end with the return of the Old Ones and the extermination of all life on Earth.

Sadly, whether from naivety or a thirst for forbidden knowledge, there are those who tempt fate by opening doors to eternal darkness—welcoming communication with those that wait in exile. Occultists may fuel their spell work by willingly opening themselves up to the dark powers seeking entry into the world. Doing so offers a bonus to the spell check but at the cost of automatic corruption that can not be avoided by expending Luck. The invoked powers grant a +2 in exchange for minor corruption, +4 in exchange for major corruption, and +6 for accepting greater corruption.

Rather than merely flirting with the dark powers, occultists may make blood-pacts with them. Occultists who Walk the Line or follow the Path of The Damned may use the spell *invoke patron* to serve one of the many dark things eager to answer the call. Dabbling with an Elder God ensures an occultist will rise on a fast path to knowledge and power. This will almost certainly end with a slip through the proverbial rabbit hole that ends with a new convert to the cult of whatever power that tempted the poor soul into a gamble where the odds are always stacked towards the house.

Occultists choosing to bond with one of the many Elder Gods must do so in secret, lest their allies put them down, thinking they have shifted sides. Making the pact gives the occultist an additional spell at each new level, in addition to a +1d modifier to invoke patron rolls. Granting such favors instills confidence in the occultist, lulling them into thinking they are in control. Elder Gods are patient, seeing a decade as mere seconds. They wait for the moment where a word to an incantation is forgotten, or a symbol is traced slightly off. To represent this, anytime the bound occultist miscasts a spell, the result must include a roll on one of the corruption tables. Should a result not include a Corruption table roll, move to the next highest result where a roll on a Corruption table is called for. In addition, the roll is made at a +1 penalty to the roll (higher results on the Corruption tables are generally worse for the character). The spell *invoke patron* can be found under **Dark Patrons** in the **Judge's** section.

Mercurial Magic

All occultists share a similar talent for casting wondrous spells and performing forbidden rituals, though that is where the similarity stops, as each is a unique interpreter of the arcane. An ancient parchment scribed in the blood of a demon may read the same to a room full of adepts capable of enacting the foul rite, but no two occultists will manifest the result of the rite in the same fashion. A demon-worshipping cultist might find their skin temporarily melting away from their bones as a powerful fireball forms, whereas an occultist might invoke the same spell and summon a firebird to breathe fire into the caster's palms to be shaped into the desired effect.

The ebb and flow of arcane energies are in constant flux, and each caster channels the energies through every cell of their being, adding a unique "signature" to the result. To represent the mercurial effects of a spell, have the occultist roll once on the Mercurial Effects table each time a new spell is added to their grimoire, using a d% and modifying the roll by any Luck modifier x 10%. So, for example: a Luck modifier of +3 would add +30% to each roll on the table (a modifier of -3 would be a -30%). The result rolled is the personal manifestation of the caster's spell and does not change.

MERCURIAL MAGIC TABLE

D%	Result
1	The caster's skin becomes rigid, tough, and looks like tree bark for 1d4 rounds after casting this spell. The caster gains +4 to AC and their Movement speed becomes 0' for the duration.
2	Any ammo that is chambered and ready to fire in any gun carried on the caster explodes, destroying the weapon and causing half normal single-shot damage to the caster per weapon.
3	Hair growth. All hair on the caster's head grows 2d12 inches immediately after the spell is cast.
4	Every step the caster takes for 1d4 rounds creates a pillar of fire from their footsteps. The pillar rises up 20' and does 1d6 damage per round to those that come into contact with it. Those that take damage from the pillar are subject to catching on fire.
5	When the spell is cast, the caster's body becomes glowing, golden-hued wispy energy for 1d6 rounds.
6	The caster's eyes become glowing orbs of white light that project out 30' for 1 turn. Keeping the eyelids closed stops this illumination until reopened but obviously makes the caster unable to see.
7	A high-pitched sound reaches resonant frequency when the spell is cast. All glass within 20' of the caster shatters and causes 1d4 damage to anyone within 5' of the shattering glass unless they make a DC 10 Ref save.
8	Casting this spell causes the caster's back to sprout usable wool, much like a sheep's. Sheep shears will need to be used to cut the hair if the wool is to be processed.
9	When this spell is cast, the caster's teeth become soft taffy for one hour, becoming stuck to one another and the inside of the mouth. The caster cannot speak correctly for the duration, after which the taffy breaks off and the teeth return to normal.
10	When this spell is cast, all avian wildlife within one mile will be aggressive to the caster for one hour, actively seeking them out and attacking on sight.
11	The caster becomes extremely thirsty for 3d6 rounds after casting this spell. During this time the caster is at -2 to all actions unless they drink water for a full action. Doing so alleviates the thirst for the next 4 rounds.
12	When this spell is cast, the next item touched becomes infused with arcane power. A weapon so infused gains +1d to damage; armor infused gains +1d3 to AC. Other items either function faster, longer, or more efficiently as decided by the judge. Weapons and armor stay infused for 1 turn.
13	Tearful casting. The caster is struck with a strong feeling of sadness when this spell is cast, causing them to cry uncontrollably and suffer a -2 to Personality until the caster witnesses something truly joy inspiring, as decided by the judge.
14	The caster's body odor becomes extremely foul to those around them for 1 turn; they cannot detect any change. Anyone within 20' of the caster must make a DC16 Fort save or be at -2 to all actions for 1d4 rounds from nausea. Staying in the caster's vicinity forces another save once the duration of the nausea has passed.
15	When this spell is cast, the caster's face melds and reshapes itself into a completely different face for one hour. This allows the caster to disguise themselves, though their voice will be unchanged.
16	All water, even in containers, within 10' of the caster becomes boiling hot until it cools normally.
17	The caster becomes shadowy and transparent for 1d6+2 rounds when this spell is cast. Any attempt to hide or sneak during this time is made at a +1d to the check.
18	When this spell is cast, the next item touched will be completely indestructible for one hour. If the item touched is part of a larger construct, such as a boat, then the whole construct is indestructible for the duration. When the duration has ended, the item crumbles to dust.

MERCURIAL MAGIC TABLE (CONT.)

19 The caster can see the aura of any living being, even through other objects, at a range of 30' for 1d10 rounds when this spell is cast.

20 When this spell is cast, the caster's sense of smell becomes extremely strong for one hour, giving them a +6 to any check to notice creatures within 20'. The judge has discretion if a creature does not produce a smell.

21 In order for this spell to be cast, a small living creature must have its life force extinguished. A small animal (dog, cat, bird, mouse, raccoon, rabbit, etc.) within 30' will randomly die in order for the spell to be cast. Roll randomly if multiple animals are in range.

22 When the spell is cast, the caster floats 1' off the ground for one hour. They must use the aid of others to push and glide them across the ground. A stick can be used to push them over the ground or they may pull themselves by grabbing stationary objects, at half their Move speed. If the caster moves over a drop they will plummet like normal but stop 1' over the ground safely.

23 The caster grows an apple-sized, flesh-covered fruit off their torso which may be plucked (causing 1 point of damage) and consumed. The growing process takes one hour and only one fruit may grow at a time. The inside of the fruit contains a red, fleshy pulp that produces a random effect (which lasts for 1 hour) when consumed. Roll 1d6: (1) nausea—all actions are at -2; (2) +2 to all saves; (3) +2 to Initiative; (4) +2 to spell checks; (5) +2 to AC; (6) reduce all damage by 2.

24 When this spell is cast, the caster becomes extremely attractive to all those they encounter in the next hour. They receive a +4 to all Personality checks.

25 The caster gains telescopic sight over great distances if they concentrate for 1 round. The distance seen is decided by the judge based on visibility conditions, obstructions, and lighting, to a maximum of 10 miles. The caster is able to see fine detail at the distance. This ability can be used at will for one hour.

26 When this spell is cast, the caster gains another full action die for 1 turn.

27 The caster's skin takes on a slight, shiny chrome sheen, which deflects all bullets targeting them for 1 turn. All gun attacks targeting the caster miss. If the target that shot at the caster rolls a 1 on their attack roll, the bullet strikes the shooter, doing normal damage. To spot a caster with chrome shielding, a DC 16 Intelligence check must be made to notice something unusual about any exposed skin.

28 If the spell is successfully cast while the caster holds a diamond of any size, the diamond will radiate light like a lantern until shattered or destroyed by physical means.

29 When this spell is cast, the caster can mold blood into simple physical objects (shovel, hammer, knife, spike, rope, wagon wheel, etc.) of normal usability. The amount of blood must be available to mold an item of typical size. The blood-object lasts for 1d3 hours and is sticky and slick to the touch.

30 The caster can consume things that their teeth and digestive system normally couldn't for nourishment for the next 24 hours. The judge must decide if the material is consumable for each meal and the quantity allowable. Such items could be paper, wood, cloth, tin, dirt, leather, bones, etc.

31 When this spell is cast, the caster loses their sense of hearing for 1d3 hours.

32 If this spell is cast while the caster is in sunlight, the caster takes 1d6+2 damage and is at -2 for all actions for 1d8+2 rounds.

33 When this spell is cast, a blast of arcane energy explodes from the caster, doing 1d8+2 damage to all creatures within 20', forcing them to make a DC 18 Ref save or be knocked prone.

MERCURIAL MAGIC TABLE (CONT.)

34 Casting this spell causes the caster to vomit forth a fleshy seed which burrows into the ground with the help of small tentacles. Within one hour the seed sprouts into a 1' tall plant. The plant has five tubers which lie beneath the soil and resemble a small fleshy carrot or potato. This tuber can be consumed raw to heal 1d2 points of damage or all the tubers can be cooked into a stew of four portions, which takes one hour, and restores 1d8 points of damage per portion. Only one portion of stew can heal someone in a 24-hour period and only one life seed can be created per 2d3+1 days.

35 The caster of this spell takes no damage from cutting weapons for one hour.

36 The casting of this spell causes the caster's saliva to create a 5' globe of pure darkness as an action for one hour. The caster can only create a globe every-other round, and spitting into the same globe doubles the globe's size until it reaches a maximum 20' in diameter. No light can penetrate the globe of darkness and no light inside the globe may be seen from the outside. The globes last for one hour.

37 The caster of this spell loses 1 point of Strength each time this spell is cast, until the caster reaches 1 Strength, at which point the spell is lost and is not regained for 1d3 days.

38 One target touched by the caster causes all projectile weapons on their person to shoot arcane projectiles for 1 turn, doing the same damage as normal, but does not expend any actual ammo.

39 Casting this spell grants the caster the ability to communicate to all normal animals telepathically until a different spell of any kind is cast.

40 The caster of this spell gains 10 temporary hit points that will be reduced from damage before normal hit points. These temporary hit points remain until reduced to 0, at which point the spell is lost. Multiple castings of the spell do not gain extra temporary hit points.

41-60 The caster immediately vomits a stream of green mucus that puddles at their feet. The body fluid can be ingested with a DC 12 Will save (taking 1d4 turns) to instantly heal 1d10 hit points. Failure to pass the save results in the person attempting to keep from throwing up for the next 1d4 rounds and are considered to be helpless for the duration.

61 The caster begins to hiccup uncontrollably for the duration of the current encounter. Attempts at using stealth are useless by the caster and anyone within 10' attempting to be sneaky. Additionally, all spells are cast with a -2 penalty. Should the caster be required to pass a Grit check or fail the saving throw as a result of being targeted by a fear-based spell, the hiccups will go away.

62 The caster begins to sweat whiskey while casting the spell. Clothing worn becomes soaked and flammable until properly dried. Should the sweat be collected by wiping it away with a rag and wrung out, 1d3 shots of whisky can be harvested.

63 1d3 angry, dire jackalopes (see the **Bestiary**, pg 715) manifest and attack the caster in a fit of soft, furry rage before being pulled back into the arcane-aether that summoned them.

64 The caster acquires the attributes of the common desert cacti. Their skin turns to a rubbery green as thousands of needles sprout from head to toe. The caster gains a +2 bonus to AC in addition to gaining the ability to attack in melee, inflicting 1d8 damage. Targets must spend the following round plucking the needles from their skin or suffer -1 to all rolls due to excruciating pain. Additionally, the caster can be "milked," providing nutritious cactus juice. Milking requires a small hole be cut in their hide (suffering 1pt of damage). One serving is harvested and can heal 1d4 hit points. Harvested milk spoils after 24 hours. The effects last 1d6 rounds.

65 Should the spell be cast under the light of the moon, the caster may add a +1d modifier to the casting attempt. Casting a spell this way also causes the caster's eyes to glow with a soft, pale light for the duration of the spell.

MERCURIAL MAGIC TABLE (CONT.)

66 The caster blinks from existence, only to reappear randomly on the following round. Should the spell check be successful, the effects of the spell still occur normally. The caster appears in a random direction (use a d8 to determine the direction and a d% to determine the distance away in feet. Note that this might place the caster in a dangerous spot (in a raging river or off a cliff, etc.); however, appearing within melee range of an opponent gives the caster a chance to surprise their prey. Targets must pass a DC 13 Will save to avoid the effects of surprise.

67 The caster finds their voice replaced by that of a small child's for the next 24 hours. The mismatched voice is found to be unsettling to most, humorous to others. The caster suffers a -2 reaction penalty to all they encounter and enter conversation with.

68 The caster has a flash from a parallel timestream where they just cast the spell in question. Should the caster successfully guess the number rolled on their spell check die, the spell will continue to cast itself with the same casting result for d3 rounds.

69 The caster utters the incantation just before vomiting a small screaming version of themselves. No further spell casting is possible for as long as the miniature doppelganger lives—thus the little feller has to be put down. The doppelganger will try its best to escape, and should it succeed, it will grow to full size in 1d30 days, upon which time it acquires the duplicate stats and abilities of its "creator" and begins a quest to kill the caster. The doppelganger's Path is the Path of the Damned as the doppelganger is emotionally underdeveloped and chaotic.

Doppelganger (prior to full-sized): Initiative +2, Atk melee +1 bite (1pt), AC 15; HD d3; MV 10'; Act 1d20; SP tiny (8" tall, +4 AC); SV Fort +0, Ref +5, Will +1; PoD.

70 When the spell is cast, 3d30 black cats are summoned from another world (perhaps the Dreamlands). The felines will demand payment by way of fish to leave the caster and return to their domain. Until payment is made, the cats will meow, hiss, and howl at inopportune times—ruining attempts at stealth, concentration, and good conversation (caster suffers -1d to all rolls). One pound of fish per 10 felines must be purchased to appease the finicky creatures. Killing a feline permanently wipes the spell from the caster's memory.

71 Anyone wearing trousers within 300' of the caster suddenly finds their pants dropping. Those affected must spend their next action pulling them up or suffer ½ Movement and a -1d penalty to physical actions.

72 The caster draws the attention of Lady Calamity. For the duration of the spell, any additional attempts to cast a spell that totals an odd number are instead cast upon a random ally.

73 Casting the spell imparts a +2 to the spell check and causes an arcane brand to appear on the caster's forehead. The mark burns for the duration of the spell and inflicts 2 points of damage to the caster, in addition to serving as a reminder that Old Scratch will come to collect his due upon the death of the caster.

74 Arcane winds momentarily manifest, blowing against the caster and causing all windows within 100' to shatter outward. The spell is cast with a +1d modifier.

75 Casting the spell requires sacrifice; the caster must spellburn at least 1 point for it to be successful. Spent point(s) add to the total of the spell as they would normally.

76 Casting the spell weakens the veil between the land of the living and that of the dead. The caster temporarily gains the ability to side-step (see calavera or sin-eater classes) for the duration of the spell.

MERCURIAL MAGIC TABLE (CONT.)

77 The eyes of the caster temporarily pop from their nesting sockets, dangling from their fleshy cords, until forced back into place. Doing so requires one full action, and allies witnessing the grotesque display must immediately pass a DC 8 Fortitude save or vomit during the round the spell is cast (losing a standard action).

78 The spell draws on the moisture found in the caster's skin, causing it to dry and crack, inflicting d3 damage on the round the spell is cast. Lotions must be used to heal the wounds to avoid a further 1 point of damage each 24 hours.

79 All plant life within 100' of the caster wilts and dies as the air is filled with the smell of rot.

80 Every hair on the caster's body suddenly burns away, filling their surroundings with the smell of burnt hair. Losing the hair grants the caster a +4 bonus to cast the spell. Lost hair grows back in 24 hours and repeated attempts at casting the spell suffers a -2 penalty without proper hair to charge the effort.

81 Allies of the caster must pay the price to fuel the spell. Any friend or ally within 50' must immediately pass a DC 13 Will save to avoid suffering the effects of a psychic leach, losing d3 hit points per level of the spell. Each ally failing the save grants the caster a +1d modifier to the spell check, up to a max of d30. Allies drained to 0 hit points cause the spell to go off with the same effects of a natural 20 but the allies suffer a -1d penalty to any attempt at revival.

82 An infernal agent of Old Scratch manifests and freezes the current scene unfolding so that the caster can play a game of chance. Flipping a coin will do, as will any means of gambling. Winning the contest results in the spell check gaining a +4 bonus, while losing means the creature removes a pound of flesh from the caster in the form of 4 points of spellburn (which do not power the spell).

83 The caster must scream the verbal component of the spell so loudly that no chance of stealth or attempting to get the jump on enemies is allowed.

84 The spell may be cast without the usual utterance of words.

85 The caster need not spend an action normally required to cast the spell and is free to perform a standard non spell-casting action in addition to casting the spell and normal movement.

86 The spell can be cast to greater effect so long as a four-leaf clover is used as a component. Using the clover allows the caster a reroll of any die attached to the spell, including the casting attempt, damage, table check, etc.

87 Lady Luck manifests (as a beautiful raven-haired female dressed in typical Western regalia) with the intent of helping the caster and their group. Each ally and the caster gain a Boon before Lady Luck tips her hat and vanishes. Additional attempts to cast the spell are considered attempts at bleeding the well dry and instead cause a visit from Lady Calamity, who gives each player a Hex. Additional attempts at casting may bring either of the sisters and is handled by drawing a card from a standard poker deck. Black suited cards mean Lady Calamity has appeared, while red symbolizes Lady Luck.

88 The caster vomits a swarm of blood flies summoned from the depths of Hell. The blood flies swarm about, biting and clouding the vision of one random ally (roll each round). For the duration of the spell, affected allies suffer a d4 in damage from bites and stings and a -1d penalty to all rolls requiring sight.

89 The caster sprouts a duplicate head. The head represents all the negative aspects of the caster's personality and will do its best to bring ruin to its host or to the host's allies. This might mean screaming to alert the enemy during stealth attempts or biting its twin to disrupt spell casting. Attacks from the head on the caster automatically succeed, inflicting 1 point of bite damage and forces the caster to pass a DC10 Will save to retain concentration. The evil head remains for 1d6 rounds.

MERCURIAL MAGIC TABLE (CONT.)

90 The caster is considered a master at casting the spell and may freely choose any result less than the one determined by the spell-check result.

91 A skeletal mariachi band appears to serenade the caster with an energetic performance. Should the caster show their appreciation for the performance by watching with full attention, the un-dead entertainers impart a +1d modifier to all aspects of the spell. Note that this means letting your guard down and giving a +4 bonus to all attacks against the caster after the spell has been cast. The band will vanish after d2+1 rounds.

92 The caster must tap the powers of the infernal to properly charge the spell, and a whiskey demon answers the call. In return for a +3 casting bonus, the drunken imp drains any and all alcohol within 50' of the caster.

93 The casting of the spell alerts a dark cult dedicated to an Elder God to the caster's presence. The cult sees the caster as a future threat to their goals of awakening their dark god, and they must be eliminated. Each casting allows the cultists to track the caster like a beacon, bringing them like moths to a flame. The judge should secretly roll a d12 and keep track of the number of times the spell is cast. Should the number of castings and the number rolled match, the cultists will attack the next time the caster visits a town of any sort. Judges should prepare the encounter ahead of time.

94 Casting the spell summons forth a rattlesnake that immediately coils around the caster's arm, anxiously awaiting the result of the spell. Should the caster successfully cast the spell, the snake vanishes, leaving 1d3 rattles in the caster's palm. Failure agitates the serpent, causing it to sink its venomous fangs into the caster, inflicting d4 damage and requiring an immediate DC 11 Fortitude save to avoid suffering d4 Stamina damage each round until the save can be passed. Casters reaching zero Stamina are considered dead and beyond recovery as their body melts away and the snake gains a new rattle on its tail. Rattles may be used in the same way that Boons are.

95 Each time the spell is cast the caster is visited by images sent by great Cthulhu and is shown such horrors and madness that they lose 2 Grit points with each successive casting. Lost Grit points return at the rate of 1 for each 24 hours the caster refrains from casting the spell.

96 Each casting of the spell gives the caster visions of the near future where Elder Gods reign and the world is consumed by a crimson desert. The caster knows instinctively that the crimson desert has begun to spread from somewhere in Mexican territory and grows with each casting of the spell. The knowledge of what may be the future and that the sands are slowly turning crimson weighs heavily on the caster, to the point that their dreams are plagued and a DC 8 Will save must be passed to regain lost health and ability points from sleep.

97 Arcane winds sweep up from the feet of the caster, temporarily blinding them as their senses are overwhelmed. The spell goes off as normal but leaves the caster effectively blinded for d3 rounds.

98 Casting the spell summons 1d8 desert lizards that follow the caster through the course of their adventures. Each casting of the spell, including the initial, causes one of the lizards to explode in a crimson mist. The violent death charges the energies fueling the spell and grants a +1d bonus to the casting roll. Each successive casting repeats the sacrifice until the last lizard remains. Casting the spell while only one lizard remains is considered an automatic miscast. Casting the spell again, while no lizards are present, renews the cycle.

99 Roll again twice, ignoring this result on further rolls.

00 Roll again twice, but instead of rolling d%, roll 4d20 modified by the caster's Luck modifier x 10%. Ignore this result on further rolls.

Rare Spell Components

Occultists seek special components needed to work their magic. Rare components are often valued as much as the spell they charge, and judges should place a casting bonus of up to +4 with their use. Occultists are required to spend one hour preparing the ingredient for each +1 offered before the item is ready for a one-time use.

Ritual magic

Some spells benefit from rites and rituals that require multiple casters working in tandem, along with spellburn and sacrifice. The results produced often dwarf the power of standard magic and should be feared as a result.

Standard spells may be cast ritualized should a group of occultists wish to increase the power of a spell and are prepared to spend the additional time in casting. Ritual casting is a much slower method, and to represent this, take the normal rounds listed as the casting time and change it to turns. Occultists casting a spell by this method gain a +1d modifier to the spell check. Multiple casters may also aid the occultist in their efforts by adding half (rounding down) of their casting bonus to the primary caster. Fractional bonuses do count: it would take two casters with a +1 bonus to equal one +1 bonus available to the occultist casting the spell. The spell check bonus may be further increased by spellburn from the primary or any secondary casters, up to a maximum of +10.

In addition to the bonus, the occultist can add to their spell check by rerolling the spell check die once for each occultist offering their assistance. Should a spell check result in a natural 1, no further rerolls may be made, and assisting casters share any corruption or negative effects acquired by the occultist making the spell check.

Sacrifice

Sacrifice magnifies spell effects to astounding levels. Casters may offer valuables or the blood of the innocent to enhance spell effects. As a general rule, $300 in gold or related jewelry will grant a +1 casting bonus. Similarly, enemies of the caster can be offered up as sacrifice in hopes of catching a random demon or extraplanar creature's attention long enough to offer a boost. Judges should offer a +1 bonus for every 5 HD of the sacrifice. In either case, the bonus should not go above a +4. Sacrifices can only be used in ritual casting.

Spellburn

Occultists are true scions birthed from the arcane energies that interact with all living things, including the earth that hosts them. Successfully weaving these energies through spell work, bending the fundamental laws of nature, is an addiction like no other. The "rush" of casting a spell is the sensation of every cell in the caster's body mingling with the primordial energies of creation itself. Successfully casting a spell of significant effect only intensifies the sensory feedback—thus occultists often resort to spellburn, an act that infuses primal energies released from pain and self-sacrifice with the ambient energies used to weave a spell. Spellburning can increase the degree of success, or sometimes bring back a spell lost earlier in the day by a failed spell check.

To spellburn, the occultist must declare the act *before* a spell check is made and any dice are rolled. The caster temporarily deducts points from any of the three physical ability scores (Strength, Agility, Stamina) that will serve as a positive modifier to the coming spell check. For each ability point deducted, add a +1 modifier to the total spell check.

Should the occultist fail to cast the desired spell, the ability points burned are still lost.

Players should describe the way their character bolsters a spell by using spellburn. Perhaps a Native shaman uses a ceremonial knife to tap an artery, causing blood to spray with every beat of their heart or does the occultist willingly slide their hand into the flames of a torch, screaming in anguish as their spell goes off with effects only dreamed of.

Occultists can lose spells from a low spell check, but through spellburning, an occultist can temporarily retrieve a lost spell by spellburning 1 ability point. The spell returns for 1 round and must be cast on the round the occultist retrieves the spell.

Finally, an occultist may spellburn 1 point in order to select any spell result lesser than the rolled result for the spell check.

Remember to modify saving throw bonuses to reflect abilities being "burned." **Healing ability points spellburned must occur naturally with rest and**

will not return through magical means. Revelators attempting to lay hands on an occultist that has willingly harmed themselves by spellburn (or any ability related to spellburning) has committed a blasphemy that goes against divine tenants and will fail. Potions and devices that would otherwise heal wounds fail to function on these spellburned, self-inflicted wounds.

REVELATORS

Fall from Grace

The Revelator class is touched by the Divine. They cut a path through the dark curtain of night, truly on a mission from God. Since Christianity dominates in the place and time period Weird Frontiers is set, the provided tables cater to that religion. Players that have characters wishing to follow one of the other religions found to be flourishing during the period are encouraged to work with the judge on a table more in line with the tenants of the faith they choose.



Judges should remove anything that might offend a player in relation to religion; it's all about having a fun session, and Heaven and Hell can simply be referred to as the forces of light and darkness.

A revelator suffers a *fall from grace* anytime they roll a natural 1 while attempting to perform a miracle, *turn back the night*, or use the healing ability. Rolling a natural 1 symbolizes the action is against the wishes of the Divine Being.

Anytime the revelator fails at attempting a miracle, *turning back the night*, or magical healing, the threshold for *fall from grace* increases by one. ***For example:*** *a revelator fails four straight attempts at magically healing an ally in desperate need of aid. The threshold for a* ***fall from grace*** *is increased from rolling a natural 1 to rolling a natural 1-5!* Any miracle, *turn back the night*, or magical healing roll made by the revelator that falls within the *fall from grace* range will automatically fail, even if it would normally succeed. The f*all from grace* threshold does not reduce or reset until **Atonement** or a sacrifice is made.

Atonement

After rolling a result in the *fall from grace* range when attempting to use a class power, the revelator should immediately roll and sum a 1d4 for *each* point in the roll result and reference the Fall From Grace Atonement chart. Modify this result by any Luck modifiers (positive reduces the total, negative increases the total) before applying the Atonement chart result. ***Example:*** *the character has a* ***fall from grace*** *range of 1-3 and has just rolled a '2' while attempting a miracle. The player would now roll 2d4, adjust the total of this roll by their Luck modifier, and reference the Atonement chart. After applying the result, the character's* ***fall from grace*** *threshold would increase to 1-4.*

Each Atonement chart result states when the *fall from grace* threshold is reduced. If the revelator has multiple sins to atone for, the Atonement chart results can overlap to reduce the fall from grace threshold at one time. Example: The revelator has 3 instances that need to be atoned for, and each entry states the threshold will be reduced in 24 hours. After 24 hours, the fall from grace threshold will have reduced by 3 points.

Sacrifice

Revelators can reduce the *fall from grace* threshold by sacrificing personal gains. This can come in the form of cash, gold, or valuables found or plundered from the forces of darkness. Significant acts of kindness can also help to reduce the threshold. Judges should be fair with what they grant to revelators attempting to atone. A donation of $50.00 would go far in feeding the orphanage for a month, but rolling their sleeves up and taking a hammer and shingles to the leaky roof would be a genuine act of kindness coupled by hard work. Average sacrifices typically reduce the fall from grace threshold by 1, while truly giving deeds and large amounts of wealth can reach 3 points of reduction. Judges should be strict, but fair.



Fall From Grace Atonement Chart

D10	Result
1 or lower	The revelator momentarily feels the warmth that provides constant comfort in the night vanish, filling them with emptiness. When able, 10 minutes of uninterrupted prayer to atone for the fall must be committed to.
2	Visions of darkness flood the revelator's mind as they are shown the ultimate outcome of continual failure. The revelator must commit to one hour of uninterrupted prayer when able and suffers a -1 penalty to all divine ability checks until the penance can be paid.
3	Displaying proof of the Divine on earth doesn't come without a price, and the revelator is expected to spend their free moments converting sinners and heathens to the word of God. The revelator must double down on these efforts and convert a lost soul within 24 hours or suffer a -1 penalty to all divine ability checks the following day. After 24 hours the punishment is eased.
4	An omen appears that symbolizes the grave error made by the revelator. Perhaps a dove falls lifeless to the ground or statues cry tears of blood. Whatever the omen, the revelator suffers a -1 to all divine checks for the next 24 hours.
5	Pride shall be the undoing of the revelator and a lesson in humility must be endured by placing all others, including animals, above their own needs for the remainder of the day. Failure results in the loss of performing miracles for 24 hours.

Fall From Grace Atonement Chart (continued)

D10	Result
6	The revelator has focused their powers on the wrong vessels and must atone by taking on a quest to heal the blind, crippled, or diseased. Until the quest can be completed the revelator suffers a -1 penalty to healing checks. Note that the quest must be taken outside the current task at hand. A revelator cannot simply search the town for the first lame individual he comes upon. Make it a sincere attempt.
7	The revelator is stricken with an illness that leaves them physically drained of 1 point from each of the physical Stats. The ability loss must heal by normal means and the illness endured until divine powers deem the revelator sincere in their atonement. Failure to endure the ailment results in a loss of all divine abilities until the revelator properly atones.
8	A swarm of crimson locusts attack the revelator. The attack causes the revelator to suffer a -4 penalty to all divine ability checks being used when the fall from grace occurred. One hour must be spent in prayer for the punishment to go away at the end of the day, otherwise an additional 24 hours must be endured with the penalty.
9	The revelator doubles over retching for 1d4 rounds after which a black asp is thrown up. The asp must be handled and its bite endured as a test of faith. The serpent's bite inflicts d3 damage and forces an immediate DC 18 Will save or lose a d3 Stamina and the use of the ability that triggered the fall from grace. Each new day allows an additional save to shrug off the effect.
10	Dark clouds form overhead as a bolt of lightning strikes the revelator down to their knees. The bolt causes d8 electrical damage and erases one (random) miracle from the mind of the holy warrior until atonement can be made by spending a full 24 hours in prayer.
11	The revelator must be unburdened of all worldly possessions and seek atonement through acts of kindness. Until a worthy task (as directed by the judge) can be completed, the revelator loses the ability to perform miracles.
12	The revelator must abstain from the act of violence to better understand the balance between life and death and the role they play as the fiery sword of vengeance. For 24 hours the revelator must refrain from bringing harm to another life. Failure results in the loss of the ability to heal the wounded.
13	An unseen force strikes the revelator lame, breaking one of their legs as an ultimate reminder that the divine word must be followed strictly. The broken leg must heal by normal means but can be stabilized and splinted. The break inflicts 2d6 damage and reduces the revelator's Movement by half, requiring a crutch. After 30 days the break will heal enough to remove the Movement penalty and need for the crutch.
14	The revelator is stripped of the ability to turn back the night until a quest of atonement can be completed where a creature considered un-dead is put down in a display of holy retribution. The quest should be unrelated to the current task at hand and the revelator must deliver the killing blow.
15	An angel wreathed in flames appears before the revelator and bursts into blinding light before vanishing. The revelator is struck blind for 1d7 days and must spend one hour of each day praying for forgiveness.
16	The divine sees the revelator straying off course and reminds them of the fact by not renewing their *fall from grace* ratio on the following day. The threshold will reset on the next following day.

Fall From Grace Atonement Chart (continued)

D10	Result
17	The revelator must pay penance by way of flagellation. Each day must consist of one hour of the act of purification. In addition to suffering 2d4 damage, the revelator may not magically heal the wounds during the period of atonement which lasts for 1d7 days. Failure to follow the rites of purification will result in the loss of all divine abilities.
18	The revelator has strayed from their duty to convert new souls to the divine. An old-fashioned revival must be held where the holy warrior tries to reach the lost through the word of God. Judges should determine the number of people in attendance by rolling a d30 and dividing that number by three, rounding down. This represents the number of unsaved souls in attendance, and each requires a contested Personality based roll; each win for the revelator is a convert. Until the revival can be held, the revelator suffers a -1d penalty to all divine abilities.
19	The revelator must pay penance through pain to better see the light. Painful wounds open on the priest's feet and wrists. The revelator takes d4 bleeding damage each day they are judged unworthy and no healing (magical or otherwise) will close the wounds; however, hit points will never be reduced to less than 1 by the stigmata brandished, instead the priest remains at 1 hp until penance Is complete or someone kills the poor soul. While paying penance, revelators must reject all worldly possessions and find a group in need of help—perhaps an orphanage in need of a strong arm to patch the roof that protects them from the elements or a section of town sectioned off for the sick and dying needing spiritual counsel and healing. While paying penance, only the revelator's healing abilities work—only on the truly needy. All divine abilities are restored once the revelator finds forgiveness as determined by the judge.
20+	The revelator must endure the ultimate test of faith. All divine abilities are stripped and only return after the holy warrior follows a strict fast, suffering 1d3 Stamina loss each day until 4 or less Stamina points are left, after which the revelator regains their abilities.

USING DCC SPELLS IN WEIRD FRONTIERS

Weird Frontiers was written with the assumption that judges and players would use the bountiful selection of cleric and wizard spells available in the DCC rulebook. Clerical spells were renamed "miracles" for Weird Frontiers to better fit the theme; however, most of the clerical spells will work flawlessly with the Weird Frontiers RPG. Wizard spells will also work perfectly. The DCC book contains over 119 spells, and that is not counting patron spells!

SPELL CHARTS

Below you will find charts listing all available spells, elixirs, contraptions, and miracles that are available in the Weird Frontiers RPG. In addition, players may wish to choose from spells in the Dungeon Crawl Classics rulebook.

A shorthand for "caster level" or "user level" is used in the spell effects and appears as CL. Each arcane entry shares the following information (in the order they appear):

Level- The power's level.

Range- How much distance or area the power covers.

Duration- How long the power's effects last.

Brew Time / Casting Time / Charge Time- How long it takes for the power's effects to manifest.

Save- The type of save (Grit, Fortitude, Willpower, or Reflex) that might be allowed to negate or reduce the power's effects.

General- A generalized description of what the power does and sometimes a bit of history.

Manifestation- Each spell, formulae, wondrous

contraption, or miracle is brought to life and manifests in a unique fashion the first time it is used, giving it a "signature." Each entry includes a table the player should roll on each time a new spell is added. Manifestations never change once determined.

Corruption/Malfunction/Mutagenic Reaction- Occultist spells, bedlamite contraptions, and mountebank formulae listings contain a table that includes unique effects for when things don't go right. Revelators use the Atonement table for miracle mishaps.

ARCANE LISTS

BEDLAMITE

1st Level	2nd Level	3rd Level	4th Level	5th Level
Arenaceous Bellows	Belt of Size Change	Arcane Spectrometer	Badger Claws	Fortifying Filament
Bronze Head of the Prognosticating Phrenologist	Clockwork Familiar	Aunt Petunia's Parasol	Disintegrator	Golemite Armor
Bulletproof Duster	Creation Cube	Boots of Acceleration	Flying Stallion	Graviton Glove
Helmet of Sensory Augmentation	Hellfire Blaster	Freeze Ray	Foldable Soldier	Harmonic Lobotomizer
Optical Displacer	Hypnotic Goggles	Helmet of Consciousness Displacement	Ghost Suit	Hourglass of Time Continuum
Servo Arm	Infernal Egg	Magnetic Gauntlets	Mechanical Steed	Iron Golem
Spring-Loaded Pugilist	Phantasmagorical Hood	Marvelous Monocle	Misting Canister	Life Stealer
Tracer Paint Device	Repulsion Boots	Pocket Holo Projector	Pneumatic Apparatus of Vitality	Marvelous Meteorological Mechanism
Tracheal Harness	Rossum's Marvelous Engine	Portable Safe	Soul Furnace	Portable Fortress
Wound Stitcher	Zalderburg's Bug Bomb	Winged Backpack	Stagecoach	Star Sailer

MOUNTEBANK

1st Level	2nd Level	3rd Level	4th Level	5th Level
Apache Fear Dust	Creepy Peeper Lozenges	Cú Chulainn's Blood	Basil's Malleable Mixture	Libation of Mind Thievery
Cushioning Cordial	Chameleon's Brew	Devil's Own Luck	Black Cat Licorice	Lozenge of Homuncular Manifestation
Golden Vocal Philter	Dead Shot	Dit da Jow	Brain Jelly	Libation of Animal Communion
Hair of the Dog	Dust of Ossifience	Draconic Breath Lozenge	Chameleon Salve	Multiplication Libation
Necropotion	Elixir of the Comet	Draught of Quills	Elixir of Vegetation Transmogrification	Philter of Delay Death
Ointment of Galvanic Agitation	Libation of the 49er	Libertine Libations	Hyde's Brew	Potable of Peculiar Polarization
Snake Oil	Pecos Pete's Pickled Cactus Cordial	Mixture of the Unrestrained Mind	Meteoric Iron	Serum of Blood Children
Surrey's Soporific Elixir	Shimmering Salve	Potent Panacea	Night Mare Fuel	Shadow Potion
Tympanic Tincture	Toadstool Talc	Sensory Salve	Salt of the Earth	Stardust
Wyoming Whiskey Cure	Water Dragon Nectar	Spirit Brew	Tonic of Elasticity	Transmogrification Decoction

OCCULTIST

1st Level	2nd Level	3rd Level	4th Level	5th Level
Axle Grease	Armor of Darkness	Bandoleer of Plentiful Bullets	Airin' the Lungs	All-Fired Restraint
Branding Iron	Cactus Jack	Chuthonic Embrace	Balor's Evil Eye	Alternate identity
Incomprehensible Babbling	Ghost Irons	Dust Devil	Bone Caller	Boot Shaker
Insomnia	Hoedown	Gallows	Calaboose	Boulder Dash
Instant Cactus	Leech	Gun Butter	Chickabiddy Legs	Crystal Ball
Magic Lasso	Liquid Courage	Necrotizing Touch	Etiolated Psyche	Curly Wolf
Nine Lives	Message in a Bottle	Paroxysm	Folklore	Dream
Obscuring Mist	Snake Pit	Resistance	Knuckle Bones	Exfluncticated Void
Rending	War Cry	Shadow Stride	Repel Gravitation	Hang Fire
Ricochet	Willamina's Dowsing Rods	Tumbleweed	Totem	Meltaf's Ethereal Net

REVELATOR

1st Level	2nd Level	3rd Level	4th Level	5th Level
Blinding Faith	Angelic Arms	Avenging Angel	Dire Revelations	Apocalypse
Doubtful Soul	Eyes of the Chosen	Borrowed Grace	Foresight	Bone to Dust
Flames of Truth	Flaming Scourge	Godspeed	Geyser	Cleanse the Soul
Fortitude	Healing Rays	Heavenly Lights	Grave Walk	Hankering
Godsight	Martyr	Holy Gaze	Immunity	Plague
Holy Sponge	North Star	Mark the Sinner	Miraculous Growth	Rapture
Righteous Symbol	Nourishment	Mask of My Enemy	Rainbow	Rebuke
Sanctify	Uplifting Sermon	Obeyance	Scent of Death	Regenerate and Banish
Shield of Faith	Venomous Reprieve	Revealing Sermon	Tears from Heaven	Rising Sun
Tongues	Witch Ward	Rock of Ages	Woeful Winds	Summon Elemental

LEVEL ONE CONTRAPTIONS

ARENACEOUS BELLOWS

Level: 1 **Range:** Varies **Duration:** Varies **Charge Time:** 1 round **Save:** Varies

Description: *Arenaceous bellows* are contraptions fashioned much like the standard bellows used to fan flames with direct blasts of air. Bedlamites have modified the contraption to discharge large plumes of dust, dirt, and other irritants for choking and blinding unsuspecting targets. These contraptions are crafted with one or more flexible hoses that run to a tank filled with all manner of "ammo."

Manifestation: Roll 1d4: (1) the contraption chokes and sputters to life, emitting small plumes of smoke from various vent ports of the bellows; (2) the contraption comes to life, temporarily sucking ambient dust and dirt from the area as it prepares to fire (friends and foes suffer -1 to actions requiring sight as they are blinded by the kicked up detritus, which lasts for one round); (3) the contraption glows and crackles with small streaks of electricity, providing lantern-equivalent light while active; (4) a statically charged dust particle flashes, causing a small gout of flame to shoot from the bellows (on the first round of activation, 1d6 in fire damage is inflicted with a 30% chance of catching the target on fire, in addition to the standard effects.

1 **Malfunction!** The bedlamite loses control of the device causing a random effect. Roll 1d4 modified by Luck: (0-1) a vital hose snaps that normally feeds the bellows, sending a blast of dust, ash, and irritants into the face of the bedlamite and all within 15' (those affected must immediately pass a DC 12 Fortitude save to avoid violently coughing for 1d3 rounds—act as stunned); (2) static-charged particles ignite on the way through the bellows, causing a small explosion that engulfs the bedlamite for 2d6 damage, possibly catching them on fire (50% chance); (3) the contraption suffers from a design flaw that causes the bellows to absorb and blow ambient air with such force that the bedlamite is thrown 1d20', suffers 1d8 damage, and is knocked prone; (4+) the *bellows* malfunctions, creating an unearthly suction—any target within 10' is knocked prone and "sucked" 10' towards the bedlamite unless a DC 12 Reflex save is made.

Repair: Any malfunction result requires repair in addition to the result determined above. Bedlamites must spend 2d4 uninterrupted hours repairing the device, culminating in a DC 12 repair check. Failure means an additional 1d4 hours of repair until another check is allowed.

2-11 **Failure and minor malfunction.** The contraption can no longer be used until a DC 10 *repair check* is passed. The repair takes 1 full action to attempt.

12-13 The bedlamite activates the bellows and shoots a concentrated plume of choking debris into the face of one target up to 20' away. The affected target must immediately pass a Reflex save with a DC matching the total of the Gear check. Failing the save sends the target into a coughing/retching fit where no actions can be taken for 1d3 rounds.

14-17 Blinding soot, dust, and debris fire up to 20' from the bellows, affecting up to 1d3 targets. Targets must pass a Reflex save with a DC matching the total of the Gear check or suffer

blindness in addition to a bout of violent coughing. Attackers gain a +1d modifier to attack opponents suffering from blindness. Affected targets are also helpless for the duration of the charge, unable to do anything but cough. The charge lasts for 1d4 rounds.

18-19 The bedlamite increases the mixture of oxygen, giving fuel to electrically charged particles. The end result sends a gout of fire up to 20' away, causing 2d6 in fire damage to one chosen target. The target spends their next action putting out the flames or suffers an additional 1d6 damage each round as they continue to burn. The charge lasts 1 round.

20-23 The contraption rumbles to life, sending a large soot and dust-filled cloud up to 30' away. The cloud settles on 1d4 targets who must immediately pass a Reflex save with a DC matching the Gear check. Failure results in each target suffering 1d3 temporary Stamina loss as they choke, in addition to becoming helpless (stunned). Affected targets must pass the save each round or suffer an additional 1d3 Stamina damage from choking. Targets reaching zero Stamina die from suffocation. Escaping the cloud (making a successful save) returns lost Stamina at the rate of 1d3 per round.

24-27 In addition to the result from 20-23, up to 1d6 targets are affected at a range of up to 40'.

28-29 The bedlamite increases the mixture of oxygen, giving fuel to electrically charged particles. The end result belches a fireball up to 30' away, causing 4d6 in fire damage to all within a 20' area designated by the bedlamite. Targets spend their next action putting out the flames or suffer an additional 1d6 damage each round as they continue to burn.

30+ Dustpocalypse! The bellows activate with ultimate precision. The bedlamite arcs the bellows as it belches a cloud of soot and debris so thick the sky momentarily darkens. The cloud can be shot up to 60', engulfing all targets caught in a 40' radius. Affected targets must immediately pass a Reflex save vs. a DC equal to the Gear check result or begin to cough violently, becoming helpless, and suffer 1d4 in Stamina damage for each round spent in the area of effect. Reaching zero Stamina results in death from suffocation. Escaping the cloud (making a successful save) returns lost Stamina at the rate of 1d4 per round. In addition to choking, targets can neither see (are blind) or be seen (attacks suffer a -2d penalty) in the area of effect. The charge lasts 1 turn.

THE BRONZE HEAD OF THE PROGNOSTICATING PHRENOLOGIST

Level: 1 **Range:** Touch **Duration:** Varies **Charge Time:** 1 round **Save:** N/A

Description: A *Bronze Head of the Prognosticating Phrenologist* is a heavy, adult-sized head made of bronze that houses an incredible array of cogs and machinery. Before being charged by the bedlamite, it is merely a very heavy doorstop. Once charged, the shape of the *bronze head* can manifest bumps and nodes, which the bedlamite can interpret to gain some insight into the future.

Manifestation: Roll 1d3: (1) the surface of the *bronze head* becomes malleable, gears visibly moving beneath its metallic "skin" as it reveals hints of what is to come; (2) with a discharge of steam, plates in the *bronze head* raise and lower to mimic the bumps read using the phrenologist's art; (3) although it continues to be made of bronze, the head gains almost human mobility, groaning and making faces while in operation.

1 **Malfunction!** The *bronze head* is overcharged and sends a spray of gears and cogs in all directions. In addition to the bedlamite suffering 1d4 damage, the *bronze head* no longer functions until repaired with proper materials.

Repair: Any malfunction result requires repair in addition to the result determined above. Bedlamites must spend 2d4 uninterrupted hours repairing the device, culminating in a DC 12 *repair* check. Failure means an additional 1d4 hours of repair until another check is allowed.

2-11 **Failure and minor malfunction.** The contraption can no longer be used until a DC 10 repair check is passed. The repair takes 1 full action to attempt.

12-13 The charge successfully activates the *bronze head*. The bedlamite can ask the *bronze head* a single question, gaining insight into how to approach some action. This gives the bedlamite a +4 bonus to a single check made the next round. This can be an attack roll, a damage roll, a Gear check, or something else. The charge lasts 1 round.

14-17 The *bronze head* receives enough of a charge to dimly see the future. The bedlamite can ask it a simple question about an event to take place no more than 30 minutes in the future. The question can be either one that can be answered with a simple yes, no, or maybe, or they may request an omen related to the outcome of a single choice (indicating if either weal or woe is likely). The *bronze head* is 75% accurate, and it takes 1 round for the bedlamite to consult the *bronze head* on any given question. The head remains charged for CL rounds or until used within that time.

18-19 In addition to the result from 14-17, the *bronze head* can now answer one question per CL, is 80% accurate, and remains charged for 1d10+CL rounds or until the last question is asked within that time.

20-23 In addition to the result from 18-19, the *bronze head* can now see up to one hour into the future and is 85% accurate.

24-27 In addition to the result from 20-23, the *bronze head* now remains charged for 30 minutes, is 90% accurate, and can answer any number of questions the bedlamite asks during this time.

28-31 In addition to the result from 24-27, the charge now lasts one hour and the *bronze head* is 95% accurate.

32+ The bedlamite taps into cosmic forces! The *bronze head* animates and is possessed by a mingled animus composed of part of the bedlamite's psyche and that of some other potent being—a demon, angel, ghost, or being from the darkness beyond the stars. The head is charged for 1 turn and will converse with the bedlamite on any topic they wish, demonstrating its more-than-human understanding at every turn. The head is 99% accurate, but it is liable to skew its answers to meet its own objectives and reflects the contaminating personality: Roll 1d7+Luck modifier: (0-1) a creature of the Outer Dark, related to the Great Old Ones, whose goal it is to dominate its servants that it may physically return to the world; (2-3) a demon who will push one of the seven deadly sins and will mislead if possible, due to sheer malevolence; (4-5) a ghost with motives of the judge's devising; (6) a nature spirit wishing to preserve the natural order; (7+) an angel or similar higher being that seeks to guide the bedlamite for the weal of all that instructs all who will listen for the betterment of their souls.

BULLETPROOF DUSTER

Level: 1 **Range:** Self **Duration:** Varies **Charge Time:** 1 round **Save:** N/A

Description: A *bulletproof duster* typically takes the form of its namesake, though more fashion-minded bedlamites often use varying patterns and material. The duster acts as a standard oilskin jacket until charged by the bedlamite. Once charged, the coat acts to protect its creator from varying degrees and types of damage.

Manifestation: Roll 1d3: (1) the coat emits an audible hum and fills the air with the scent of ozone while the contraption is in use; (2) the bedlamite's hair stands on end as the coat is charged and emanates the raw energies of their psyche; (3) the coat begins to glow as waves of psychic energy move through the weave of the material in cryptic patterns.

1 **Malfunction!** The garment is overcharged, sending a wave of psychic feedback directly to the bedlamite's neural cortex. In addition to suffering 1d4 damage, the garment rips and no longer functions until repaired with proper materials.

Repair: Any malfunction result requires repair in addition to the result determined above. Bedlamites must spend 2d4 uninterrupted hours repairing the device, culminating in a DC 12 *repair* check. Failure means an additional 1d4 hours of repair until another check is allowed.

2-11 **Failure and minor malfunction.** The contraption can no longer be used until a DC 10 repair check is passed. The repair takes 1 full action to attempt.

12-13 The charge successfully activates, giving the garment a life of its own as it moves to better protect the owner, offering a +4 bonus to AC. The charge lasts 1d8 rounds.

14-17 The garment begins to move with a sentient fluidity, charged with a sliver of the bedlamite's own psyche. In addition to a +4 bonus to AC, the garment will cushion the damage from falls of up to 100'. Passing a DC 12 Reflex save results in 0 damage being taken, while failure results in half damage. The charge lasts 1d10 rounds.

18-19 In addition to the result from 14-17, the garment serves to reduce all non-magical damage by -1d. The charge lasts 1 turn.

20-23 The charge momentarily releases a brilliant burst of energy, temporarily blinding anyone failing to pass a Reflex save vs. a DC equal to the Gear check result for 1d3 rounds. In addition, the garment offers a +5 bonus to AC while reducing falling damage of up to 100'. Passing a DC 12 Reflex save results in 0 damage being taken, while failure results in half damage. In addition, any damage suffered (magical or mundane) is reduced by -1d. The charge lasts 1 turn.

24-27 Every thread of the garment glows with a direct infusion of the bedlamite's inner psyche. The contraption offers a +6 bonus to AC and acts as a de-buffer for magical attacks directed at the wearer, offering a +6 to all saves versus all magic-based damaging attacks. In addition, should the required save be passed, there is a 50% chance the spell is redirected to the original caster. The garment also serves to reduce falling damage (see 20-23) and reduces all damage suffered by -1d. The charge lasts 1 turn.

28-31 In addition to the result from 24-27, the garment emits a web of psychic energy, acting as

a symbiotic radar attuned to the wearer's reflexes. The garment makes the wearer immune to surprise attacks. Additionally, all attack rolls against the wearer are made at -1d as the garment stimulates the reflexes of the wearer, prompting a defensive action just before the attack lands. The charge lasts 1 turn + 1 round per CL.

32+ The charge pushes the contraption to its limits! As the garment comes to life, a psychic pulse erupts causing 2d6 damage and knocking prone all within 30' unless a DC 16 Reflex save is passed. In addition, the garment offers a +6 bonus to AC and reduces all damage to the wearer by -2d. The garment also serves to protect the wearer from magical attacks, offering a +6 to all saves versus magic-based damaging attacks, and should the required save be passed, the spell is redirected to the original caster. The garment negates all falling damage of up to 100' and makes the wearer immune to direct magical damage spells (indirect damage spells, like an explosion or area effect spells are not neutralized). The wearer is also immune to surprise attacks, and all attack rolls against the wearer are made at -1d. The charge lasts for 1 turn + 2 rounds per CL.



HELMET OF SENSORY AUGMENTATION

Level: 1 **Range:** Varies **Duration:** Varies **Charge Time:** 1 round **Save:** Will

Description: This helmet improves and expands the senses of the bedlamite using it, allowing them to perceive the slightest changes in their surroundings and even to look into extra dimensional frequencies as they improve the device.

Manifestation: Roll 1d3: (1) the helmet vibrates a little until it's tuned to the frequencies the bedlamite is capable of perceiving; (2) the helmet, when activated, emits bluish waves that form around the user's head; (3) a series of small lamps and buttons on the contraption begin to glow and blink in random order.

1	**Malfunction!** The helmet overheats and sends too much sensory input to the bedlamite's brain, making them confused for 1d4 turns. During this period, they suffer a -2 to all perception-based checks. **Repair:** Any malfunction result requires repair in addition to the result determined above. Bedlamites must spend 2d4 uninterrupted hours repairing the device, culminating in a DC 12 *repair* check. Failure means an additional 1d4 hours of repair until another check is allowed.
2-11	**Failure and minor malfunction.** The contraption can no longer be used until a DC 10 *repair* check is passed. The repair takes 1 full action to attempt.
12-13	The helmet improves a single selected sense of the bedlamite, granting +1d to rolls made related to that sense. The charge lasts 1d4 turns.
14-17	The helmet enhances all of the bedlamite's senses, making them aware of everything around them, granting a +1d to all checks to perceive information and approaching enemies. The wearer also gains a Reflex save at DC 10 to avoid being surprised. The charge lasts 1d6+CL turns.
18-19	The bedlamite is granted an extraordinary enhancement to one sense (they choose which one) as they adjust their helmet's configuration. This could be infravision, thermal vision, x-ray vision, low pitch hearing, high pitch hearing, or something similar. The effect and its use should be approved by the judge. The charge lasts for 1d8+CL turns.
20-23	The helmet allows the bedlamite to project one of their senses to a distant place, ignoring intervening barriers. The maximum distance a sense can be projected is 10'xCL (so a 3rd-level bedlamite could project their sight up to 30'). The projected sense is also augmented, allowing checks to be made at +1d. The charge lasts 1d10+CL turns.
24-27	In addition to the result from 20-23, the maximum projection distance is now 30'xCL and the bedlamite can now project all of their senses. The charge lasts 1d12+CL turns.
28-31	In addition to the result from 24-27, the bedlamite can now see and hear things others are seeing, hearing, or thinking (Willpower save with a DC equal to the Gear check result to resist); the target must be within line of sight. The wearer becomes immune to surprise, as they sense approaching enemies with a sixth sense, and gain +2d on any perception-based checks. The charge lasts 2d6+CL turns.
32+	The helmet augments the senses of the bedlamite in such a way that they become aware of

every single thing within their vicinity. Everything within 100'xCL is now known to them. They know where every individual is (and what they are seeing, hearing, and thinking if they fail a Willpower save with a DC equal to the Gear check result), where every treasure is located, where traps were installed, and every other bit of sensory information that could be attained by thoroughly searching the whole location. The wearer can not be surprised. That detailed account, however, is momentaneous—it's merely a snapshot of what's around the contraption at the time it is used. As time passes, things can move, making the information less precise. The charge lasts 2d6+CL turns.

OPTICAL DISPLACER

Level: 1 **Range:** Varies **Duration:** Varies **Charge Time:** 1 round **Save:** N/A

Description: *Optical displacers* are often designed by bedlamites who've suffered permanent eye injuries. The contraption looks and functions much like the organ it replaces, though bedlamites often alter the appearance of the eye, giving it a "signature" style. Until activated, an optical displacer works on a small trickle of reserves that allow it to function as a normal eye.

Manifestation: Roll 1d4: (1) the contraption activates and runs an internal diagnostic check while scanning the surrounding area—for one round, the eye bathes whatever the bedlamite is viewing in an unearthly glow; (2) the *orbital displacer* activates as microscopic gears and servo motors come to life and small mechanical legs unfurl from the center of the orb and gain purchase on the bedlamite's outer eye socket (bystanders are unnerved at the sight); (3) the "pupil" of the contraption turns in a slow, clockwise fashion while unraveling like a pinwheel in constant motion; (4) upon activation, the *orbital displacer* ejects from the host's eye socket, deploys clockwork wings, and flaps in slow circles around the bedlamite until utilized.

1 **Malfunction!** The bedlamite loses control of the device, causing a random effect: Roll 1d4 modified by Luck: (0-1) an internal motor was improperly serviced, and a vital spring gives, causing the eye to come apart, leaving the bedlamite an eye socket full of gears and springs needing removal (the bedlamite suffers a -1d penalty to any roll requiring sight and NPC reactions until repaired); (2) the relay-conduits between the contraption and the inventor polarizes, sending an electrical shock through the brainstem of the user, causing 1d6 damage and stuns for 1d3 rounds; (3) the *displacer* suffers a temporary overload, causing a mind-altering strobe effect for 1 round—anyone within sight of the bedlamite must immediately pass a DC 12 Reflex save to avoid losing their next action due to disorientation; (4+) the contraption leaves its nesting eye socket and flies in an erratic pattern around the bedlamite, firing searing-hot rays at random foes and allies for 1d5 rounds—50% chance that a friend or foe is struck with the beam and suffers 1d6 damage with the possibility of catching fire (30% chance).

Repair: Any malfunction result requires repair in addition to the result determined above. Bedlamites must spend 2d4 uninterrupted hours repairing the device, culminating in a DC 12 *repair* check. Failure means an additional 1d4 hours of repair until another check is allowed.

2-11 **Failure and minor malfunction.** The contraption can no longer be used until a DC 10 *repair* check is passed. The repair takes 1 full action to attempt.

12-13 The *orbital displacer* activates but remains nested in the bedlamite's eye socket. While

activated, the contraption grants the owner telescopic vision to a range of one mile. The *displacer* may instead be used to impart night vision at normal vision range. Finally, by triggering the filter mechanism, the bedlamite may opt for thermal imaging at normal vision range. Filters may be swapped, allowing for different effects each round for the duration of the charge. The charge lasts 1d10+CL rounds.

14-17 In addition to the result from 12-13, the bedlamite adds two additional filters. Targets considered "invisible" can now be viewed at normal vision range. The second new filter allows the bedlamite to see small discrepancies in constructed and naturally formed areas, essentially seeing the unstable, hidden, trapped, etc. The charge lasts 1d10+CL rounds.

18-19 In addition to the result from 14-17, the orb becomes mobile. The contraption gains the ability to fly at a rate of 15', while transmitting visual data back to the cerebral cortex of the bedlamite. The *orbital displacer* travels quietly and gains a +6 modifier to opposed rolls to avoid detection. Bedlamites must consider the time traveled away from the host socket to ensure a safe return. Should the contraption's charge end before making it safely back to "base," the eye will drop harmlessly to await retrieval, sending a locator pulse each round. The charge lasts 1d10+CL rounds.

20-23 In addition to the result from 18-19, the *orbital displacer's* flight rate is now 30', and the bedlamite may also trigger a new function that snaps a freeze frame of anything viewed by the contraption. The image can be pulled up and viewed at any time by the bedlamite. Images may be magnified much like present-day digital imagery. The orb may store up to 10 images before reaching maximum storage capacity. The charge lasts 1d10+CL rounds.

24-27 The *orbital displacer* grants the user several benefits: (1) telescopic vision out to one mile; (2) night vision and thermal vision at normal vision range; (3) invisible, hidden, unstable, and trapped items can be detected at normal vision range; (4) the orb is now mobile and can quietly fly (+6 to opposed rolls to spot the contraption) at a rate of 40' while transmitting visual data back to the user; (5) the orb can record up to five minutes of color video and sound from any event witnessed and is stored to be retrieved for later viewing (recorded events can be projected upon a flat surface for viewing as a video or still images). If the user sends out the orb, they must be careful about the distance traveled and the charge remaining. When the orb is out of charge, it will drop harmlessly to the ground to await retrieval, sending a locator pulse each round. The different vision filters (night vision, thermal vision, telescopic vision, etc.) take 1 round to swap out, and can be swapped as many times as required for the duration of the charge. The charge lasts 1d10xCL rounds.

28-31 In addition to the result from 24-27, a new "ghost-lense" grants the ability to peer into the spirit world. Spirits within normal eyesight may be viewed through the orb in residence or while flying about. Structures and terrain in the spirit world are also viewed. The charge lasts 1d10xCL rounds.

32+ **Perfection!** In addition to the result from 28-31, the bedlamite gains access to the rarest of filters! By switching to the "chronometer" lense, time can be viewed in such a way that allows the bedlamite the ability to roll time forward and backwards. This results in the user gaining a limited ability to view events before or after they happen. Peering into the future never guarantees what the bedlamite views will happen, but they are generally aware of things likely yet to come. The charge lasts 1d10xCL rounds.

SERVO ARM

Level: 1 **Range:** Varies **Duration:** Varies **Charge Time:** 1 round **Save:** Varies

Description: The *servo arm* often replaces a missing arm or is sometimes seen as a third arm or appendagelike device attached to the user. The contraption is hardwired directly into the spine of the bedlamite, serving several functions—including repair. The servo arm is well-equipped with a selection of tools, an arc welder, and it can even weave material into springs, screws, and other parts required for a repair. The servo arm lowers the repair times for fixing any man-made device by halving the time normally required to make the needed repair. The arc welder may also produce a flame, emitting a light the size of a candle. Should the bedlamite fall, a DC 16 Reflex save allows the *servo arm* to catch a ledge or other surface, arresting the fall.

Manifestation: Roll 1d4: (1) the *servo arm* is composed of interlocking metal plates that resemble a prehensile tentacle; (2) the *servo arm* is made from brass and operates with the constant whirl of cogs and pistons, giving the contraption a clockwork appearance; (3) the *servo arm* is composed entirely of chrome and resembles a human arm of normal proportions; (4) the contraption is a crude construction of ill-fitting parts, gears that constantly grind and squeak, and the arm ends in a pincerlike claw.

1 **Malfunction!** The *servo arm* has a surge of electricity which makes the arm go berserk—Roll 1d4 modified by Luck: (0-1) the servo arm spasms and strikes the bedlamite for 1d3 damage; (2) the contraption begins spewing out black smoke that restricts the view of the bedlamite, imposing a -2 penalty to all actions requiring sight for 1d3 rounds; (3) the *servo arm* arcs out with a flash of blinding electricity to all within 30'—anyone caught in the area of effect must immediately pass a DC12 Reflex save or suffer blindness for 1d4 rounds; (4+) roll twice for the malfunction and apply both results (ignoring this result if it comes up again).

Repair: Any malfunction result requires repair in addition to the result. Bedlamites must spend 2d4 uninterrupted hours repairing the device, culminating in a DC 12 *repair* check. Failure means an additional 1d4 hours of repair until another check is allowed.

2-11 **Failure and minor malfunction.** The contraption can no longer be used until a DC 10 *repair* check is passed. The repair takes 1 full action to attempt.

12-14 The *servo arm* may be used to take an extra action for anything the bedlamite would normally be capable of doing with one arm (this includes making an extra melee attack that does 1d6 damage). The extra action has a 1d16 action die. The charge lasts 1d6 rounds.

15-16 The *servo arm* whirls to life as the bedlamite uses the contraption's arc welder to shoot a large jet of flame up to 20' away, inflicting 2d6 fire damage to one target (Reflex save vs. a DC equal to the Gear check for half damage). Targets successfully hit have a 50% chance of catching fire. The charge lasts 1d8 rounds.

17-18 The bedlamite activates the contraption with the intent to grab and crush the target. The *servo arm* may be used to take an extra attack action [1d20+CL to hit; 2d6 damage; if it hits, the target is grappled; Strength check when required is 1d20+4]. Grappled targets suffer 2d6 damage each round if they fail to break the grapple or until the charge runs out. The charge lasts 1d10 rounds.

19-21 The *servo arm* slams into the ground with a burst of arcing electricity. All except the user

within a 30' radius centered on the user suffer 1d8+CL damage. Additionally, each affected target must pass a DC 13 Fortitude save or be temporarily stunned for 1 round. The charge lasts 1d10 rounds.

22-25 The *servo arm's* arc welder shoots out 1d3 large jets of flame, up to 40' in distance, each causing 2d8+CL fire damage (Reflex save vs. a DC equal to the Gear check for half damage). The bedlamite may target a single target or multiple targets. Targets struck have a 50% chance of catching fire. The charge lasts 1d10 rounds.

26-29 The servo arm becomes charged with a magnetized energy that attracts all incoming metal-based attacks. Bullets and metal melee weapons targeting the bedlamite suffer a -4 penalty to the attack roll, as the magnetic energies pull the bullets/weapons towards the contraption. Metallic attacks that successfully strike the bedlamite suffer a -1d to damage. Additionally, any metal melee weapon missing the bedlamite becomes stuck to the servo arm, requiring a DC 16 Strength check to pull the object free while the charge is active. The charge lasts 1 turn.

30+ The contraption goes into an experimental protocol and shifts into an arm-sized cannon. The barrel glows from the redirection of electrical impulses as gasses become superheated. The weapon is treated like a gun, using the bedlamites ranged-attack bonus as a modifier. When fired, a searing jet of flame shoots in a line up to 60' away and strikes any targets caught in that line for 3d10 fire damage (Reflex save vs. a DC equal to the Gear check result for half damage). Targets have a 50% chance of catching on fire. The charge lasts 1 turn.

SPRING-LOADED PUGILIST

Level: 1 **Range:** Varies **Duration:** 1 action **Charge Time:** 1 action **Save:** Varies

Description: This boxing glove attached to an extensible arm is usually concealed for a surprising blow. It requires 1 action or a move action to activate.

Manifestation: Roll 1d3: (1) a loud boinging sound, well beyond what one would expect from an ordinary spring, accompanies the blow; (2) the glove radiates a soft-blue glow as it springs forth; (3) a puff of smoke belches from the casing, and the stink of sulfur fills the air in a 10' radius.

1 **Malfunction.** The accordion arm remains stuck in its casing and no longer functions until repaired.

Repair: Any malfunction result requires repair in addition to the result determined above. Bedlamites must spend 2d4 uninterrupted hours repairing the device, culminating in a DC 12 repair check. Failure means an additional 1d4 hours of repair until another check is allowed.

2-11 **Failure and minor malfunction.** The contraption can no longer be used until a DC 10 *repair* check is passed. The repair takes 1 full action to attempt.

12-13 **Glancing blow.** The glove springs out up to 10' inflicting 1d5 damage to the target. The glove automatically recoils and resets for the next use.

14-17 **Solid blow.** The glove springs out up to 12' causing 1d8 damage to the target. Target must make a DC 15 Willpower save or be bleary-eyed for the next 1d2 rounds, causing a -2 to all attack rolls. The glove automatically recoils and resets for the next use.

18-19 **Body blow.** The glove springs out up to 15' causing 1d10 damage to the target. Additionally, the target may be knocked off of their feet, requiring a DC 15 Reflex save to avoid falling prone. The glove automatically recoils and resets for the next use.

20-23 **Headshot.** The glove springs out up to 20' inflicting 1d12 damage to the target. Additionally, the target must make a DC 15 Fortitude save or be stunned for 1d3 rounds. The glove automatically recoils and resets for the next use.

24-27 **Critical connection.** The glove springs out up to 25' connecting with 1d3 targets for 1d14 damage. Additionally, the bedlamite rolls on the Critical table for one of the chosen targets as if this were a normal melee attack. The glove automatically recoils and resets for the next use.

28-31 **Pent up energy.** The glove springs forth up to 30', recoiling 5' after the initial connection, and springing back for a 1d4 more blows. The initial blow causes 1d12 damage. Each successive blow is rolled again on this table for results; treat any '1' results as a miss. Any misses rolled will recoil and spring forth again for any remaining attacks. At the end of the barrage, the glove automatically recoils and resets for the next use.

32+ **One hit wonder.** The glove springs forth up to 50' with such force that the target must make a DC 20 Willpower save or be knocked out for 1d24 hours. The punch does 3d14 damage regardless if the save is made or not. If the target survives, they will suffer from severe amnesia and lose all skills other than their innate abilities until succeeding on a DC 18 Intelligence check (one attempt daily). The glove automatically recoils and resets for the next use.

TRACER PAINT DEVICE

Level: 1 **Range:** Varies **Duration:** Varies **Charge Time:** 1 round **Save:** Ref

Description: This contraption launches fluorescent dye at one or more targets, making them highly visible and easier to hit for everyone.

Manifestation: Roll 1d3: (1) the tracer paint device is a water-gun style firearm that sprays streams of liquid; (2) the tracer paint device hurls breakable grenadelike balls of dye; (3) the tracer paint device causes dye to pour down on its target from above, like inexplicable rain.

1 **Malfunction!** The *tracer paint device* malfunctions and sprays dye all over the user. Reroll on this table ignoring results lower than 12 to determine the effect on the user (no save allowed). Until repaired, the contraption no longer functions.

Repair: Any malfunction result requires repair in addition to the result determined above. Bedlamites must spend 2d4 uninterrupted hours repairing the device, culminating in a DC 12 *repair* check. Failure means an additional 1d4 hours of repair until another check can is allowed.

2-11 **Failure and minor malfunction.** The contraption can no longer be used until a DC 10 *repair* check is passed. The repair takes 1 full action to attempt.

12-14 Once activated, the *tracer paint device* hits one target within 30', unless they make a Reflex save vs. a DC equivalent to the Gear check result, making it more visible. Anyone attacking that target with a melee or ranged attack receives a +1 on their attack rolls, assuming the

target does not have total cover, or there is no visibility due to darkness. The effects of multiple hits with the dye are not cumulative. The charge lasts 1d3+1 rounds.

15-17 In addition to the result from 12-14, the range of the *tracer paint device* increases to 50' and the charge lasts 1d5+1 rounds.

18-20 In addition to the result from 15-17, the *tracer paint device* now affects 1d3 targets within 50'.

21-23 In addition to the result from 18-20, the *tracer paint device* now grants anyone attacking the targets a +2 to their attack rolls.

24-26 The *tracer paint device* affects 1d3 targets within 50' (who do not pass a Reflex save vs. a DC equal to the Gear check result) and grants a +3 to attack rolls against the targets for the duration of the charge. The charge lasts 1d8+1 rounds.

27-30 In addition to the result from 24-26, 1d4+1 targets are now affected, giving anyone attacking the targets a +5 to their attack rolls for the duration of the charge. Additionally, up to 2 points of cover bonuses are negated from the targets.

31+ The *tracer paint device* targets all foes within 50' (who do not pass a Reflex save vs. a DC equal to the Gear check result) and grants anyone attacking the targets a +5 to their attack rolls for the duration of the charge. Additionally, up to 2 points of cover bonuses are negated from the targets. The charge duration lasts 2d5+2 rounds.

TRACHEAL HARNESS

Level: 1 **Range:** Earshot **Duration:** Varies **Charge Time:** 1 round **Save:** N/A

Description: The *tracheal harness* was designed to cross language barriers that often arise for those adventuring across the wild frontier. The contraption resembles a small mechanical box that rests against the bedlamite's larynx, while two brass horns protrude from either side. The horns act to receive and send auditory messages, while the box serves to translate spoken word between humans and in some rare cases, animals, creatures, etc.

Manifestation: Roll 1d3: (1) the contraption comes to life by playing a random catchy tune as small sensory lights softly pulse, ready to transmit; (2) the inner workings of the contraption come to life as microscopic pistons begin to fire, energizing the harness—for 1 round, random conversations are leached from the air and transmitted through the speaker system of the contraption; (3) a brief sonic pulse bursts from the contraption, stressing items composed of glass—glass objects within 25' have a 50% chance of shattering; (4) small surgical instruments extend from the contraption along with pain-numbing syringes and begins to operate on the throat of the bedlamite, attaching small wires that connect to the user's vocal chords (the bedlamite suffers 1 point of damage while using the *tracheal harness*).

1 **Malfunction!** The bedlamite loses control of the device causing a random effect: Roll 1d4 modified by Luck: (0-1) the contraption reverses vital inner workings causing an ear-piercing feedback to fill the immediate area around the bedlamite—all humanoids within 15' of the bedlamite can do nothing but cover their ears until the noise subsides in 1d3 rounds; (2) the inertial dampeners of the harness fail momentarily and send an electric shock to the vocal cords of the bedlamite, causing them to lose their voice for 1d6 hours; (3) the contraption draws the attention of a wayward demon seeking passage to the earth—the bedlamite must immediately beat the creature in a contest of wills (contested Willpower rolls with the demon receiving a +1

bonus per level of the bedlamite) to avoid speaking the words to a summoning ritual, bringing the demon to earth; (4+) the contraption short circuits, sending an electrical current through the brainstem of the bedlamite who suffers from temporary amnesia for 1d8 hours.

Repair: Any malfunction result requires repair in addition to the result determined above. Bedlamites must spend 2d4 uninterrupted hours repairing the device, culminating in a DC 12 *repair* check. Failure means an additional 1d4 hours of repair until another check is allowed.

2-11 **Failure and minor malfunction.** The contraption can no longer be used until a DC 10 *repair* check is passed. The repair takes 1 full action to attempt.

12-13 The harness thrums to life and begins "listening" to the bedlamite's speech patterns and up to one additional person. For the duration of the charge, the bedlamite finds their speech translated through the contraption, while the voices of those involved in the conversation are sponged and piped through the speaker system of the harness. Any language originating from mankind can be translated. The charge lasts 1d6 rounds.

14-17 In addition to the result from 12-13, the harness now allows the speech of the bedlamite and up to 1d4 others to be translated. The charge now lasts 1d8 rounds.

18-19 In addition to the result from 14-17, the bedlamite may converse with one animal within eyesight and normal range of hearing. Any animal may be chosen, but the creature's intelligence remains unchanged, making for a child-like, limited exchange. Conversing with an animal creates no bond between the bedlamite and the creature; angry bears might opt to eat the bedlamite rather than talking for example. The charge now lasts 1d6+CL rounds.

20-23 Same result as check 17-18 and the Would Stitcher applies fast-acting regenerative collagen into the bloodstream which allows the bedlamite to heal 1d3 hit points every round for the next 2d4 rounds. This may heal previous or new damage but is not cumulative with multiple checks of this same result. This extra healing cannot raise the bedlamite's hit points beyond their maximum.

24-27 In addition to the result from 20-23, the contraption works with such accuracy that any voice can be translated, including things that 'go bump in the night.' One such subject may be chosen to converse with. The bedlamite understands the creature just as it understands the user's speech for the duration of the charge. The charge now lasts 1d6+CL rounds.

28-31 The harness allows the bedlamite and up to 1d4 humans to understand one another by translating their speech. Additionally, the speech of up to 1d4 animals are translated; no bond is created between the user and the creatures however, and an aggressive beast may choose to attack rather than 'talk.' Communications between 1d4 supernatural, celestial, demonic, extraplanar, or other such creatures may also be established. The charge lasts 1d8+CL rounds.

32+ **Wunderbar!** The contraption works at absolutely perfect levels. For the duration of the charge, the bedlamite may converse with any number of living creatures capable of any form of speech within earshot. In addition, the harness taps into a nearby spiritual conduit reaching deep into the spirit world. Any corpse, dead for any length of time, may be spoken with as the poor target's soul is pulled back, however temporarily, to answer the calling of the bedlamite. The inventor can carry on conversations with any number of chosen subjects simultaneously. The charge lasts 1 turn.

WOUND STITCHER

Level: 1 **Range:** Self or target **Duration:** Varies **Charge Time:** 1 round **Save:** N/A

Description: The *wound stitcher* is a fist-sized mechanical contraption with many legs, numerous delicate tools, first aid supplies, and sensors. It detects a newly inflicted wound and crawls upon the user's body until the injury is located. It then begins to administer first aid to the injury in the form of coagulants, stitching, and dressing. Higher check results allow the wound stitcher to stay tending to the body longer and heal more serious wounds. The *wound stitcher* may also be used on others in need of healing should the bedlamite so desire—it is designed to be used solely on its inventor; however, should the bedlamite spend one point of Luck or a Boon token, the result may instead be applied to an ally.

Manifestation: Roll 1d4: (1) the *wound stitcher* resembles an arachnid that will prop itself upon the shoulder of the bedlamite; (2) the bedlamite's *wound stitcher* resembles an octopus with long tentacles and a sack containing its first aid items, which expands and contracts like a bellows; (3) the *wound stitcher* resembles a mechanical centipede with two probing antennae with glowing eyes that scan the surface of the injured for damage; (4) the *wound stitcher* takes the form of a floating orb, resembling a human eyeball, that has several ports and compartments housing probes, syringes, and surgical tools.

1 **Malfunction!** The *wound stitcher* malfunctions causing its legs to stiffen quickly and forcefully, inflicting 1d6 damage to the injured person being worked on. The *wound stitcher* no longer functions until it is repaired.

Repair: Bedlamites must spend 2d4 uninterrupted hours repairing the device, culminating in a DC 12 *repair* check. Failure means an additional 1d4 hours of repair until another check is allowed.

2-11 **Failure and minor malfunction.** The contraption can no longer be used until a DC 10 *repair* check is passed. The repair takes 1 full action to attempt.

12-14 Once activated, it takes the *wound stitcher* 1 round to locate the target's most recent wound. The *wound stitcher* heals 1 HD worth of hit points using the target's Hit Die for two consecutive rounds before powering down. The contraption can only be used successfully on a specific wound once. The device can not raise the target's hit points beyond their maximum.

15-16 Once activated, it takes the *wound stitcher* 1 round to locate the most recent wound. The *wound stitcher* heals 1 HD worth of hit points for three rounds. The *wound stitcher* can only heal damage inflicted from the last source of damage since activation and cannot raise the target's hit points beyond their maximum.

17-18 In addition to the result from 15-16, the *wound stitcher* administers stimulants into the bloodstream that provides +2 to all actions for 3 rounds.

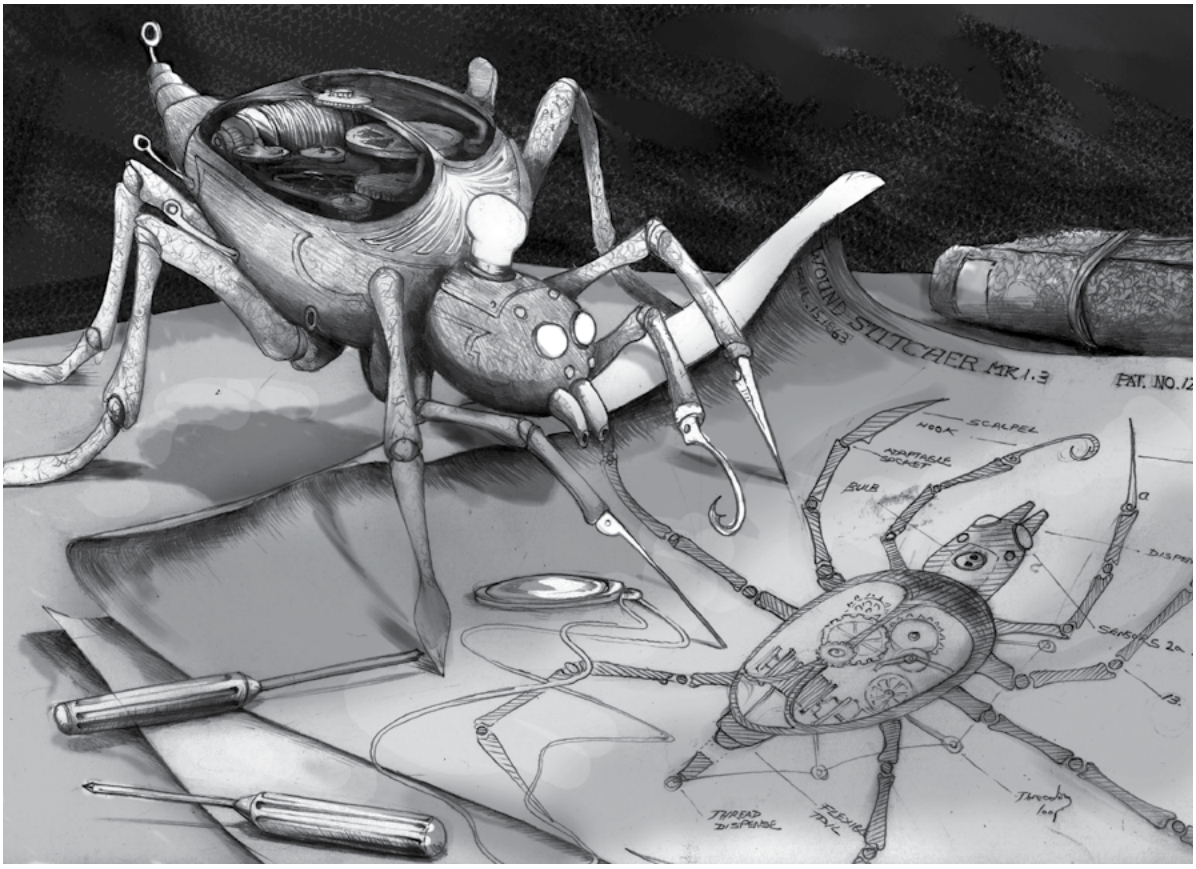
19-21 In addition to the result from 17-18, the *wound stitcher* now injects a fast-acting regenerative collagen into the bloodstream which allows the target to heal 1d3 hit points every round for the next 2d4 rounds. This may heal previous or new damage, but it is not cumulative with multiple checks of this same result. This extra healing cannot raise the target's hit points beyond their maximum.

22-25 The *wound stitcher* heals the target at a slower rate but will fully repair the injury. When activated, it takes the *wound stitcher* 1 round to locate the previous damage. Every round the *wound stitcher* tends to the wound, the target heals 1d4 hit points until the full amount of damage has been healed. The *wound stitcher* cannot raise the target's hit points beyond their maximum.

26-29 The bedlamite overcharges the *wound stitcher* causing it to actively and automatically seek out injuries over the course of 3d4 rounds. Once activated, the *wound stitcher* will tend to the last wound as per result 15-16, and then it will await the possibility of additional injuries, automatically tending to lost hit points for the charge duration. The enhanced speed of the *wound stitcher* allows it to immediately tend wounds as well as providing +2 AC to the target for the duration of the overcharge.

30-32 In addition to the result from 26-29, the *wound stitcher* administers stimulants into the bloodstream that provide +3 to all actions for the charge duration, and the charge duration now lasts 1 turn.

33+ In addition to the result from 30-32, the *wound stitcher* automatically stabilizes the target should they be reduced to 0 hit points during the charge duration. Additionally, the contraption can weave and repair limbs, systems, and organs normally considered damaged beyond repair. One limb, organ, or system can be repaired in the 1 turn the contraption remains overcharged.



BELT OF SIZE CHANGE

Level: 2 **Range:** Self **Duration:** Varies **Charge Time:** 1 round **Save:** N/A

Description: This belt allows the bedlamite to either reduce or enlarge their body, making them either fast and nimble or resistant and strong.

Manifestation: Roll 1d3: (1) a great flash of light heralds the user's sudden change in size; (2) parts of the bedlamite's body grow individually, making them look deformed, before the rest of their body goes through the same transformation; (3) with a loud sonic snap and the smell of cinnamon and vanilla, the user changes size.

1 **Malfunction!** A part of the device gives in to a small stress-fracture in the particle engine, and sparks fly out of it like a shower of stars: Roll 1d4 modified by Luck: (0-1) the bedlamite's head is shrunk, making them look ridiculous and speak with a high pitched voice for 1d4 turns; (2) the bedlamite's legs are shrunk, reducing their Move by half for 1d6+1 rounds; (3) the bedlamite suddenly grows to gigantic proportions, probably hitting the walls and ceiling if indoors, and suffers 1d6 damage before immediately shrinking back to their normal size; (4+) one of the bedlamite's limbs grows up to 1d20+10% in size, becoming disproportionate from the rest of their body permanently.

Repair: Any malfunction result requires repair in addition to the result determined above. Bedlamites must spend 2d4 uninterrupted hours repairing the device, culminating in a DC 12 repair check. Failure means an additional 1d4 hours of repair until another check is allowed.

2-11 **Failure and minor malfunction.** The contraption can no longer be used until a DC 10 *repair* check is passed. The repair takes 1 full action to attempt.

12-13 The bedlamite shrinks just enough to fit in places where small children could fit, preventing the penalties suffered for being in a place where they are too large to move around easily. This could help them escape from bonds, grapples, and other situations where they are being held in place. The charge lasts 2d4+CL rounds.

14-15 The bedlamite grows, gaining the physical strength and size of a large gorilla. The bedlamite gains an additional 1d6+1 points of Strength (to a maximum of 18), gains an additional 5' Move, and is a lot more intimidating—gaining +2 to all intimidation-related checks. The charge lasts 2d6+CL rounds.

16-19 The bedlamite shrinks to the size of a small dog, allowing them to enter places a normal-sized human could never get into. Additionally, they become incredibly fast and nimble, gaining 1d6+1 points of Agility (to a maximum of 18) and improving their AC by +2. The charge lasts 2d7+CL rounds.

20-21 The bedlamite grows to the size of an elephant, gaining giant muscles and tough skin. Their Strength becomes 18, their AC improves by +2, their unarmed attacks inflict 1d6 damage, and their skin reduces damage from physical attacks by -2. The charge lasts 2d8+CL rounds.

22-25 The bedlamite shrinks to the size of a rat; they can now enter spaces through small cracks in

the wall. Their Agility increases to 18, their base Move is doubled, and their AC increases by +4. The charge lasts 2d10+CL rounds.

26-29 The bedlamite grows to the size of a large dinosaur and can now create maximum havoc. Their Strength increases to 24 (+6 to melee attacks and damage), their AC increases by +4, and their skin reduces damage from physical attacks by 3 points. Also, their unarmed melee attacks inflict 1d10 damage, and they can emit a powerful roar that forces everyone within hearing to make a DC 16 Willpower save; on a failure, targets are shaken (-2 to all actions for 1d6 rounds). The charge lasts for 2d12+CL rounds.

30-31 The bedlamite shrinks to microscopic size, allowing them to enter any place as long as it is not airtight, including entering the bodies of other beings. They become so fast and nimble that they can fly at their base Move. Attacking someone from inside their body gives the bedlamite +1d to attack (and target AC is considered to be 10 for most biological beings), but damage inflicted is halved due to the bedlamite's small size. The charge lasts 2d14+CL rounds.

32-33 The bedlamite grows to the size of a mountain—their Strength increases to 30 (+10 to melee attacks and damage), their AC improves by +6, their skin reduces damage from physical attacks by 4 points, and melee attacks inflict 2d10 points of damage. They can also attack buildings (like forts) and inflict full damage against them. If the bedlamite spends 3 rounds doing nothing but stomping on the ground, they can cause an earthquake that destroys any buildings or other structures not completely made of stone within a 100' radius. The charge lasts 2d16+CL rounds.

34+ The bedlamite assumes total control of their size and can tune the device to reproduce any of the previous effects for as long as the contraption is activated. Adjusting their size between the effects above takes a full action. They can be the size of an elephant one round and then shrink to the size of a microbe the next. The charge lasts 1d6+CL turns.

CLOCKWORK FAMILIAR

Level: 2 **Range:** N/A **Duration:** Varies **Charge Time:** 1 round **Save:** N/A

Description: Bedlamites are typically so obsessed with the newest contraption that socializing doesn't often make it high on the list of priorities, which often results in the procurement of derangements and compulsions stemming from the self-imposed isolation. Some bedlamites have "repaired" the problem by creating small automatons that are infused with a sliver of their own spirit to bring it to "life."

To create a *clockwork familiar*, the bedlamite must purchase parts and tools that will cost upwards of $1,000. From there, a workspace and one solid week of work must be devoted to the process. Automatons can be built to take any form the bedlamite chooses, but the size must be kept to an automaton that would fit in a box 18"x18". For each increase in size, the bedlamite must procure an additional $500 in parts.

Once the creation process is complete, roll on the table below to see how well their automaton is crafted. Building the automaton is only half the process; the bedlamite still has a lifeless construct on the workbench that needs "charging."

Charging: A *clockwork familiar* requires 1 point of temporary Personality for every result line on the Gear Check Results chart rolled (example: a roll of 38 is the 9th result entry and would cost a whopping 9 points of Personality!). The more the familiar is capable of, the higher the expenditure needed to fuel the device. Bedlamites can "dial it down" and accept any lesser result on the chart to avoid large expenditures of Personality.

Charge Duration: A *clockwork familiar* uses the infusion of a bedlamite's psyche to provide the power to perform tasks and interact with their creator. Even the most efficient automaton will require a new charge at some point. To represent this, roll 1d30 at the start of each new day; any value rolled less than the current charge value results in a successful charge for the day. On day one, the charge value starts at "29," guaranteeing the clockwork familiar can charge the first day unless a 30 is rolled. Each successive day, the charge value decreases by 1 (day two has a charge value of 28). For example: Thaddeus has gone eight days with his clockwork familiar running smoothly. On the ninth day, his charge value has decreased to a 21 (30-9=21) and his 1d30 roll results in a 24. The automaton becomes inert and must be recharged by an expenditure of Personality to return to functionality. Recharging a clockwork familiar does not require a new roll on the results chart unless the bedlamite chooses to do so. The contraption continues to operate at the same level of performance determined during creation if the Personality expenditure can be met.

Destruction: Hit points are used to measure a clockwork familiar's structural damage capacity. Once the automaton reaches 0 hit points, it is destroyed and must be repaired and re-charged, requiring a new roll (and a new Personality expenditure) on the Gear Check Results chart to determine how well the contraption functions.

Manifestation: Roll 1d3: (1) the clockwork familiar is a constant whirl of gears and pistons making problems for the bedlamite trying to be stealthy (bedlamites and allies within 10' of the automaton suffer -2 to stealth-related rolls); (2) the contraption constantly glows between the seams and eyes (if built with them) equivalent to candlelight; (3) the contraption has miniature stove pipes that release steam several times a day—judges should have the bedlamite make a Luck check occasionally to see if the release happens during a moment where stealth is being used or during NPC interactions.

1 **Malfunction!** The bedlamite loses control of the device, causing a random effect, in addition to the device needing repair. Roll 1d4 modified by Luck: (0-1) the clockwork familiar surges to life, but the vested Personality creates a charge too large for internal capacitors, and the contraption explodes causing 1d8 damage to all creatures within a 10' radius centered upon the contraption—the bedlamite must begin the process over from the beginning, including spending an additional 1d10 x $100 to represent unsalvageable parts that must be replaced; (2) the charge process goes awry as the storage cell attempts to drain the bedlamite of their entire psyche (1d8 temporary Personality points are drained) before internal circuits overload, and core parts overheat, shutting the contraption down—the automaton must be repaired but can otherwise be charged again; (3) one of the automaton's internal motors blows, shutting the contraption down—the bedlamite must procure 1d4 x$100 in parts and tools in addition to repairing the contraption; (4+) the contraption is momentarily possessed by an extraplanar creature intent on killing the bedlamite! Roll 1d14+15 (do not spend the Personality points for that result) and compare the total to the results chart: the clockwork familiar gains the powers and Stats from that result and attacks for 1d5 rounds before becoming inert as the possessing creature leaves the contraption.

Repair: Any malfunction result requires repair in addition to the result determined above. Bedlamites must spend 2d4 uninterrupted hours repairing the device, culminating in a DC 12 *repair* check. Failure means an additional 1d4 hours of repair until another check is allowed.

2-11 **Failure and minor malfunction.** The contraption can no longer be used until a DC 10 *repair* check is passed. The repair takes 1full action to attempt.

12-13 Gears and pistons come to life as the charge acts as the final step in the arduous process. In addition to the listed Stats below, the contraption will follow given orders issued by the bedlamite; these must be simple one-step requests. The *clockwork familiar* must be oiled and adjusted once per day or the contraption suffers a +1 penalty to recharge rolls until maintenance can be performed. The contraption comes to "life" and is represented by the following Stats:

Clockwork Familiar: Init +0; Atk slam +1 melee (1d4); AC 12; HD 1d5; MV*; Act 1d20; Saves (uses creator's); Path (uses creator's).

*Movement starts at half the standard rate of the creature the contraption is modeled after; a clockwork familiar modeled after an owl would begin with flight at half the standard movement for such a creature.

14-15 Gears and pistons come to life as the charge acts as the final step in the arduous process. The *clockwork familiar* begins to show signs of personality at this level of creation and will often pick up the quirks and habits of their creator to imitate when not being used for a task. In addition to the listed Stats below, the contraption will follow given orders issued by the bedlamite; these must be simple one-step requests. The contraption comes to "life" and is represented by the following Stats:

Clockwork Familiar: Init +0; Atk slam +2 melee (1d5); AC 13; HD 2d5; MV*; Act 1d20; SP repair (+2 to bedlamite's *repair* checks and halves repair time); Saves (uses creator's); Path (uses creator's).

*Movement starts at half the standard rate of the creature the contraption is modeled after; a clockwork familiar modeled after an owl would begin with flight at half the standard movement for such a creature.

16-19 Gears and pistons come to life as the charge acts as the final step in the arduous process. The *clockwork familiar* begins to show signs of personality at this level of creation and will often pick up the quirks and habits of their creator to imitate when not being used for a task. In addition to the listed Stats below, the contraption will follow given orders issued by the bedlamite; these must be simple one-step requests. The contraption comes to "life" and is represented by the following Stats:

Clockwork Familiar: Init +0; Atk slam +3 melee (1d6); AC 14; HD 3d5; MV*; Act 1d20; SP repair (+3 to bedlamite's *repair* checks and halves repair time), voice transmission (bedlamite may speak through their contraption at a distance of up to one mile); Saves (uses creator's); Path (uses creator's).

*Movement duplicates the standard rate of the creature the contraption is modeled after; a clockwork familiar modeled after an owl would begin with flight at the standard movement for such a creature.

20-21 Gears and pistons come to life as the charge acts as the final step in the arduous process. The *clockwork familiar* begins to show signs of personality at this level of creation and will

often pick up the quirks and habits of their creator to imitate when not being used for a task. In addition to the listed Stats below, the contraption will follow given orders issued by the bedlamite; these must be simple one-step requests. The contraption comes to "life" and is represented by the following Stats:

Clockwork Familiar: Init +1; Atk slam +4 melee (1d6+1); AC 15; HD 3d6; MV*; Act 1d20; SP repair (+3 to bedlamite's *repair* checks and halves repair time), voice transmission (bedlamite may speak through their contraption at a distance of up to one mile), ocular transmission (bedlamite may see through the contraption's eyes at a distance of up to one mile—requires bedlamite to close their own eyes and concentrate, taking no other actions); Saves (uses creator's); Path (uses creator's).

*Movement duplicates the standard rate of the creature the contraption is modeled after; a clockwork familiar modeled after an owl would begin with flight at the standard movement for such a creature.

22-25 Gears and pistons come to life as the charge acts as the final step in the arduous process. In addition to the listed Stats, the contraption is capable of multitasking and solving problems (Intelligence of 10). The contraption also develops its own personality (player's choice). The contraption comes to "life" and is represented by the following Stats:

Clockwork Familiar: Init +2; Atk slam +5 melee (1d6+2); AC 15; HD 3d6+1; MV*; Act 1d20; SP repair (+4 to bedlamite's *repair* checks and halves repair time), voice transmission (bedlamite may speak through their contraption at a distance of up to one mile), ocular transmission (bedlamite may see through the contraption's eyes at a distance of up to one mile—requires bedlamite to close their own eyes and concentrate, taking no other actions), maintenance protocol [bedlamite may task their contraption with going over items normally requiring maintenance to help keep them working efficiently; in the case of contraptions, the automaton may tune up one contraption in an eight-hour period. After the required repair time is spent, the bedlamite makes a Luck check. Success modifies the Gear check for the contraption by +1d]; Saves (uses creator's); Path (uses creator's).

*Movement duplicates the standard rate of the creature the contraption is modeled after; a clockwork familiar modeled after an owl would begin with flight at the standard movement for such a creature.

26-29 Gears and pistons come to life as the charge acts as the final step in the arduous process. In addition to the listed Stats, the contraption is capable of multitasking and solving problems (Intelligence of 12). The contraption also develops its own personality (player's choice) and is capable of human speech. The contraption comes to "life" and is represented by the following Stats:

Clockwork Familiar: Init +2; Atk slam +5 melee (1d7); AC 16; HD 3d6+2; MV*; Act 1d20; SP repair (+4 to bedlamite's *repair* checks and halves repair time), sensory transmission (bedlamite may speak and see through their contraption at a distance of up to one mile and may also choose to listen to what noises or conversations are around the automaton—requires bedlamite to close their own eyes and concentrate, taking no other actions), maintenance protocol [bedlamite may task their contraption with going over items normally requiring maintenance to help keep them working efficiently; in the case of contraptions, the automaton may tune up to two contraptions in an eight-hour period. After the required repair time is spent, the bedlamite makes a separate Luck check for each tuned contraption. Success modifies the Gear check for the contraption by +1d], damage resistance [contraption

is resistant to one of the following damage types (player's choice): fire, cold, or electricity. Damage from the chosen type is reduced by -1d]; Saves (uses creator's); Path (uses creator's).

*Movement duplicates the standard rate of the creature the contraption is modeled after plus an additional 5'; a *clockwork familiar* modeled after an owl would begin with flight at the standard movement plus 5' for such a creature.

30-31 Gears and pistons come to life as the charge acts as the final step in the arduous process. In addition to the listed Stats, the contraption is capable of multitasking and solving problems (Intelligence of 12). The contraption also develops its own personality (player's choice) and is capable of human speech. The contraption comes to "life" and is represented by the following Stats:

Clockwork Familiar: Init +3; Atk slam +5 melee (1d7+1); AC 16; HD 3d7; MV*; Act 1d20; SP repair (+5 to bedlamite's repair checks and halves repair time), sensory transmission (bedlamite may speak and see through their contraption at a distance of up to one mile and may also choose to listen to what noises or conversation are around the automaton—requires bedlamite to close their own eyes and concentrate, taking no other actions), maintenance protocol [bedlamite may task their contraption with going over items normally requiring maintenance to help keep them working efficiently; in the case of contraptions, the automaton may tune up to two contraptions in an eight-hour period. After the required repair time is spent, the bedlamite makes a separate Luck check for each tuned contraption. Success modifies the Gear check for the contraption by +1d], damage resistance [contraption is resistant to one of the following damage types (player's choice): fire, cold, or electricity. Damage from the chosen type is reduced by -1d], telepathy (bedlamite is capable of telepathic communication with their contraption for up to one mile); Saves (uses creator's); Path (uses creator's).

*Movement duplicates the standard rate of the creature the contraption is modeled after plus an additional 5'; a *clockwork familiar* modeled after an owl would begin with flight at the standard movement plus 5' for such a creature.

32-33 Gears and pistons come to life as the charge acts as the final step in the arduous process. In addition to the listed Stats, the contraption is capable of multitasking and solving problems (Intelligence of 12). The contraption also develops its own personality (player's choice) and is capable of human speech. The contraption comes to "life" and is represented by the following Stats:

Clockwork Familiar: Init +3; Atk slam +5 melee (1d8); AC 17; HD 3d8; MV*; Act 2d20; SP repair (+5 to bedlamite's *repair* checks and halves repair time); sensory transmission (bedlamite may speak and see through their contraption at a distance of up to one mile and may also choose to listen to what noises or conversation are around the automaton—requires bedlamite to close their own eyes and concentrate, taking no other actions), maintenance protocol [bedlamite may task their contraption with going over items normally requiring maintenance to help keep them working efficiently; in the case of contraptions, the automaton may tune up to two contraptions in an eight-hour period. After the required repair time is spent, the bedlamite makes a separate Luck check for each tuned contraption. Success modifies the Gear check for the contraption by +1d], damage resistance [contraption is resistant to two of the following damage types (player's choice): fire, cold, or electricity. Damage from the chosen type is reduced by -1d], telepathy (bedlamite is capable of telepathic communication with their contraption for up to one mile), signature attack [contraption

gains a special attack designed by the bedlamite: poisoned stinger, blinding, trips, strangles, etc. Judge and player should work together to determine the in-game effects]; Saves (uses creator's+1); Path (uses creator's).

*Movement duplicates the standard rate of the creature the contraption is modeled after plus an additional 5'; a *clockwork familiar* modeled after an owl would begin with flight at the standard movement plus 5' for such a creature.



34+ Gears and pistons come to life as the charge acts as the final step in the arduous process. In addition to the listed Stats, the contraption is capable of multitasking and solving problems (Intelligence of 12). The contraption also develops its own personality (player's choice) and is capable of human speech. The contraption comes to "life" and is represented by the following Stats:

Clockwork Familiar: Init +4; Atk slam +5 melee (1d10); AC 18; HD 4d8; MV*; Act 2d20; SP repair (+6 to bedlamite's *repair* checks and halves repair time); sensory transmission (bedlamite may speak and see through their contraption at a distance of up to one mile and may also choose to listen to what noises or conversation are around the automaton—requires bedlamite to close their own eyes and concentrate, taking no other actions), maintenance protocol [bedlamite may task their contraption with going over items normally requiring maintenance to help keep them working efficiently; in the case of contraptions, the automaton may tune up to three contraptions in a four-hour period. After the required repair time is spent, the bedlamite makes a separate Luck check for each tuned contraption. Success modifies the Gear check for the contraption by +1d], damage immunity [contraption is immune to one of the following damage types (player's choice): fire, cold, or electricity], telepathy (bedlamite is capable of telepathic communication with their contraption for up to one mile), signature attack [contraption gains a special attack designed by the bedlamite: poisoned stinger, blinding, trips, strangles, etc. Judge and player should work together to determine the in-game effects]; Saves (uses creator's+1); Path (uses creator's).

*Movement duplicates the standard rate of the creature the contraption is modeled after plus an additional 10'; a *clockwork familiar* modeled after an owl would begin with flight at the standard movement plus 10' for such a creature.

CREATION CUBE

Level: 2 **Range:** Varies **Duration:** Special **Charge Time:** 1 round **Save:** N/A

Description: A *creation cube* is a portable structure with dimensions small enough to fit in the palm of a hand. Once activated, the cube is capable of repairing broken, inanimate matter in addition to creating objects during an exceptional activation. Cubes typically vary in size and material.

Manifestation: Roll 1d3: (1) the cube begins to thrum with energy and glow as ozone in the area is charged with the smell of gear oil; (2) the cube activates, levitating 5' above the ground and begins to fly about the target, casting an eerie glow on the chosen object; (3) the cube floats from the hand of the bedlamite while emitting a particle beam at the desired object—immediately unraveling it at a subatomic level, before reweaving and repairing the desired object (when creating objects, the beam builds the object layer by layer, much like 3D printers found in the future).

1 **Malfunction!** Part of the device gives in to a small stress fracture, causing a backflash of flame: Roll 1d4 modified by Luck: (0-1) the cube suffers a glitch and one random non-sentient, normal object carried by an ally crumbles after being struck by a ray emitted from the contraption—Roll randomly for each ally within eyesight and then roll 1d4: [1] piece of clothing, [2] weapon, [3] personal item, [4] roll twice—rerolling additional results of 4; (2) the cube crosses its creation protocol with its repair protocol, resulting in an object the bedlamite wishes to repair being disintegrated—Roll 1d4 for the non-sentient, normal object: [1] piece of clothing, [2] weapon, [3] personal item, [4] roll twice—rerolling additional results of 4; (3) the cube backfires and the object the bedlamite wishes to repair or correct is instead spliced to the living tissue of the creator of the cube: Roll 1d4 to determine the body part the object is attached to (object can only be removed by surgery or with a successful use of the cube to reverse the effect): [1] ear, [2] leg, [3] arm, [4] body; (4+) the cube unravels the bedlamite at an atomic level, scattering them momentarily on the winds of creation—the effect lasts 1 round before the inventor is restored to their original form but stunned for 1d4 rounds.

Repair: Any malfunction result requires repair in addition to the result determined above. Bedlamites must spend 2d4 uninterrupted hours repairing the device culminating in a DC 12 *repair* check. Failure means an additional 1d4 hours of repair until another check is allowed.

2-11 **Failure and minor malfunction.** The contraption can no longer be used until a DC 10 *repair* check is passed. The repair takes 1 full action to attempt.

12-13 The cube activates, bathing the area of effect in a pale blue light as the contraption scans the structure before initiating a repair. Objects fitting in a 12" cube can be repaired from any break or tear. The repair takes 2 rounds to finish, ending the charge.

14-15 In addition to the result from 12-13, the cube dimensions into which an object must fit is now 18", and the repair duration decreases to 1 round.

16-19 The cube whirs to life, scanning the area for the desired repair. The cube performs exceptionally, able to repair any item small enough to fit within a 24" cube. In addition to repairing the object, one particular characteristic is actually "tweaked," improving it. Judges are encouraged to assign in-game effects depending on the nature of the object being repaired (gun shoots more reliably, horse shoes fit their steed much better, improving

Movement, etc.). The improvement lasts until the object is used during any sort of critical failure, after which it loses the improved quality. The repair takes 1 round to finish, ending the charge.

20-21 In addition to the result from 16-19, the cube dimensions into which an object must fit is now 60", and up to two characteristics of the object may be improved upon, lasting until the object is used for any function that produces a critical failure.

22-25 The cube is capable of manufacturing any sort of object the bedlamite can mentally project to the cube. Created objects must fit within a 12" cube. Objects can be made from any material and are fully functional; however, if it is made from precious metals (gold, or silver, etc.), the resulting object is only worth pennies on the dollar by typical standards. Creating an object takes 1 turn, ending the charge upon completion. Note: only one relatively mechanically simple object can be created; thus, no objects with multiple parts.

26-29 In addition to the result from 22-25, the object created changes in complexity and may have multiple parts, such as a pocket watch, type-writer, etc.

30-31 In addition to the result from 26-29, the cube dimensions into which an object must fit is now 60", and the creation now takes 3d4 turns, ending the charge upon completion.

32-33 **Near Perfection!** The cube glows with life as it begins to scan the area with an eerie green light. The cube will repair any broken object within 200' chosen by the bedlamite, regardless of size. Additionally, repaired objects function much better than they did in their original form (e.g., carriages ride more smoothly, allowing for longer travel times, guns fire more reliably, etc.). Judges are encouraged to assign in-game effects depending on the nature of the object being repaired. Improvements made by the cube are considered permanent. Repair time lasts 1d3 rounds per each object being repaired, ending the charge upon completion.

34+ **Perfection!** In addition to the result from 32-33, the cube is activated to maximum effect. The cube may now create an item of any size from any material or complexity. Time must be considered for objects larger than a typical wagon. To simplify calculations, take the object to be created and place it inside an imaginary cubic box; an object fitting inside a 60" cube requires 3d4 turns to create. For each additional 30" added to a cubic side, increase the creation duration by an additional 3d4 turns. The cube ends its charge after either the repairs or a single item are completed.

HELLFIRE BLASTER

Level: 2 **Range:** N/A **Duration:** Varies **Charge Time:** 1 round **Save:** N/A

Description: A *hellfire blaster* is often fashioned after the typical rifle or pistol, attached to a large cylinder worn as a backpack. Legend has it that once fired, the contraption creates a microscopic tear leading to one of the first layers of Hell, discharging varying degrees of flame.

Manifestation: Roll 1d3: (1) the blaster begins to glow much like an iron in fire as the immediate area is filled with the scent of brimstone; (2) a high-pitched whine fills the air, sending any animals in the immediate area into a panic and causing them to scatter; (3) the weapon's flames resemble escaped fiery demons flying to engulf their target.

1 **Malfunction!** Part of the device gives in to a small stress fracture, causing a backflash of flame. Roll 1d4 modified by Luck: (0-1) the flames blow back directly onto the bedlamite, causing 1d6 damage in addition to potentially catching fire (50% chance); (2) the blaster explodes in a cloud of flame, affecting all within a 10' radius of the bedlamite for 1d8 damage in addition to potentially catching fire (50% chance); (3) the blaster "hiccups," causing a random jet of flame to strike a nearby ally (usually the one with the lowest Luck or most Hexes) for 1d10 damage in addition to potentially catching fire (50% chance); (4+) roll again on the result chart with a +1 modifier and apply the result to one or more allies as determined by the roll.

Repair: Any malfunction result requires repair in addition to the result determined above. Bedlamites must spend 2d4 uninterrupted hours repairing the device, culminating in a DC 12 *repair* check. Failure means an additional 1d4 hours of repair until another check is allowed.

2-11 **Failure and minor malfunction.** The contraption can no longer be used until a DC 10 *repair* check is passed. The repair takes 1 full action to attempt.

12-13 A gout of flame shoots out for 50' catching all targets falling in line with the shot. Targets suffer 2d6+CL fire damage in addition to a 50% chance of catching fire. Targets passing a Reflex save vs. the Gear check DC only suffer half damage. Items which are flammable start with a 1d6 on the burn chain.

14-15 In addition to the result from 12-13, the blast range is now 70', and the damage changes to 2d8+CL fire damage.

16-19 In addition to the result form 14-15, the number of blasts increases to two, and each blast may target separately in any direction.

20-21 In addition to the result from 16-19, the damage changes to 3d8+CL fire damage, and the chance to catch fire increases to 75%; items which are flammable start with a 1d10 on the burn chain.

22-25 In addition to the result from 20-21, the number of blasts increases to two, and each blast may target separately in any direction.

26-29 A gout of flame shoots out to 100' catching all targets falling in line with the shot. Targets suffer 3d12+CL fire damage in addition to a 75% chance of catching fire. The contraption can fire two independent blasts in seperate directions. Targets passing a Reflex save vs. the Gear check DC only suffer half damage. Items which are flammable start with a 1d14 on the burn chain.

30-31 In addition to the result from 26-29, the number of blasts increases to three and each may target separately in any direction.

32-33 In addition to the result from 30-31, the blast range is now 150', the damage changes to 3d16+CL fire damage, and items which are flammable start with a 1d16 on the burn chain.

34+ A gout of flame shoots out to 150' catching all targets falling in line with the shot. Targets suffer 3d16+CL fire damage in addition to a 100% chance of catching fire. The contraption can fire six independent blasts in seperate directions. Targets passing a Reflex save vs. the Gear check DC only suffer half damage. Items which are flammable start with a 1d20 on the burn chain.

HYPNOTIC GOGGLES

Level: 2 **Range:** Varies **Duration:** Varies **Charge Time:** 1 round **Save:** Will

Description: Using captivating patterns and lights, the bedlamite can hypnotize and charm those that look into their goggles, making them docile and open to suggestions. On higher results, this can result even in complete mind control.

Manifestation: Roll 1d3: (1) a kaleidoscopic pattern is projected in the goggles, and the same pattern appears in the eyes of those under the effects of the contraption; (2) many colored lights are emitted by the goggles, creating a hypnotic pattern that leaves targets baffled; (3) the contraption emits a greenish light that seems to be reflected in the eyes and faces of everyone affected.

1 **Malfunction!** Part of the device goes up in sparks, and small bits and parts fly around as strange patterns are emitted by the goggles. Roll 1d4 modified by Luck: (0-1) the goggles affect a nearby ally that must make a DC 10 Willpower save or suffer -2 to all their actions for 1d4 rounds; (2) the goggles emit a series of flashes, and anyone within 10' of the bedlamite must make a Reflex save vs. the Gear check DC or be blinded for 1d4 rounds; (3) the goggles emit a soothing pattern so strong that an ally within 30' must make DC 12 Willpower save or fall asleep for 1d4 turns; (4+) roll again on the result chart with a +1 bonus, and apply the result to one or more allies as determined by the roll.

Repair: Any malfunction result requires repair in addition to the result determined above. Bedlamites must spend 2d4 uninterrupted hours repairing the device, culminating in a DC 12 *repair* check. Failure means an additional 1d4 hours of repair until another check can is allowed.

2-11 **Failure and minor malfunction.** The contraption can no longer be used until a DC 10 *repair* check is passed. The repair takes 1full action to attempt.

12-13 The goggles emit a whirlwind pattern, affecting every enemy within a cone 30' long and 20' wide. All affected enemies who fail a Willpower save vs. a DC equal to the Gear check suffer -2 on all their action checks for 1d4+CL rounds.

14-15 Kaleidoscopic patterns are projected in the goggles lenses, and any enemy within a cone 30' long and 20' that fails a Willpower save vs. a DC equal to the Gear check will fall asleep for 1d6 rounds. The bedlamite can utter a few words as a suggestion each round to sleeping targets, and they must fulfill these suggestions to the best of their abilities when they wake up. If the suggestion is obviously harmful to the target, they can make another Willpower save at +1d.

16-19 Strong flashes of prismatic light are emitted by the googles, affecting enemies within a cone 40' long and 30' wide. Creatures in the area affected must make two Willpower saves vs. a DC equal to the Gear check. Failing one means the targets are blinded, while failing two means they are blinded and unconscious. The charge lasts 1d6+CL rounds.

20-21 The goggles project images to target enemies within a cone 40' long and 30' wide which engenders a sense of serenity and calm. Targets within the cone must pass a Willpower save vs. a DC equal to the Gear check or become completely passive, dropping their weapons and offering no threats to anyone for 2d6+CL rounds. Aggressive actions against these targets allow them to make another Willpower save at +1d.

22-25 Emitting hypnotic patterns, the goggles affect enemies within a cone 40' wide and 30' long, forcing them to make a Willpower save vs. a DC equal to the Gear check. Those who fail the Willpower save will be affected, and the bedlamite can utter a commanding word, as well as a small gesture to clarify it, which must be followed by the targets for 2d8+CL rounds. If the suggestion is obviously harmful to the target, they can make another Willpower save at +1d.

26-29 The bedlamite can focus their goggled vision on 1d6+CL targets within their sight and reproduce any of the previous effects from the Gear check results table. All Willpower saves are made against the result from 22-25.

30-31 Focusing their vision on 2d6+CL targets, the bedlamite can emit a strong hypnotic pattern through their goggles, making the targets believe the bedlamite and their allies are old friends if they fail a Willpower save vs. a DC equal to the Gear check. Affected targets follow orders and advice that seem reasonable and not immediately dangerous to them for 2d6+CL hours. Suicidal or obviously harmful actions grant the targets another Willpower save at +1d.

32-33 In addition to the result from 30-31, the bedlamite can now affect 3d6+CL targets for 3d6+CL turns with any of the previous effects from the result table by just focusing their vision upon them.

34+ Everyone within line of sight of the bedlamite witnesses a spectacle of colors, patterns, and light. All targets must make a Willpower save to avoid the effects of this contraption. Any of the previous table results can be replicated in a whole army of targets, and its duration increases by +3d on the dice chain (so if an effect would last 2d8+CL rounds, it will last for 2d14+CL rounds).

INFERNAL EGG

Level: 2 **Range:** Varies **Duration:** 1 round **Charge Time:** 1 round **Save:** Varies

Description: An *infernal egg* often resembles an ornately carved metal egg. The egg purportedly opens a temporary dimensional rift straight to Hell! Activating the egg causes nauseating sulfurous fumes to fill the immediate area. Bedlamites have been known to build the contraption in a form other than the typical egg, ranging from canes to modern pistols.

Manifestation: Roll 1d3: (1) the egg begins to spin while floating in midair, while inner gears begin to click and whirl as the contraption glows with a hellish light; (2) the egg begins to vibrate as the outer shell peels away, revealing the next layer, which peels away revealing the next layer—the process continues until all layers fall away, leaving a mysterious smoking rock (possibly from some hellish landscape); (3) the egg begins to play a song, much like a music box, bathing the immediate area in a scarlet glow—upon completion, the egg emits plumes of smoke giving host to shadowy demons.

1 **Malfunction!** Part of the device gives in to a small stress fracture, causing a backflash of flame. Roll 1d4 modified by Luck: (0-1) a spring contained in the inner workings of the egg snaps, catching the bedlamite off guard, causing the inventor to take a deep breath of the sulfurous fumes (suffer the results found in result 12-13 for the next 1d3 rounds); (2) the egg opens a dimensional rift to the elemental plane of fire—1d4 20' long jets of flame strike out at random targets (friend or foe!) for 1d8 fire damage and will catch fire 50% of the time (items on fire start with a 1d6 on the burn chain); (3) the egg activates randomly for the next

12 hours (the judge should roll secretly to determine when the egg activates), and when it activates, the player makes a new Gear check with a +1 bonus and applies the results; (4+) the egg causes a larger than normal dimensional tear in the hellish realm from which the sulfur originates and summons a small smoke demon that follows the group from a distance for 1d7 days with the intent of harassing the bedlamite and their allies—during any combat encounter, the demon will attempt to blind one random ally each round (a successful grapple check makes the target effectively blinded for 1d6 rounds).

Repair: Any malfunction result requires repair in addition to the result determined above. Bedlamites must spend 2d4 uninterrupted hours repairing the device, culminating in a DC 12 *repair* check. Failure means an additional 1d4 hours of repair until another check is allowed.

2-11 **Failure and minor malfunction.** The contraption can no longer be used until a DC 10 *repair* check is passed. The repair takes 1 full action to attempt.

12-13 Fumes begin to pour from the egg, spiraling towards one target up to 20' away. The target must make a Fortitude save vs. a DC equal to the Gear check; failure leaves the target retching for 1 round, unable to act or move. Additionally, the target is blinded from the sulfurous fumes. The charge lasts 1 round per CL.

14-15 In addition to the result from 12-13, the number of targets is now 1d4.

16-19 In addition to the result from 14-15, the number of targets affected now includes anyone which targets the bedlamite with a melee attack; the charge duration changes to 1d6+CL rounds.

20-21 A sulfurous smoke elemental pours forth from the egg and is under the control of the bedlamite. The inventor can direct the smoke elemental to attack a single target within a 40' radius centered on the bedlamite each round. The target must make a Fortitude save vs. a DC equal to the Gear check; on a failure, the target is left retching for 1 round, unable to act or move. Additionally, the target is blinded from the sulfurous fumes for 1d4 rounds. A target may be attacked multiple times during the charge duration, suffering the effects each time. The charge lasts 1d8+CL rounds.

22-25 In addition to the result from 20-21, the number of smoke elementals increases to 1d3, and each elemental can be directed separately to different targets each round.

26-29 1d6 plumes of sulfurous smoke jet from openings in the infernal egg! Plumes reach out 50' to strike targets chosen by the bedlamite. Each plume envelopes the targets and forces its way into their lungs (this has no effect on targets that do not breathe). Affected targets must immediately make a Fortitude save vs. a DC equal to the Gear check; failure results in falling unconscious for 1d6 rounds. Targets that successfully save still suffer the effects of blindness for 1d8 rounds. The charge lasts 1d10+CL rounds. Plumes stay in effect until the charge duration ends, or they have successfully affected a target.

30-31 In addition to the result from 26-29, the egg produces caustic fumes. Targets failing an additional Fortitude save vs. a DC equal to the Gear check suffer 3d8+CL acid damage (targets suffer half damage on a success). The corrosive effects of the acid continue to burn the targets over successive rounds. Each successive round, targets may make another Fortitude save, reducing the damage by 1d8 each round on a success (example: round 2: 2d8+CL, round 3: 1d8+CL, etc.); on a failure the acid continues to burn at full potency (3d8+CL).

32-33 **Eureka!** The egg emits a 20' radius cloud of agitated, sulfurous, smoke elementals. The cloud may be directed by the bedlamite up to 20' in any direction each round. Targets caught in

the cloud suffer 3d12+CL damage as the elementals fill their targets lungs with caustic fumes (Fortitude save vs. a DC equal to the Gear check for half damage)—even targets that do not need to breathe are affected by this acidic cloud. The corrosive effects of the acid continue to burn the targets over successive rounds. Each successive round, targets may make another Fortitude save, and the damage reduces by 1d12 each round (round 2: 2d12+CL, round 3: 1d12+CL, etc.) on a success. In addition to the threat of physical damage, friends and foes suffer from blindness while in the cloud and for 1d6 rounds once leaving the cloud's area of effect. The charge lasts 1d12+CL rounds.

34+ **Devil's Egg!** The egg tears a small hole in the dimensional continuum, directly to Hell! The egg sprays a plume of caustic smoke in a 60' radius, targeting up to 1d10 enemies of the bedlamite with searing gouts of flame and sulfurous fumes. Each target must make a Reflex save vs. a DC equal to the Gear check to avoid the searing flames; on a failure, targets suffer 6d6 fire damage with 50% chance of catching fire (items which are flammable start with a 1d16 on the burn chain). In addition to the flames, affected targets who fail the Reflex save suffer from blindness for 1d8 rounds. Along with the searing jets of flame and smoke, a demonic creature composed of both flame and smoke swirls around the inventor, intercepting any successful melee attack against the bedlamite, inflicting 3d6 damage back on to the attacker (Reflex save for half damage) with a 50% chance of the attacker catching fire (items which are flammable start with a 1d16 on the burn chain). The charge lasts 1 turn.

PHANTASMAGORICAL HOOD

Level: 2 **Range:** Sight **Duration:** 1 round **Charge Time:** 1 round **Save:** Will

Description: *Phantasmagorical hoods* are typically masks designed to unnerve the average person. They are often made to mimic demons and horrific creatures of legend. The ghastly contraption is further augmented by emitting undetectable fear-inducing pheromones capable of driving the bravest of souls to incurable states of madness. Rumor has it that a bedlamite designs their own hooded mask in the likeness of their own worst nightmare.

Manifestation: Roll 1d3: (1) mechanical gears whirl to life, giving the contraption life-like expressions of rage while amplifying the user's voice; (2) the eyes of the mask glow a crimson red while wisps of sulfur tainted smoke escapes from the nostrils; (3) atmospheric electrical discharges rain down on the area centered around the bedlamite, causing the hair of all living targets within 30' to stand on end as the mask begins to contort and twist into a new hellish creation; (4) the distorted grimace of the contraption opens wide as a maniacal cackle pierces the air and causes all small children (and those weak at heart) to spontaneously begin crying within a 300' radius.

1 **Malfunction!** The bedlamite loses control of the contraption, causing a random effect: Roll 1d4 modified by Luck: (0-1) a leak in the hood infuses the bedlamite with a dose of their own fear-inducing pheromones: Roll 1d10+11 on the results table below, and apply the effect to the hood's owner; (2) the hooded mask malfunctions, causing dozens of springs to pop, digging into the scalp of the bedlamite—in addition to suffering 1d7 damage from painful cuts, the inventor is unable to remove the hood until the device can be repaired (repair attempts suffer a -3 penalty as the hood impairs the bedlamite's vision); (3) the plumes of fear-inducing pheromones intended for enemies of the bedlamite instead find an unsuspecting ally as

a target: Roll 1d10+11 on the results table below, and apply the effect to one or more allies (depending on the results of the check); (4+) the contraption releases defective pheromones that have the opposite effect on all enemies of the bedlamite within a 30' radius: affected targets gain +1d to attack and damage rolls for 1d4 rounds of combat as the pheromones trigger an adrenal reaction.

Repair: Any malfunction result requires repair in addition to the result determined above. Bedlamites must spend 2d4 uninterrupted hours repairing the device, culminating in a DC 12 *repair* check. Failure means an additional 1d4 hours of repair until another check can is allowed.

2-11 **Failure and minor malfunction.** The contraption can no longer be used until a DC 10 *repair* check is passed. The repair takes 1 full action to attempt.

12-13 The charge sends the contraption into motion, causing one affected target who fails a Willpower save to view the bedlamite as their own worst nightmare. The target must immediately flee, moving directly away from the wearer of the contraption. Should the target be unable to flee, it will instead suffer -1d to attack and damage rolls for the duration of the charge. The charge lasts 1d6 rounds.

14-15 In addition to the result from 12-13, the number of targets increases to 1d4.

16-19 One target may be chosen to suffer the effects of the hood, as the fear-inducing gasses convince the target that thousands of flesh-boring maggots are feasting on their skin. A failed Willpower save results in the target digging at their skin with whatever edged weapon lies close at hand. For each round of the charge duration, the afflicted suffers the standard damage of the weapon they are using with no additional modifiers. The charge lasts 1d5+CL rounds.

20-21 In addition to the result from 16-19, the number of targets increases to 1d4.

22-25 The bedlamite manipulates the contraption by cross-filtering fear-inducing pheromones with those of extreme rage and targets up to 1d4 creatures. A failed Willpower save results in each affected target seeing one of their allies as a horrific creature to be put down with extreme prejudice. Affected targets will use ranged or melee weapons to attack one another for the duration of the hallucinations. The charge lasts 1d8 rounds.

26-29 The contraption whirls to life, ejecting mind-altering pheromones into the air. Up to 1d8 sentient targets may be affected by the attack. Targets become convinced that their moment of doom is at hand; on a failed Willpower save, targets black out for 1d6 rounds from the mental stress endured from suffering through such a horrific end. The charge lasts 1 round.

30-31 The bedlamite becomes a true master of fear, adding their own twisted machinations to the mind-bending effects of the pheromone mists which spread out in a 30' radius from the bedlamite. On a failed Willpower save, sentient targets within the affected area will react randomly to the effect for the duration of the charge: Roll 1d4 for each affected target: (1) Fetal!—the target can only collapse and drown in tears as they await their imminent demise; (2) flee! Survival is possible but only with an immediate exit directly away from the source of terror; (3) black-out! The affected target views something so horrific that their central nervous system shuts the brain off to avoid permanent damage (the target passes out); (4) blind rage! The target sees nothing but the monster and its minions and is determined to fight for their life—each round, affected targets will strike out at one random target. The charge lasts for 1 turn.

32-33 The contraption activates with near perfection, allowing the pheromones to enter up to 1d8 targets' minds. A failed Willpower save results in the inventor building the perfect horror story to play out in each target's mind. Damage suffered by the mental effects is psychosomatic and reflected by Personality loss instead of a loss of hit points. Falls appear to do actual damage, claws seem to rend flesh, etc., as affected targets writhe around on the ground, helpless to escape. Successful "attacks" caused by the pheromones do 3d6 Personality damage. If any other physical, mental, or spell attack strikes the affected targets while they are under the effects of the pheromones, they may make another Willpower save to ignore the pheromones effects. Targets whose Personality is reduced to zero become permanently insane and are fitted for a straight jacket in a padded room located at the nearest sanitarium. The charge lasts 1d8 rounds.

34+ **Abomination!** The hooded contraption goes off with perfection as every enemy within a 30' radius of the bedlamite must make a Willpower save vs. a DC equal to the Gear check; on a failure, they drop dead from fright, faces forever frozen uttering the last scream before death.

REPULSION BOOTS

Level: 2 **Range:** Varies **Duration:** Varies **Charge Time:** 1 round **Save:** N/A

Description: *Repulsion boots* are remarkable contraptions that allow the wearer limited control over gravitational fields. The boots are in a constant state of flux, adjusting fields to enable inhuman leaps without injury and in some cases levitation. The boots are often stylized after more fashionable, mundane footwear but riddled with gears and sensors that give the contraption its abilities.

Manifestation: Roll 1d3: (1) the boots activate by issuing several small jets of steam as gears begin to whirl to life and sensors measure existing gravitational fields; (2) the boots begin to glow with an unearthly light (color chosen by the inventor), illuminating a 30' radius in an exotic glow; (3) metal piping extends from the boots as small servo motors fire to life—each boot releases thick smelly plumes of exhaust with each jump or while levitating.

1 **Malfunction!** The bedlamite loses control of the device, causing a random effect: Roll 1d4 modified by Luck: (0-1) the boots reverse gravitational fields, making the bedlamite effectively four times their normal weight—movement requires a DC 18 Strength check, and all physical actions suffer a -2d penalty lasting 1d8 rounds; (2) servo motors misfire, sending the bedlamite spiraling upwards into the air: Roll 1d4x10' to determine the distance the inventor is propelled, and the bedlamite suffers 1d6 falling damage for every 10' fallen (DC 13 Reflex save for half damage); (3) the bedlamite becomes weightless and begins to float away on whatever breeze catches their feather-light form: Roll 1d8 to determine the direction they float (read the die like a pointer with the tip of the die indicating direction) followed by 1d4 to determine the height and distance traveled in feet for each round of the malfunction—the malfunction continues for 1d6 rounds before the bedlamite descends slowly at 10' per round; (4+) inner cooling fans fail, allowing intense heat to penetrate the soles of their boots, causing the bedlamite to suffer 1d8 damage from horrible blisters which halves Movement for 1d3 days or until magical healing can be administered.

Repair: Any malfunction result requires repair in addition to the result determined above. Bedlamites must spend 2d4 uninterrupted hours repairing the device, culminating in a DC

12 *repair* check. Failure means an additional 1d4 hours of repair until another check can is allowed.

2-11 **Failure and minor malfunction.** The contraption can no longer be used until a DC 10 *repair* check is passed. The repair takes 1 full action to attempt.

12-13 The boots activate, allowing the wearer to make one superhuman leap. The bedlamite may leap 15' vertically and 30' horizontally with or without a running start. Any leaps end with the safe landing of the inventor unless the leap carries them into a hazardous situation (a Luck check allows them to adjust trajectory mid-flight to avoid a hazardous landing). The charge lasts 1 round.

14-15 In addition to the result from 12-13, the bedlamite manipulates the contraption to enable a sustained leaping ability, changing the number of jumps to 1d6 during the charge duration. The charge lasts 1 turn.

16-19 In addition to the result from 14-15, the bedlamite may drop up to 100', activating the boots to allow for a pillow-top landing once the ground has been reached. Each use of the boots in this fashion uses one "jump" from the allowed maximum per charge duration.

20-21 In addition to the result from 16-19, the bedlamite manipulates the contraptions to near perfection, allowing for far greater leaps and drops. Leap distances increase to 30' vertically and 60' horizontally, drop height increases to 200', and the number of jumps allowed changes to1d10.

22-25 In addition to the result from 20-21, the bedlamite gains a leap attack. Just before the moment of impact, the boots reverse gravity, increasing their weight for a devastating attack. The user makes a ranged attack (normal ranged modifiers apply) against one target. On a successful hit, the target suffers 1d14 damage and is knocked prone. The bedlamite must then make a DC 10 Reflex save; on a failure, they fall prone after the successful attack. If the attack misses, the bedlamite lands safely within 10' of their target. The charge lasts 1 turn.

26-29 The boots grant the user a number of benefits with a charge lasting 1 turn: (1) leaps of up to 30' vertically and 60' horizontally may be made with or without a running start and end in a safe landing with 1d10 such "jumps" being granted; (2) the user may fall from up to 200' and land safely as the boots engage for a soft landing (each such use takes up 1 "jump"); (3) a leaping attack (using normal ranged attack modifiers) against a target does 1d24 damage and knocks them prone (a DC 10 Reflex save means the bedlamite lands safely after the attack; failure causes the bedlamite to land prone), and if the attack misses, they land safely within 10' of the target; (4) the user may now levitate, ascending at 20' per round, descending at a rate of 20' per round once the charge is over—the bedlamite may carry up to four times their own body weight with this effect.

30-31 In addition to the result from 26-29, the bedlamite activates horizontal thrusters, allowing for limited horizontal movement at 5' per round while levitating. The weight maximum carried changes to six times the bedlamite's body weight, and the charge duration is now 1d3 turns.

32-33 In addition to the result from 30-31, the boots manipulate gravitational fields, granting the bedlamite the spiderlike ability of walking effortlessly at their base Movement speed on any surface (vertical, horizontal, and upside down). The vertical levitation distance increases to 30' per round, and horizontal movement increases to 10' per round.

34+ **Eureka!** In addition to the result from 32-33, the boots allow the bedlamite to fly with a

Movement of 90'. The leap-attack damage increases to 2d24, and there is no need for any Reflex save on a successful attack; the bedlamite always lands safely on their feet.

ROSSUM'S MARVELOUS ENGINE

Level: 2 **Range:** N/A **Duration:** Varies **Charge Time:** 1 round **Save:** N/A

Description: *Rossum's Marvelous Engine* is an artificial humanoid the size of a normal human but weighs approximately five times normal human weight. The bedlamite may encounter storage and transportation difficulties when the contraption is not charged. *Rossum's Marvelous Engine* has statistics and a charge duration based upon the Gear check result. If *Rossum's Marvelous Engine* is reduced to 0 hit points while active, the charge duration ends, and the engine must be repaired as though a "1" were rolled on the Gear check. The effects of critical hits, Mighty Deeds, etc., may also create permanent damage that requires repair. Otherwise, each time the contraption is charged, self-repair mechanisms restore the contraption to whatever Gear check result is rolled.

Manifestation: Roll 1d5: (1) the engine is shaped like a crude, clanking, human obviously made of pipes and boilers and seemingly powered by steam; (2) the engine appears to be a man-sized and man-shaped locomotive; (3) the engine appears to be a humanoid made of flexible metal mesh and fencing wire (some of it barbed); (4) the engine resembles a classic science-fiction robot of the player's choice (from any media prior to 1970); (5) the engine resembles a man wearing silver paint over his face, wearing a tin boiler on his body, and a silver funnel as a cap.

1 **Malfunction!** *Rossum's Marvelous Engine* fails to work as advertised! Roll 1d5 modified by Luck: (0-1) *Danger! Danger!*—the engine animates, attacking the bedlamite and their allies for 2d6 rounds before becoming inert again: roll a 1d12+12 Gear check to determine the engine's statistics; (2) there is a grinding noise and an explosion of sparks, causing all creatures within 5' of the engine to suffer 1d6 damage (DC 15 Reflex save for half damage); (3) the engine gives off a loud klaxon as its internal motors fail, deafening everyone within a 30' radius for 1d3 turns (DC 10 Fortitude save negates) ,continues for 1d3 rounds, and is certain to draw attention; (4) the engine shudders and pieces of its body fall off—all creatures within 10' must succeed in either a Luck check (if a PC) or a DC 15 Reflex save (if an NPC) or be hit by a piece of flying shrapnel for 1d5 damage; (5+) the engine merely says that it is sorry and it cannot execute the command—it then ceases to function.

Repair: Any malfunction result requires repair in addition to the result determined above. Bedlamites must spend 2d4 uninterrupted hours repairing the device, culminating in a DC 12 *repair* check. Failure means an additional 1d4 hours of repair until another check is allowed.

2-11 **Failure and minor malfunction.** The contraption can no longer be used until a DC 10 *repair* check is passed. The repair takes 1 full action to attempt.

12-13 *Rossum's Marvelous Engine* is capable of walking or doing manual labor but cannot make any effective attacks. The charge lasts 1d5 rounds. The contraption comes to "life" and has the following Stats:

Rossum's Marvelous Engine: Init -2; Atk none; AC 10; HD 1d6+1; MV 20'; Act 1d20; SP construct traits [All constructs can survive without air, food, or water. Not being truly alive, they are immune to poisons, diseases, and affects that target a living metabolism. They are

immune to most critical hit results, mind control, and suffer half damage from non-magical weapons]; SV Fort +2, Ref -2, Will +0; Path WtL.

14-15 *Rossum's Marvelous Engine* is capable of walking and doing manual or skilled labor (if instructed by the bedlamite) but cannot make any effective attacks. The charge lasts 1d5 turns. The contraption comes to "life" and has the following Stats:

Rossum's Marvelous Engine: Init +0; Atk none; AC 12; HD 2d7+2; MV 20'; Act 1d20; SP construct traits [All constructs can survive without air, food, or water. Not being truly alive, they are immune to poisons, diseases, and affects that target a living metabolism. They are immune to most critical hit results, mind control, and suffer half damage from non-magical weapons], Strength modifier +1; SV Fort +3, Ref –2, Will +2; Path WtL.

16-19 *Rossum's Marvelous Engine* is capable of walking, manual or skilled labor (as instructed by the bedlamite), and can attack by slamming opponents with its limbs. The charge lasts 2d5 rounds. The contraption comes to "life" and has the following Stats:

Rossum's Marvelous Engine: Init +2; Atk slam +2 melee (1d4+2); AC 16; HD 3d8+3; MV 25'; Act 1d20; SP construct traits [All constructs can survive without air, food, or water. Not being truly alive, they are immune to poisons, diseases, and affects that target a living metabolism. They are immune to most critical hit results, mind control, and suffer half damage from non-magical weapons], Strength modifier +2; SV Fort +4, Ref -1, Will +3; Path WtL.

20-21 *Rossum's Marvelous Engine* is capable of walking, manual or skilled labor (as instructed by the bedlamite), and can attack. It can attack either by slamming opponents with its limbs or using weapons supplied by the bedlamite. The charge lasts 2d5 turns. The contraption comes to "life" and has the following Stats:

Rossum's Marvelous Engine: Init +3; Atk slam +4 melee (1d5+3) or by weapon +3 melee (weapon damage+3) or by weapon +0 missile fire (weapon damage); AC 16; HD 4d10+4; MV 25'; Act 2d20; SP construct traits [All constructs can survive without air, food, or water. Not being truly alive, they are immune to poisons, diseases, and affects that target a living metabolism. They are immune to most critical hit results, mind control, and suffer half damage from non-magical weapons], Strength modifier +3; SV Fort +5, Ref -1, Will +4; Path WtL.

22-25 *Rossum's Marvelous Engine* is capable of walking, manual or skilled labor (as instructed by the bedlamite), and can attack. It can attack either by slamming opponents with its limbs or using weapons supplied by the bedlamite. The charge lasts 1d4 hours. The contraption comes to "life" and has the following Stats:

Rossum's Marvelous Engine: Init +3; Atk slam +5 melee (1d5+4) or by weapon +5 melee (weapon damage+4) or by weapon +0 missile fire (weapon damage); AC 17; HD 5d10+5; MV 30'; Act 2d20; SP construct traits [All constructs can survive without air, food, or water. Not being truly alive, they are immune to poisons, diseases, and affects that target a living metabolism. They are immune to most critical hit results, mind control, and suffer half damage from non-magical weapons], Strength modifier +4; SV Fort +6, Ref +0, Will +5; Path WtL.

26-29 *Rossum's Marvelous Engine* is capable of walking, manual or skilled labor (as instructed by the bedlamite), and can attack. It rolls 1d20 on any skill check as though it had a relevant occupation, gaining a +1 bonus for checks involving Agility, Stamina, or Intelligence, and +4 for checks involving Strength. It cannot make checks using Personality. It can attack either by slamming opponents with its limbs or using weapons supplied by the bedlamite. The charge lasts 2d4 hours. The contraption comes to "life" and has the following Stats:

Rossum's Marvelous Engine: Init +4; Atk slam +5 melee (1d6+4) or by weapon +5 melee (weapon damage+4) or by weapon +2 missile fire(weapon damage); AC 18; HD 6d10+6; MV 30'; Act 2d20; SP construct traits [All constructs can survive without air, food, or water. Not being truly alive, they are immune to poisons, diseases, and affects that target a living metabolism. They are immune to most critical hit results, mind control, and suffer half damage from non-magical weapons], Strength modifier +4; SV Fort +6, Ref +1, Will +5; Path WtL.

30-31 *Rossum's Marvelous Engine* activates and is capable of walking, manual or skilled labor (as directed by the bedlamite), and can attack. It rolls 1d20 on any skill check as though it had a relevant occupation, gaining a +2 bonus for checks involving Agility, Stamina, or Intelligence, and +4 for checks involving Strength. It cannot make checks using Personality. It can attack either by slamming opponents with its limbs or using weapons supplied by the bedlamite. The charge lasts 2d4 hours. The contraption comes to "life" and has the following Stats:

Rossum's Marvelous Engine: Init +5; Atk slam +5 melee (1d7+4) or by weapon +5 melee (weapon damage+4) or by weapon +3 missile fire (weapon damage); AC 19; HD 6d12+12; MV 30'; Act 2d20; SP construct traits [All constructs can survive without air, food, or water. Not being truly alive, they are immune to poisons, diseases, and affects that target a living metabolism. They are immune to most critical hit results, mind control, and suffer half damage from non-magical weapons], Strength modifier +4; SV Fort +7, Ref +2, Will +5; Path WtL.

32-33 *Rossum's Marvelous Engine* activates and is capable of walking, manual or skilled labor (as directed by the bedlamite), and can attack. It rolls 1d20 on any skill check as though it had a relevant occupation, gaining a +3 bonus for checks involving Agility, Stamina, or Intelligence, and +5 for checks involving Strength. It cannot make checks using Personality. It can attack either by slamming opponents with its limbs or using weapons supplied by the bedlamite. The charge lasts 2d4 days. The contraption comes to "life" and has the following Stats:

Rossum's Marvelous Engine: Init +6; Atk slam +7 melee (1d8+5) or by weapon +6 melee (weapon damage+5) or by weapon +4 missile fire (weapon damage); AC 20; HD 6d12+18; MV 30'; Act 2d20; SP construct traits [All constructs can survive without air, food, or water. Not being truly alive, they are immune to poisons, diseases, and affects that target a living metabolism. They are immune to most critical hit results, mind control, and suffer half damage from non-magical weapons], Strength modifier +5; SV Fort +8, Ref +3, Will +5; Path WtL.

34+ *Rossum's Marvelous Engine* activates and is capable of walking, manual or skilled labor (as directed by the bedlamite), and can attack. It rolls 1d20 on any skill check as though it had a relevant occupation, gaining a +4 bonus for checks involving Agility, Stamina, or Intelligence, and +6 bonus for checks involving Strength. It can make checks using Personality with a +0 bonus. It can attack either by slamming opponents with its limbs or using weapons supplied by the bedlamite. In addition, once each turn, it can shoot an arc of electricity. The first target must be within 30' of the engine, and each subsequent target must be within 30' of the prior target. The electric arc cannot loop back to a prior target. Targets take 6d6 damage (DC 20 Fortitude save for half damage; targets in metal armor or made mostly from metal save at -1d). The charge lasts 2d3 months. The contraption comes to "life" and has the following Stats:

Rossum's Marvelous Engine: Init +7; Atk slam +8 melee (1d8+6) or by weapon +7 melee (weapon damage+6) or by weapon +5 missile fire (weapon damage) or electrical attack [1x/turn, 30' range for initial target, automatically hits the initial target and all targets within 30' of each other starting at initial target, 6d6 damage, DC 20 Fort save for half damage]; AC 22; HD 6d12+24; MV 40'; Act 2d20; SP construct traits [All constructs can survive without air,

food, or water. Not being truly alive, they are immune to poisons, diseases, and affects that target a living metabolism. They are immune to most critical hit results, mind control, and suffer half damage from non-magical weapons], electrical attack, Strength modifier +6; SV Fort +10, Ref +5, Will +7; Path WtL.

There is also a cumulative 1% chance each time this result is attained that *Rossum's Marvelous Engine* becomes a free-willed being at the end of the charge duration. In this event, the relationship between the bedlamite and *Rossum's Marvelous Engin*e will be determined by how the engine was treated during its "captivity." In any event, the bedlamites must spend 2d4 uninterrupted days creating a new *Rossum's Marvelous Engine* before using this contraption again. The time spent culminates in a DC 12 repair check. Failure means an additional 1d3 days of work until another check is allowed.

ZALDERBURG'S BUG BOMB

Level: 2 **Range:** Varies **Duration:** Special **Charge Time:** 1 action **Save:** N/A

Description: *Zalderburg's Bug Bomb* is another of the more ethically dubious contraptions to have graced the pages of *Popular Etherics, pgs. 35-42, February 1821.* The obvious military implications of the contraption combined with their willingness to publish complete details caused a general boycott and lawsuit that nearly bankrupted the publication. The design creates a mobile bioreactor shaped like a gigantic bug that is 1' long by 7" tall by 8" wide. "Bugs" consume living and inert matter of any quality for their own maintenance and repair but primarily to manufacture and deliver fist-sized metallic eggs packed with explosives, incendiaries, or gasses. Bugs are programmable, autonomous, and self-repairing once activated—the possible applications are limited only by the imagination and scruples of their builder. Bugs cannot fly or swim unless the result on the Gear check indicates otherwise. A "charge" lasts until the bug is destroyed by taking damage, deprived of consumable matter for more than 24 hours, or detonated.

The basic model costs a minimum of $100 and has the following stats:

Zalderburg's Bug Bomb: Init +7; Atk bite +0 melee (1d3+1) or bomb +0 missile fire (3d8 fire damage, range 20', delay timer up to 6 rounds, DC 12 Fort save for half damage); AC 10; HD 2d7; MV 40' or climb 40'; Act 1d20; SP construct traits [All constructs can survive without air, food, or water. Not being truly alive, they are immune to poisons, diseases, and affects that target a living metabolism. They are immune to most critical hit results, mind control, and suffer half damage from non-magical weapons], damage reduction 2 (reduce each instance of damage by 2 points); SV Fort +1, Ref +1, Will +1; Path WtL.

They carry a max payload of two eggs while generating a third, but one egg must be deposited before the next one can be placed into the bay. Exploding eggs take eight hours each to manufacture; a bug can only make them one at a time and they are coated in a fast drying sticky polymer (1 round in air to dry). These egg-bombs have delay timers of up to 6 rounds, each has a 20' blast radius, and each inflicts 3d8 damage from fire and shrapnel. Victims are allowed a DC 12 Fortitude save for half damage. The unit also carries a demolition charge used to destroy the contraption when necessary; it inflicts 1d8+2 damage from fire and shrapnel to anything within a 10' radius when triggered; victims are allowed a DC 10 Fortitude save for half damage. Self-destruction also detonates any eggs carried as payload (for their standard damage or other effects). These units dogmatically follow their programming, which can be quite complicated, but ultimately their instructions are hard-wired during construction so they

can fulfill only the mission for which they were programmed. Gas payloads disperse in 1d3+1 rounds under calm wind conditions, but in only 1 round with breezy conditions. Here are some alternatives to the explosive charges which can also be delivered as payload:

1. Dye-pack: requires three hours to create, no damage, but requires a successful DC 15 Reflex save to avoid getting sprayed with a long lasting dye (2d6+1 days) which grants +1 on mundane and magical tracking checks to find dyed targets.

2. Fear gas: requires six hours to create, has a radius of 30', and inflicts 1d3+1 Personality loss on a failed DC 12 Fortitude save as the victims become deranged with fear and must flee from the scene, attacking anyone and anything that gets in their way. The loss of Personality may also cause the loss of vital metaphysical power, thus revelators and others that draw power from the divine realms may forget miracles and otherwise lose access to their other class powers (judge's choice).

3. Hallucination gas: requires six hours to create, has a radius of 30', and inflicts 1d3+1 Intelligence loss on a failed DC 14 Fortitude save as the victims lose touch with reality and no longer recognize friend from foe—or even remember what they were doing. The loss of Intelligence may also cause the loss of vital arcane power; thus occultists, bedlamites, mountebanks, and others may forget their spells and elixirs, and how to use their devices, along with access to their other class powers (judge's choice).

4. Laughing gas: requires six hours to create, has a radius of 30', and on a failed DC 12 Fortitude save, victims fall prone and begin to writhe with convulsive laughter until they can crawl free of the gas and for 1d3 rounds afterwards. Each round of laughing also requires a DC 10 Fortitude save to stay conscious; the DC increases by 1 each round.

5. Poison gas: usually requires six hours to create, and has a radius of 30'. Details about save DCs, damage, and duration will vary depending upon the poison used.

6. Sleep gas: requires four hours to create, has a radius of 30', sedates anyone failing a DC 12 Fortitude save for one hour.

7. Smoke: requires two hours to create, double the normal duration, creates a new cloud each round with a radius of 15'. Smoke blocks all lines of sight into or beyond a cloud. A DC 12 Fortitude save must be made each round; on a failure, the targets begin choking and coughing and suffer -1d to all actions for the charge duration.

8. Skunk gas: requires four hours to create, has a radius of 30', and inflicts 1d3+1 points of temporary Agility loss on a failed DC 12 Fortitude save. Additionally, they spend 1d4+1 rounds paralyzed by vomiting and gagging.

9. Incendiary: requires four hours to create, has a radius of 45', and targets must make a DC 12 Reflex save; on a failure, targets suffer 3d3 fire damage per round from a sticky, burning goo (DC 15 Fortitude save each round for half damage). Water will not put out the flames—only magic, a chemical neutralizer, or smothering with dirt or similar material can douse the flames.

Manifestation: Roll 1d10: (1) common pill-bug "rollie-pollies," as the standard model, but they are strictly vegetarian, travel at half speed, and only inflict 1 damage from their bites ("rolling" up grants +3 AC, but they become stationary); (2) box elder—as standard model, but is half sized, only carries one egg at a time, and they are easier to create (+1 on Gear checks to construct or repair damage); (3) forest beetle—as standard model, but +2 AC; (4) centipede—as standard model, but more flexible, has half the width and height of standard model, is twice as long, has a +4 Ref save, and can fit through tighter spaces; (5) stick bug—as standard model, but makes stealth checks with a +5 modifier to pass itself off as a bit of dead branch or cluster of twigs or refuse; (6) cicada—as standard model but only drinks tree

sap, has a 15' radius sonic attack that deafens anything which can hear for 2d3 rounds on a failed DC 12 Fortitude save; (7) stink bug—as standard model, but gets +1 AC and starts with skunk-gas bombs instead of explosives; (8) rhinoceros beetle—as basic model, but moves 30', reduces damage by 2 points, the number of bombs they can carry are doubled, and can also attack with a horn for 1d5+2 damage; (9) bombardier beetle—as standard model, but holds up to three bombs in storage bay and can convert them as needed into conical blasts of acidic vapor measuring 15' long by 10' wide that inflict 2d4 acid damage (DC 15 Reflex save to avoid); (10) praying mantis—twice normal size and cost as standard model, can carry six bombs, and have a 1d5+3 "claw pounce" attack that grapples small victims if they fail a DC 15 Strength check (its attack modifier and physical damage rolls are doubled against other insects).

1 **Malfunction!** Roll 1d4 modified by Luck: (0-1) the pile of parts that should have been a functional biomechanical bug reassembles itself into dozens of smaller cockroach constructs that quickly scatter into the surrounding area to insert themselves into the local ecology where they will eventually multiply to dangerous numbers; (2) the bug's self-destruction mechanism engages and instantly detonates, causing damage as described above; (3) the bedlamite and all allies within 20' are struck by electrical arcs from the malfunctioning jumble of parts for 1d6 damage; (4+) upon completing assembly, the bug climbs to the highest point available then secretes and covers itself in all of the epoxy with which it normally coats its eggs—the goo hardens to an impenetrable cocoon and two weeks later it opens to send forth a relatively harmless solar-powered moth.

Repair: Any malfunction result requires repair in addition to the result determined above. Bedlamites must spend 2d4 uninterrupted hours repairing the device, culminating in a DC 12 *repair* check. Failure means an additional 1d4 hours of repair until another check is allowed.

2-11 **Failure and minor malfunction.** The contraption can no longer be used until a DC 10 *repair* check is passed. The repair takes 1 full action to attempt.

12-13 Creates one bug that functions according to the opening description above.

Zalderburg's Bug Bomb: Init +7; Atk bite +0 melee (1d3+1) or bomb +0 missile fire (3d8 fire damage, range 20', delay timer up to 6 rounds, DC 12 Fort save for half damage); AC 10; HD 2d7; MV 40' or climb 40'; Act 1d20; SP construct traits, damage reduction 2; SV Fort +1, Ref +1, Will +1; Path WtL.

14-15 In addition to the result from 12-13, the number of standard bugs created is now two.

16-19 In addition to the result from 14-15, the bug's base and climb Movement speeds change to 45' and it is hermetically sealed.

20-21 In addition to the result from 16-19, the bug's base and climb Movement speeds change to 50', it gains a swim speed of 25', action dice changes to 1d20 and 1d12, and its base saving throws increase by +1 each.

Zalderburg's Bug Bomb (2): Init +7; Atk bite +0 melee (1d3+1) or bomb +0 missile fire (3d8 fire damage, range 20', delay timer up to 6 rounds, DC 12 Fort save for half damage); AC 10; HD 2d7; MV 50', climb 50', swim 25'; Act 1d20, 1d12; SP construct traits, damage reduction 2, hermetically sealed; SV Fort +2, Ref +2, Will +2; Path WtL.

22-25 In addition to the result from 20-21, the number of bugs created increases to three, its swim speed changes to 50', it gains a burrowing speed of 25' (no tunnels are created, however), and its base saving throws increase to +2 each.

26-29 In addition to the result from 22-25, a bug's action dice change to 1d20 and 1d14, its base and

climb Movement speeds increase to 55', its swim speed changes to 55', it gains a burrowing speed of 30' (no tunnels are created, however), and its saving throws increase to +3 each.

30-31 In addition to the result from 26-29, a bug's base, climb, swim, and burrowing Movement speeds increase to 60', each bug stores one more bomb than its chassis would normally allow, burrowing now makes permanent tunnels underground or in the walls of buildings, and they have Intelligence scores of 1d3+1—they will not violate their programming, but they are now creative at finding ways to defeat countermeasures.

Zalderburg's Bug Bomb (3): Init +7; Atk bite +0 melee (1d3+1) or bomb +0 missile fire (3d8 fire damage, range 20', delay timer up to 6 rounds, DC 12 Fort save for half damage); AC 10; HD 2d7; MV 60', climb 60', burrow 60', swim 60'; Act 1d20, 1d14; SP construct traits, damage reduction 2, hermetically sealed, 1 additional bomb, Intelligence 1d3+1, tunneling; SV Fort +3, Ref +3, Will +3; Path WtL.

32-35 In addition to the result from 30-31, a bug's action dice changes to 1d20 and 1d16, a bug's base and climb Movement speeds increase to 70', each bug stores two more bombs than its chassis would normally allow, their Intelligence score changes to 1d4+2, and a bug can fly and hover via wings at a Move of 35'.

36-37 In addition to the result from 32-35, the number of bugs created increases to four; a bug's action dice changes to 1d20, 1d20, and 1d16; a bug's base and climb Movement speeds increase to 90', fly and levitation increases to 80', their swimming and burrowing speeds change to 100'; each bug stores four more bombs than its chassis would normally allow; their Intelligence score changes to 2d6+5—they are clever tacticians capable of complex, long-term planning and are good at finding novel ways to defeat countermeasures as well as being excellent bridge players and conversationalists.

Zalderburg's Bug Bomb (4): Init +7; Atk bite +0 melee (1d3+1) or bomb +0 missile fire (3d8 fire damage, range 20', delay timer up to 6 rounds, DC 12 Fort save for half damage); AC 10; HD 2d7; MV 90', climb 90', burrow 100', fly and levitate 80', swim 100'; Act 1d20, 1d20, 1d16; SP construct traits, damage reduction 2, hermetically sealed, 4 additional bombs, Intelligence 2d6+5, tunneling; SV Fort +3, Ref +3, Will +3; Path WtL.

38+ The bedlamite can choose any lesser result; additionally, each bug created now has the *self-replication* ability. Each viable egg takes 12 hours to create, and when it gets deposited, it glues and entrenches itself, growing deep roots to feed itself over the next 2d3+1 days. This time will vary in proportion to the available resources, but it eventually produces an identical fully grown version of its parent.

ARCANE SPECTROMETER

Level: 3 **Range:** Varies **Duration:** Varies **Charge Time:** 1 round **Save:** N/A

Description: The *arcane spectrometer* is a highly tuned device capable of detecting the presence of magic in its various forms and, on occasion, identifying the various ways the energy manifests.

Manifestation: Roll 1d3: (1) the contraption resembles a pocket watch dangling from a a silver cord with tendrils of crackling electricity arcing over its face as the contraption analyzes the atmosphere; (2) the spectrometer is a metallic box with two forklike protrusions that rotate while emitting crackling noises; (3) the contraption takes the form of a glove covered in an exoskeleton of metal, wires, and tubes that emits glowing light as they come closer to the arcane.

1 **Malfunction!** The bedlamite loses control of the contraption, which causes a random effect: Roll 1d3 modified by Luck: (0-1) the contraption absorbs any ambient arcane energy, causing a brief feedback that grounds out in the bedlamite (pass a DC 12 Reflex save to avoid suffering 1d8 damage and being knocked prone); (2) the contraption amplifies the sound arcane energies make—all within 60' that can hear must pass a DC 12 Fortitude save to avoid being temporarily deafened (those deafened suffer a -2 to all actions for 1d6 rounds); (3+) the contraption suffers a minor calamity and billows with foul-smelling, sticky, arcane smoke—a bath is needed to get rid of the putrid effects or a -4 to all stealth and interaction related rolls will persist.

Repair: Any malfunction result requires repair in addition to the result determined above. Bedlamites must spend 2d4 uninterrupted hours repairing the device, culminating in a DC 12 *repair* check. Failure means an additional 1d4 hours of repair until another check is allowed.

2-11 **Failure and minor malfunction.** The contraption can no longer be used until a DC 10 *repair* check is passed. The repair takes 1 full action to attempt.

12-15 Failure to charge but with no malfunction or repair needed.

16-18 The contraption whirrs to life as it scans a 15' area, searching for arcane energies. Any magic that is present in the area will show as a faint glow with soft chirps from an indicator on the device. The exact location or source of the magic is undetectable. The charge lasts 1d6 rounds.

19-21 In addition to the result from 16-18, the bedlamite can better pinpoint the source of the magic by focusing on the glow and chirps that grow in brightness and loudness as the source of the magic comes closer to the contraption. This allows the bedlamite to detect if an object or environmental object is magical. The charge lasts 1d8 rounds.

22-23 The *spectrometer* casts a web of glowing energies in a 30' area centered on the bedlamite. Any source of magic immediately begins to cause the strands of the web to pulse and glow. It can also be used to detect targets capable of performing arcane abilities. Additionally, with a full round of concentration, the bedlamite can tell if the source of magic is dangerous to the contraption's creator (magically trapped or cursed items). The charge lasts 1d10 rounds.

24-26 In addition to the result from 22-23, the detection area expands outward to 60'. With 1 round of concentration, the bedlamite can determine one specific feature or effect from the source

of magic detected. In the case of multiple sources, the bedlamite must focus on one specific area. Living targets that emanate magic can also be focused on, with one specific ability being identified. The charge lasts 1d12 rounds.

27-31 The *spectrometer's* wavering energies throb in a 100' area centered on the bedlamite. Any source of magic will send back a pulse that transmits identifying information back to the bedlamite. Information from objects, creatures, or environmental features considered magical are immediately identified, and with 1 round of focusing the contraption relays vital information about the object, including specific effects, degree of power, whether the object is considered cursed, or even information on the object's creator. Creatures or objects that have recently visited the area will also show a faint "footprint" that allow the bedlamite the ability to track the source of the energy as long as the user concentrates on following the trail. The charge lasts 1 turn.

32-37 In addition to the result from 27-31, the area of detection expands outward to a 200' area. Magical objects may communicate through the *spectrometer* as the bedlamite interprets the various pulses transmitted by the contraption. Likewise, the bedlamite is able to speak to the object by using its own unique magical "footprint," as translated to the bedlamite through the device. Magical objects often contain entities ancient and alien in origin, thus care must be taken when opening a pathway to communication. The charge lasts 1d3 turns.

38+ In addition to the result from 32-37, the *spectrometer* now has a standby mode that does not initially need a charge of power from the bedlamite. If a magical object comes within its 100' radius, it sends out a gentle pulse to the bedlamite, warning them of potential dangers. At this point the bedlamite must charge the item to engage more functionality. The bedlamite is able to set parameters so that false readings are not continually disturbing them; mystically powered allies and known magical objects that normally travel with the bedlamite or their allies can be added to an "approved" circuit. In addition, the passive mode grants a single +4 bonus to a Reflex, Fortitude, or Willpower save made against any magical attack or trap that the bedlamite blunders into while the spectrometer is not charged.

AUNT PETUNIA'S PARASOL

Level: 3 **Range:** Varies **Duration:** Varies **Charge Time:** 1 action **Save:** N/A

Description: A rare reprint from the lost 1838 Christmas issue of *Popular Etheric's*, the diagrams for *Aunt Petunia's Parasol* create an elegant device that not only provides minor protection from rain and sunshine, but with greater Gear check results, this contraption provides significant protection to the person holding it as well as others from physical attacks, severe weather, heat and cold, falling rocks, toxic gas, incorporeal creatures, trans-dimensional creatures, spirits, and scrying. The protected area is centered on the bearer and travels with them. The contraption does not protect against natural lightning (1 billion Joules pushed by at least 30,000 amperes is nature's great equalizer) until the ultimate Gear check result.

If the storm or similar event is deemed too strong for this contraption, the parasol immediately turns inside-out, becomes tattered, and immediately ends all benefits. Only the bearer of the parasol is granted the AC modifier as well as the protection from scrying; all other protections are enjoyed by those within the contraption's area of effect. Usually only the bedlamite that created it can be

the bearer of *Aunt Petunia's Parasol*, though some manifestation effects allow for other options. The parasol must be held up and opened to receive any benefits, so the parasol renders the bedlamite one-handed while it is operational. If it is dropped, lost, broken, or stolen, the contraption's effects end immediately. The caster spends a minimum of $200 and at least one week to construct their parasol, and unless the Gear check result indicates otherwise, it will have the design and colors chosen at the time of its creation.

Manifestation: Roll 1d20: (1) this moldy, moth-eaten accessory is of antique fashion and fills the shaded area it provides with the unmistakable odor of mothballs, dirty socks, and the creaking of rusty joints (anytime it is used as a shield, its bearer must make a DC 12 Reflex or the parasol is destroyed); (2) the parasol is brightly and garishly colored in shades never seen by human eyes (imposes a -2 penalty on stealth checks to everyone within the shaded area); (3-10) the bedlamite makes a parasol decorated with lace trim that displays little skill or artistry, but in addition to its other abilities, for a total of 12 hours a day, it can be commanded to function as a lantern, either shedding a 30' radius of bright light or a 60' conical light beam; (11-13) in addition to its other abilities, the parasol can be used as a club to inflict 1d4+1 subdual damage; (14) in addition to its other abilities, the parasol can be used as a club or spear as needed that inflicts 1d5+1 damage; (15) in addition to its other abilities, the parasol can be twirled while open to invoke a hypnotic pattern—those viewing it from a distance of 60' or less must make a DC 12 Willpower save, and a failure indicates the victims are immobilized until the twirling stops and for 1d4 rounds afterwards; (16) in addition to its other abilities, 3x/day the parasol can function as an 1868 Sharps rifle loaded with five shots; (17) in addition to its other abilities, the parasol grants the bearer a fly Move of 60' per round, but they must have it opened and held over their heads; (18) in addition to its other abilities, 3x/ day the parasol grants invisibility for up to 30 minutes to the bearer and one other person or object within the shaded area per level of the contraption's creator; (19) in addition to its other abilities, the parasol allows the bearer to tap out messages in Morse code and send them up to 20 miles per CL via ethereal emanations to the recipient, who must make a DC 10 Intelligence check to understand the message; (20) in addition to its other abilities, the parasol grants the bearer the ability to create 1d3+1 temporary copies of itself that can be handed out to others; these lesser versions have all the abilities of their parent but only last for half the duration of their parent or until the bedlamite that created them decides to get rid of them.

1 **Malfunction!** The miscalculation in the engineering causes a temporary (but radical) shift in the weather near the bungling bedlamite. Roll 1d30+3 to determine how many minutes the micro-storm lasts and roll 1d100 multiplied by the bedlamite's CL to determine the radius of the micro-storm (in feet) that is centered on and tracking with them until it fades. The micro-storm even follows the bedlamite inside buildings, caverns, and other enclosed shelters. The magical storm can inflict 1d4 points of damage, +1 point per CL of the fumbling bedlamite. Once per minute, everyone in the storm must succeed at a Luck check (or a DC 15 Reflex save if an NPC); those that fail get damaged by some aspect of the storm unless otherwise protected.

Repair: Any malfunction result requires repair in addition to the result determined above. Bedlamites must spend 2d4 uninterrupted hours repairing the device, culminating in a DC 12 *repair* check. Failure means an additional 1d4 hours of repair until another check can is allowed.

2-11 **Failure and minor malfunction.** The contraption can no longer be used until a DC 10 *repair* check is passed. The repair takes 1 full action to attempt.

12-15 Failure to charge but with no malfunction or repair needed.

16-17 While opened, the parasol provides a +1 magical AC bonus. It can be commanded to create shade that lowers the temperature beneath it by up to 50F and grants a +1 on Fortitude saves against heat damage and fatigue. It keeps the bearer dry, even from wind and blown rain, but only from mild storms and spring showers. The charge lasts 30 minutes per CL.

18-21 In addition to the result from 16-17, the temperature beneath can be adjusted by up to 100F, and it keeps the bearer dry, even from wind and blown rain from moderate storms and light showers of hail. The contraption now protects the bearer from road dust and grit from weak dust devils and similar phenomena. The charge lasts 1 hour per CL.

22-23 In addition to the results from 18-21, the temperature beneath can be adjusted by up to 150F.

24-26 In addition to the result from 22-23, the magical AC bonus changes to +2 and it blocks powers that allow scrying (that have a lower casting result than this), the temperature can be adjusted by up to 200F, the Fortitude save against heat damage and fatigue is now +2, it keeps the bedlamite dry and protects the bearer from the wind and blown rain of strong storms and moderately sized hail, as well as road dust, grit from powerful dust devils, flying debris, mild sandstorms and similar phenomena. The charge lasts 1d4+1 per CL hours.

27-31 While opened, the parasol provides a +2 magical AC bonus, it blocks powers that allow scrying (that have a lower casting result than this), and shields the bearer from damage from incorporeal and spirit creatures (they can do no direct damage, but indirect attacks may still overcome the parasol). It can be commanded to create shade that lowers the temperature beneath it by up to 300F and grants a +2 on Fortitude saves against heat damage and fatigue, and poisonous and toxic gasses within 5'. It keeps the bedlamite and any ally within 5' dry and protects the bearer and all allies from the wind and blown rain of severe storms and large-sized hail, as well as road dust, grit from powerful dust devils, flying debris, small-sized boulders, tree branches, moderate sandstorms and similar phenomena. The charge lasts 2d4+1 per CL hours.

32-33 In addition to the result from 27-31, the temperature beneath can be adjusted to any temperature range desired by the bearer, the Fortitude save is also effective in resisting cold and fatigue, it keeps the bedlamite and any ally within 10' of them dry and protects the bearer and all allies within from the wind and blown rain of tropical storms and large-sized hail, as well as road dust, grit from powerful dust devils, flying debris, medium-sized boulders, falling trees, strong sandstorms and similar phenomena. The charge lasts 3d4+1 per CL hours.

34-35 In addition to the result from 32-33, the magical AC bonus changes to +3, the Fortitude save changes to +3, and the protection distance increases to allies within 15' of the bedlamite—it keeps the bedlamite and any ally within 15' of them dry and protects the bearer and all allies within from the wind and blown rain of tropical storms and large-sized hail, as well as road dust, grit from all dust devils and F1 tornadoes, flying debris, large-sized boulders, falling trees, severe sandstorms and similar phenomena. The charge lasts 4d4+1 per CL hours.

36-37 In addition to the result from 34-35, the Fortitude save changes to also include protection against trans-dimensional creatures and the protection distance increases to allies within 20' of the bedlamite—it keeps the bedlamite and any ally within 20' of them dry and protects the bearer and all allies within from the wind and blown rain of anything less than a category 1 hurricane, as well as road dust, grit from all dust devils and F2 tornadoes, flying debris, huge-sized boulders, falling trees, any sandstorms and similar phenomena. The charge lasts 5d4+1 per CL hours.

38-39 While opened, the parasol provides a +4 magical AC bonus, it blocks powers that allow scrying (that have a lower casting result than this), and shields the bearer from damage from incorporeal, trans-dimensional, and spirit creatures (they can do no direct damage, but indirect attacks may still overcome the parasol). It can be commanded to create shade that lowers the temperature beneath by any temperature range desired by the bearer and grants a +4 on Fortitude saves against heat and cold damage fatigue, and poisonous and toxic gasses within 30'. It keeps the bedlamite and any ally within 30' of them dry and protects the bearer and all allies within from the wind and blown rain of anything less than a category 2 hurricane, as well as road dust, grit from all dust devils and F3 tornadoes, flying debris, huge-sized boulders, falling trees, any sandstorms and similar phenomena. The charge lasts 1d4+1 per CL days.

40+ In addition to the result from 38-39,the magical AC bonus changes to +5, the Fortitude save changes to +5, the protection distance increases to allies within 50' of the bedlamite—it keeps the bedlamite and any ally within 50' of them dry and protects the bearer and all allies within from all external forces related to weather, including naturally occurring lightning. The charge lasts 1d4+1 per CL weeks.

BOOTS OF ACCELERATION

Level: 3 **Range:** Varies **Duration:** Varies **Charge Time:** 1 round **Save:** N/A

Description: The bedlamite uses this contraption to gain extra speed and the ability to make great leaps or even powerful kicks.

Manifestation: Roll 1d3: (1) activating the contraption causes a harmless electric pulse to run through the bedlamite's body, causing their body hair to be energized with static; (2) the bedlamite's legs can't seem to stop moving and are constantly viewed as a blur; (3) the boots are covered in lightning, and anyone touching it is shocked, suffering 1d3 damage.

1 **Malfunction!** The bedlamite loses control of the contraption, causing a random effect: Roll 1d4 modified by Luck: (0-1) the boots actually make the character slower, reducing their Move by half for 1d6 rounds; (2) the boots move randomly, taking the user to unexpected places (the judge will determine the direction the character moves randomly each round for 1d4 rounds); (3) the boots lock the bedlamite in place, preventing them from moving anywhere for 1d6 rounds; (4+) a great energy discharge passes through the ground and shocks everyone within a 30' radius of the bedlamite (DC 10 Reflex save negates)—those affected have their Movement halved for 1d3 rounds.

Repair: Any malfunction result requires repair in addition to the result determined above. Bedlamites must spend 2d4 uninterrupted hours repairing the device, culminating in a DC 12 *repair* check. Failure means an additional 1d4 hours of repair until another check is allowed.

2-11 **Failure and minor malfunction.** The contraption can no longer be used until a DC 10 *repair* check is passed. The repair takes 1 full action to attempt.

12-15 Failure to charge but with no malfunction or repair needed.

16-17 The energy accumulated in the bedlamite's boots allows them to move twice at their full Movement speed in the same round for 1d3 rounds. Additionally, they can end this effect

earlier if they discharge this energy in a powerful blast by stomping on the ground, affecting anyone within a 20' radius, who must make a Reflex save or suffer 2d6+CL damage.

18-21 In addition to the result from 16-17, the bedlamite's entire body is electrified, granting them an extra action at their lowest action die for 1d4 rounds. Their stomp blast radius changes to 30', damage changes to 3d6+CL, and their melee attacks are also charged with this electricity, inflicting an additional 1d3 damage.

22-23 In addition to the result from 18-21, the bedlamite's speed is enhanced and may take an additional immediate action after the Gear check and an additional action each round for the next 1d5 rounds (all additional actions are at the bedlamite's lowest action die). Their melee attacks are also enhanced and gain a +1 to hit and do an additional 1d4 damage; their stomp blast damage changes to 4d6+CL.

24-26 In addition to the result from 22-23, one additional ally within 30' can immediately take an additional action this round and enjoy double their Movement rates and an extra action each round thereafter for 1d6 rounds. They also enjoy a +2 bonus to hit with melee attacks and inflict an additional 1d5 points of damage with melee attacks.

27-31 The energy accumulated in the bedlamite's boots allows them to move three times their normal Movement speed and they can take two additional actions (each additional action is at their lowest action die) in the same round for 1d7 rounds. Their melee attacks are also enhanced and gain a +1d to hit and do an additional 1d6 electrical damage. Additionally, they can end this effect earlier if they discharge this energy in a powerful blast by stomping on the ground, affecting anyone within a 20' radius, who must make a Reflex save or suffer 4d6+CL damage. Two additional allies within 30' can immediately take an additional action this round, double their normal Movement rates, and take an extra action each round thereafter for 1d7 rounds. The allies also enjoy a +1d bonus to hit with melee attacks and inflict an additional 1d6 points of electrical damage with melee attacks.

32-33 In addition to the result from 27-31, any number of allies within a 50' radius around the bedlamite may be affected—all affected targets' Move change to three times their base movement speed, and all enemies in the field must make a Fortitude save or they become locked down in place, unable to lift their feet to move. The charge now lasts 1d8 rounds.

34+ A strong spark explodes in the bedlamite's boots and time stops for a moment. The bedlamite and up to two allies within 20' can all take 2 rounds of normal actions without anyone reacting. After this period, these same individuals have their Move increased by three times and can take two extra actions each round for 1d10 rounds. Additionally, they gain +1d to melee attack rolls and inflict an additional 1d8 damage. Once the charge ends, anyone within 30' of the bedlamite must make a Reflex save vs. a DC equal to the Gear check; on a failure, they suffer 5d6 damage as a strong electric discharge is released.

FREEZE RAY

Level: 3 **Range:** Varies **Duration:** 1 round **Charge Time:** 1 round **Save:** Varies

Description: The *freeze ray* looks like a completely metal, two-handed rifle with glass containers that house a glowing bright blue liquid. Once fired, a beam of supercooled energy freezes targets with various effects. On a successful Gear check, the bedlamite may choose to invoke an effect of lesser power than his Gear check roll to produce a weaker but potentially more useful result.

Manifestation: In all cases the *freeze ray* makes the sound of ice solidifying and cracking: Roll 1d4: (1) the ray shoots out millions of tiny shards of ice particles at an incredible rate of fire; (2) the weapon emits a concentrated cylindrical beam of icy fog; (3) the ray shoots out a stream of bright blue liquid with a muzzle flash of ice shards; (4) the beam of supercooled energy resembles a blue ray of solid light.

1 **Malfunction!** Part of the device has an icy buildup that causes a destructive freeze up inside the weapon. Roll 1d4 modified by Luck: (0-1) the liquid pools flows from the tip of the barrel and freezes the user's legs and feet from the splash—the bedlamite may not move until 3d4 damage is caused to the icy build up (the ice has AC 12); (2) the ray covers the bedlamite's hands in painful frozen shards—the user must make a DC 14 Fortitude save or take 2d4 damage; (3) the ray emits a large cloud of frozen fog that affects the user and all those within 10'—those within the area of effect must make a DC 16 Reflex save or suffer -2 to all actions for 2d4 rounds; (4+) roll twice for malfunction and both results are applied (reroll results of 4 or more).

Repair: Any malfunction result requires repair in addition to the result determined above. Bedlamites must spend 2d4 uninterrupted hours repairing the device, culminating in a DC 12 *repair* check. Failure means an additional 1d4 hours of repair until another check can is allowed.

2-11 **Failure and minor malfunction.** The contraption can no longer be used until a DC 10 *repair* check is passed. The repair takes 1 full action to attempt.

12-15 Failure to charge but with no malfunction or repair needed.

16-17 The *freeze ray* emits its frozen blast at one target within a range of 50', doing 2d6+CL in cold damage. Multiple consecutive rounds of damage by further Gear checks increases the damage of this result by 1d6 for each successful attack against the same target instead of the usual positive result (a result of 1-15 still fails and any negative result is applied as normal). The target must make a DC 16 Fortitude save or suffer -2 to all actions for 1d4 rounds and each consecutive round of damage adds another 1d4 rounds to the duration. A new Fortitude save is required for each consecutive successful attack from the *freeze ray*.

18-19 The freeze ray creates an ice shield, 6' tall by 10' wide by 2' thick, 10' in front of the bedlamite for 2d6 rounds. The shield protects those behind it, giving them a +4 bonus to AC. Each consecutive Gear check result from this contraption that targets the shield adds +1 to the AC instead of the usual result, reinforcing the shield by 2' with each Gear check result (up to a total of +8 to AC) and adding 1d6 rounds of duration to the total shield sections. The bedlamite may attach multiple ice shields together with multiple Gear check results if within the duration. These may be built on top of or to the side of a previous ice shield. Fire damage that does at least 5 points of damage to the shield reduces its duration by 1d3 rounds per successful hit to the shield.

20-21 In addition to the result from 16-17, the *freeze ray's* manifestation changes and becomes cone shaped and can hit targets over a wider area, though its range is reduced. The range shortens to 30', but it affects all targets in a 30' wide cone in front of the bedlamite.

22-23 In addition to the result from 16-17, the *freeze ray* has a surge of energy which produces a more powerful blast at longer range. The range lengthens to 80', damage increases to 3d6+CL, consecutive rounds of damage by this contraption increases the damage by an additional 2d6, the Fortitude save DC is now 18, the action penalty changes to -4, and the penalty duration changes to 1d6 rounds.

24-26 The *freeze ray* emits a fog of tiny, sharp, whirling icicles. The fog has a range of 60' and has a diameter of 30'. All those in the sphere take 3d6+CL damage. Multiple consecutive rounds of damage by further Gear check results increases the damage by 2d6 instead of providing the normal positive result and increases the duration by 1d4 more rounds. The target must make a DC 18 Fortitude save or suffer -4 to all actions for 1d6 rounds, and each consecutive round of damage by this Gear check result adds another 1d6 to the duration. The target's Movement is reduced by 10' for 1d6 rounds once struck by the icicles (this only occurs once despite the number of successful attacks). Ranged attacks targeting through the fog suffer -2 to hit. One charge lasts for 2d4 rounds.

27-31 The *freeze ray* shoots a "slide" of extremely slick ice. The ray discharges a steady stream which produces the 10' wide slide in front of the bedlamite. This slide continues to be formed for 2d6 rounds as long as the ray is pointed at the edge of the slide and as long as the bedlamite is within 20' of the edge. The *freeze ray* can only create the slide for the duration, but the bedlamite may stop creating the slide at any time. Whoever uses the slide must make a DC 12 Reflex save each round to stay on the slide or they fall off the edge, causing whatever fall damage may occur. The slide may be formed upward at a 45 degree angle aslong as the upward distance is not longer than the previous horizontal distance, and the upward angle is not at the start of the slide. The slide may be made with curves in it. While sliding, the bedlamite may continue to slide and create the slide at the same time. A user's Movement rate is doubled while sliding. The slide may traverse over empty spaces such as a crevice or from building top to building top. Once the duration has ended, another Gear check result may continue the slide where it finished, again for 2d6 rounds. When exiting the slide, another DC 14 Reflex save is made; on a failure, the target lands prone. The slide dissolves in 1 turn.

32-33 The *freeze ray* emits its frozen blast at one target within a range of 100', doing 4d6+CL in cold damage with a successful ranged attack. Multiple consecutive rounds of damage by further Gear checks increase the damage of this result by 3d6 for each successful attack against the same target instead of the usual positive result (a result of 1-15 still fails and any negative result is applied as normal). The target must make a DC 20 Fortitude save or suffer -6 to all actions for 1d8 rounds and each consecutive round of damage adds another 1d8 rounds to the duration. The Movement of the target is reduced by 10' for 1d8 rounds as well. A new Fortitude save is required for each consecutive successful attack from the freeze ray.

34-35 The *freeze ray* lobs 1d3 ice grenades to a range of 100', each doing 4d6+CL damage (DC 18 Reflex save for half damage) upon impact to all targets within 20', as sharp icicles explode outward from the grenade. Each grenade may be targeted separately.

36+ The *freeze ray* has a devastating surge of energy which produces a destructive blast at a longer range. This hits one target, within a range of 125', doing 5d6+CL damage. Multiple consecutive rounds of damage by further Gear checks increase the damage of this result by

4d6 for each successful attack against the same target instead of the usual positive result (a result of 1-15 still fails and any negative result is applied as normal). The target must make a DC 20 Fortitude save; on a failure, the target is frozen in a block of ice which entraps them for 1 turn, during which time they cannot take any actions. Any damage to the ice will cause the entrapped target to take half of that damage. Continued application of a fire source to the block of ice will reduce the entrapment time by half (this does not damage the target). The bedlamite rolls on the malfunction result (as if they had rolled a 1 on their Gear check) for the *freeze ray* after this result.

HELMET OF CONSCIOUSNESS DISPLACEMENT

Level: 3 **Range:** Varies **Duration:** Varies **Charge Time:** 1 round **Save:** Varies

Description: The bedlamite uses this contraption to project their mind and senses to distant places or even into other beings. This allows them to explore other locations from a safe distance.

Manifestation: Roll 1d3: (1) the device's lamps flash with many colorful lights while the bedlamite keeps their eyes closed; (2) strange flickering waves in the air form around the bedlamite's head as their eyes become transparent and emit a white light; (3) the helmet closes around the bedlamite's head while a humming sound echoes around them.

1 **Malfunction!** The contraption loses connection with the brainwaves of the bedlamite and causes a random effect: Roll 1d4 modified by Luck: (0-1) the contraption sends one of the bedlamite's senses to an interdimensional prison accidently, making them lose that sense for 1d4 turns; (2) the contraption malfunctions, and a shockwave of psychic energy blasts the bedlamite's mind, inflicting 1d6 damage; (3) the bedlamite projects their consciousness to another world or dimension and witnesses a terrible and mind-shattering scene (make a DC 12 Willpower save or fall unconscious for 1d4 hours); (4+) the bedlamite's consciousness is locked deep within their mind, while the mind of an extradimensional evil takes control of their body for 1d4 turns (DC 14 Willpower save negates).

Repair: Any malfunction result requires repair in addition to the result determined above. Bedlamites must spend 2d4 uninterrupted hours repairing the device, culminating in a DC 12 repair check. Failure means an additional 1d4 hours of repair until another check is allowed.

2-11 **Failure and minor malfunction.** The contraption can no longer be used until a DC 10 *repair* check is passed. The repair takes 1 full action to attempt.

12-15 Failure to charge but with no malfunction or repair needed.

16-17 The bedlamite can project their consciousness up to 50' per CL—allowing them to see, hear, smell, and even taste anything within range, remotely. The charge lasts 1d6+CL turns.

18-19 The bedlamite projects their consciousness into the body of an ally that is at any distance away but still in the same plane or dimension. The target ally and the bedlamite share senses and are able to communicate telepathically. The charge lasts 1d7+CL turns.

20-21 The bedlamite creates a complete astral body for themselves and can travel at their normal speed through the world, ignoring physical barriers and obstacles. No one in the physical world can see their astral form, but beings in the spirit world can see and affect them. The bedlamite, on the other hand, can see everything both in the physical and in the spirit world.

The charge lasts 1d8+CL turns.

22-23 In addition to the result from 20-21, the bedlamite's astral movement increases to twice their base Move, and the charge duration increases to 1d10+CL turns.

24-26 In addition to the result from 22-23, the bedlamite can affect and interact with objects and beings in the physical world while in their astral form if they succeed at a DC 15 Personality check. The charge duration increases to 1d12+CL turns.

27-31 The bedlamite can impose their consciousness over the mind of a target that fails a Willpower save vs. a DC equal to the Gear check. The bedlamite effectively takes control of the victim's body for 1d4 turns, leaving their own body defenseless in a state of torpor. The victim can attempt a new Willpower save each turn and each time the bedlamite takes an action completely opposed to the target's morals and views. If the target dies with the bedlamite in its mind, the bedlamite is killed as well.

32-33 In addition to the result from 27-31, a number of targets within eyesight equal to the bedlmamite's CL are affected, and the charge duration increases to 1d5+1 turns.

34+ The bedlamite's consciousness is dispersed through the cosmos, allowing it to be in multiple places at the same time. They can project their astral mind to any place they have ever been, even into other planes of existence, allowing them to watch how events unfold in multiple locations simultaneously. In those locations, they can also try to take over the mind of a single target, who must make a Willpower save vs. a DC equal to the Gear check to resist the effects. The target can repeat the save every hour or every time the bedlamite makes them perform actions against its nature. The charge lasts 1d6+1 hours.

MAGNETIC GAUNTLETS

Level: 3 **Range:** Varies **Duration:** Varies **Charge Time:** 1 round **Save:** Varies

Description: The bedlamite uses this contraption to gain mastery over attraction and repulsion by manipulating magnetic fields and the objects within.

Manifestation: Roll 1d3: (1) activating the contraption causes a harmless electric pulse to radiate out 50' and mingle with the energy fields of living beings—living beings caught in the field immediately feel their hair-raising on end; (2) all metallic objects within 30' begin to twitch erratically while the contraption is used; (3) wavering fields of magnetic energy spiral from the contraption, giving off a soft purple light.

1 **Malfunction!** The bedlamite loses control of the device, causing a random effect: Roll 1d4 modified by Luck: (0-1) all loose fist-sized metallic items instantly adhere to the gauntlets, possibly weighing the wearer's arms down (-2 penalty to all actions using their arms until a successful Luck check can be made to remove them); (2) the gauntlets cause a polarity reversal in a 15' radius centered on the bedlamite, and living targets caught in the field are knocked prone (DC 15 Reflex save negates); (3) for 1d8 rounds, the gauntlets malfunction and flying metallic projectiles in a 50' radius centered on the bedlamite veer off course, striking a random target (50% chance of an ally) for standard damage; (4+) the bedlamite loses control of the contraption as a powerful burst of magnetic energy affects every living target inside a 25' radius centered on the bedlamite—all affected targets (including the bedlamite) must

immediately pass a DC 12 Fortitude save to avoid loss of consciousness for 1d2 rounds.

Repair: Any malfunction result requires repair in addition to the result determined above. Bedlamites must spend 2d4 uninterrupted hours repairing the device, culminating in a DC 12 *repair* check. Failure means an additional 1d4 hours of repair until another check is allowed.

2-11 **Failure and minor malfunction.** The contraption can no longer be used until a DC 10 *repair* check is passed. The repair takes 1 full action to attempt.

12-15 Failure to charge but with no malfunction or repair needed.

16-17 The contraption activates as invisible bands of wavering energy emanate from the gauntlets. 1d10 loose metal objects, small enough to fit in the palm of the average person and weighing less than 2 pounds, can be manipulated to fly in a 20' radius centered on the bedlamite. Objects can be maneuvered with a Movement of 10' and effective Strength of 5 (for purposes of someone holding a chosen object). The charge lasts 1 turn.

18-21 Magnetic pulses pour from the gauntlets filling a 50' radius centered on the bedlamite. The pulses allow 1d10 metal objects, that would fit in an average shoebox and weigh less than 10 pounds, to be manipulated and controlled by flight. Objects gain a flying Movement of 20' and are controlled with an effective Strength of 8 (for purposes of someone holding a chosen object). Controlled objects can be used in various creative ways, including projectiles, with each needing a separate ranged attack roll (1d5 damage). The charge lasts 1 turn.

22-23 Waves of magnetic energy flow from the gauntlets granting the bedlamite the ability to manipulate one metal object of any dimension with a weight less than 250 pounds and within a 50' radius centered on the bedlamite. The chosen object gains flight with a movement of 10' and is controlled by an effective Strength of 15 (for purposes of someone holding a chosen object or should the object be bolted down). The charge lasts 1d2 turns.

24-26 In addition to the result from 22-23, the bedlamite becomes aware of metallic objects entering and leaving a 150' radius centered on the bedlamite. Any metallic object's movement may be slowed, altered, or even redirected towards its point of origin. For purposes of flying bullets and other projectiles, the bedlamite makes a Luck check for each projectile to "snag" the object. Success allows the bedlamite to either drop the object to the ground with no further roll being required or to redirect it at a new target. A new attack roll is required for each controlled object hurled back, with a -1d to both attack and damage rolls. The charge lasts 1d2 turns.

27-31 The bedlamite gains the ability to alter gravitational fields to gain flight themselves with a movement of 20'. The charge lasts 1d3 turns.

32-33 Living beings within a 50' radius of the bedlamite are subject to the bedlamite's ability to alter the flow of iron coursing through their veins, causing temporary loss of consciousness. The bedlamite can affect 1d8 living targets forcing a Fortitude save vs. a DC equal to the Gear check; failure results in losing consciousness for one hour unless disturbed. The charge lasts 1d3 turns.

34-35 In addition to the result from 32-33, the bedlamite also gains the ability to create a forcefield of any shape with a 25' radius centered on the bedlamite. The bedlamite and any creature in the field are immune to any attacks consisting of a ferrous metal. The charge lasts 1d4 turns.

36+ The gauntlets fire up with precision, maximizing the ability to move any object consisting of ferrous metal within a 150' radius centered on the bedlamite. As waves of glowing bands

pulse from the contraption, the bedlamite may lift an object as large as a railcar with a weight of up to 10 tons. The object can be manipulated by flight with a fly Movement of 10' with an increase of 10' for every two tons lighter the object is. Objects may be lifted, dropped, or thrown for a variety of purposes. Should the bedlamite use the object as a projectile, they must perform a ranged attack using their standard attack bonus, and if the attack is successful, the target suffers 2d10 damage per ton of object weight. The charge lasts 1d4 turns.

MARVELOUS MONOCLE

Level: 3 **Range:** Varies **Duration:** Varies **Charge Time:** 1 round **Save:** N/A

Description: This contraption looks like a normal monocle until charged. It allows the wearer greater than normal visual senses.

Manifestation: Roll 1d4: (1) the *marvelous monocle* resembles an astronomical telescope, expanding outward from the wearer's eye in a series of increasingly larger diameter lenses; (2) the *marvelous monocle* changes thickness, tint, and reflectiveness to create its determined effect; (3) a series of differently sized and shaped lenses emerge from the *marvelous monocle* and float in midair in front of the wearer, bouncing light in a complex pattern before redirecting it into the wearer's eye; (4) the *marvelous monocle* becomes a flexible, almost liquid material of pink hue and enters the user's eye to provide its determined effect.

1 **Malfunction!** The *marvelous monocle* malfunctions, causing 1d4 damage to the wearer's eye and blinds them for 1d3 rounds. The marvelous monocle no longer functions until it is repaired.

Repair: Any malfunction result requires repair in addition to the result determined above. Bedlamites must spend 2d4 uninterrupted hours repairing the device, culminating in a DC 12 repair check. Failure means an additional 1d4 hours of repair until another check is allowed.

2-11 **Failure and minor malfunction.** The contraption can no longer be used until a DC 10 *repair* check is passed. The repair takes 1 full action to attempt.

12-14 Once activated, the *marvelous monocle* gives the wearer 20/10 visual acuity. They see at 20' distance what a normal person sees at 10', including small details and fine print. The effect lasts 2d4+CL rounds.

15-17 In addition to the result from 12-14, the *marvelous monocle* now allows the wearer to "zoom" their vision up to 5x magnification. They would see at 100' what a normal person sees at 20'. A small sign or facial expression could be read at that distance, for example.

18-20 In addition to the result from 15-17, the *marvelous monocle* now allows a 10x "zoom" and confers the ability to see in the dark.

21-23 In addition to the result from 18-20, the *marvelous monocle* now allows a 20x "zoom," and the duration changes to 2d8+CL rounds.

24-26 In addition to the result from 21-23, the *marvelous monocle* detects and tracks a target of the wearer's choice, conferring a +3 to ranged attacks versus that target. The wearer may change targets each round. This does not nullify any applicable range penalties.

27-29 In addition to the result from 24-26, the *marvelous monocle* now allows its wearer to see through solid objects (up to 8" of wood or less-dense materials and 4" of metal or stone), and the duration changes to 3d6+CL rounds.

30-32 The *marvelous monocle* confers up to a 20x "zoom" to the wearer's vision and allows them to track a distant target within that range, granting a +4 bonus to ranged attacks against that target (but does not negate range penalties). Additionally, the wearer can see in the dark and through solid objects (up to 2' of wood or less-dense materials and 1' of metal or stone). The duration is 3d6+CL rounds.

33+ In addition to the result from 30-32, the *marvelous monocle* now allows a 40x zoom, confers a +5 bonus to ranged attacks on a tracked target, negates range penalties, and lets its wearer see through up to 4' of any material.

POCKET HOLO PROJECTOR

Level: 3 **Range:** Varies **Duration:** Varies **Charge Time:** 1 round **Save:** Will

Description: The contraption can project realistic images of objects and creatures according to the desire of the bedlamite, making others believe they are real. Some holographic projections seem so real they can cause harm to those who believe in them.

Manifestation: Roll 1d3: (1) the crystal lens of the contraption shines with a bright light that suddenly focuses on the image the bedlamite wants to create; (2) a small light ray shoots from the contraption to the sky and then a light hits the ground where the hologram materializes; (3) the contraption is thrown at the place the hologram will be projected and opens up, projecting lights and sounds that form the realistic hologram.

1 **Malfunction!** The bedlamite loses control of the device causing a random effect. Roll 1d4 modified by Luck: (0-1) the contraption releases some accumulated electricity and shocks the bedlamite for 1d3 damage; (2) a random light ray shoots out of the contraption, hitting a random nearby ally who must make a DC 12 Reflex save or they are blinded for 1 turn; (3) a gigantic flash of colorful lights is projected from the contraption, possibly calling attention to the presence of the party and throwing away any chance of subterfuge; (4+) the contraption projects the images of terrible monsters over the bodies of the bedlamite and up to 1d4+1 allies nearby and persists for 1d4 hours.

Repair: Any malfunction result requires repair in addition to the result determined above. Bedlamites must spend 2d4 uninterrupted hours repairing the device, culminating in a DC 12 *repair* check. Failure means an additional 1d4 hours of repair until another check can is allowed.

2-11 **Failure and minor malfunction.** The contraption can no longer be used until a DC 10 *repair* check is passed. The repair takes 1 full action to attempt.

12-15 Failure to charge but with no malfunction or need to repair.

16-17 By activating the contraption, the bedlamite can create a stationary image of up to human size with simple unintelligible auditory effects. The image can move but cannot leave the place it is set on (so it can be a flickering fire, a small waterfall, etc.). Those that have a strong

reason to disbelieve it is not real can make a Willpower save vs. a DC equal to the Gear check. The hologram cannot cause actual damage. The charge lasts 1 turn.

18-21 The contraption can project an image up to the size of two humans. The hologram can be moved up to 10' per round if the bedlamite concentrates on the task. The illusion possesses visual, auditory (allowing even a more intelligible sound, such as a small phrase) and one other sensory output, be it tactile or olfactory. Damage inflicted by any illusory attacks do 1d6 damage. Those who have a good reason to disbelieve the illusion can make a Willpower save vs. a DC equal to the Gear check to see through the image and ignore its effects. The charge lasts 1d3+1 turns.

22-23 In addition to the result from 18-21, the bedlamite can create two images that can act independently from each other. The charge lasts 1d4+2 turns.

24-26 The contraption can project a strong illusion over the bodies of the bedlamite and up to 1d4+1 allies, making them look like objects, other creatures, different individuals, or even specific people if the bedlamite has a real familiarity with said individuals. Those who have a good reason to disbelieve the illusion can make a Willpower save vs. a DC equal to the Gear check to see through the hologram. The charge lasts 1d6+3 turns.

27-31 The contraption can create a large holographic projection of up to 5' x 5' per CL, capable of being perceived by all senses equally. This is a quasi-real hologram that does 1d14+2 damage on a successful attack to anyone who believes in it; those who have a good reason to disbelieve the illusion can make a Willpower save vs. a DC equal to the Gear check to see through the hologram. The bedlamite can program a movement pattern that will repeat itself up to the charge duration, or they can concentrate to dynamically control the hologram themselves. The image has a Move up to 30' per round on its own. The charge lasts 1d7+4 turns.

32-33 In addition to the result from 27-31, the number of holograms which may be created changes to a maximum of two large projections of up to 10' x 10' per CL, Movement changes to 60' per round, and the charge duration changes to 1d8+5 turns.

34-35 In addition to the result from 32-33, the bedlamite also can instill artificial intelligence in the holograms, making them able to act with their own volition—as if they were actually alive—and the damage output changes to 1d16+4 damage. The bedlamite can concentrate to command them if so desired. The charge lasts 1d12+6 turns.

36+ In addition to the result from 34-35, the number of holograms which may be created changes to a maximum of two huge ones of up to 100' x 100' per CL, Movement changes to 100' per round, the holograms gain two 1d20 action dice, damage output changes to 1d20+4 damage, and the charge duration changes to 1d4+1 days.

PORTABLE SAFE

Level: 3 **Range:** N/A **Duration:** Varies **Charge Time:** 1 round **Save:** N/A

Description: Bedlamites are known for often carrying their own weight in contraptions, both mundane and wondrous. The most successful bedlamites have found clever ways to transport tools, spare parts, and items in need of repair—with one such method coming by way of the *portable safe*. The safe acts as a doorway leading to a pocket dimension carved into existence by the contraption's inventor. They are often fashioned to resemble the modern safes found in financial institutions but

with ornate designs inlaid upon the surface, reflecting the personality and style of the inventor. The contraption is activated once laid flat against a surface, most often the ground or floor and the proper combination is dialed in.

Note: Bedlamites are only capable of sustaining a small number of pocket dimensions at one time and must choose to "release" one previously made to allow for the creation of another. **Bedlamites may only keep one pocket dimension per CL in existence at any given time.**

Manifestation: Roll 1d3: (1) the doorway begins to glow around its edges as the air is filled with the smell of burnt wiring; (2) the surface against which the portable safe is lain buckles and cracks from the weight of cosmic meddling as the doorway sinks 6" into the surface before settling and activating the portal into the bedlamite's pocket dimension; (3) all doors, hatches, windows, and any general type of construction used to close one area off from another open violently as the bedlamite opens their own doorway to a pocket dimension.

1 **Malfunction!** The bedlamite loses control of the device, causing a random effect: Roll 1d4 modified by Luck: (0-1) the contraption opens a portal to a lost pack of 1d4 ravenous, dimensional ghouls that will feed on anyone found in the immediate vicinity; (2) objects stored in the portable safe suffer from a reality disruption and become rubberized (useless) for 1d4 turns; (3) one random item stored in the portable safe is possessed for 1d4 turns by an intangible demon (furious at its current trapped state) that causes the device to malfunction or activate spontaneously; (4+) opening the doorway causes a fatal glitch in the pocket dimension that results in 1d3 random items being permanently disintegrated (if the judge wishes to be merciful, they may allow an expenditure of 1 Luck per item saved from disintegration).

Repair: Any malfunction result requires repair in addition to the result determined above. Bedlamites must spend 2d4 uninterrupted hours repairing the device, culminating in a DC 12 *repair* check. Failure means an additional 1d4 hours of repair until another check is allowed.

2-11 **Failure and minor malfunction.** The contraption can no longer be used until a DC 10 *repair* check is passed. The repair takes 1 full action to attempt.

12-15 Failure to charge but with no malfunction or repair needed.

16-17 The bedlamite activates the *portable safe* and creates a pocket dimension small enough to house any object capable of fitting in a 12" cubic space. Additionally, the inventor may access any pocket dimension previously created. The pocket dimension is devoid of oxygen, and living matter disintegrates 1d4 rounds after the safe door is closed. The space remains open for 1 turn, after which the door must be closed to prevent a violent explosion as the space of two realities become subject to cosmic friction (that's 4d10 worth of damage to all within a 50' radius which will also destroy the portable safe).

18-21 In addition to the result from 16-17, the pocket dimension of the safe increases to a 3' cube in size.

22-23 In addition to the result from 18-21, the dimensions of the pocket space increases to a 5' cubic space. The portable safe may now remain open for 1d3 turns without causing an explosion.

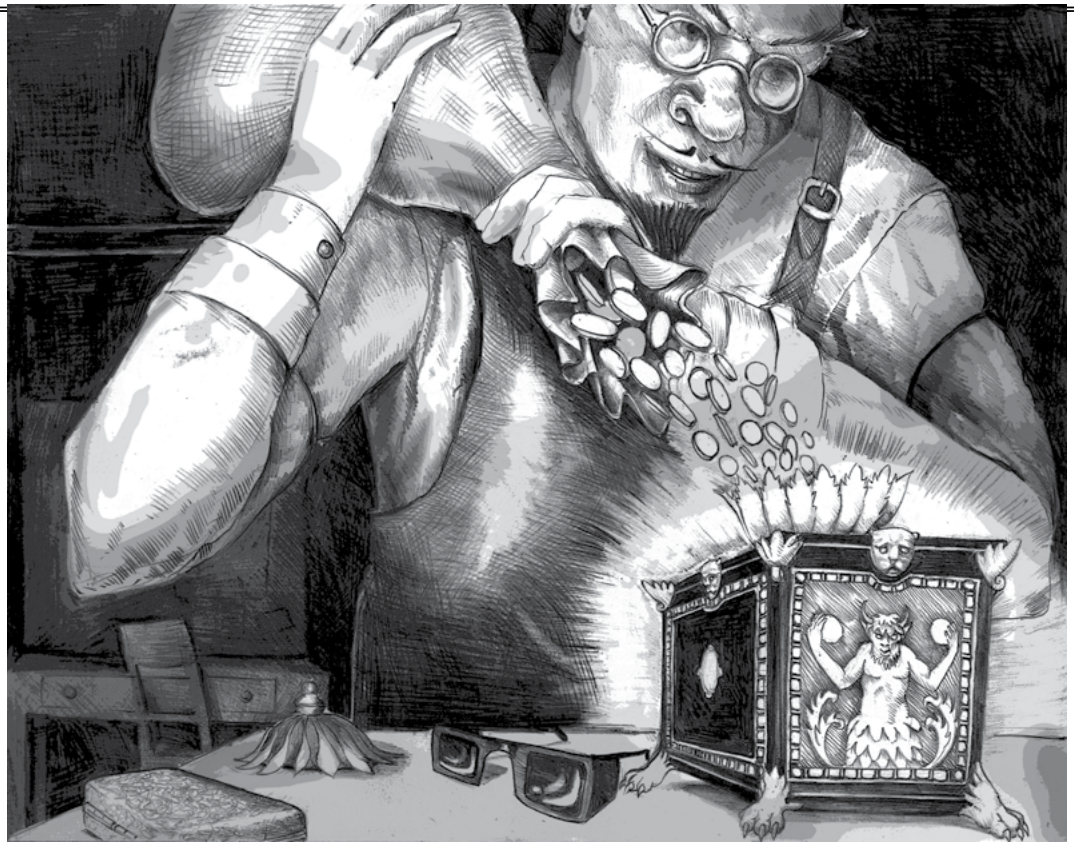
24-26 The bedlamite activates the contraption with rare precision. In addition to the result from 22-23, the space can sustain life for 24 hours before needing a recharge of breathable atmosphere (opening the safe will accomplish this).

27-31 The *portable safe* creates a space capable of housing items that would fit inside a 10' cubic space. In addition to the storage capabilities, the space can sustain life for up to 48 hours and provides a light source equal to the strength of a lantern for an equal amount of time before needing a recharge (opening the safe will accomplish this). Additionally, the inventor may access any pocket dimension previously created. The *portable safe* may remain open for up to 1d3 turns, after which the door must be closed to prevent a violent explosion as the space of two realities become subject to cosmic friction (that's 4d10 worth of damage to all within a 50' radius which will also destroy the portable safe).

32-33 In addition to the result from 27-31, each space is linked to a small conduit to the earth, offering a constant supply of oxygen (and a place to dispose of "waste").

34-35 The *portable safe* opens to a 20' cubic space. The space provides a constant supply of oxygen and provides a light source equal to soft daylight. Additionally, a steady stream of water trickles down one of the walls of the pocket dimension before emptying into a small opening in the floor serving as a return to the natural stream it originates from. Additionally, the inventor may access any pocket dimension previously created. Pocket dimensions may remain open for up to 1d4 turns, after which the door must be closed to prevent a violent explosion as the space of two realities become subject to cosmic friction (that's 4d10 worth of damage to all within a 50' radius which will also destroy the portable safe).

36+ In addition to the result from 34-35, the dimensions of the pocket space increases to a 30' cubic space. Pocket dimensions remain stable for as long as the bedlamite wishes; they become a true master of dimensional realities.



WINGED BACKPACK

Level: 3 **Range:** Varies **Duration:** Varies **Charge Time:** 1 round **Save:** Varies

Description: The bedlamite uses this contraption to jump long distances and sometimes even fly. Additionally, they may produce strong gusts of wind to harass their opponents.

Manifestation: Roll 1d3: (1) pulling the right cord makes metallic wings spring from the side of the backpack, ready to lift the bedlamite into the air; (2) pushing a small button, a great fan spring from the backpack, lifting the bedlamite from the ground; (3) wavering fields of magnetic energy spiral from the contraption, opposing the magnetic field of the planet and making the bedlamite levitate.

1 **Malfunction!** The bedlamite loses control of the contraption which causes a random effect: Roll 1d4 modified by Luck: (0-1) the mechanics that create lift operate chaotically, making it hard to perform other actions (-2 to all actions) for 1d6 rounds; (2) the contraption suddenly activates, and the bedlamite is thrown 1d6x10' in a random direction (use the falling rules for damage); (3) the device creates a strong wind and blows out any light sources carried within 30', and everyone must make a DC 12 Fortitude save or be knocked prone; (4+) the mechanics that create lift shatter and throw shrapnel in a 20' radius, a DC 12 Reflex save must be made by all in the area of effect, or they will suffer 2d6 points of damage (half damage on a successful save).

Repair: Any malfunction result requires repair in addition to the result determined above. Bedlamites must spend 2d4 uninterrupted hours repairing the device, culminating in a DC 12 repair check. Failure means an additional 1d4 hours of repair until another check is allowed.

2-11 **Failure and minor malfunction.** The contraption can no longer be used until a DC 10 *repair* check is passed. The repair takes 1 full action to attempt.

12-15 Failure to charge but with no malfunction or repair needed.

16-17 The bedlamite can use their Movement to make jumps, ignoring any difficult terrain or any obstacle of up to 30' of height. Additionally, the bedlamite ignores the damage of the first 30' of any fall.

18-21 The flight mechanism springs from the bedlamite's backpack and they are able to take their base Movement with great jumps, as well as fire metallic, sharp shrapnel from their device as an attack. Treat this as a normal ranged attack that inflicts 2d6+CL damage. Since the bedlamite fires several bits of shrapnel at once, this attack is made with at +1d on the attack roll. The charge lasts 1d4+1 turns.

22-23 The bedlamite can now fly with the same Movement rate as they can walk on solid ground. They cannot hover and must keep moving at least 10' every round that they are not on the ground. Additionally, they can use the contraption to make melee attacks and cause grievous wounds. Attacks made with the device are made at +1d on the attack roll and causes 3d6+CL damage. The charge lasts 1d6+1 turns.

24-26 In addition to the result from 22-23, the bedlamite can cause an explosion of shrapnel that damages everyone within a 30' radius once every 1d6 rounds. Any target caught in the area of effect must make a Reflex save vs. a DC equal to the Gear check; on a failure, they suffer 4d6+CL damage. The charge lasts 1d8+2 turns.

27-31 The bedlamite can now move so much air around themselves and in their near vicinity that

they can make themselves and up to their CL in allies fly. The bedlamite can move twice their base Movement rate in this way, but their allies will fly at their normal base Movement rate. Any ally that goes more than 30' away from the bedlamite is unable to sustain flight and falls, taking normal falling damage based on their height. Anyone using the flying movement to make a charge attack receives +2d on melee attacks and deals double the amount of damage they would normally inflict. The charge lasts 1d8+2 turns.

32-33 The bedlamite can create a small hurricane, capable of destroying small, fragile buildings and carrying dozens of animals and individuals. It creates a 20' radius area of effect with strong and destructive winds. Any target caught in the winds must make a DC 20 Strength check or be carried away by the winds, suffering 1d10 damage per round, as debris hits them. The bedlamite can fly with a movement equal to twice their base Movement rate, and the hurricane moves with them. The charge lasts 1d10+2 rounds.

34-35 In addition to the result from 32-33, the hurricane radius changes to 40', the Strength check changes to DC 22, damage changes to 1d12, and the bedlamite's flight movement increases to three times their base Movement rate. Non-stone structures in the area of effect are also destroyed by the wind. The charge lasts 1d12+3 rounds.

36+ The bedlamite creates a maelstrom of winds in a100' radius. The bedlamite controls which targets are affected within the area of effect. Allies gain the ability to fly with a movement rate twice their normal base Movement rate, while gaining +1d on attack rolls and double damage when using the movement to charge opponents in melee combat. Enemies must make a DC 25 Strength check or be carried away by the winds and suffer 1d14 points of damage per round, as debris and metallic, sharp shrapnel cuts their skin. Once per round, the bedlamite might decide to drop an opponent from the winds, making them fall and suffer normal falling damage. The bedlamite can fly at a speed of four times their normal base Movement rate and can make ranged attacks with a vortex of whirling shrapnel in the shape of a 50' long x 30' wide cone. Those inside the cone must make a Reflex save vs. a DC equal to the Gear check; on a failure, they suffer 5d6 damage (half damage on a success). The charge lasts 1d14+4 rounds.



BADGER CLAWS

Level: 4 **Range:** Varies **Duration:** Varies **Charge Time:** 1 round **Save:** Varies

Description: *Badger claws* are contraptions made for the quick removal of soil, but their destructive power as melee weapons is quite obvious. These sharp mechanical claws require a large backpack power supply that generates an incredibly strong energy field around them to help displace and obliterate the soil, as well as increasing the wearers strength greatly. They are always worn as a pair of claws leaving the hands useless for any other action. Under most circumstances, *badger claws* add a +2 to melee attack damage at all times (even without a Gear check).

Manifestation: Roll 1d4: (1) a pair of large, fingerless gauntlets of smooth metal, each ending with five curved claws; (2) it looks crudely made with: rough metal, leaking fluids, billowing smoke, glowing electrical sparks, whizzes, whines, and grinds with the sound of clockwork parts; (3) it resembles a huge, open hand of chrome with five curved fingers like an ice cream scoop; (4) large metal gloves with five wires that extend from the knuckles and create large, glowing electric claws.

1 **Malfunction!** Roll 1d4 modified by Luck: (0-1) roll twice and both results are applied, ignoring further results of 1 or less; (2) the contraption has a powerful discharge of fiery energy, and all within 10' must make a DC 18 Reflex save or take 2d8 damage; (3) the *badger claws* become over-magnetized, slam together, and are unable to be removed until demagnetized—which takes 1d3+1 rounds or a DC 20 Strength check, made by another person, can pry them apart through force; (4+) the bedlamite gets thrown backwards 10' from a sudden jolt of electricity and is knocked prone, taking 1d6 damage.

Repair: Any malfunction result requires repair in addition to the result determined above. Bedlamites must spend 2d4 uninterrupted hours repairing the device, culminating in a DC 12 *repair* check. Failure means an additional 1d4 hours of repair until another check is allowed.

2-11 **Failure and minor malfunction.** The contraption can no longer be used until a DC 10 *repair* check is passed. The repair takes 1 full action to attempt.

12-17 Failure to charge but with no malfunction or repair needed.

18-19 The *badger claws* can excavate a 5' cubic volume of soil, taking either 3 rounds or 2 rounds with a successful Luck check. They may be used as melee weapons [claws +2 melee (1d8+2 + Strength modifier in piercing/slashing/electrical damage)]. The charge lasts 3 rounds but the device can be used without a charge as an augmented 'punch' that grants +2 piercing/slashing damage to a fist attack.

20-23 In addition to the result from 18-19, the Stats are now [claw +4 melee (1d12+2 + Strength modifier in piercing/slashing/electrical damage)] when used as a weapon.

24-25 In addition to the result from 18-19, the Stats are now [claws +4 melee (1d14+2 + Strength modifier in piercing/slashing/electrical damage)] when used as a weapon.

26-28 In addition to the result from 18-19, the excavated volume increases to 10' cubic volume of soil, which takes either 4 rounds or 3 rounds with a successful Luck check. The Stats are now

[claws +4 melee (1d16+2 + Strength modifier in piercing/slashing/electrical damage)] when used as a weapon. The charge now lasts 4 rounds.

29-33 The *badger claws* can slowly cut through most materials (as decided by the judge). Each 1" of material takes 1 round to cut out a man sized hole. This may continue until 1d8+4" have been cut. Stronger material may take longer per the judge's discretion. They may be used as melee weapons [claws +4 melee (1d16+2 + Strength modifier in piercing/slashing/electrical damage)]. The charge lasts 4 rounds but the device can be used without a charge as an augmented 'punch' that grants +2 piercing/slashing damage to a fist attack.

34-35 In addition to the result from 29-33, powerful bolts of electricity shoot from the *badger claws*. One bolt of electricity will discharge each round for the charge duration, even if there is no selected target. Each bolt has a range of 100' and does 3d6 damage to one target. The target may make a Reflex save vs. a DC equal to the Gear check for half damage on a success. The charge lasts 1d3+1 rounds.

36-37 In addition to the result from 34-35, the electrical system can't contain the power generated by the badger claws and it is absorbed by the bedlamite who may use it to their benefit. The bedlamite makes a Luck check; failure means the electricity does 2d6 damage to the bedlamite.The bedlamite gains +2 to initiative, AC, Fortitude and Reflex saves, as well the ability to absorb 1d8 points of damage from all sources, except fall damage, for the charge duration. The charge now lasts 3d16 rounds.

38+ In addition to the result from 36-37, the bonus to initiative, AC, Fortitude and Reflex saves increases to +4, the damage absorption changes to 2d8 points of damage, the electric bolt discharge targets a random target every other round unless the bedlamite makes a successful Luck check, in which case they may choose the target. The bedlamite becomes aggressively berserk from the electricity coursing through their body. They must excavate or make a melee attack each round; if they cannot, they suffer 1d6 points of electrical damage. The charge lasts 2d20 rounds and the badger claws suffer a malfunction after the charge duration ends.

DISINTEGRATOR

Level: 4 **Range:** Varies **Duration:** 1 round **Charge Time:** 1 round **Save:** Varies

Description: A *disintegrator* is a destructively powerful, yet volatile, contraption which fires super-heated, thermal energy that oscillates molecules until they break apart or their bonds weaken. A *disintegrator* is very damaging to matter but useless against non-corporeal beings.

Manifestation: Roll 1d4: (1) the *disintegrator* resembles a 1' metal cube with a multitude of wires, fuses, switches, gears, pistons, and other miscellaneous mechanical parts attached to the outer housing, and when fired, a beam of bright orange energy emits from a black piece of crystal suspended within the middle of the cube; (2) the contraption looks like a smooth, chrome rifle with several glass tubes towards the stock, which are filled with intense flames which exit the barrel as a beam of fiery energy when fired; (3) the contraption resembles a crude, metal walking stick with several glass tubes wrapped in copper wiring and filled with arcing electricity, parallel to the metal shaft, that produces a bright-white beam of sizzling light when fired; (4) the contraption wraps around the bedlamite's arm with wires, copper circuit boards, and fuses, ending in a handle with a shiny mirror-like chrome metal ball

on the top—a black beam with swirling purple energy is released from the top of the metal ball when fired.

1 **Malfunction!** Roll 1d4 modified by Luck: (0-1) roll twice more (ignoring a result of 0-1 if rolled again) and both results are applied; (2) the contraption has a powerful discharge of fiery energy, and all creatures within 10' must make a DC 18 Reflex save or take 2d8 damage; (3) a loud pulse emits from the contraption, and any creature that can hear and are within 50' must make a DC 20 Willpower save or suffer -2 to all actions for one hour due to a painful headache and uncontrollable body tremors; (4+) the *disintegrator* flares brightly with heat, causing the bedlamite to make a DC 18 Fortitude save or take 1d8 damage.

Repair: Any malfunction result requires repair in addition to the result determined above. Bedlamites must spend 2d4 uninterrupted hours repairing the device, culminating in a DC 12 *repair* check. Failure means an additional 1d4 hours of repair until another check is allowed.

2-11 **Failure and minor malfunction.** The contraption can no longer be used until a DC 10 *repair* check is passed. The repair takes 1 full action to attempt.

12-17 Failure to charge but with no malfunction.

18-19 The *disintegrator* fires its beam up to a range of 30' and does 3d6+CL damage to one target. The target must make a DC 18 Fortitude save or be stunned from shock and unable to move or take any actions for 1d3 rounds.

20-23 In addition to the result from 18-19, the beam range increases to 40', and the damage increases to 4d6+CL.

24-25 In addition to the result from 20-23, the beam range increases to 50', damage increases to 5d6+CL, Fortitude save changes to DC 20, and stun duration increases to 1d5 rounds.

26-28 In addition to the result from 24-25, any clothing, armor, or other item closest to the area struck and nearest to the skin is immediately destroyed. If the item is magical or sentient, the target may make either a Luck check (if a PC) or a Reflex save vs. a DC equal to the Gear check (if an NPC) to avoid the destruction. Artifacts or relics may be immune to the destruction (judge's discretion).

29-33 The *disintegrator* fires a wide, cylindrical, beam of energy that strikes all targets in a 20' wide path up to a range of 50' and does 5d6+CL damage. The targets must make a DC 20 Fortitude save or be stunned from shock and unable to move or take any actions for 1d5 rounds. Any clothing, armor, and items carried are immediately destroyed. If an item is magical or sentient, the target may make either a Luck check (if a PC) or a Reflex save vs. a DC equal to the Gear check (if an NPC) to avoid the destruction. Artifacts or relics may be immune to the destruction (judge's discretion).

34-35 The *disintegrator* releases an overcharged burst of energy with a range of 100' and does 7d6+CL damage to one target. The target must make a DC 24 Fortitude save or be stunned and unable to move or take actions for 1d8 rounds from shock. Any clothing, armor, and items carried are immediately destroyed. If an item is magical, the target may make either a Luck check (if a PC) or a Reflex save vs. a DC equal to the Gear check (if an NPC) to avoid the destruction. Artifacts or relics may be immune to the destruction (judge's discretion). The *disintegrator* must cool down for 1d6+2 rounds before it may be used again. In the next round the bedlamite must make a DC 18 repair check, as an action, or the *disintegrator* suffers a malfunction!

36-37 The *disintegrator* fires its beam up to a range of 30' and does 3d6+CL damage to one target. The charge duration lasts for 4 rounds, and the same or a new target can be selected each round. The user can not move between shots or take any other action, but each attack after the first is made at a cumulative +1 to hit on each successive round. Targets must make a DC 18 Fortitude save or be stunned from shock and are unable to move or take any actions for 1d3 rounds. If a target is hit more than once during the charge period, the stun and shock result is cumulative in duration with a new Fortitude save being made for each strike. The round after the charge duration ends, the bedlamite must make a DC 18 repair check, as an action, or the *disintegrator* suffers a malfunction!

38+ The *disintegrator* releases an overcharged burst of energy with a range of 100' and does 7d6+CL damage to one target. The target must then make a DC 28 Fortitude save or be disintegrated (instant death) along with all their clothing, armor, and items carried. Artifacts or relics may be immune to the destruction (judge's discretion). If the save succeeds, the target is stunned from shock and unable to move or take actions for 1d8 rounds with clothing, armor, and all items carried being destroyed unless either a Luck check (if a PC) or a Reflex save vs. a DC equal to the Gear check is made (if an NPC). The disintegrator suffers from malfunction immediately after the shot.

FLYING STALLION

Level: 4 **Range:** Varies **Duration:** Varies **Charge Time:** 1 round **Save:** N/A

Description: This metal construct resembles a winged stallion and is capable of travelling at great speeds on land and in the air. Various augmentations are added to enhance its abilities, but it can never carry more than one rider and 100 pounds of additional gear. The contraption is motionless and incapable of movement unless it is charged, so the proud bedlamites that have one of these stallions must have a wagon or some other means to transport it.

If an unlucky rider is still mounted and in flight when the contraption's charge ends, stallion and rider will plummet to the ground, suffering normal fall damage; the same result occurs if the contraption takes enough damage to reduce its hit points to zero—except it also explodes, doing 1d10 damage to everyone within a 50' radius.

Manifestation: Roll 1d3: (1) the *flying stallion* resembles a mechanical horse of bronze and chrome, with hissing pistons and whirring cogs powering its limbs and wings; (2) the *flying stallion* is forged in metal and enamelled in white, with glowing blue eye sockets that emit an arcane vapour that drifts into the air; (3) the *flying stallion* is forged in metal and enamelled in black, with a silver mane, tail, and hooves, with sulphurous-yellow eye sockets that emit an arcane vapour.

1 **Malfunction!** Roll 1d4 modified by Luck: (0-1) the *flying stallion* activates, but its wings malfunction, leaving it unable to fly; (2) the flying stallion's rocket engines activate unexpectedly, and all creatures within 10' must make a DC 18 Reflex save or suffer 2d8 damage; (3) the *flying stallion* activates, kicks with its back legs, and then powers down (the kick is directed at the bedlamite—attack roll with an action die of 1d20+5, 2d7+5 damage if struck); (4+) the panel on the *flying stallion's* underside opens, depositing its bomb on the ground, which starts to make a whirring sound—the bedlamite must make a DC 14 repair check to defuse the bomb within 1d3 rounds, or it detonates, inflicting 10d6 damage to all

creatures within a 50' radius.

Repair: Any malfunction result requires repair in addition to the result determined above. Bedlamites must spend 2d4 uninterrupted hours repairing the device, culminating in a DC 12 *repair* check. Failure means an additional 1d4 hours of repair until another check is allowed.

2-11 **Failure and minor malfunction.** The contraption can no longer be used until a DC 10 *repair* check is passed. The repair takes 1 full action to attempt.

12-17 Failure to charge but with no malfunction or repair needed.

18-19 The *flying stallion* activates with an AC of 14 and 50 hit points. It is capable of bearing a human-sized rider and 100 pounds of additional gear at a land speed of 40' per round or through the air at a flying speed of 60' per round. The *flying stallion* attacks with its metal hooves, using an action die of 1d20+1, and inflicts 1d7 damage on a successful strike. As a mechanical construct, it has resistance to mundane weapons (half damage) as well as immunity to critical hits, fire, cold, poison and electrical damage. In addition, it cannot be affected by conditions or magical attacks related to mind control or psychic suggestion—such as being charmed, put to sleep, frightened, commanded, or similar. The charge lasts 1d3 rounds.

20-23 In addition to the result from 18-19, the *flying stallion's* AC increases to 16, its base ground Movement increases to 60', its base flying Movement increases to 90', its action die increases to 1d20+5, its damage increases to 2d7+5 damage, and the charge duration increases to 1d4+CL rounds.

24-25 In addition to the result from 20-23, a panel slides open on both sides of its hindquarters, and a rocket engine slides into position, granting an additional burst of speed. As an action, the rocket engines ignite to allow the *flying stallion* to travel on land at 90' per round and through the air at 120' per round. The *flying stallion* only has the capacity to hold sufficient fuel to use this extra burst of speed for CL rounds before the bedlamite must replenish the fuel supply in order to make use of the boost again. The charge now lasts 1d6+CL rounds.

26-28 In addition to the result from 24-25, the *flying stallion* spreads its wings and a razor edged blade forms along the front edge of its wingspan, allowing for a high velocity, cutting swoop attack. The *flying stallion* may swoop down and attack using an action die of 1d20+5, inflicting 3d8+5 damage on a successful strike. If two or more targets are standing within 5' of each other and the single attack roll would hit each individual, the damage is inflicted to all targets.

29-33 The *flying stallion* activates with an AC of 16 and 50 hit points. It is capable of bearing a humanoid-sized rider and 100 additional pounds of gear at a land speed of 60' per round or through the air at a flying speed of 90' per round. For CL rounds, a rocket-assisted boost can be engaged that increases the ground Move to 90' and the fly Move to 120'. Refueling must occur before the boost can be used again. The *flying stallion* attacks with its metal hooves, using an action die of 1d20+5, and inflicts 2d7+5 damage on a successful strike. A diving, wing-slash attack can be made with the edges of its metallic wings, inflicting 3d8+5 damage, using a 1d20+5 action die. If two or more targets are standing within 5' of each other and the single wing-slash attack roll would hit each individual, the damage is inflicted to all targets. While hovering, a volley of sharp, metal feathers can be launched at targets chosen by the bedlamite who uses a guidance system that ensures each feather never misses: 1d6 feathers can be fired per round to a range of 50' and always find their target, inflicting 1d8+CL in

damage to each target hit. As a mechanical construct, it has resistance to mundane weapons (half damage) as well as immunity to critical hits, fire, cold, poison and electrical damage. In addition, it cannot be affected by conditions or magical attacks related to mind control or psychic suggestion—such as being charmed, put to sleep, frightened, commanded, or similar. The charge lasts 1d8+CL rounds.

34-35 In addition to the result from 29-33, the number of feathers fired increases to 2d6+1, and the feather-damage increases to 1d10+CL. After three uses of the wing-feather volley, the *flying stallion* is forced to land and is unable to fly again until the bedlamite has spent 2d4 hours enacting repairs, culminating in a DC 14 *repair* check. The charge lasts 1d12 rounds.

36-37 In addition to the result from 34-35, a panel slides open at each side of the *flying stallion's* forequarters, and twin-mounted Gatling guns move into place. Firing in unison, each weapon has a range of 100/150/200', targeting anything within a 50' radius of each volley. Targets within the affected area are struck by 1d6 bullets per volley, each bullet inflicts 1d8 damage. Each volley utilizes an action die and missile-fire modifiers from the bedlamite riding the flying stallion (and takes 1 action from said rider). There is a cumulative 25% chance per round that the Gatling guns will run out of ammunition (after the 4th round of firing, the Gatling guns will be empty).

38+ In addition to the result from 36-37, a panel opens in the *flying stallion's* underside, revealing a single, earth-shattering bomb that can be dropped from flight upon a target below. The attack utilizes the bedlamite's action die and missile fire modifiers to target the bomb accurately (and takes 1 action from the rider). The bomb has a blast radius of 50'; any target caught within the explosion takes 10d6 damage (DC 18 Reflex save for half damage).

FOLDABLE SOLDIER

Level: 4 **Range:** Varies **Duration:** Varies **Charge Time:** 1 round **Save:** N/A

Description: This small device can fit in the bedlamite's pocket, and once activated, it will unfold and form the shape of a metallic soldier bearing a variety of weapons and armor, ready to defend its owner and attack their opponents.

Manifestation: Roll 1d3: (1) a cube flies out of the bedlamite's hand, unfolding as it falls to the ground, forming the image of a metallic soldier; (2) the contraption hits the floor, and a small explosion occurs—when the smoke clears, a fully grown metallic soldier is left in its place; (3) the contraption shines brighter and brighter until the light becomes momentarily blinding—Immediately after, the light fades away revealing the form of the metallic soldier.

1 **Malfunction!** The bedlamite loses control of the contraption, causing a random effect: Roll 1d4 modified by Luck: (0-1) sparks fly out of the device, as smoke and the smell of burned wires fill the air; (2) as the bedlamite tries to activate the contraption, the soldier's weapon springs forward and inflicts 1d3 damage to the character's hand; (3) the mechanical soldier springs out of the device and makes a one quick attack against the bedlamite (1d20 action die, sword +5 melee, 1d8 damage) before deactivating; (4+) the contraption activates but not the way the bedlamite intended—treat as if they had rolled a Gear check result of 18-19, but the soldier attacks the bedlamite, and the charge duration is halved.

Repair: Any malfunction result requires repair in addition to the result determined above. Bedlamites must spend 2d4 uninterrupted hours repairing the device, culminating in a DC 12 *repair* check. Failure means an additional 1d4 hours of repair until another check is allowed.

2-11 **Failure and minor malfunction.** The contraption can no longer be used until a DC 10 *repair* check is passed. The repair takes 1 full action to attempt.

12-17 Failure to charge but with no malfunction or repair needed.

18-19 The contraption unfolds into a medium-sized, metallic mechanical solder with delicate parts that serves the bedlamite's simple requests (usually limited to five words or less). The charge lasts 2d4+1 rounds. The soldier's Stats are:

Foldable Soldier: Init +0; Atk spear +5 melee (1d8+1) or spear +3 missile fire (1d8); AC 14; HD 2d8; MV 30'; Act 1d20; SP damage reduction of 1 point; SV Fort +2, Ref +1, Will +0; Path WtL.

20-23 The contraption unfolds, revealing a 7' tall mechanical soldier. The soldier serves the bedlamite's simple requests (usually limited to five words or less). The charge lasts 2d6+1 rounds. The soldier's Stats are:

Foldable Soldier: Init +2; Atk spear +7 melee (1d10+1) or spear +5 missile fire (1d8); AC 16; HD 3d8; MV 30'; Act 1d20; SP damage reduction of 2 point; SV Fort +3, Ref +2, Will +1; Path WtL.

24-25 The contraption unfolds, revealing a 10' tall mechanical soldier with sturdy parts. The soldier serves the bedlamite's requests. The charge lasts 2d8+1 rounds. The soldier's Stats are:

Foldable Soldier: Init +3; Atk spear +9 melee (1d12+2) or shotgun +8 missile fire (1d12); AC 18; HD 5d8; MV 30'; Act 1d20; SP damage reduction of 3 points; SV Fort +5, Ref +3, Will +1; Path WtL.

26-28 The contraption unfolds, revealing a 12' tall mechanical soldier with sturdy parts. The soldier serves the bedlamite's requests. The charge lasts 2d10+2 rounds. The soldier's Stats are:

Foldable Soldier: Init +4; Atk spear +10 melee (1d12+2) or shotgun +9 missile fire (1d10); AC 17; HD 6d8; MV 30'; Act 1d20; SP damage reduction of 3 points; SV Fort +6, Ref +3, Will +1; Path WtL.

29-33 The contraption unfolds, revealing a 15' tall mechanical behemoth with sturdy parts. The soldier serves the bedlamite's requests. The charge lasts 2d10+CL rounds. The soldier's Stats are:

Foldable Soldier: Init +4; Atk slam +11 melee (1d12+2) or shotgun +9 missile fire (1d12) or flamethrower (special); AC 18; HD 5d10; MV 30'; Act 2d20; SP damage reduction of 3 points, flamethrower (1x/round, 30' wide x 20' long cone, 3d6 damage, DC 15 Ref save for half damage); SV Fort +7, Ref +3, Will +2; Path WtL.

34-35 In addition to the result from 29-33, the charge duration increases to 2d12+CL rounds, and the device creates two identical mechanical soldiers.

36-37 The contraption unfolds into a gigantic mechanical armor that can encase the bedlamite, effectively protecting them from harm and giving them offensive weaponry as long as the mechanical armor still has hit points, or the charge duration does not expire. If the bedlamite opts to don the mechanical armor, opponents must destroy the armor first (when the armor is reduced to 0 hit points, it ejects the user) before the bedlamite suffers any physical damage. While wearing the armor, the bedlamite can not hold items or wield weapons that are not built into the armor. If they opt to do so, the armor can serve as a mechanical soldier, as per

the result from 29-33; if this option is chosen, the bedlamite forfeits its protection as armor. The charge lasts 1d4+1 turns. The armor's Stats are:

Foldable Armor (worn): Init as user's; Atk slam +15 melee (1d16+2) or missile launcher +12 missile fire (2d8) or flamethrower (special); AC 20; HD 8d10; MV -10' from the user's MV; Act as per user; SP flamethrower (1x/round, 40' wide x 30' long cone, 5d6 damage to the area, DC 17 Ref save for half damage); SV Fort +10 to the user's Fort, Ref -3 to the user's Ref, Will as per user's; Path as per user's.

38+ In addition to the result from 36-37, the armor is now colossal in size and can produce other mechanical soldiers each round as one of its actions (effectively rerolling the Gear check, ignoring malfunctions, and any result higher than 35 is considered to be the 34-35 Gear check result).

The contraption unfolds into a colossal mechanical armor that can encase the bedlamite, effectively protecting them from harm as long as the mechanical armos still has hit points or the charge duration expires, and can produce other mechanical soldiers each round as one of its actions (effectively rerolling the Gear check, ignoring malfunctions, and any result higher than 35 is considered to be the 34-35 Gear check result. Activating other mechanical soldiers takes an action, and the soldiers will only last for half their normal charge duration. If the bedlamite opts to don the mechanical armor, opponents must destroy the armor first (when the armor is reduced to 0 hit points, it ejects the user) before they suffer physical damage. If they opt to do so, the armor can serve as a mechanical soldier, as a Gear check result of 29-33. The charge lasts 1d6+1 turns. The armor's Stats are:

Foldable Armor (worn): Init as user's; Atk slam +17 melee (1d20+3) or missile launcher +15 missile fire (2d10) or flamethrower (special); AC 20; HD 10d10; MV -10' from user's MV; Act as user's; SP flamethrower (1x/round, 40' wide x 30' long cone, 6d6 damage to all in area, DC 18 Ref save for half damage), can create more mechanical soldiers; SV Fort +12 to user's Fort, Ref -3 to user's Ref, Will as per user's; Path as user's.

GHOST SUIT

Level: 4 **Range:** Varies **Duration:** Varies **Charge Time:** 1 round **Save:** N/A

Description: A *ghost suit* often takes the form of a currently fashionable suit of the time-period but is woven with fibers of the bedlamite's crafting that make travel into the spirit world an impossible reality.

Manifestation: Roll 1d3: (1) the *ghost suit* pulses with a pale-azure glow, filling the air with the smell of death; (2) nearby spirits briefly manifest before being temporarily sucked into the suit, lending the bedlamite their ability to visit the realm of death; (3) ghostly howls broadcast from the suit as featureless faces appear to stretch the suits fibers in a hopeless attempt at escaping.

1 **Malfunction!** The bedlamite loses control of the suit causing a random effect: Roll 1d4 modified by Luck: (0-1) the suit temporarily unravels, creating a portal from which "something" from the spirit world escapes and travels to the location of a nearby un-dead creature and alerts it to the location of the bedlamite (the creature will begin to stalk the owner of the suit and attack in 1d20 days); (2) the suit malfunctions by pulling its user into

the spirit world on a one-way trip until the contraption can be repaired—this often lands the bedlamite in the bad side of a ghost town; (3) the suit suffers from spiritual feedback causing it to partially unravel, potentially leaving the bedlamite in their "birthday suit"; (4+) the suit becomes possessed by an angry spirit (for 1d4 hours) that works to befuddle the day-to-day activities of the suit's owner—every action check requires a Willpower save vs. a DC of 12 or the action suffers a -2d penalty.

Repair: Any malfunction result requires repair in addition to the result determined above. Bedlamites must spend 2d4 uninterrupted hours repairing the device, culminating in a DC 12 *repair* check. Failure means an additional 1d4 hours of repair until another check is allowed.

2-11 **Failure and minor malfunction.** The contraption can no longer be used until a DC 10 *repair* check is passed. The repair takes 1 full action to attempt.

12-17 Failure to charge but with no malfunction or repair needed.

18-19 The suit comes to life, granting the wearer "spirit vision." Any spirit world resident within eyesight of the bedlamite can be viewed. Spirits appear as ectoplasmicly charged forms, blurry and wavering. The bedlamite can also detect areas within 300' where the barrier between the living and the dead are weakest, making crossing the veil easier. Spirits are unaware that they are being watched. The charge lasts 1 turn.

20-23 The bedlamite feels their physical form transfused by ectoplasmic energies, making spirit travel possible. Spirits dwelling within eyesight in the Near of the spirit world can be viewed and recognized by their features. Weak areas between the land of the living and that of the dead can be detected within 600', making crossing over a much simpler process. To step across the veil, the bedlamite must pass a DC 16 Willpower save (which may be lowered should conditions for spirit-travel be more favorable (in a graveyard at midnight, looking in a reflective pool, etc.) and with the judge's approval. Success results in the physical form of the suit's owner vanishing from the physical world and stepping into the Near of the spirit world. Once across, the bedlamite can be seen by and affected by the residents. Crossing back requires another DC 16 Willpower save. The charge lasts 1d4 turns; if the charge is spent and the user is on the wrong side of the veil, they are forcefully ejected back into the world of the living, sustaining 1d4 Personality damage from the ordeal.

24-25 In addition to the result from 20-23, the bedlamite can converse with any willing spirit within normal hearing/speaking range despite language issues.

26-28 The immediate area around the bedlamite becomes sensitive to the energies emitted by the suit. Any point may be used to step across the veil into the Near of the spirit world. The bedlamite must pass a DC 10 Willpower save to make the trip, with success resulting in the suit's owner vanishing from the physical world and stepping into the Near of the spirit world. Once across, the bedlamite can be seen by and affected by the residents. Crossing back requires another DC 10 Willpower save. Allies that can step across the veil in their own ways also benefit from the lowered DC if needed. The charge lasts 1d5 turns; if the charge is spent and the user is on the wrong side of the veil, they are forcefully ejected back into the world of the living, sustaining 1d4 Personality damage from the ordeal.

29-31 In addition to the result from 26-28, the bedlamite gains the ability to inflict normal physical damage to spirits normally resistant to the effect of mundane weapons. Spirits are helpless to harm the bedlamite unless they are normally capable or the bedlamite has crossed over into the spirit world. Any attack roll that results in a natural "1" means the creature has pulled the

bedlamite across the veil (if not already) to subject them to the laws of the spirit world.

32-33 In a 50' radius centered on the bedlamite, the veil wavers in and out, allowing any willing being within the area of effect to cross into the Near of the spirit world. Spirits may enter the physical world of the living as well as fully interact with them (they can harm and be harmed by normal weapons and can converse despite any language barriers) in the area of effect. A DC 8 Willpower save must be made to make the trip, with success resulting in the traveler crossing the veil and being seen by and affected by the residents. Crossing over may be performed repetitively until the duration of the ghost suit ends. The bedlamite can converse with beings on either side of the veil in addition to viewing them with clarity. The charge lasts 1d6 turns; if the charge is spent and the user is on the wrong side of the veil, they are forcefully ejected back into the world of the living, sustaining 1d4 Personality damage from the ordeal (this includes all who "rode in" with the user).

34-35 In addition to the result from 32-33, the bedlamite can view the physical soul-anchor that tethers a spirit to the Near and allows them to exist close to humanity.

36-37 The power of the ghost suit activates with near perfection! The bedlamite can detect spirit activity within a one mile radius. They also gain the ability to track a chosen spirit with the skill of a bloodhound. All that is needed to pick up the ectoplasmic signature is a pre-death photo or personal belonging of the spirit; if the bedlamite has encountered the spirit face to face before, no token is needed. In addition to tracking, the bedlamite can cross the veil at will with no Willpower check for the charge duration. Spirits can be seen and conversed with within normal sight and conversational ranges (there is no language barrier). The bedlamite may cause physical harm to spirits existing in the Near that are normally resistant to mundane weapons, in addition to becoming resistant (half damage) to the attacks of those making the spirit world home. A 100' radius around the bedlamite wavers between the land of the living and the dead, making attempts to step across by those with their own ability easier (a DC 5 where a check is required). The charge lasts 1d6 turns; if the charge is spent and the user (and any who 'rode' in with them) is on the wrong side of the veil, they are forcefully ejected back into the world of the living, sustaining 1d4 Personality damage from the ordeal.

38+ Perfection! The suit thrums to life, allowing the bedlamite the ability to "draw" a doorway into the spirit world. This doorway stays open for the duration of the contraption's activation or until the bedlamite wills it away. Any being on either side may step through without error, and effectively becomes subject to the laws of the land of the living or the dead. The suit also gives the bedlamite a ghostly GPS, allowing them to navigate the territories of both the Near and the Far without error. The bedlamite gains resistance (half damage) to all non-magical attacks on either side of the veil in addition to being able to harm those normally resistant to mundane weapons. The bedlamite may converse with spirits in the area (despite any language issues) and summon friendly spirits they have conversed with in the past (1d4 rounds to allow for travel). Additionally, the bedlamite gains knowledge of any spirit's soul-anchor, the physical object that tethers the restless spirit to the Near. Attempts to cross the veil by those normally capable find the attempt automatically successful. The charge lasts 1d6 turns; if the charge is spent and the user (and any who 'rode' in with them) is on the wrong side of the veil, they are forcefully ejected back into the world of the living, sustaining 1d4 Personality damage from the ordeal.

MECHANICAL STEED

Level: 4 **Range:** Varies **Duration:** Varies **Charge Time:** 1 round **Save:** Varies

Description: This small figurine of a horse fits in the bedlamite's pocket. When activated, the figurine grows into a full-sized mechanical horse bearing a variety of armor, weapons, and storage to help its owner in combat as well as to be used in transportation.

Manifestation: Roll 1d3: (1) the figurine leaps out of the hand of the bedlamite, growing into the shape of a metal horse; (2) there is a crack of thunder and a bright flash as the mechanical stallion rears to life; (3) seeming to come from nowhere, a steel bronco rears up beside the bedlamite, its mane a fiery crackle of red energy.

1 **Malfunction!** The bedlamite loses control of the *mechanical steed*, causing a random effect: Roll 1d4 modified by Luck: (0-1) the steed whinnies and falls over on its side and is non-functional; (2) as the bedlamite tries to activate the steed, it kicks them, inflicting 1d4 damage before becoming motionless; (3) the steed madly bites at the bedlamite, causing 1d6 damage, before sparks and smoke erupt from beneath its metal "skin," and it crumples to the ground; (4+) the head of the steed explodes, causing 2d6 damage to the bedlamite (no save) and 1d6 points of damage to any creature within 5' of the bedlamite (DC 12 Reflex save for half damage).

Repair: Any malfunction result requires repair in addition to the result determined above. Bedlamites must spend 2d4 uninterrupted hours repairing the device, culminating in a DC 12 *repair* check. Failure means an additional 1d4 hours of repair until another check is allowed.

2-11 **Failure and minor malfunction.** The contraption can no longer be used until a DC 10 *repair* check is passed. The repair takes 1 full action to attempt.

12-17 Failure to charge but with no malfunction or repair needed.

18-19 The figurine grows into a donkey-sized mechanical steed. The mechanical steed can carry the bedlamite and will respond to simple requests (five words or less). The steed also has saddle bags that can carry up to 50 pounds of extra gear. The charge lasts 2d4+1 hours. The steed's Stats are:

Mechanical Steed: Init -2; Atk bite +1 melee (1d3) or hoof +1 melee (1d4+1); AC 13; HD 3d8; MV 60/120/240 (walk/trot/gallop); Act 1d20; SP immune to magical effects requiring a Will save; SV Fort +4, Ref +1, Will +0; Path WtL.

20-23 The figurine becomes a full-sized, blue-steel, mechanical horse with red eyes. The *mechanical steed* can carry the bedlamite and one other medium sized human and will respond to simple requests (five words or less). The charge lasts 2d6+1 hours. The steed also has saddlebags that can carry up to 100 pounds of extra gear. The steed's Stats are:

Mechanical Steed: Init -1; Atk bite +1 melee (1d4+1) or hoof +2 melee (1d6+1) or laser eyes +1 missile fire (1d4+1); AC 15; HD 4d8; MV 60/120/240 (walk/trot/gallop); Act 1d20; SP immune to magical effects requiring a Will save; SV Fort +5, Ref +2, Will +0; Path WtL.

24-25 The figurine becomes a full-sized, mechanical warhorse. The *mechanical steed* can carry the bedlamite and one other medium-sized human and will respond to the bedlamite's requests. The charge lasts 3d6+1 hours. The steed also has saddle bags that can carry up to 100 pounds

of extra gear and retractable side-mounted grenade launchers. Roll 1d3: (1) two stink bombs (50' range with a 20' radius area of effect for 1d4+4 rounds, targets in the cloud suffer a -2 penalty to all rolls, take 2 damage per round, and must make a Fortitude save vs. a DC equal to the Gear check or be poisoned (-1d4 Agility lasting 24 hours)); (2) two flash bang grenades that blind up to two targets within a 50' range. Each target must make two Willpower saves vs. a DC equal to the Gear check or are blinded—target's that fail both saves are blinded and knocked unconscious for a duration of 2d4+1 rounds (sightless creatures are immune to the flash bang grenades); (3) two explosive bombs with a 50' range that cause 1d6 damage per bomb in a 10' radius (DC 12 Ref save for half damage). The steed's Stats are:

Mechanical Steed: Init +1; Atk bite +2 melee (1d6+1) or hoof +4 melee (1d6+3); AC 15; HD 5d8; MV 60/120/240 (walk/trot/gallop); Act 1d20; SP immune to magical effects requiring a Will save; SV Fort +6, Ref +3, Will +0; Path WtL.

26-28 The figurine becomes a full-sized, mechanical warhorse. The *mechanical steed* can carry the bedlamite and one other medium-sized human, and will respond to the bedlamite's requests. The charge lasts 4d6+1 hours. The steed also has saddlebags that can carry up to 100 pounds of extra gear and three colored (left:red, middle:green and right:blue) buttons in the saddle pommel. Pressing the red button causes the steed to belch a 30' wide x 20' long cone of fire that causes 1d4 damage and has a 50% chance to set any flammable materials aflame. The red button can be used twice during the charge duration during which the steed is activated. Pressing the blue button causes the steed to emit a stinking cloud of vapor from its hind end that the bedlamite can command. A single, acidic, stinking cloud appears with a radius of 20' centered around the steed. For 1d4+2 rounds, targets in the cloud suffer a -2 penalty to all rolls (attacks, damage, skills, and saves) and take 1 point of damage each round. The bedlamite can direct the cloud by concentrating; it moves up to 50' per round at their command. Pressing the middle green button causes the steed's mane to sparkle with rainbow colors. Any enemy attacking the steed or the mounted bedlamite suffers 1d6 electrical damage (no save) and then the energy dissipates. However, using the green button shortens the charge duration the steed will remain active by 1d3 rounds. The green button can be used twice during the charge duration during which the steed is activated. The steed's Stats are:

Mechanical Steed: Init +2; Atk bite +3 melee (1d6+3) or hoof +5 melee (2d6+2); AC 16; HD 6d8; MV 60/120/240 (walk/trot/gallop); Act 1d20; SP immune to magical effects requiring a Will save; SV Fort +6, Ref +3, Will +0; Path WtL.

29-33 The figurine becomes a gigantic mechanical warhorse. The *mechanical steed* can carry the bedlamite and two other medium-sized humans and will respond to the bedlamite's requests. The charge lasts 5d6+1 hours. The steed also has saddlebags that can carry up to 100 pounds of extra gear, and there are two moveable joysticks in the saddle instead of one saddle horn. The left joystick activates a revolving shotgun that comes out of the horse's mouth (12 shots, acts as the Roper revolving shotgun [single action, d12/d8/d5 damage, load 4, ROF 3, 15/30/60 range]). The right joystick activates a magic shield of energy in front of the steed (+2 bonus to AC for 1d6 rounds). In addition to the joysticks, there is a center button that the bedlamite can press that will cause the steed to spring forward into the air up to 30' horizontal and 10' high. The bedlamite must make a DC 10 Reflex save when landing to stay in the saddle. Any extra passengers must make a DC 13 Reflex save to stay on the steed. Anyone falling from the steed will sustain 1d4 damage. The steed's Stats are:

Mechanical Steed: Init +3; Atk bite +4 melee (2d6+2) or hoof +5 melee (2d8+2); AC 17; HD

6d8; MV 60/120/240 (walk/trot/gallop); Act 1d20; SP immune to magical effects requiring a Will save; SV Fort +6, Ref +4, Will +0; Path WtL.

34-37 In addition to the result from 29-33. The left joystick now activates a horn that springs from the steed's head. The bedlamite can direct the horn at an enemy and fire a rainbow-colored spray. The colored spray affects all targets in a cone 40' long and from 10' to 30' wide (bedlamite can decide). All targets, including allies, within the cone take 1d4 damage, are knocked unconscious for 3d4+1 rounds, and awake blinded for another 1d4+1 rounds. Creatures of 2 HD or less receive no save; others can attempt a Willpower save to resist. Sightless creatures are immune. The right joystick's magic shield of energy increases to a +4 bonus to AC for 2d6 rounds. The center button increases the leap to 40' horizontal and 10' high.

38+ In addition to the result from 34-37, the charge now lasts 6d6+1 hours. The steed's Stats are:

Mechanical Steed: Init +4; Atk bite +4 melee (2d6+2) or hoof +5 melee (2d8+2); AC 17; HD 7d8; MV 60/120/240 (walk/trot/gallop); Act 1d20; SP immune to magical effects requiring a Will save; SV Fort +7, Ref +5, Will +1; Path WtL.



MISTING CANISTER

Level: 4 **Range:** Varies **Duration:** Varies **Charge Time:** 1 round **Save:** Varies

Description: This contraption consists of a long metal tube that encases a pump plunger that is attached to a round glass container. The end of the tube is shaped with a nozzle. When the bedlamite activates the canister by grabbing the handle of the plunger and pumping, the nozzle will spray a mist that has a variety of defensive and offensive effects.

Manifestation: Roll 1d3: (1) as the plunger is pumped, the tube crackles with blue electrical energy, and the canister emits a high-pitched whirring sound; (2) when the bedlamite pumps the plunger of the *misting canister*, the nozzle and canister transform themselves into an animated metal dragon head that belches mist; (3) upon plunging, the canister detaches itself from the tube, twirling around the contraption's nozzle, and emits a dazzling multicolored light show.

1 **Malfunction!** The bedlamite loses control of the canister, causing a random effect: Roll 1d4 modified by Luck: (0-1) the tube crackles with energy, and the canister leaks a foul-smelling smoke; (2) as the bedlamite tries to activate the contraption, mist flows backwards up the tube, inflicting 1d3 damage as acidic mist burns the bedlamite's skin; (3) the plunger recoils into the bedlamite like an arrow, causing 1d6 damage; (4+) the canister explodes, causing 1d8 damage to the bedlamite (no save) and 1d6 points of damage to any creature within 5' of the bedlamite (DC 12 Reflex save for half damage).

Repair: Any malfunction result requires repair in addition to the result determined above. Bedlamites must spend 2d4 uninterrupted hours repairing the device, culminating in a DC 12 *repair* check. Failure means an additional 1d4 hours of repair until another check is allowed.

2-11 **Failure and minor malfunction.** The contraption can no longer be used until a DC 10 *repair* check is passed. The repair takes 1 full action to attempt.

12-17 Failure to charge but with no malfunction or repair needed.

18-19 The contraption emits a prismatic, swirling mist that blinds up to two targets within a 30' range. Each target must make two Willpower saves. Targets that fail one save are blinded; target's that fail both saves are blinded and knocked unconscious for a duration of 2d4+1 rounds. Sightless creatures are immune to the mist.

20-23 The canister emits a green, foul smelling, and acidic poisonous cloud in a 20' radius around a target of the bedlamite's choosing. For 2d4+4 rounds, targets in the cloud suffer a -2 penalty to all rolls, take 2 damage per round, and must make a Fortitude save when first exposed or be poisoned (1d4 Agility damage, 24 hour duration). The bedlamite can move the cloud by concentration; it moves up to 50' per round at their command.

24-25 The canister emits a pink sparkling cloud of sweet-smelling mist. The bedlamite can select 1d6 targets per CL. Each target must make a Willpower save vs. a DC equal to the Gear check or fall under the bedlamite's complete control as if the targets were their friends. However, the targets will not perform actions that are suicidal or which devoted friends would not otherwise perform. The target can operate at full normal functionality while under the bedlamite's control. The target receives another save to break the charm at a frequency according to its original Intelligence, as follows: Intelligence 3-6 = one month; Intelligence 7-9 in three weeks; Intelligence 10-11 in two weeks; Intelligence 12-15 in one week;

Intelligence 16-17 in three days; Intelligence 18+ the next day. Those that do not breathe or are incorporeal are not affected.

26-28 The canister emits a cool, gray fog that wraps itself around up to eight corporeal targets within a 60' radius, who must make a Willpower save vs. a DC equal to the Gear check; on a failure, they fall into a normal sleep for 1d7 days. Optionally, one target may be placed into a supernatural sleep for 1d3 days with no saving throw. While a normal sleep can be interrupted by normal means, the supernatural sleep can only be disrupted by arcane methods. However, both the supernatural and normal sleep must have a specified interrupt condition which automatically awakens the target. This could be, for example, receiving a kiss from a lover, hearing a clock toll midnight, or smelling the fragrance of lilacs. The judge should encourage the player to come up with a unique interrupt.

29-33 The canister emits a violet, sweetly scented, and cloying mist that spreads in a 40' radius cloud around the caster and lasts for one hour. Any unfriendly corporeal beings in the cloud must make a Willpower save vs. a DC equal to the Gear check or potentially lose their recent memories. If a target fails the save, it immediately forgets why it is there and what it is trying to do. This can make potentially hostile beings become neutral or friendly. The cloud moves with the bedlamite. Alternatively, instead of a moving cloud, the bedlamite can choose to have the cloud completely wipe the memory of one target. This target will experience total amnesia: forgetting name, origin, and any and all class abilities. The target may retain some skills based on years of muscle memory, but all mental talents are lost. The effects last for 1d12 months.

34-35 The canister belches forth a red cloud of mist that smells of oil. The bedlamite and up to four other selected corporeal targets within a 20' radius gain triple Movement speed and two extra d16 action dice each round for up to 3d4 rounds.

36-37 The canister releases a light-blue mist that smells faintly of talcum powder in a 50' radius. Any targets that have 6 HD or less in the area of effect are instantly paralyzed (no save). Targets with 7+ HD get a Willpower save vs. a DC equal to the Gear check. The paralysis lasts for 4d6+CL hours and does not affect spirits or other non-corporeal beings.

38+ The canister emits a blue, crackling mist that envelops a target of the bedlamite's choice. The mist transforms the target into another creature with HD equal to the target's current HD. The target inherits all the powers of the new form, but keeps their current mental attributes (Personality, Luck, and Intelligence are unaffected by the change) and any current special powers. The bedlamite, for instance, may choose to transform an enemy into a frog—that frog would be the size and have all the characteristics of a normal frog, but would have the original HD, powers, and mental attributes of their prior form. The change is permanent and there is no saving throw. This does not affect spirits or other non-corporeal entities.

PNEUMATIC APPARATUS OF VITALITY

Level: 4 **Range:** Varies **Duration:** Varies **Charge Time:** 1 round **Save:** Varies

Description: This device is a mask attached to a series of tubes that lead to a main tank that is strapped to either the bedlamite's back or side. Some inventors may integrate the apparatus directly into their chests, replacing a lung. The device feeds different combinations of gasses into and out of the bedlamite's mouth, providing them with a wide array of potential powers.

Manifestation: Roll 1d3: (1) the bedlamite's breath creates large clouds of steam when they breathe out, obscuring the area around them; (2) the bedlamite's voice becomes harsh and mechanically robotic, with pronounced and laborious breathing sounds while the apparatus is in place; (3) the breathing apparatus makes a loud hissing noise as it vents vapor, making attempts at stealth virtually impossible.

1 **Malfunction!** Roll 1d5 modified by Luck: (0-1) a highly poisonous mixture is formed, causing the bedlamite to choke and gasp, taking 1d6 damage and falling unconscious for 1d6 rounds unless a DC 15 Fortitude save is made; (2) the tank explodes, dealing the bedlamite 1d8 damage, and anyone within 10' takes 1d6 damage; (3) clouds of stinging vapor form around the bedlamite in a 15' radius, causing everyone caught in it to be blinded for 1d4 rounds (-4 to attacks and saves); (4) the apparatus has formed a combined hallucinogen and depressant, causing the bedlamite to suffer -2 to all attack rolls and a -2 to AC, and they pass out blissfully after 1d4 rounds unless a DC 12 Fortitude save is made; (5+) the gas burns their throat and temporarily makes them unable to speak the rest of the day.

Repair: Any malfunction result requires repair in addition to the result determined above. Bedlamites must spend 2d4 uninterrupted hours repairing the device, culminating in a DC 12 *repair* check. Failure means an additional 1d4 hours of repair until another check is allowed.

2-11 **Failure and minor malfunction.** The contraption can no longer be used until a DC 10 *repair* check is passed. The repair takes 1 full action to attempt.

12-17 Failure to charge but with no malfunction or repair needed.

18-19 The bedlamite may use the apparatus to breathe normally in an environment that has drugged, poisonous, toxic, or no air. The charge lasts 2d6 hours.

20-23 In addition to the result from 18-19, extending additional hoses allows the bedlamite and 1d6 others to breathe normally in a hostile environment. The charge now lasts 2d6 hours.

24-25 Inhaling the complex mixture of gasses, the bedlamite and up to 2d3 allies gain 2d8 temporary hit points and 2d4 temporary physical attribute points from a single attribute (Roll 1d3: [1] Strength, [2] Agility, [3] Stamina), or they may burn a single Luck point or Boon to choose the attribute). If the bedlamite chooses to not share the vapors, greedily hoarding the smoke, they gain the 2d4 temporary point increases to all three physical attributes and initiative, as well as 4d8 temporary hit points. The additional points increase their modifiers as follows when they go above 18: (19-20) +4, (20-23) +5, (24-25) +6, (26) +7. The charge lasts 1d8+CL rounds.

26-28 The bedlamite breathes out a cloud of noxious acidic fumes, causing all within a 30' long by 20' wide cone to be affected. The bedlamite can do this once each round. Those in the cone take 2d6 damage, are at -4 to all rolls, and must make a DC 20 Fortitude save or be poisoned

and take 1d6 additional damage per round for the charge duration. The charge lasts 1d4+2 rounds.

29-33 The bedlamite breathes out a gout of supercooled gasses in a 5' wide by 40' long area, causing all in its path to become frozen and brittle. All creatures within it are subject to 4d10 cold damage (DC 20 Fortitude save for half damage) and take double damage from all physical attacks for the next round. All affected take an additional 1d10 damage the following round (DC 15 Fortitude save for half damage). The bedlamite can breathe this out once each round for the charge duration. The charge lasts 2d3 rounds.

34-35 The bedlamite breathes out a cloud of sleep-inducing toxins, causing all breathing creatures within a 50' radius to fall asleep for the next 1d6 days unless a DC 30 Fortitude save is passed. Those asleep may be awakened through normal means, though they remain stunned and incapable of coherent thought or action for the next 15 minutes after waking. The charge lasts 1d3 rounds.

36-37 The bedlamite breathes in strongly, sucking the very air out of the surroundings and compacts it into the device on the first 2 rounds of it being active. During these rounds, everyone (that breathes) within a 100' radius feels lightheaded. Affected targets suffer -1d to all actions for the first round. Breathing becomes difficult, and any lightweight items are whirled into the air and towards the bedlamite. On round 2, everyone in the affected area is at -2d for all actions and takes 2d4 damage as they gasp for air, and the blood vessels in their eyes burst. On rounds 3 through 8, the bedlamite must use their action to breathe out a mighty gust of wind that extends out 200' and slams into everything in a 180 degree arc in front of the bedlamite. This can be directed to push back opponents 50' per round or to pick them up and lift them 10' per round. Ranged attacks or spellcasting from those in the area of effect suffer a -8 to hit or to spell checks. Those pushed by the wind are battered by flying debris for 2d6 damage per round (damage may increase if they hit large obstacles). A DC 25 Strength check may be made to resist the pressure of the wind or escape being pinned to larger obstacles. The charge lasts 8 rounds.

38+ The bedlamite creates the "breath of life," a powerful mutagen capable of being directed up to 20' away. Roll 1d6 (or spend a single point of Luck to choose from results 2-6): (1) choose one of the other lesser results for this contraption, which will have maximal effect where a die roll is needed; (2) revive 1d3 targets killed within the past 24 hours—these creatures all permanently lose 1 point of Intelligence, Luck, and Personality but gain a permanent point of Stamina (if a PC) or permanently lose 1d8 hit points and drop -1 from each of their saves (if an NPC); (3) reanimate 3d6 corpses as zombies (deadpokes in the **Bestiary** section) that will serve the bedlamite until they fall apart 2d10 days later; (4) provide up to 10 allies with a +5 on all their actions for the next 24 hours; (5) accelerate the rate of mutation in living beings, producing rapidly expanding tumors that envelop the bodies of up to 2d8 targets, causing 6d10 damage (DC 30 Fortitude save for half damage); (6) heal 2d6 targets of 4d10 damage each, also curing any natural disease or poison effects.

SOUL FURNACE

Level: 4 **Range:** Varies **Duration:** Special **Charge Time:** Special **Save:** Will

Description: These cumbersome contraptions were first seen in the pages of *Popular Etherics, pgs. 23-30, July 1822.* They are expensive, labor intensive, and ethically dubious devices that are an essential piece of equipment for any bedlamite that plans to spend time in haunted houses, graveyards, forgotten tombs, and other places where the restless dead have become a nuisance. Many a bedlamite has constructed a soul furnace in the hopes of making back their investment and development costs, but success is both rare and short lived.

Creating one of these ruck-sack sized units costs a minimum of $2,500 (for the rare minerals and components) as well as $100 per month in maintenance costs, even if it isn't being used. If regular maintenance is not performed on the new moon of each month, or the bedlamite fails a repair check during maintenance, the device is irretrievably broken and a new *soul furnace* must be created. The *repair* check DC is equal to half the original Gear check that built that specific soul furnace. All of the components must be gathered before the ten day construction time begins; the last day of the construction must coincide with the night of the new moon. All technical and ethical issues aside, a *soul furnace* has two parts; the first is basically a vacuum cleaner for ghosts and restless spirits, while the second part is a tank carried on the user's back that converts the etheric energy of the ghost or spirit into a solid, quartz-like crystal. It takes five ghosts or spirits to create each crystal and they can be used to power other contraptions made by bedlamites or to aid in the casting of spells. Many people become morally outraged by the destruction of souls in such a manner and insist the crystals be laid to rest in consecrated ground.

Each crystal can provide power for a Level 1 contraption (replaces the Personality expenditure) created by a bedlamite or they can be added to other crystals for the powering of larger devices of higher levels (in general one crystal takes the place of one Personality point that needs to be burned). Alternatively, each crystal sacrificed during a spell check (for occultists) provides a +1 modifier to the spell check. At the judge's discretion, the ratio of souls to the amount of energy created can be adjusted to better suit their environment; for example, the ghost of a creature or character with a lot of levels or Hit Dice may provide more energy or other effects to the final storage crystal. Likewise, it is also up to the judge as to whether or not a soul furnace can target corporeal un-dead or living creatures that are incorporeal as well.

Game use: Targets of this device must succeed at a Willpower check vs. a DC equal to the Gear check or are effectively destroyed. Stronger and more potent targets should be given bonuses to the check and the judge will determine this as needed. It takes a random amount of time for each target to be processed into a crystal (1d5+3 rounds per victim), and if the contraption is destroyed before that time has elapsed, the target is freed, unharmed, and very angry.

Manifestation: This determines how the contraption looks while in use and in stand-by mode, if available. Roll 1d6: (1) the contraption has no stand-by mode and must be started prior to each use by pulling a long cord with great force for 1d3+1 rounds before it starts, and it stays operational as long as it is used at least once every round thereafter or it stalls and must be re-started; (2) the device emits an ominous whining and keening sound (even when it is in stand-by mode), and when triggered, the noises become quite loud, and all light sources within 25' of the bedlamite dim significantly; (3) in stand-by mode the device makes bubbling and churning noises—when activated, it appears to launch a glob resembling soapy water on a tether; (4) the device emits noises that sound like six miss-matched

wind-chimes while in stand-by mode—when activated, it sends out crimson bolts of lightning that ensnare the victims; (5) in standby mode, it only makes a low murmuring hum that is difficult to hear—when activated, the victims appear to separate into several different chromatic versions of themselves before getting sucked into the furnace; (6) the device is oddly silent in stand-by mode and does not appear to have any moving parts until the operator holds forth an antenna attached to the back-pack, via a long coil of wire, and activates the contraption, any ghosts or spirits ensnared are drawn into the antenna.

1 **Malfunction!** Poorly tuned energies course through the device and radiate outward inflicting a -2 penalty on Gear, spell, engineering, listening, searching, spotting, and ranged combat checks at a specific distance centered on the contraption: Roll 1d8 modified by Luck: (0-1) 100' for 1d5+CL rounds; (2) 75' for 1d4+CL rounds; (3) 50' for 1d3+CL rounds; (4) 25' for CL rounds; (5) 20' for CL rounds; (6) 15' for CL rounds; (7) 10' for CL rounds; (8+) 5' for 1d3+1 rounds.

Repair: Any malfunction result requires repair in addition to the result determined above. Bedlamites must spend 2d4 uninterrupted hours repairing the device, culminating in a DC 12 *repair* check. Failure means an additional 1d4 hours of repair until another check is allowed.

2-11 **Failure and minor malfunction.** The contraption can no longer be used until a DC 10 *repair* check is passed. The repair takes 1 full action to attempt.

12-17 Failure to charge but with no malfunction or repair needed.

18-19 The bedlamite succeeds at creating a basic soul furnace that functions according to the general description. The unit weighs 40 pounds and has a 30' range and no bonus to the ranged attack.

20-23 In addition to the result from 18-19, the contraption is slightly more efficient and the range increases to 50'.

24-25 In addition to the result from 18-19, the contraption's weight changes to 35 pounds, the range increases to 70', and now grants a +1 to hit.

26-28 In addition to the result from 18-19, the contraption's weight changes to 30 pounds, the range increases to 90', and now grants a +2 to hit.

29-33 The bedlamite succeeds at creating a basic soul furnace that functions according to the general description. The unit weighs 25 pounds, has a 110' range, and grants a +3 bonus to hit. Additionally, any ghost, spirit, or similar critter (the judge may allow incorporeal un-dead) successfully hit by the soul furnace radiates a 10'radius field of energy that might catch other ghosts, spirits, and similar critters if the tertiary targets fail a Willpower save vs. a DC equal to the Gear check.

34-35 In addition to the result from 29-33, the contraption's weight decreases to 18 pounds, the range increases to 150', and is at +3 to hit. The energy field generated by the affected target increases to a 20' radius.

36-37 In addition to the result from 29-33, the contraption's weight changes to 12 pounds, the range increases to 200', is at +4 to hit, and the energy field generated by the affected target increases to a 25' radius.

38+ The bedlamite succeeds at creating a basic soul furnace that functions according to the general description. The unit weighs 6 pounds, has a 250' range, and grants a +5 bonus to hit.

Additionally, any ghost, spirit, or similar critter (the judge may allow incorporeal un-dead) successfully hit by the soul furnace radiates a 40' radius field of energy that might catch other ghosts, spirits, and similar critters if the tertiary targets fail a Willpower save vs. a DC equal to the Gear check.

STAGECOACH

Level: 4 **Range:** Varies **Duration:** Varies **Charge Time:** 1 round **Save:** N/A

Description: Activating this contraption brings into existence a stagecoach that requires no horse, mule, or oxen to provide locomotion. The invention instead uses arcane energy to power the various pistons and valves that bring the contraption to life.

Manifestation: Roll 1d3: (1) the *stagecoach* begins as a small metal cube that springs to life with a series of clicks and clacks as it unfolds until the contraption is at last revealed; (2) the bedlamite activates a triggering device (a ring or possibly a button sewn into their coat) and a temporary dimensional portal opens to where the *stagecoach* is stored and called forth from; (3) the contraption is a full-sized *stagecoach* with thick, reinforced hubs and spokes, a steering wheel in the driver's box, and a steam engine in the rear boot.

1 **Malfunction!** Roll 1d4 modified by Luck: (0-1) the contraption forms normally but lacks the ability to harness the required arcane energies, making it motionless and useless unless horses are attached to it; (2) the stagecoach shudders violently, blowing steam from loose bolts and valves, and all within a 30' area must pass an immediate DC 12 Reflex save to avoid taking 3d10 concussive damage and being knocked prone from the resulting explosion; (3) the stagecoach activates but with an infestation of gremlins that cackle with glee at their good fortune and immediately steer the stagecoach away with wild abandon; (4+) the *stagecoach* activates normally but rocks and shudders as literally every nut and bolt rattles free, causing the entire contraption to fall to pieces.

Repair: Any malfunction result requires repair in addition to the result determined above. Bedlamites must spend 2d4 uninterrupted hours repairing the device, culminating in a DC 12 *repair* check. Failure means an additional 1d4 hours of repair until another check is allowed.

2-11 **Failure and minor malfunction.** The contraption can no longer be used until a DC 10 *repair* check is passed. The repair takes 1 full action to attempt.

12-17 Failure to charge but with no malfunction or repair needed.

18-19 The *stagecoach* activates, providing the transportation device it was named for. The contraption is capable of moving up to 30' per round on its own, fueled by arcane energies invested by the bedlamite. The bedlamite needs to focus on the intended destination to control the direction of the stagecoach (this is considered a free action). The *stagecoach* can transport up to four passengers and has storage for up to 500 pounds of gear. The stagecoach has an AC of 15 and can withstand 60 hit points of damage before falling to pieces and dumping all travelers and carried items. The charge lasts 1d12 hours.

20-23 In addition to the result from 18-19, the stagecoach may carry up to six passengers at a speed of up to 40' per round. Additionally, up to 700 pounds of gear may be carried. The charge lasts 1d7 days.

24-25 The contraption activates, providing a sleek, well-crafted stagecoach complete with lavish accoutrements. The stagecoach can travel up to 50' per round, while the outer shell is constructed from reinforced materials, giving it an AC of 17 with a hull that can withstand 100 hit points of damage before falling apart. The bedlamite needs to focus on the intended destination to control the direction of the stagecoach (this is considered a free action). The four wheels granting motion to the stagecoach are constructed from an unknown material that provides added traction, making the transport capable of pushing through all forms of terrain, including knee-deep mud (no Movement penalties). The inside of the coach consists of crushed-velvet seating, complete with automatons that serve beverages of choice. The atmosphere of the stagecoach is kept at a comfortable temperature, and a constant supply of clean air continually flows no matter the outside atmosphere (if the windows are left up). Up to eight passengers may be transported in addition to up to 1,000 pounds of gear. The charge lasts 1d7+CL days.

26-28 In addition to the result from 24-25, the stagecoach is manned by two humanoid, clockwork automatons. Each serves to protect the stagecoach with melee or ranged attacks.

Automaton (2): Init +3; Atk club melee +3 (1d6) or Roper repeating shotgun +3 missile (d12/d8/d5 damage, range 20/40/80, ROF 2, Load 4, reload 2); AC 12; HD 5d8; MV 30'; Act 1d20; SV Fort +2, Ref +2, Will +1; Path WtL.

29-33 In addition to the result from 26-28, the stagecoach may now move at speeds of up to 60' per round. The coach also gains the ability to become submersible, enabling underwater travel with the attached high-powered, waterproof lanterns to help navigation. The stagecoach is manned by four humanoid, clockwork automatons. Each serves to protect the stagecoach with melee or ranged attacks.

Automaton (4): Init +3; Atk club melee +3 (1d6) or Roper repeating shotgun +3 missile (d12/d8/d5 damage, range 20/40/80, ROF 2, Load 4, reload 2); MV 30'; Act 1d20; SV Fort +2, Ref +2, Will +1; Path WtL.

34-37 The contraption activates, providing a stagecoach constructed of bullet-proof iron, complete with lavish accoutrements. The *stagecoach* can travel up to 100' per round and has an effective AC of 18 with a hull that can withstand up to 200 hit points before falling to pieces. Controlling the stagecoach is done by simply implanting the desired location into the cortex of the six humanoid automatons accompanying the stagecoach for protection. The outer hull of the stagecoach is bulletproof to normal firearms and halves the damage for any successful ranged attacks from artillery (like cannons or explosives). The four wheels granting motion to the stagecoach are constructed from unknown materials that provide added traction, making the transport capable of pushing through all forms of terrain, including knee-deep mud (no Movement penalties). The coach also gains the ability to become submersible, enabling underwater travel with attached high-powered, waterproof lanterns to help navigation. The stagecoach is also manned by four humanoid, clockwork automatons inside the coach that provide service to those within. The coach provides crushed-velvet seating and plenty of room to stretch out and sleep. The atmosphere of the stagecoach is kept at a comfortable temperature, and a constant supply of clean air continually flows no matter the outside atmosphere (if the windows are left up). Up to 10 passengers may be transported in addition to up to 2,000 pounds of gear. The charge lasts 1d7+CL days.

Automaton (6): Init +3; Atk club melee +3 (1d6) or Roper repeating shotgun +3 missile (d12/d8/d5 damage, range 20/40/80, ROF 2, Load 4, reload 2); MV 30'; Act 1d20; SV Fort +2, Ref +2,

Will +1; Path WtL.

38+ In addition to the result from 34-37, the stagecoach is considered indestructible to all man-made weapons, with even magic based attacks inflicting half damage if the spell makes it past the 60% magic resistance. Additionally, while the contraption is activated, unlimited food and beverage can be found within. The charge lasts 1d4+CL weeks.



LEVEL FIVE CONTRAPTIONS

FORTIFYING FILAMENT

Level: 5 **Range:** Touch **Duration:** Varies **Charge Time:** 1 round **Save:** N/A

Description: This contraption improves the form and function of everyday, mundane items that are man made. Clothing can be made stronger and resistant to damage, guns may be improved to lessen misfires, etc.

Manifestation: Roll 1d3: (1) the filament is a mass of glowing, razor-thin material that is capable of penetrating and entwining with existing materials, giving the item a permanent but faint glow; (2) the filament completely wraps the object it's to be used on before peeling away and leaving the object with an organic, alien look; (3) the filament intertwines with the object, emitting a soft glow that pulses when the object is used.

1 **Malfunction!** The *fortifying filament* malfunctions, causing a random effect: Roll 1d3 modified by Luck: (0-1) the bedlamite momentarily loses control of the filament, allowing it to integrate with them instead of the target (the bedlamite suffers 1d8 damage each round until a DC 13 Willpower save is passed to regain control of the contraption); (2) the filament intertwines with the desired object but causes the item to lose coherence and lowers its quality (judges should determine how the loss of quality affects the item: a weapons might fumble on a 1-2 instead of a natural 1 or clothing might be more prone to tears, etc.); (3+) the filament develops a power surge just before integrating with the desired object, sending a pulse of electricity through the bedlamite and intended subject of the filament (the bedlamite suffers 1d8 electrical damage while the object must pass a DC 10 Fortitude save to retain its form and function, failure results in the ruin of the object).

Repair: Any malfunction result requires repair in addition to the result determined above. Bedlamites must spend 2d4 uninterrupted hours repairing the device, culminating in a DC 12 *repair* check. Failure means an additional 1d4 hours of repair until another check can is allowed.

2-11 **Failure and minor malfunction.** The contraption can no longer be used until a DC 10 *repair* check is passed. The repair takes 1 full action to attempt.

12-17 Failure to charge but with no malfunction or repair needed.

18-19 The filament integrates itself into the target item, granting it a +1 to a chosen ability. Some examples could include: a +1 to AC for clothing, +1 to hit or damage for a melee weapon, a -1 step to burn damage to make an item a bit more fire-resistant, a +1 to the number of bullets a firearm can hold, etc. Work with the judge for a suitable improvement. At this level the charge lasts for 1d4+CL rounds.

20-23 In addition to the result from 18-19, the chosen item is tougher than normal. If set on fire, the item starts at a -1d burn step. If it is targeted by an item or spell that destroys normal items, it is considered to be "enchanted or magical." The charge lasts 1d6+CL rounds.

24-25 In addition to the result from 20-23, up to 1d4 items may be enhanced and the charge now lasts 1+CL turns.

26-28 The filament integrates itself into up to four target items, granting two +1 bonuses to chosen abilities. Both bonuses may be used on the same ability, grating a +2 to one ability. The chosen item is tougher than normal. If set on fire, the item starts at a -2d burn step. If it is targeted by an item or spell that destroys normal items, it is considered to be "enchanted or magical." If the item chosen is a weapon, it will count as "enchanted or magical" for creatures that are proof against normal weapons. Some examples could include: a +1 to AC for clothing, +1 to hit or damage for a melee weapon, a -1 step to burn damage to make an item a bit more fire-resistant, a +1 to the number of bullets a firearm can hold, etc. Work with the judge for a suitable improvement. At this level the charge lasts for 1d4 days.

29-33 In addition to the result from 26-28, the items are now proof against fire or destruction for the charge duration. Additionally, the item's weight is reduced by half. The charge now lasts 1d12 months.

34-35 In addition to the result from 29-33, four "+1" bonuses per item may be used to augment the selected items (you may use multiple bonuses on the same trait). In addition, the items now appear to be of superior, master craftsmanship and are worth 100x their normal price. The augmentations are now permanent.

36-37 In addition to the result from 34-35, merely having one of these items in your possession will enhance your standing amongst your peers, for surely one that carries an item of this quality has superior taste and refinement! The bedlamite enjoys a +1d to any interaction rolls with all intelligent beings.

38+ The filament integrates itself into up to four target items, granting five "+1" bonuses to each item. Multiple bonuses may be used on the same ability. The items are now proof against fire or destruction, and the item's weight is reduced by half. The items now appear to be of superior, master craftsmanship and are worth 200x their normal price. Merely having one of these items in your possession will enhance your standing amongst your peers, for surely one that carries an item of this quality has superior taste and refinement! The bedlamite enjoys a +2d to any interaction rolls with all intelligent beings. In addition, bonuses can be spent to enchant Boons into the item that can be spent as needed as long as the item is in your possession (spending a Boon removes it permanently from the item). Some examples could include: a +1 to AC for clothing, +1 to hit or damage for a melee weapon, a +1 to the number of bullets a firearm can hold, etc. Work with the judge for a suitable improvement. The charge is permanent.

GOLEMITE ARMOR

Level: 5 **Range:** Varies **Duration:** Varies **Charge Time:** 1 round **Save:** N/A

Description: This contraption takes the form of a thin harness that is worn comfortably by the bedlamite. Once activated, it buzzes to life, unfolds, and wraps the inventor within a metal casing.

Manifestation: Roll 1d3: (1) the armor shifts and unfolds as internal servo-motors whirl into action, leaving the bedlamite a metal/flesh hybrid of their former self; (2) the bedlamite activates the contraption, causing an electrical field resembling armor to wrap around the inventor; (3) floating mechanical drones whirl to life, flying around the bedlamite while bolting and screwing the suit onto their maker.

1 **Malfunction!** The armor malfunctions, causing a random effect: Roll 1d4 modified by Luck: (0-1) the armor forms with the benefits found with the result from 18-19, but it is immobile and powerless (the bedlamite must have physical assistance to escape the suit or remain stationary until the charge duration ends); (2) the armor begins to form but bursts due to a glitch, causing 3d8 damage to all within 50', including the bedlamite (DC 16 Reflex save for half damage); (3) the contraption works but with a mind of its own as it lashes out at a random ally—for 1d4 rounds the bedlamite bashes the poor ally for 1d14 damage each round (use the bedlamite's normal attacks and modifiers); (4+) the armor activates, but a glitch during the process means the suit leaves the bedlamite helpless for 1d6 rounds, weighed down by the suit or paralyzed by the electrical discharge—the bedlamite gains a +8 to AC but can't move or use their limbs.

Repair: Any malfunction result requires repair in addition to the result determined above. Bedlamites must spend 2d4 uninterrupted hours repairing the device, culminating in a DC 12 *repair* check. Failure means an additional 1d4 hours of repair until another check can is allowed.

2-11 **Failure and minor malfunction.** The contraption can no longer be used until a DC 10 *repair* check is passed. The repair takes 1 full action to attempt.

12-17 Failure to charge but with no malfunction or repair needed.

18-19 The armored suit forms a protective barrier around the bedlamite in addition to augmenting their physical abilities. The bedlamite gains a +4 AC bonus in addition to an effective Strength of 18. Additionally, the inventor's base Movement is increased to 35'. The charge lasts 1 turn.

20-23 In addition to the result from 18-19, the AC bonus increases to +5, the effective Strength increases to 20, base Movement increases to 40', and an enclosed helmet gives the bedlamite infravision in addition to making them immune to critical hits involving the head or neck area (ignore any Critical Hit table result that describes head or neck damage), and they gain an electrofied-smash attack that inflicts 1d12 damage and uses the bedlamite's melee attack modifiers. The charge lasts 1 turn.

24-25 In addition to the result from 20-23, the helmet protects the bedlamite from inhalation attacks from bad or drugged air due to a built-in filter. The charge lasts 1 turn.

26-28 In addition to the result from 24-25, the AC bonus increases to +6, the bedlamite's fumble die drops by -1d, the effective Strength increases to 22, base Movement increases to 40' and now grants a leap ability (20' vertically and 40' horizontally, DC 8 Reflex save to land safely or suffer 1d6 damage). The armor now grants two electro-smash attacks per round (1d14 damage each), and the charge now lasts 2 turns.

29-33 The armored suit forms a protective barrier around the bedlamite in addition to augmenting their physical abilities. The bedlamite gains a +6 AC bonus in addition to an effective Strength of 22, and their fumble die drops by -1d. An enclosed helmet gives the bedlamite infravision in addition to making them immune to critical hits involving the head or neck area (ignore any Critical Hit table result that describes head or neck damage) and protects the bedlamite from inhalation attacks from bad or drugged air due to a built-in filter. They gain two electrofied-smash attacks that inflict 1d14 damage each and use the bedlamite's melee attack modifiers. Additionally, the inventor's base Movement is increased to 40' and now grants a leap ability (20' vertically and 40' horizontally, DC 8 Reflex save to land safely or suffer 1d6 damage). The exo-

skeleton also provides a self-contained oxygen supply and becomes submersible in addition to having a built in light source capable of illuminating a 60' radius. The charge lasts 1d3+1 turns.

34 In addition to the result from 29-33, the AC bonus increases to +7, the bedlamite's fumble die drops by -2d, the effective Strength increases to 24, base Movement changes to 50', and the leap ability improves (30' vertically and 60' horizontally), the armor now grants resistance to fire and cold attacks (half damage), the head-lamp illumination radius increases to 80', electro-smash attack damage increases to 1d16, and targets suffering slam damage must immediately make a Fortitude save vs. a DC equal to the attack value or be knocked prone.

35 In addition to the result from 34, the armored suit gains resistance to mundane weapons (half damage), and the wearer is immune to all critical hits, sonic effects, and blinding attacks. The charge lasts 1d4+1 turns.

36-37 The contraption encases the bedlamite and makes them a virtual iron golem. The bedlamite gains a +9 AC bonus, an effective Strength of 26, their fumble die drops by -3d, and they are immunity to fire, cold, and electrical damage. An enclosed helmet gives the bedlamite: infravision, immunity to critical hits involving the head or neck area (ignore any Critical Hit table result that describes head or neck damage), and protects the bedlamite from inhalation attacks from bad or drugged air due to a built-in filter. They gain two electrofied-smash attacks that inflict 1d18 damage each in addition to knocking targets prone (no save allowed) and use the bedlamite's melee attack modifiers. Additionally, the inventor's base Movement is increased to 60', grants a leap ability (30' vertically and 60' horizontally, DC 8 Reflex save to land safely or suffer 1d6 damage) and may hover or ascend vertically 20' per round. The exo-skeleton provides a self-contained oxygen supply, becomes submersible, and has a built in light source capable of illuminating a 150' radius and may be used for a one-time blinding attack (all in the area of effect must pass a DC 12 Reflex save or be blinded for 1d4 rounds). The charge lasts 1d5+1 turns.

38+ In addition to the result from 36-37, the armored suit gives the bedlamite the ability to fly at 40', and two Gatling guns form on the upper shoulders of the suit, granting the inventor a devastating ranged attack. The guns have a range of 100/150/200 and unleash a hail of bullets, targeting anything within 50' of each volley. Targets in the affected area are struck by 1d6 bullets for 1d8 damage per bullet. Attacks are made with the normal attack modifiers of the bedlamite. Each gun stores a limited cache of ammo and has a cumulative 25% chance after each round of fire of running empty (at the end of the 4th round of firing the gun is empty). The charge lasts 1d6+1 turns.

GRAVITON GLOVE

Level: 5 **Range:** Varies **Duration:** Varies **Charge Time:** 1 round **Save:** Varies

Description: A *graviton glove* is a contraption which looks very much like a large, metallic gauntlet. The glove can be modified to fit virtually any upper extremity, including hands, entire arms, tentacles, etc. On a successful Gear check, the bedlamite may choose to invoke an effect of lesser power than their Gear check roll to produce a weaker but potentially more useful result.

Manifestation: Roll 1d3: (1) the *graviton glove* produces an audible humming sound as it generates its effects and appears as a bulky, oversized, and technologically complex contraption; (2) the glove

vibrates rapidly while generating its effects, appearing as a technologically complex contraption which arcs electricity along its surface as it performs its functions; (3) the glove actually coats the surface of the appendage it covers, flowing and solidifying as a thin layers of flexible liquid metal.

1 **Malfunction!** The graviton glove malfunctions, causing a random effect: Roll 1d4 modified by Luck: (0-1) the glove did not completely bond with the host, causing feedback in their system which generates a large 100' diameter magnetic burst that kills all electrical components within range (the wearer takes 1d6 damage), and the device no longer functions for until repaired; (2) the glove emits a burst of magnetic, concussive force, randomly targeting a creature within 60'—the target suffers 2d6 damage from the burst and must make a successful DC 20 Fortitude save or be knocked back 1d30', suffering an additional 1d6 damage per 10' traveled if it contacts any objects along its trajectory; (3) the glove pulses erratically and launches the bedlamite into the air in an uncontrolled parabolic arc: [Roll 1d3—the result determines the x value in feet in the parabolic equation y=5(x)2. The value x represents the number of feet which the bedlamite is thrown away after descending from their parabolic trajectory. The value y represents the peak height of the parabolic arc. The bedlamite takes normal falling damage from the peak height, y, from which they fall]; (4+) the glove pulls the iron out of the bedlamite's blood, causing them to become faint and nauseous (suffering 1d16 damage, and they must make a DC 20 Fortitude save or fall unconscious for 1d6 rounds).

Repair: Any malfunction result requires repair in addition to the result determined above. Bedlamites must spend 2d4 uninterrupted hours repairing the device, culminating in a DC 12 *repair* check. Failure means an additional 1d4 hours of repair until another check is allowed.

2-11 **Failure and minor malfunction.** The contraption can no longer be used until a DC 10 *repair* check is passed. The repair takes 1 full action to attempt.

12-17 Failure to charge but with no malfunction or repair needed.

18-19 **Geomagnetic Link & Electromagnetic Vision:** The *graviton glove* charges and attunes the wearer to the earth's electromagnetic (EM) field, allowing them to sense fluctuations in the field within 60'. This allows the wearer to automatically sense traps, treasure, or other items within the area of effect. Additionally, the wearer's perceptions are altered, and they may concentrate to observe patterns of magnetic and electrical energy within range. They may perceive the current physical and mental conditions of targets within range. The wearer knows the target's specific physical and mental ailments, hit point remaining, and other conditions from which the targets may be suffering (e.g., hypothermia, madness, mind control, etc.). The attunement to the earth's EM field is so strong that the wearer also gains +5 to any Fortitude saves during the charge duration, as well as +1d6 points to each of Stamina, Agility, and Strength and +10' to movement; these additional ability points can take the wearer to above their normal maximums. The charge lasts for 1 turn.

20-23 **Magnetic Blast:** The *graviton glove* emits a blast of pure magnetic repulsion, slamming into a single target and doing 1d8 damage per CL. Additionally, the target must make a successful DC 20 Fortitude save or be knocked back 10' per 10 full points of damage suffered—receiving an additional 1d6 damage per 10' traveled if they contact any objects along their trajectory. The blast also serves as an EMP, and any electronic contraptions or creatures which rely on electricity to function within 30' of the target are knocked offline for 1d6 rounds; sentient creatures may make a DC 20 Willpower save to resist the effects of the EMP.

24-25 **Magnetic Force Field & Diamagnetic Flight:** The *graviton glove* emits a magnetic repulsion

field which surrounds the wearer. This field provides +5 AC (+10 AC vs. electrically or magnetically based attacks) and allows the wearer to reduce falling damage by 1d4 per 10' fallen. Additionally, the wearer gains a fly Move of 30' by gliding along the planet's natural magnetic lines of force or by creating a repulsive force between themselves and the surface of the earth. The wearer also can maintain a breathable atmosphere, pressure, and temperature within the field for the duration, providing them the capability to ignore environmental effects which target breathing (e.g., drowning, a vacuum, gas inhalation, etc.). The charge lasts 1 turn.

26-28 **Organic Ferrous Manipulation:** The *graviton glove* gives the wearer full control over a single organic, living creature's body. The wearer must choose one of the following effects: (1) by manipulating the metal-ion enriched blood-flow to the target's brain, they take 1d24 damage due to induced aneurysms and must make a DC 20 Fortitude save or lapse into unconsciousness for 1d6 rounds (the target must have blood that contains iron or other metal ions to be affected); (2) the wearer may alter the thoughts and perceptions of a single target who must make a Willpower save vs. a DC equal to the Gear check or have their recent (previous 1d6x10 minutes) memories altered to suit the bedlamite for the charge duration; (3) the wearer can alter the target's perceptions and make the target see and believe any single image they can imagine for the charge duration—if this involves the target suffering some sort of potential harm, the target may make a DC 20 Willpower save vs. a DC equal to the Gear check to disbelieve the manipulation; (4) the wearer can remove ferrous compounds from the bloodstream or body (e.g., people who are injured by metal such as bullets) and permanently heal a target suffering from damage induced by a ferrous compound in the bloodstream (e.g., poison) or that is physically present within the body (e.g., bullet) by 2d12 hit points per CL. The charge lasts for 1 turn.

29-33 **Multiple Effects:** The wearer of the *graviton glove* may choose any two of the effects from lesser rolls, gaining the benefits of both. Additionally, the wearer may affect up to 1d3 targets with any of the chosen effects. The charge duration increases to 2 turns.

34-35 **Wormhole Generation:** The wearer generates a stable, temporary wormhole through which they and a number of allies up to their CL may traverse easily. This wormhole transports the wearer and allies with perfect accuracy and may transport all targets to any dimension, even those outside of time and space, allowing transport to visit gods and alien intelligences. Alternatively, the wearer may move larger or more numerous creatures or objects through the wormhole but is more costly to themselves, as they must burn Luck to affect targets and at a higher cost in terms of charge time. Judges should use these as guidelines for the requirements of specific targeted objects: boats- 2 points of Luck and 1 turn of charge time; large groups of creatures or armies- 4 points of Luck and 1 hour of charge time; fortresses, castles, and similar structures- 6 points of Luck and 24 hours of charge time; and large villages or small cities- 10 points of Luck and 1 week of charge time. Unwilling targets may make a Willpower save vs. a DC equal to the Gear check to resist.

36-37 **Multiple Effects:** The wearer of the *graviton glove* may choose any three of the effects from lesser rolls: 26-28 and below and 34-35, gaining the benefits of them all. Additionally, the wearer may affect all targets within a 60' radius centered on the wearer with any chosen effects. The charge duration increases to 3 turns.

38+ **Electromagnetic Spectrum Manipulation:** The wearer gains the powerful ability to project or manipulate any form of energy that is related to the electromagnetic spectrum. The charge duration increases to 3 turns. The wearer may choose one result from the following

effects: (1) they can fire or absorb bolts of electricity and magnetic force (deals 5d16 damage to all enemies within a 100' radius centered on the wearer or ignore up to 5d16 points of such damage incurred by the wearer); (2) they can create enough intense heat as infrared radiation to level a city—everything within two miles of a point within visual range is laid waste and killed as IR radiation cooks all living things from the inside out; (3) they can reverse gravitational effects, causing all targets within a 100' radius centered on the wearer to make a Reflex save vs. a DC equal to the Gear check or be flung 39,000 feet into the upper atmosphere, where they begin to free-fall—taking 3,900d6 in fall damage after roughly 5 rounds spent screaming and praying; (4) they can increase gravitational effects, causing all targets within a 100' radius centered on the wearer to make a Fortitude save vs. a DC equal to the Gear check or suffer 5d16 damage and become prone and unable to move as their effective weight is increased one-hundred-fold; (5) they can become invisible by deflecting visible light around their body, allowing any action to be taken while invisible, such as attacks without compromising the invisibility, and all direct attacks against them have a 50% chance of missing.



HARMONIC LOBOTOMIZER

Level: 5 **Range:** Varies **Duration:** Varies **Charge Time:** 1d4 round **Save:** Will

Description: This is a helmetlike contraption with goggles or a visor attached to a backpack memory containment unit connected by a series of tubes or pipes. The bedlamite can use a *harmonic lobotomizer* to induce a trancelike state of "zombification" on their targets and steal the victim's thoughts. The contraption only works on humans and intelligent animals. It has no effect on un-dead or incorporeal planar creatures. The containment unit stores thoughts and memories, allowing the bedlamite to sift through these "recordings" later to learn their victim's secrets.

Manifestation: Roll 1d3: (1) the helmet resembles a leather skullcap covered in cogs and dials, surrounded by a cage of metal tubing, with two circular discs in front of the user's eyes like a pair of spectacles that display mesmeric patterns that revolve and pulse; (2) this chromed, metallic bubble helmet with a dark glass visor projects images or patterns on its surface and produces a bright flash of light (like a camera flash); (3) this impressive top-hat, with built-in goggles and venting tubes that belch green vapours, produces a hypnotizing green ray when the goggles are focused.

1 **Malfunction!** The *lobotomizer* malfunctions: Roll 1d3 modified by Luck: (0-1) the helmet heats up rapidly, belches super-heated steam from its vents, and pieces fly off causing 2d6 damage (DC 15 Reflex save for half damage) to the wearer and any bystanders within 20'; (2) the mesmeric powers of the device backfire, and the bedlamite must make a DC 15 Willpower save to avoid being drained and dazed by their own contraption (failure results in a temporary loss of 1d3 Intelligence and 1d3 Personality, lasting 24 hours); (3+) a backwash of energy from the battery pack surges into the bedlamite's mind, flooding it with images and thoughts from their recent victims (make a DC 15 Willpower save to avoid being driven temporarily mad—on a failure, the bedlamite suffers a temporary mental breakdown and must make a d% roll and consult the Madness rules as if they have reached zero Grit.

Repair: Any malfunction result requires repair in addition to the result determined above. Bedlamites must spend 2d4 uninterrupted hours repairing the device, culminating in a DC 12 *repair* check. Failure means an additional 1d4 hours of repair until another check is allowed.

2-11 **Failure and minor malfunction.** The contraption can no longer be used until a DC 10 *repair* check is passed. The repair takes 1 full action to attempt.

12-17 Failure to charge but with no malfunction or repair needed.

18-19 The helmet springs to life and begins pulsing and whirling. Its power can mesmerise 1d5 intelligent creatures within a range of 20'. The bedlamite can steal the recent thoughts of their targets from the previous hour of their lives and store them in the device's battery pack. The target must make a DC 12 Willpower save to resist the effect of being zombified and having their thoughts read; on a failure, the victim permanently loses all memory of the last hour of their lives. The charge lasts 1+CL rounds.

20-23 In addition to the result from 18-19, the helmet surges with intense power: the number of targets affected increases to 1d10, the range increases to 50', the number of hours stolen increases to 2+CL hours, the Willpower save changes to a DC 15, and the charge duration increases to 2+CL rounds.

24-25 In addition to the result from 20-23, the number of hours stolen increases to a maximum

of 24 hours, the Willpower save increases to a DC 18 with a failed save causing a loss of 1d6 temporary points each to both Intelligence and Personality, and the charge duration increases to 1d4 hours.

26-28 In addition to the result from 24-25, the number of targets affected increases to 1d30, and the range increases to 200'.

29-33 By concentrating their contraption on a single target, the bedlamite can completely erase the mind and personality of their victim permanently. The target must make a DC 20 Willpower save to resist the effects of the device; on a failure, the bedlamite can project their own mind and personality into the husk of their victim to animate it for the charge duration before being catapulted back into their own body. Upon return to their own body, the bedlamite must make a DC 15 Willpower save to avoid taking 1d8 temporary Intelligence and Personality loss and losing 1d4 permanent points of Grit). The target is an empty husk, unable to perform actions or even feed themselves when the bedlamite is not "puppeting" them. The charge duration lasts 1d6+CL hours.

34-35 In addition to the result from 29-33, the bedlamite can transmit their mind and personality into the body of their victim and take up permanent residence—which potentially means that the bedlamite has a scientific shortcut to a form of immortality. However, after doing this, they must make a DC 24 Willpower save to avoid suffering mental trauma; on a failure, the user permanently loses 1d8 points each of Intelligence, Personality, and Grit. The bedlamite also replaces their previous physical ability scores with those of their new host. The charge duration is permanent.

36-37 In addition to the result from 34-35, the number of targets into which a bedlamite can place their consciousness increases to 1d4, and the Willpower save to resist the effects by the targets increases to a DC 22. The return trip back to their normal body now only requires a DC 20 Willpower save; on a failed save the Intelligence, Personality, and Grit loss increases to 1d10 points each.

38+ In addition to the result from 36-37, if the bedlamite burns 1 Luck point, the Willpower save to return to their body unharmed is automatic with no backlash; a Willpower save at DC 15 can be made otherwise. The bedlamite may also take and record all the target's memories for later review.

HOURGLASS OF THE TIME CONTINUUM

Level: 5 **Range:** Varies **Duration:** Varies **Charge Time:** 1 round **Save:** Will

Description: This contraption resembles a small metallic hourglass with levers and various dials. The bedlamite can use it to manipulate the temporal dimension—allowing the bedlamite and their allies to travel to the past or future.

Manifestation: Roll 1d3: (1) an electric charge forms around the device and then jumps to the targets affected; (2) everything starts to either slow down or accelerate appropriately, and time seems to move normally only for those affected; (3) the environment around the user begins to fade and turn to dust as the new timeline forms from the same dust.

1 **Malfunction!** The hourglass malfunctions, causing a random effect: Roll 1d4 modified by

Luck: (0-1) unfortunately, sand from the hourglass escapes, and the bedlamite loses the next 1d3 rounds of actions; (2) a nearby ally of the bedlamite is stuck in a time loop for 1d4+1 rounds, having to repeat the same action for that many rounds; (3) the bedlamite suffers the effect of supernatural aging—aging 2d4 years immediately; (4+) the forces of time and space do not look highly on those that try to manipulate them—immediately lose 1d3 Luck.

Repair: Any malfunction result requires repair in addition to the result determined above. Bedlamites must spend 2d4 uninterrupted hours repairing the device, culminating in a DC 12 *repair* check. Failure means an additional 1d4 hours of repair until another check is allowed.

2-11 **Failure and minor malfunction.** The contraption can no longer be used until a DC 10 *repair* check is passed. The repair takes 1 full action to attempt.

12-17 Failure to charge but with no malfunction or repair needed.

18-19 The bedlamite can reverse the effects of time from the past 1d6+1 rounds on themselves—reverting the effects of poisoning, disease, wounds, and other unfortunate events as if they were never affected. This only affects the bedlamite; everything else happens the same way.

20-23 In addition to the result from 18-19, the number of rounds over which the bedlamite can reverse time increases to 1d8+1.

24-25 The bedlamite can concentrate on a course of action they are about to take and mentally travel to that possible future as if they had taken the course of action planned. The bedlamite receives a three-word description of what would likely happen in the next 1d4+4 turns; they then return to the present and receive a +1d to any actions taken for the number of turns they received future information from.

26-28 The bedlamite can transfer themselves into the past to observe what happened in that place or to a certain object or person. Physically touching the actual place, object, or person makes the effect automatically succeed. Trying to pinpoint the exact place in the space-time continuum without being in contact with the target requires a DC 10 Personality check. For the charge duration, the bedlamite can observe what has happened in the past 1d12 weeks, gaining insight about the place, object, or person targeted. The charge duration is the specific window of time they can observe within those last 1d12 weeks. It lasts 1d6+CL turns.

29-33 The bedlamite steps out of the time continuum and can spend as much as 1d6+1 days preparing for whatever they are facing in the current time. This allows them to fix broken contraptions, heal some of their wounds, recover attribute damage, and other actions that would normally take time they do not have. After this period, they return to the time continuum at the exact same point they left it. The bedlamite cannot leave the general surroundings of where they activated the contraption. By spending 1 Luck, the bedlamite may also affect up to 1d6+1 allies.

34-35 The bedlamite stops time for all in a 100' radius except themselves for the charge duration. They can attack opponents, use other contraptions, carry wounded allies somewhere safe, or any other action they would like. The user is not bound to the location that the device was activated in. Targets caught in the time-stop can perform no actions, can not move, nor are they aware of anything occurring around them. The charge lasts 1d6+CL rounds.

36-37 In addition to the result from 34-35, by spending 1 Luck point, the bedlamite can affect both themselves and 1d6+1 allies. They can now take 1d7+CL rounds of actions before time restarts.

38+ The bedlamite imprisons a single target (that must have a number of HD of less than twice

the bedlamites level) in a time prison—locking them up for eternity. The target can resist the effect by making a Willpower save vs. a DC equal to the Gear check; if *successful*, the target is only imprisoned in a parallel dimension for 2d6 turns before returning to their previous location. The target cannot be harmed, does not need to eat or drink, and does not age in this prison. Most victims are driven insane after a few months of solitude. Only extremely powerful effects (judge's discretion) can release a target from such a place.

IRON GOLEM

Level: 5 **Range:** Varies **Duration:** Varies **Charge Time:** 1 action **Save:** Varies

Description: This contraption is a towering, wrought-iron automaton capable of unleashing devastating acts of violence and destruction with its mighty fists and deadly arsenal of inbuilt gadgetry.

Manifestation: Roll 1d3: (1) the *iron golem* is an 8' tall, metal, bipedal humanoid with no discernible gender or facial features, other than its eye sockets—it walks with heavy, clanging steps and whirs, hisses, and crackles with the sounds of cogs, pistons, servo-motors, steam, and eldritch energies; (2) as result 1, but the golem's head resembles a diving helmet with a metallic skull, with glowing green eyes, being visible through the front window; (3) the golem is constructed to be more humanoid in appearance—it may resemble a more specific gender in its construction, appear to be dressed in a particular fashion, and have more detailed facial features.

1 **Malfunction!** The *iron golem* malfunctions, causing a random effect: Roll 1d4 modified by Luck: (0-1) the golem activates with the Gear check result from 18-19 but is unable to move; (2) the golem activates but fires its fists and begins to rotate as per Gear check result 26-28 for one round—anyone within a 30' radius must make a DC 12 Reflex save or take 3d12+7 damage; (3) the golem activates but goes berserk for 1d4 rounds, attacking twice per round with its slam attack at a random target within range (attacks with an action die of 1d20+7, inflicting 3d8+7 damage on a successful hit); (4+) the golem activates, but a malfunction in the flamer mechanism causes the propellant to ignite and explode in one of the arms—anyone within a 15' radius of the explosion must make a DC 16 Reflex save or suffer 3d14 fire damage and catch fire, suffering an additional 1d6 fire damage per round unless a further DC 12 Reflex save is made or appropriate help is received (flammable items start with a 1d6 on the burn chain).

Repair: Any malfunction result requires repair in addition to the result determined above. Bedlamites must spend 2d4 uninterrupted hours repairing the device, culminating in a DC 12 *repair* check. Failure means an additional 1d4 hours of repair until another check is attempted.

2-11 **Failure and minor malfunction.** The contraption can no longer be used until a DC 10 *repair* check is passed. The repair takes 1 full action to attempt.

12-17 Failure to charge but with no malfunction or repair needed.

18-19 The Iron Golem activates under the command of the bedlamite and has the following Stats:

Iron Golem: Init as bedlamite; Atk slam +7 melee (3d8+7); AC 20; HD 20d10; MV 30'; Act 1d20; SP construct traits [all constructs can survive without air, food, or water. Not being truly alive, they are immune to poisons, diseases, and affects that target a living metabolism.

They are immune to most critical hit results, mind control, and suffer half damage from non-magical weapons], infravision 120'; SV Fort +6, Ref +3, Will +5; Path WtL.

The charge lasts 1d6 rounds.

20-23 In addition to the result from 18-19, a panel opens in each of the golem's forearms, and buzzing circular saw blades slide into place, supplementing its slam attacks. A successful hit now delivers 3d10+7 damage. The charge duration increases to 1d7 rounds.

24-25 In addition to the result from 20-23, instead of making melee slam attacks, the golem may raise its arms and fire both of its fists as rocket-propelled punches at the same or individual targets. This attack has an effective range of 30' as the fists are tethered to lengths of metal cable. After the attack, an internal mechanism retracts the fists back to the wrists where they reconnect at the end of the current round. The flying fist attack has the following Stats: Atk flying fist +3 missile fire (3d12+3). The charge duration increases to 1d10 rounds.

26-28 In addition to the result from 24-25, instead of immediately retracting the flying fists back to the wrist connector, the golem's torso begins to rotate at a high velocity, spinning the fists and scything metal cable in a deadly whirl. The additional attack range starts at a radius of 30' and then reduces inwards as the fists reconnect at the end of the round. The *iron golem* can lower and raise its arms during the attack to target differing heights. Any target caught within the 30' radius area of effect must make a DC 18 Reflex save; on a failure, they suffer 3d12+7 damage (save negates). The charge duration changes to 1d6+CL rounds.

29-33 The *iron golem* activates with a number of improvements. A panel opens in the back of each of the golem's hands and a nozzle slides forward as a pilot light flickers into life upon the fists. A propellant is expelled forward from an internal fuel reservoir producing a devastating flamethrower. Failing the Reflex save catches the target on fire, taking an additional 1d6 damage per round until the flames are extinguished by making a DC 12 Reflex save or by receiving appropriate assistance. Flammable items start with a 1d6 on the burn chain. The golem can perform either two fist attacks (melee or by chain-fist), two flamethrower attacks, or one of each in any order up to twice per round. The charge duration changes to 1d10+CL rounds. The Stats are now:

Iron Golem: Init as bedlamite; Atk slam +7 melee (3d10+7) or flamethrower +3 missile (3d14+3 damage, DC16 Ref save for half damage, range 30' wide x 15' long cone) or flying fist +3 missile (3d12+3, range 30') and cable-scythe attack missile (DC 18 Ref save or 3d12+7 damage, range 30'); AC 20; HD 20d10; MV 30'; Act 2d24; SP construct traits [all constructs can survive without air, food, or water. Not being truly alive, they are immune to poisons, diseases, and affects that target a living metabolism. They are immune to most critical hit results, mind control, and suffer half damage from non-magical weapons], infravision 120'; SV Fort +6, Ref +3, Will +5; Path WtL.

34-35 In addition to the result from 29-33, panels slide open on the golem's back and a rocket pack apparatus clicks into place, granting the golem the ability to fly at 40' per round. Due to the weight of the golem, flight cannot be sustained for a prolonged length of time and it will land safely before the fuel is expended. The charge lasts CL rounds. After this time, the bedlamite must replace the rocket pack's internal fuel supply before flight can be attempted again.

36-37 In addition to the result from 34-35, a panel opens in the golem's torso, allowing it to fire a flexible metal-mesh net which expands to a radius of 20'. The golem may replace one of its available ranged attacks with the opportunity to fire its net, targeting with its telescopic

lens. The golem uses a 1d24+3 action die for the attack which has a 20' radius—targets hit are entangled and prone, requiring an opposed Strength check vs. the attack roll to escape. The golem only carries one net which must be replaced by the bedlamite after use.

38+ As well as gaining access to all abilities and gadgetry detailed in earlier entries, five apertures open in the *iron golem's* chest, revealing launch tubes for highly explosive rockets. The rockets loop, twist, and twirl towards their targets, leaving a green vapor trail in their wake. Up to two rockets may be fired per round as part of the golem's standard ranged attack options, utilizing an action die of 1D24+3 to hit. The rockets have an effective range of 100' and a blast radius of 20' upon impact. Any target caught within the blast radius takes 4d16 damage (DC 18 Reflex save for half damage). The golem only has the capacity to carry five such rockets, and these must be replaced by the bedlamite after being expended.

LIFE STEALER

Level: 5 **Range:** Varies **Duration:** Varies **Charge Time:** 1 round **Save:** Fort

Description: A *life stealer* is a contraption which looks like a Tesla coil, but instead of producing high-voltage, low-current, high frequency AC electricity, it scans targets and generates a resonant frequency which matches the targets' natural frequencies. It acts as a capacitor, stealing and storing the targets' life energy (hit points or abilities) which can then be redistributed to other targets after being recalibrated to their unique natural frequencies (this occurs automatically). Targets which are un-dead or do not have a lifeforce to speak of (such as non-living constructs) are not affected by this contraption.

A *life stealer* can store the stolen life energy for up to 1d4 rounds before the bedlamite must discharge the life energy to other targets to which it is calibrated (targets may be chosen by the bedlamite), which transfers the drained hit points in an equally distributed manner to the new targets. Transferred hit points can take the target's hit points to above their normal maximum. Any hit points above the target's maximum are treated as temporary hit points. Any ability points transferred above the target's maximums are lost. If there are no viable targets to which the life energy may be transferred, the energy is dissipated harmlessly into the phlogiston.

Unless stated otherwise, charge effects last for 1d8+CL rounds; temporary hit points transferred last until lost to damage or for 1d8+CL rounds.

Manifestation: Roll 1d3: (1) the *life stealer's* electric coil is mushroom-shaped, with a large awning-like top attached to a 6" hand-held pole that generates bluish-white arcs as its capacitor charges; (2) the *life stealer* is shaped like a series of concentric interlocking discs which rotate while activated, generating a high-pitched whine which only the attuned targets can hear; (3) the *life stealer* is embedded within a set of welding goggles, allowing an orange heat-map outline of the targets attuned to the device to be seen as their life energies are drained.

1 **Malfunction!** The *life stealer* malfunctions, causing a random effect: Roll 1d4 modified by Luck: (0-1) the coil was not calibrated properly to the targets' natural frequencies, causing feedback in the system, and the contraption generates a large 10' diameter electrical burst, frying its internal components (the bedlamite takes 1d6 damage and the device no longer functions until repaired); (2) the *life stealer* takes 1d16 hit points from the bedlamite and

distributes it equally among all enemies within 100' (judge's discretion for assignment and the bedlamite can die as normal from this if hit points go below zero); (3) the *life stealer* calibrates to all targets within a 30' radius centered on the bedlamite, including the bedlamite, and automatically steals the life energy of all in range but losing the ability to redistribute this stolen life energy, dealing 1d16 damage to all within the target area (DC 18 Fortitude save for half damage, death can occur if hit points are reduced below zero); (4+) the *life stealer* overheats and calibrates to the bedlamite's natural frequency instead of those of the targets—reroll the Gear check, applying the result to the bedlamite as the target, use all original modifiers with a minimum effect result of 18-19 if the rerolled result is lower.

Repair: Any malfunction result requires repair in addition to the result determined above. Bedlamites must spend 2d4 uninterrupted hours repairing the device, culminating in a DC 12 *repair* check. Failure means an additional 1d4 hours of repair until another check is allowed.

2-11 **Failure and minor malfunction.** The contraption can no longer be used until a DC 10 *repair* check is passed. The repair takes 1 full action to attempt.

12-17 Failure to activate but with no malfunction or need for repair.

18-19 The *life stealer* targets a single victim within range, calibrates to their natural frequency, and drains 1d6 hit points per CL (Fortitude save vs. a DC equal to the Gear check for half damage).

20-23 The *life stealer* targets a single victim within range, calibrates to their natural frequency, drains 1d8 hit points per CL (Fortitude save vs. a DC equal to the Gear check for half damage), and imposes a 1d3 penalty on a random statistic from the target [Roll 1d6, multiple rolls on the same effect stack: (1) attack rolls; (2) damage rolls (to a minimum 1 hit point of damage dealt); (3) saving throws (roll 1d3: [1] Reflex, [2] Fortitude, [3] Willpower); (4) Armor Class (to a minimum of 10); (5) Movement (where -1 penalty = 5', to a minimum of 0'); (6) initiative].

24-25 In addition to the result from 20-23, the amount of drained hit points increases to 1d10 per CL, and the statistic penalty increases to 1d6.

26-28 In addition to the result from 24-25, the amount of drained hit points increases to 1d12 per CL, and the statistic penalty increases to 1d7.

29-33 The *life stealer* targets up to six victims within range, calibrates to their natural frequencies simultaneously, drains 1d8 hit points per CL from each target (Fortitude save vs. a DC equal to the Gear check for half damage), and imposes a 1d10 penalty on four random statistics from all targets [Roll 1d6, multiple rolls on the same effect stack: (1) attack rolls; (2) damage rolls (to a minimum 1 hit point of damage dealt); (3) saving throws (roll 1d3: [1] Reflex, [2] Fortitude, [3] Willpower); (4) Armor Class (to a minimum of 10); (5) Movement (where -1 penalty = 5', to a minimum of 0'); (6) initiative].

34-35 The *life stealer* targets all enemies within a 30' radius centered on the bedlamite, calibrates to their natural frequencies simultaneously, drains 1d10 hit points per CL from each target (Fortitude save vs. a DC equal to the Gear check for half damage), and imposes a 1d10 penalty on three random statistics from all targets [Roll 1d6, multiple rolls on the same effect stack: (1) attack rolls; (2) damage rolls (to a minimum 1 hit point of damage dealt); (3) saving throws (roll 1d3: [1] Reflex, [2] Fortitude, [3] Willpower); (4) Armor Class (to a minimum of 10); (5) Movement (where -1 penalty = 5', to a minimum of 0'); (6) initiative].

36-37 The *life stealer* targets all enemies within a 100' radius centered on the bedlamite, calibrates to their natural frequencies simultaneously, drains 1d12 hit points per CL from each target (Fortitude save vs. a DC equal to the Gear check for half damage), and imposes a 1d12 penalty

on four random statistics from all targets [Roll 1d6, multiple rolls on the same effect stack: (1) attack rolls; (2) damage rolls (to a minimum 1 hit point of damage dealt); (3) saving throws (roll 1d3: [1] Reflex, [2] Fortitude, [3] Willpower); (4) Armor Class (to a minimum of 10); (5) Movement (where -1 penalty = 5', to a minimum of 0'); (6) initiative]. Additionally, all targets lose one Special Property (SP)—judge's discretion; all creatures of the same type lose the same chosen SP—which is not transferred to any new targets but are instead lost for the duration. Special Properties which are inclusive of multiple traits (e.g., demon traits, elemental traits, etc.) may not be chosen.

38+ The *life stealer* targets all enemies within a 250' radius centered on the bedlamite, calibrates to their natural frequencies simultaneously, drains 1d16 hit points per CL from each target (Fortitude save vs. a DC equal to the Gear check for half damage), and imposes a 1d8 penalty on ALL of the following statistics for all targets: attack rolls, damage rolls (minimum 1 hit point), saving throws, Armor Class (minimum 10), Movement (where -1 penalty = 5'; minimum 0'), and initiative. Additionally, all targets lose two Special Properties (SP)—player's discretion; all creatures of the same type lose the same chosen SPs—and one of the stolen Special Properties chosen may be transferred to any single new target. Special Properties which are inclusive of multiple traits (e.g., demon traits, elemental traits, etc.) may not be chosen.

MARVELOUS METEOROLOGICAL MECHANISM

Level: 5 **Range:** Varies **Duration:** Varies **Charge Time:** 1 round **Save:** Ref

Description: This weather control device is a 1' cube with numerous dials and switches embedded into its four sides. When activated, a set of legs emerge from the bottom, and the top unfolds, revealing a series of large, spindly, and dish-shaped antennae and tubes that emit puffs of vapour as it shoots small rockets into the air. When charged and activated, the contraption responds to the settings on the dials which controls the local weather patterns.

Manifestation: Roll 1d4: (1) the contraption whirs with a high pitched humming that resonates through the ground as the antennae rotate rapidly; (2) air currents rapidly envelope the device in a cloud of dust—those inside the 10' diameter sphere of dust suffer -2 to attacks but are also unable to be seen from outside (gain +4 to AC); (3) the air around the contraption crackles with static electricity, and all within 10' of the contraption have their hair stand on end; (4) the contraption rises into the air on a cloud of vapor, hovering 10' off the ground as it activates.

1 **Malfunction!** The bedlamite loses control of the device, causing a random effect: Roll 1d4 modified by Luck: (0-1) a 20' radius area around the contraption is hit by an intense hailstorm that lasts for 2d4 rounds, causing 1d4 damage each round (DC 15 Reflex save negates); (2) electricity arcs out of the contraption, striking 1d4 random targets within 50' for 3d6 damage (DC 20 Reflex save negates); (3) the intense vibration of the contraption causes a localized earthquake that knocks all within a 40' radius of the contraption prone (DC 15 Reflex save negates); (4+) the metal components of the contraption turn cherry red, emitting a blistering heat that causes all within 15' of the contraption to take 1d4 damage (DC 15 Fortitude save negates) and suffer -2 to all actions for 1d4 rounds.

Repair: Any malfunction result requires repair in addition to the result determined above. Bedlamites must spend 2d4 uninterrupted hours repairing the device, culminating in a DC 12 *repair* check. Failure means an additional 1d4 hours of repair until another check is allowed.

2-11 **Failure and minor malfunction.** The contraption can no longer be used until a DC 10 *repair* check is passed. The repair takes 1 full action to attempt.

12-17 Failure to charge but with no malfunction or need to repair.

18-19 The contraption controls weather conditions within a quarter-mile radius, creating either sunshine or rain that replaces the current weather conditions. The contraption may be moved, but the weather remains focused on the area of the contraption at the time of activation. The charge lasts 1 day.

20-23 In addition to the result from 18-19, the radius for weather control increases to 1 mile. Weather conditions which can be created change to include: rain, sunshine, snow, fog, or hail. The hail causes anyone not under cover to suffer 1 point of damage each round (DC 10 Reflex save negates).

24-25 The contraption creates changeable weather patterns for the following week, within a 3d10 mile radius. Weather patterns can be changed by the bedlamite 1d4 times during that week. Fog covers the ground densely, persisting even through the days, making tracking harder and limiting vision; rain is accompanied by flash floods and lightning strikes (1 in 10 chance per round when outdoors for 3d6 damage, DC 20 Reflex save for half damage); hail hammers the ground, destroying crops and battering those outside (1 in 4 chance of being caught by large hailstones for 1d4 damage per minute whenever outside); sunny weather turns to a heat wave (-1d to all rolls when exposed); the precipitous drop in temperature that comes with the snow produces hypothermia in those ill-equipped for winter (-1d to all rolls and 1d4 temporary Stamina damage each day of exposure to the biting cold).

26-28 Dust devils! The contraption creates 1d4 dust devils that erupt out of the ground within 100' of the device. The bedlamite is able to direct them to attack enemies for the charge duration. Dust devils will whirl around targets, causing 1d8 damage (no save) each round from battering and buffeting debris. Those affected must make a DC 15 Reflex save to avoid being sucked into the whirlwind. While stuck within the dust devil, they suffer -6 to ranged attacks or spell checks and can make no melee attacks. The charge lasts 2d4 rounds.

29-33 The contraption summons a small, but potent, thunderstorm as 2d4 bolts of lightning strike the bedlamite's enemies within a 300' radius [Atk lightning strike +6 missile fire (5d10 damage to the targets struck, and an additional 1d10 damage in a 10' radius around the target (DC 15 Fort save for half damage) and all struck are at -1d to attacks for the following 1d6 rounds].

34-35 The contraption creates a swirling tornado under the command of the bedlamite. The tornado is 10' in diameter at the base and 50' high and can be moved up to 50' in a round by the bedlamite. Any creatures touched by the base are swept up into the tornado (DC 20 Reflex save negates). Those inside the tornado take 2d6 damage per round from flying debris and are at -2d for all actions. The tornado can pick up large objects such as cows, horses, pieces of buildings, and the like and may destroy large structures. The bedlamite may take 1 action to perform a +10 ranged attack, flinging debris at a target within 50' and dealing 3d10 damage if it hits. The charge lasts 2d8 rounds.

36-37 The contraption produces a localized hailstorm within its immediate vicinity, channeling large hailstones through its array of antennae to fire at targets within 100'. Hailstones shoot forth at high speed in a steady stream from the contraption, directed by the bedlamite, who may make four +10 ranged attacks each round, each doing 2d8 damage if they hit. The charge lasts 3d8 rounds.

38+ The contraption creates a semi-permanent weather condition of the bedlamite's choice in the surrounding 3d10 mile radius around the contraption. It takes one week to fully form, during which time the contraption must remain stationary. The immediate one mile radius around this area is beset by chaotic and turbulent winds, producing tornadoes, lightning, and hail (1d3 damage from the combination of extreme weather per minute of passing through this area while in the open without cover). The area targeted remains affected for 100 years, shrinking in radius 1% each year, until it climaxes in a localized storm of catastrophic proportions.

PORTABLE FORTRESS

Level: 5 **Range:** Varies **Duration:** Varies **Charge Time:** 1 round **Save:** N/A

Description: In its "folded" form, a *portable fortress* is a smooth-sided metal cube which fits in the palm of the hand. Once activated, it unfolds into an impressive defensive structure, providing the bedlamite and their allies with protection.

Note: Bedlamites are only capable of sustaining a small number of pocket dimensions at one time and must choose to "release" one previously made to allow for the creation of another. **Bedlamites may only keep one pocket dimension per CL in existence at any given time.**

Manifestation: Roll 1d4: (1) the cube dissolves into a fine black powder which multiplies and flows, moving like a liquid, before solidifying into the walls and towers of the fort; (2) the cube breaks into four smaller cubes which move into place, marking the four corners of the fort's construction—each cube then projects the walls of the fort as "hard light," as solid and real to the touch as a steel plate; (3) a fine Iridescent thread is ejected from the cube, weaving and knitting together at speed to construct the fortress; (4) with a clockwork whirring sound, the six sides of the cube unfold flat on the ground, then square by square the individual panels grow and change shape to form the walls, roof, and floor pieces of the fortress.

1 **Malfunction!** Roll 1d4 modified by Luck: (0-1) Boom!—the unstable power source explodes, scattering hot iron shrapnel in all directions, and all within 30' suffer 3d8 damage (DC 18 Reflex save for half damage); (2) the contraption unfolds around the bedlamite but jams, cycling back and forth between two different incomplete states (the bedlamite must make a DC 15 Reflex save each round to attempt to escape the moving walls; or suffer 1d8 damage each round until escape); (3) the cube unfolds around the bedlamite and then begins to compress in upon itself, squeezing the bedlamite and causing 1d7 damage; (4+) the contraption melts into slag in the bedlamite's hand, causing the bedlamite to suffer -1d to all actions which use that hand for 1d6 rounds.

Repair: Any malfunction result requires repair in addition to the result determined above. Bedlamites must spend 2d4 uninterrupted hours repairing the device, culminating in a DC 12 *repair* check. Failure means an additional 1d4 hours of repair until another check is allowed.

2-11 **Failure and minor malfunction.** The contraption can no longer be used until a DC 10 *repair* check is passed. The repair takes 1 full action to attempt.

12-17 Failure to charge but with no malfunction or repair needed.

18-19 The fortress folds out to provide a stationary protective shield 15' wide and 6' high

immediately in front of the bedlamite, providing a +4 AC bonus to them and up to two allies while within its cover. The charge lasts 1d6 rounds.

20-23 The fortress expands outwards, providing a fixed four-sided barrier wall (15' wide x 6' high) around the bedlamite. It has arrow slits for ranged weapons. The bedlamite can open and close the walls to provide access at will. All within are provided with a +5 AC bonus. The charge lasts 1d8 rounds.

24-25 In addition to the result from 20-23, the fort is now mobile! The bedlamite can direct it to move at 20' per round in one of the cardinal compass directions (North, South, East, or West) along relatively flat ground. The charge lasts 1d10 rounds.

26-28 The fortress unpacks, providing four walls 20' wide x 10' high. All within are provided with a +5 AC bonus. The bedlamite can control the contraption to move it in any direction and even levitate it at 10' per round vertically to a maximum height of 30'. The charge lasts 1d6+CL rounds.

29-33 In addition to the result from 26-28, a rippling wave of blue electrical energy forms a translucent barrier overhead. The bedlamite and their allies inside have a +6 AC bonus and gain resistance to all mundane attacks (half damage).

34-35 The bedlamite can construct a mobile (40' per round) fortress made up of four interconnected walls, and a floor as defined by the bedlamite. Each wall has a maximum size of 20' wide x 10' high. It is protected by an overhead energy field and grants anyone inside a +8 AC bonus. The fortress is armed with a single shot "electro-plasma cannon" which must be manually loaded and aimed by the bedlamite (+5 to hit). It fires a ball-shaped round of blue energy, which delivers 3d16+CL damage to all targets within a 30' radius of impact (Reflex save vs. a DC equal to the Gear check for half damage) once every other round.

36-37 In addition to the result from 34-35, the AC bonus increases to +10, the ranged-attack to hit increases to +8, the damage increases to 5d16+CL, and the portable fortress can fly 40' per round to a maximum height of 80'.

38+ In addition to the result from 36-37, the portable fortress AC bonus increases to +12, the ranged-attack to hit increases to +10, the damage increases to 8d16+CL, and the flying height is now unlimited. Judges should be aware that at heights over 3,000' the lack of oxygen will adversely affect a character's actions (-1d to all actions per thousand feet).

STAR SAILER

Level: 5 **Range:** Varies **Duration:** Varies **Charge Time:** 3 rounds **Save:** N/A

Description: This contraption grants the bedlamite the means to travel by flight, allowing the inventor to even travel outside of the Earth's atmosphere.

Manifestation: Roll 1d3: (1) the contraption takes the form of a standard boat, complete with rowing oars and clockwork automaton rowers; (2) the bedlamite drops a small metallic cube onto the ground which activates and "unfolds," with the final form of the vessel resembling a giant flying creature from legends (a dragon, hippogriff, etc.); (3) the bedlamite produces a small saucer-sized disc that hovers at eye level as it grows and glows with a myriad of scintillating colors, thrums with the whirl of strange mechanical noises, only stopping once it is large enough to transport the inventor and any potential passengers.

1 **Malfunction!** The *star sailer* malfunctions, causing a random effect: Roll 1d4 modified by Luck and apply the result: (0-1) the contraption stalls and rattles before emitting a large blast of steam, burning all within 15' of the contraption for 4d4 burn damage (DC 12 Reflex save for half damage; (2) the vessel takes shape but fails to harness the required energies to engage the required components effectively, becoming a stalled vehicle until repaired; (3) the contraption activates but only at a fraction of the required size and effectiveness of the vessel (the contraption operates at the minimum level as result 18-19, but the size of the contraption could fit in the palm of an average-sized hand, making it useless unless the bedlamite has some means to shrink to an appropriate size); (4+) the contraption becomes a wayward missile, with valves engaging before the activation can be complete, and for 1d6 rounds, the contraption will strike a random living target for 2d12 damage (DC 13 Reflex save for half damage) and knocks them prone.

Repair: Any malfunction result requires repair in addition to the result determined above. Bedlamites must spend 2d4 uninterrupted hours repairing the device, culminating in a DC 12 *repair* check. Failure means an additional 1d4 hours of repair until another check can is allowed.

2-11 **Failure and minor malfunction.** The contraption can no longer be used until a DC 10 *repair* check is passed. The repair takes 1 full action to attempt.

12-17 Failure to charge but with no malfunction or repair needed.

18-19 The vessel forms and is large enough to transport the bedlamite and up to 100 pounds of gear. The ship is capable of flying up to 200' per round and ignores the laws of gravity—meaning the ship can remain motionless and hover or drop and rise at the listed Movement rate. While aboard the ship, the contraption provides breathable oxygen and protection from any atmospheric hazards; it is airtight and can travel beneath the waves and into near-space. Regarding defense, the contraption has an AC of 10 +1 for each 50' moved during any given round. The hull of the ship can withstand 100 hit points of damage before falling apart and dropping the bedlamite and any items being transported (suffering normal falling damage). The charge lasts 1d3 turns.

20-23 In addition to the result from 18-19, the ship can now travel at speeds of up to 300' per round. Additionally, the hull can withstand 200 hit points of damage before falling apart. The charge lasts 1d4 rounds.

24-25 The vessel activates and up to 1d4 average-sized adults and 400 pounds of gear may accompany the bedlamite on the voyage. The ship is capable of traveling up to 400' per round and ignores the laws of gravity—meaning the ship can remain motionless and hover or drop and rise at the listed Movement rate. While aboard the vessel, travelers will find an abundant supply of breathable oxygen and protection from any atmospheric hazards; it is airtight and can travel beneath the waves and into near-space. The contraption has an AC of 13+1 for each 50' moved during any round. The hull of the ship can withstand 250 hit points before falling apart and dropping all passengers and items into the air (suffering normal falling damage). The charge lasts 1d4+CL turns.

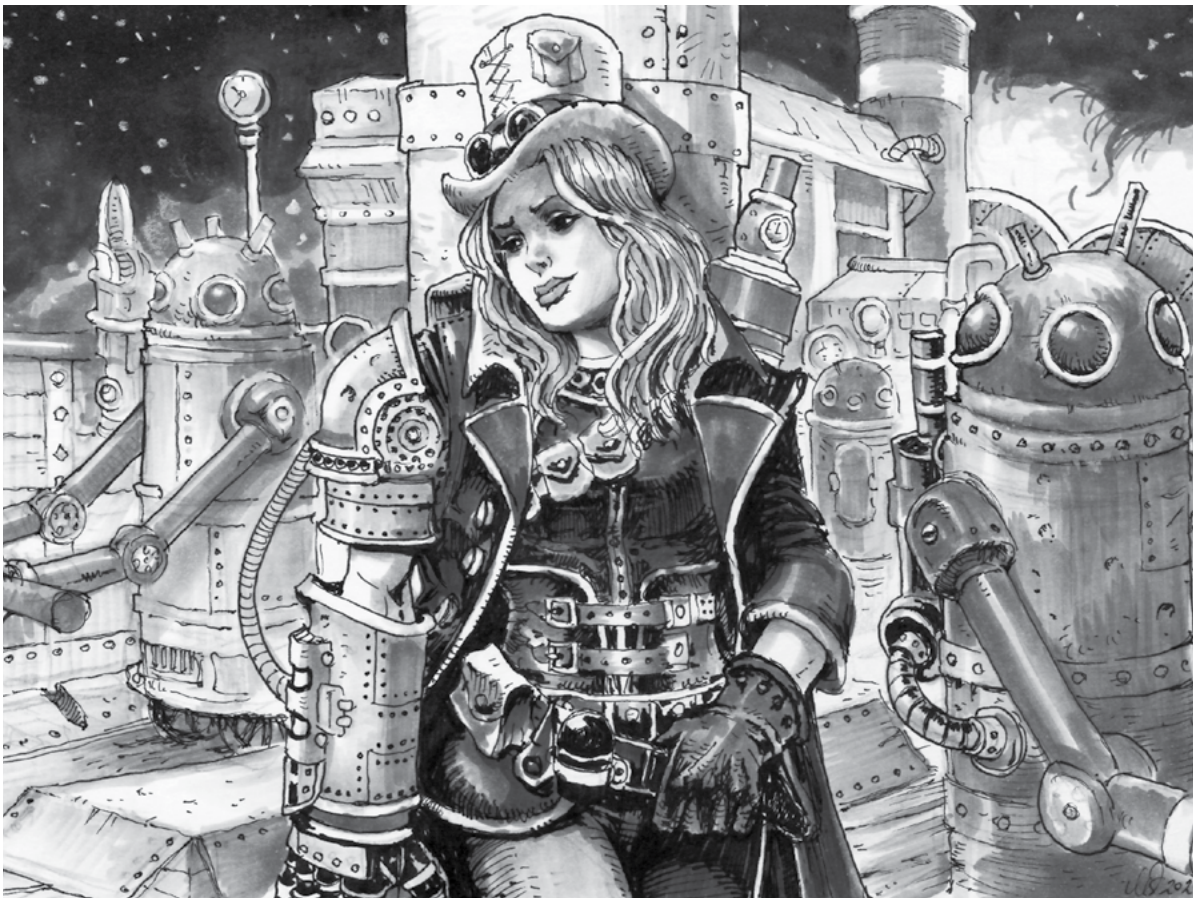
26-28 In addition to the result from 24-25, the ship can now travel at speeds of up to 500' per round and is capable of completely leaving the Earth's atmosphere for space travel with 1 full turn of travel. Traveling through space is accomplished by thrusters and jets. A navigational system uses visible stars to chart a desired course of travel. Additionally, the hull can withstand 300 hit points of damage before falling apart. Passengers finding themselves dumped in space suffer horrific wounds as the oxygen remaining in their lungs expand, resulting in 3d10 damage per round until a suitable environment can be found (DC 15 Fortitude for half damage). Reaching zero hit points signifies death in the cold depths of space. The charge lasts 1d6+CL turns.

29-33 The bedlamite creates a vessel capable of space travel, large enough to transport 1d8 average sized adults and up to 2 tons of gear. The ship can travel at rates of up to 600' per round and is capable of leaving the Earth's atmosphere with 8 full rounds of travel. Traveling through space is accomplished by thrusters and jets. A navigational system uses visible stars to chart a desired course of travel. The contraption has an AC of 13+1 for each 50' moved during any round. Additionally, the hull can withstand 350 hit points of damage before falling apart. Passengers finding themselves dumped in space suffer horrific wounds as the oxygen remaining in their lungs expand, resulting in 3d10 damage per round until a suitable environment can be found (DC 15 Fortitude for half damage). Reaching zero hit points signifies death in the cold depths of space. The charge lasts 1d8+CL turns.

34-37 In addition to the result from 29-33, the vessel is now armed with weapons capable of firing beams of light pulled from the energies of the sun. 1d4 beams may be fired by a targeting system engaged by the bedlamite or an able passenger. Each beam requires a ranged attack with a targeting bonus of +3 in addition to any other ranged attack bonus the operator might have. Each beam inflicts 1d12 burn damage and will catch flammable objects on fire 60% of the time (the item will start at a burn step of d10). The charge lasts 1d10+CL turns.

38+ The contraption activates and up to 100 normal-sized adults and up to five tons of cargo may be transported. The ship moves up to 1000' per round. The ship may remain in the Earth's atmosphere, ignoring the laws of gravity by hovering, climbing, and diving at the given rate. The ship provides breathable oxygen to all passengers in addition to immunity to any hazards normally encountered while traveling beneath the waves, and in or out of the Earth's atmosphere. The dark canopy of space is reached with 4 full rounds of travel. Travel by space is accomplished by thrusters and jets that attain speed and direction once space is reached, and a navigational system uses visible stars to chart a desired course. The ship is armed with weapons capable of firing beams of light pulled from the energies of the sun. 1d8 beams may be fired by a targeting system engaged by the bedlamite or an able passenger. Each beam requires a ranged attack with a targeting bonus of +5 in addition to any other ranged attack bonus the operator might have. Each beam inflicts 1d14 burn damage and

will catch flammable objects on fire 60% of the time (items start at a d12 burn step). The contraption has an AC of 13+1 for each 50' moved during any round.The hull of the ship can withstand 500 hit points before falling apart and dumping passengers and cargo into the dark void of space where they will suffer horrific wounds as the oxygen remaining in their lungs expand, resulting in 3d10 damage per round until a suitable environment can be found (DC 15 Fortitude for half damage). Reaching zero hit points signifies death in the cold depths of space. The charge lasts 1d12+CL months.



LEVEL ONE FORMULAE

APACHE FEAR DUST

Level: 1 **Range:** Varies **Duration:** Varies **Brew Time:** 1 round **Save:** Varies

General: This hallucinogenic powder is based upon a formula rumored to be created by the great Geronimo for his elite warriors. The powder is composed of the ground bones of animals, brewed with a variety of "proprietary ingredients." It is blown into the faces of opponents to bring about horrific visions. Unlike most horrors that would normally shock the user and lead to a Grit check, these visions are horrors spawned directly from the user's own mind. Due to the personal nature of the waking terrors inflicted, all visions include at least one of the user's biggest fears. This personal horror means that the DC of the Grit check increases rapidly and far beyond the average. *Apache fear dust* is ineffective against creatures which do not breathe.

Manifestation: Roll 1d4: (1) the powder scintillates and crackles with strange energies that cast ghostly faces in a 10' radius; (2) the powder is colored a flat gray and absorbs light from the atmosphere around it, reducing the range of all forms of vision for those within 30' to just 5' for 1 round; (3) the powder is yellowish and crusted, much like the sleep-crud one wipes from their eyes come morning; (4) the powder glitters like pyrite and coats victims with a golden, glowing hue for 1d3 rounds.

Mutagenic Reaction: Roll 1d10 modified by Luck: (0-2) a random shock of the user's hair instantly turns snow white (this effect may be rolled five times before leaving the user with a full head of snow-white hair); (3-4) "Yur' Yella!": for 1d4 days, any uncomfortable situations (such as combat, meeting new people, public speaking, etc.) require the user to pass a DC 12 Willpower save—on a failure, they are unable to vocally communicate without the harshest of nervous stammers, suffering a -2 modifier to any related rolls; (5-7) the portion of the brain responsible for fear goes into overdrive, and the user must pass a DC 12 Willpower save at the beginning of any combat—on a failure, they suffer -1d to all attack rolls during the combat; (8-9) the user sinks deeply into a psychosis, absorbing the layers of fear experienced through their lives, suffering a permanent loss of 1d3 Personality as they become more repugnant and less caring of those around them; (10+) for the next 24 hours, the user must pass a DC 12 Willpower save to avoid passing out from fright and will awaken in 1d4 rounds or may be roused on the following round by normal means.

1	**Lost, failure, and worse!** Roll on the Mutagenic Reaction table.
2-11	**Lost. Failure.** The formula can no longer be brewed until the user can re-evaluate the ingredients (24 hours).
12-13	The user blows the dust into the face of a single target within 10'. The target is forced to make a DC 10 Grit check. There are no ill effects if the Grit check is passed.
14-17	The user blows mouthfuls of the uncanny dust towards up to two adjacent targets that are within 10'. The targets are forced to make DC 12 Grit checks.

18-19 In addition to the result from 14-17, even if they pass the Grit check they are stunned with fear and fall to the bottom of the initiative order, and suffer a -1d penalty to any action rolls for the duration. The effects of *Apache fear dust* last for 1d4+CL rounds.

20-23 The user may blow mouthfuls of the uncanny dust towards three targets that are within 10' of each other and 30' of the user. The dust picks up ambient spirit-energy from the Near, taking the loose forms of spectral faces screaming in silent agony. Targets are forced to make DC 13 Grit checks and are paralyzed with fear in addition to any failed Grit check result. The affected targets are considered stunned, fall to the bottom of the initiative order, and suffer a -1d penalty to any action rolls for the duration. The effects of *Apache fear dust* last for 1d5+CL rounds.

24-25 In addition to the result from 20-23, the DC of the Grit check is increased to 15. The dust will also remain around the chosen targets for the duration of the formula, forcing an additional Grit check each round should they pass their initial Grit check. The effects of *Apache fear dust* last for 1d6+CL rounds.

26-27 The user blows the formula with a breath that is directly syphoned from the realm of nightmares, adding to both range and effect. The dust takes on the form of twisted creatures and tortured souls, reaching outward up to 40' and enveloping a 20' area. All affected targets are forced to make DC 16 Grit checks and become paralyzed with fear for the duration of the formula. In addition to any effects gained from the Grit check, targets fall to the bottom of the initiative order, and suffer a -1d penalty to any action rolls. The dust also remains around the chosen targets for the duration of the formula, forcing an additional Grit check each round if the targets passed the initial Grit check. The effects of *Apache fear dust* last for 1d7+CL rounds.

28-29 In addition to the result gained with 26-27, the range extends to 60' and envelopes an area of 30'. The DC of the Grit check is also increased to 17. The effects of *Apache fear dust* last for 1d8+CL rounds.

30-31 The user momentarily becomes possessed by a creature native to the realm of nightmares. The dust becomes sentient and flows out from the user's mouth, covering an area of 30' centered on the user. Each round gives the creature an attack that envelopes all targets within the area of affect, forcing an immediate DC 18 Grit check. In addition to the Grit check result, targets must flee directly away from the user or pass out from extreme fear for 1d4 rounds (or until roused by normal means) if they are unable to get away. Failing the Grit check requires two rolls on the Fear table, suffering the worst of the two results. The effects of *Apache fear dust* last for 1d8+CL rounds.

32+ In addition to the results from 30-31, those affected must pass an initial DC 16 Fortitude save to avoid dying from fright as their worst nightmares take form in the theaters of their mind. Additionally, the DC of the Grit check is increased to 20. The effects of *Apache fear dust* last for 1d10+CL rounds.

CUSHIONING CORDIAL

Level: 1 **Range:** Self **Duration:** Varies **Brew Time:** 1 action **Save:** N/A

General: Having observed a poor bedlamite plummet to their death while testing a bizarre flying contraption, a cordial was developed that slows the drinker's rate of descent during a fall—allowing them to escape injury or death.

Manifestation: Roll 1d4: (1) with an uncomfortable spasm, the drinker's body flattens and twists, mimicking the shape of a sycamore seed, allowing them to spin to the ground; (2) the tail feathers of a large flightless bird sprout from the drinker's tailbone, arresting their fall but forcing them into an uncomfortable head-down position; (3) brightly colored feathers, like those of an exotic tropical bird, burst from the drinker's arms; (4) drinker's skin sags and sprouts soft downy fur, their eyes bulge, and by extending their limbs, they can move through the air with the grace of a sugar glider.

Mutagenic Reaction: Roll 1d10 modified by Luck: (0-1) a tickle grows in the drinker's throat, eventually resulting in a cough that expels a cloud of small, white feathers from their mouth (penalty at judge's discretion); (2-3) unable to resist any crop, seed, nut or other item that might be considered bird food, the drinker will gorge themselves at every opportunity (suffer half Movement for eight hours); (4-5) sometimes the drinker gobbles like a turkey rather than talking like a human (-1d modifier to social interaction rolls for the next 24 hours); (6-7) the change in the drinker's physical form results in a pack, satchel, or pouch falling clear and taking the full force of the fall (loss or damage to one random piece of equipment at the judge's discretion); (8-9) a third of the hair on the drinker's head (including facial hair) is replaced with feathers of a similar color and texture (-1d penalty to social interaction rolls); (10+) drinker rides an emotional rollercoaster for seven days, after which the drinker lays an ostrich-sized egg (the drinker attempts to avoid direct combat to protect the egg during the seven days, suffering a -2 penalty to all melee combat rolls until the egg is laid).

1	**Lost, failure, and worse!** Roll on the Mutagenic Reaction table.
2-11	**Lost. Failure.** The formula can no longer be brewed until the user can re-evaluate the ingredients (24 hours).
12-13	The cordial reduces the drinker's rate of descent. The drinker must pass a DC 10 Fortitude save to avoid falling damage; on a failure, they suffer half damage. The drinker lands 1d30' away from the spot they would have originally landed. Roll 1d12 to determine the direction. *Cushioning cordial* lasts for 1 turn.
14-17	The cordial reduces the drinker's rate of descent. The drinker must pass a DC 8 Fortitude save to avoid falling damage; on a failure, they suffer half damage. The drinker lands 1d20' away from the spot they would have originally landed. Roll 1d12 to determine the direction. *Cushioning cordial* lasts for 1 turn.
18-19	The drinker floats downward at a rate of 8' per round, floating effortlessly, and landing directly where the drinker would have landed during a normal fall. *Cushioning cordial* lasts for 2 turns.
20-23	The drinker grows fleshy membranes that attach from arms to ankles. The new growths allow the drinker to glide at a rate of 30' per round, and with the presence of wind, the

drinker can remain afloat with a DC 8 Reflex save each round, otherwise it is assumed the drinker descends 8' per round. *Cushioning cordial* lasts 1d3 turns.

24-27 In addition to the result from 20-23, the drinker finds their bones greatly diminished in density, allowing for much longer time in the air. The drinker may glide at a rate of 30' per round and stay aloft indefinitely with the presence of a gentle breeze. The drinker may rise or fall 30' per round during the effect duration. *Cushioning cordial* lasts 1d4 turns.

28-29 In addition to the result from 24-27, the drinker may snatch up another falling target with a successful attack roll against AC 10. Success means a safe descent for both at 30' per round. *Cushioning cordial* lasts for 1d4 turns.

30-31 The drinker vomits a gelatinous cushion that grows exponentially while hurtling to the ground, landing before the drinker to create a fluffy cushion. The cushion acts as a large pillow, covering an area of 30'. The drinker and up to 1d6 additional falling allies land harmlessly as the pillow deflates with a less than classy noise. *Cushioning cordial* lasts 1d10 rounds.

32+ In addition to the result from 30-31, the cushion expands outwards to 60' and prevents all allies or other falling objects from suffering any damage. *Cushioning cordial* lasts 1 turn.

GOLDEN VOCAL PHILTER

Level: 1 **Range:** Hearing **Duration:** Varies **Brew Time:** 1 round **Save:** Varies

General: The *golden vocal philter* improves the user's singing voice. Depending on how potent the mixture turns out, the effects can range from getting a rowdy saloon hall to sit still for every chorus of "Oh, Suzannah!," to catching the attention of the moon.

Manifestation: The only manifestation of the golden vocal philter is the improvement of the user's singing voice.

Mutagenic Reaction: Roll 1d10 modified by Luck: (0-1) the user sings (in their normal voice) whenever they try to talk for the next 24 hours; (2-3) the user's voice becomes squeaky and ridiculous for two days; (4-5) the user can only speak in a melodic, sarcastic manner for seven days, so that even when they are completely sincere, it sounds like they're mocking whomever they speaks to; (6-7) the user is forced to add the phrase "damn your eyes" to the end of every response to a question they give for the next five days; (8-9) the user loses their voice for seven days; (10+) the user loses their voice permanently.

1 **Lost, failure, and worse!** Roll on the Mutagenic Reaction table.

2-11 **Lost. Failure.** The formula can no longer be brewed until the user can re-evaluate the ingredients (24 hours).

12-13 The user's voice becomes beautiful to those who listen. 1d3 random persons within the sound of the user's voice must immediately pass a DC 12 Willpower save to avoid giving pause to listen to the song. Affected are only distracted for so long as they are left to enjoy the song without disturbance but will otherwise remain enthralled for the duration of the formula. *Golden vocal philter* lasts 1d6+CL rounds.

14-17 In addition to the result from 12-13, in non-combat situations, the singing fascinates both human and humanoid listeners. *Golden vocal philter* lasts 1d8+CL rounds.

18-19 In addition to the result from 14-17, up to 1d4 targets that can hear the singing can be chosen by the user. Targets must pass a Willpower save with a DC matching the results of the Brew check; on a failure, they are fascinated and will listen as long as the user sings and the duration lasts, unless danger or a surprising action snaps them out of their spell. *Golden vocal philter* lasts 1d10+CL rounds.

20-23 In addition to the result from 18-19, the Willpower DC increases by +4, and the number of humanoid users affected increases to 1d10 targets as chosen by the user who are within hearing range of the user's voice. *Golden vocal philter* lasts 1d10+CL rounds.

24-27 1d10 targets, as chosen by the user, may now include even mundane animals. Targets must pass a Willpower save with a DC matching the Brew check +4 or be enthralled, unable to take action, for as long as the user sings and the duration lasts. Violent action against the listeners will break the spell, but they will otherwise remain enthralled. *Golden vocal philter* lasts 1d12+CL rounds.

28-29 In addition to the result from 24-27, the user gains the ability to channel their voice to such a high octave that the song can inflict physical pain to the ears of those affected. Targets chosen to feel the pain have their ears rupture, and unless a DC 14 Fortitude save can be passed, 1d10 in sonic damage is suffered in addition to temporary loss of hearing (-4 penalty to any hearing checks) for 1d8 hours. *Golden vocal philter* lasts 1d14+CL rounds.

30-31 In addition to the result from 28-29, the user can affect all targets within hearing range. If damage is chosen to be dished out, it is now increased to 1d12 and deafness lasts for 1d24 hours. *Golden vocal philter* lasts 1 turn.

32+ All selected targets (human or animal) within hearing range must make a Willpower save equal to the Brew check +4 or be enthralled by the user's voice, unable to take action unless acted upon violently. The user may choose to pitch their voice in such a way as to cause damage (1d12 sonic damage unless a DC 14 Fortitude save is passed) and a temporary loss of hearing (-4 penalty to any hearing checks) for 1d24 hours. Additionally, the user's singing voice goes beyond beautiful and becomes a force of nature. Their singing can charm the moon, the sun, and the winds, allowing them to sing weather into or out of existence (for example, they can dispel or create storms, calm winds, or sing a hurricane into existence). Destructive weather conditions are powerful enough to cause environmental damage to any caught outside (typically 1d4 points of damage per round of exposure or as the judge rules). The weather change is dependent on the season, and the user has no control over the direction the weather takes. They cannot steer tornadoes at specific buildings or cause lighting to strike a designated target. *Golden vocal philter* lasts 1d4 turns as long as the user continues to sing.

HAIR OF THE DOG

Level: 1 **Range:** self or touch **Duration:** Varies **Brew Time:** 1 round **Save:** N/A

General: *Hair of the dog* works to alleviate any kind of damage, but it is especially effective if part of what wounded the user can be obtained. It only works if what harmed the user has a soul of some sort. The user must either claim the needed component from the attacker's corpse or pass a successful melee attack to pull hair, a bit of skin, etc.

Manifestation: Roll 1d3: (1) the user's wounds start to glow; (2) the user's wounds start to grow tendrils that grope about with an uncomfortable strength; (3) the user is wracked with visions of that which damaged them and must pass a DC 10 Willpower save or be stunned for 1 round.

Mutagenic Reaction: Roll 1d10 modified by Luck: (0–1) the tincture causes a transformation in the relevant body part (or causes a part to grow if they do not have it) that mimics the component used (i.e., if a claw was used as a component, then the user's fingers or toes change into claws) for the duration; (2-3) the user instantly falls down drunk—see Intoxication; (4-5) the user becomes allergic to alcohol for 1d3 days (a single sip causes extreme nausea imposing a -2d penalty to all actions for 1d6 rounds); (6-7) the user constantly sweats and reeks of burning flesh for 1d6 days (-1d penalty to all interaction rolls for the duration); (8-9) the user becomes hyperactive for 1d7 days, unable to sleep or rest (no natural healing during this time can occur); (10+) the user suffers a permanent 1d4 Stamina loss as their system reacts violently with the component used in the tincture.

	With a component taken from the attacker.	**Without a component.**
1	Lost, failure, and worse! Roll on the Mutagenic Reaction table.	Lost, failure and worse! Roll on the Mutagenic Reaction table.
2-11	Lost. Failure. The formula can no longer be brewed until the user can re-evaluate the ingredients (24 hours).	Lost, failure. The formula can no longer be brewed until the user can re-evaluate the ingredients (24 hours).
12-13	Heal 1d6 hit points. The user coughs up something inky-black that scampers away.	Heal 1d3 hit points. The user coughs up something green and reminiscent of their foe that scampers away.
14-17	Heal 2d6 hit points. The user also gains a +3 bonus to Fort saves vs. standard poisons.	Heal 1d5 hit points. The user is momentarily stunned for 1d3 rounds.
18-19	Heal 3d6 hit points. In addition, users gain a +3 bonus to Fort saves vs. supernatural disease. This result could potentially cure lycanthropy and other diseases transferred by foes.	In addition to the result from 14-17, it now heals for 2d5 hit points. The user seizes up with paroxysms and spasms for 1d6 rounds.
20-23	Heal 3d8 hit points. In addition, gain the following bonus: Until the next dawn, the user takes on the characteristics of what hurt them. They gain a bite, claw, sting, or other appropriate trait from the creature (judge's discretion). They also mutate into a hybrid between their form and the creature's form for 1d10 rounds.	In addition to the result from 18-19, the healing is now 2d6 hit points. The user also takes on an apelike appearance for 1 turn, during which the user has +1d to Strength checks and -2d to Personality checks for 1d10 rounds.

24-27	Heal 3d10 hit points. In addition to the result from 20-23, the hybrid form is more powerful: The user has +1d to Strength, Agility, and Stamina checks and to natural attacks (such as biting, punching, etc.) for 1d12 rounds before the tincture expires.	In addition to the result from 20-23, the healing is now 2d10 hit points. The user's personality takes on a rather primitive bend for 1d4 rounds, and the user suffers -2d to Personality and Intelligence checks for 1d12 rounds before the tincture expires.
28-29	Heal 3d12 hit points. In addition to the result from 24-27, 1d5 doses were created with the Brew check that can be used at a later time or given to others. Additionally, the formula can be applied to the recently departed, giving them one last chance at a miraculous return from death (in game terms, another roll the body check may be made outside the normal hour timeframe, up to 24 hours later).	Heal 2d12 hit points. The user has a fleeting vision of primitive ancestry and becomes a primitive hominid for 1d12 rounds. During this time, they cannot speak or use complex tools, but their hearing and sight are excellent, and they get +2d for tasks involving them or for physical tasks that use gross motor skills for 1 turn.
30-31	Regain all lost hit points, up to the user's maximum starting total. In addition, 1d5 doses were created with the Formula roll that have a secondary effect of allowing a second roll the body check if administered within 48 hours of "death." For its primary use, the tincture causes a drinker to take on the characteristics of what hurt them. They gain a bite, claw, sting, or other appropriate trait from the creature (judge's discretion) that lasts for 48 hours. In addition, they mutate into a hybrid between their form and the creature's form, granting them a +2d to Strength, Agility, and Stamina checks and to natural attacks (such as biting, punching, etc.) for 1d12 rounds before the tincture expires.	The user is healed for 3d12 hit points. The user also has a fleeting vision of their ur-human ancestry and becomes a primitive hominid for 1d3 turns. They cannot speak or use complex tools, but their hearing and sight are excellent, and they get +2d for tasks involving them or for physical tasks that use gross motor skills; physical abilities also improve and are reflected by a +2d modifier to related rolls.
32+	In addition to the result from 30-31, Regain all lost hit points, and temporarily double their maximum hit point total for the next 72 hours, after which any remaining extra hit points will go away. The creature traits now last for 72 hours with the hybrid form lasting 2d8 rounds with a +3d bonus to Strength, Agility, and Stamina during that time. Roll the body checks may now be tried up to 72 hours later when applied to the "dead."	All lost hit points are regained. The user also has fleeting visions of their ur-human ancestry and becomes a primitive hominid until the next dawn. During this time, they cannot speak or use complex tools, but their hearing and sight are excellent, and they gain +3d for tasks involving them and to physical tasks that use gross motor skills. Physical abilities also improve and are reflected by a +3d modifier to related rolls.

NECROPOTION

Level: 1 **Range:** Self **Duration:** Varies **Brew Time:** 1 round **Save:** N/A

General: Drinking this noxious brew changes the countenance of the user to resemble that of one of the unsightly un-dead that stalk the shadows of the territories since the Seven Days of Night.

Manifestation: Roll 1d4: (1) the user's skin becomes transparent, displaying clean white bones, healthy blood vessels, and muscles before the temporary (hopefully!) change takes hold; (2) with a blue flash and a jolt, the user's eyes bulge, and their hair stands on end like they've taken a shock of that 'electrickery' they've seen dancing through the clouds on stormy nights; (3) with a sound like bones cracking, the user's shoulders droop, and their back hunches over like a person twice their age; (4) the user gags on the last drop of potion, and the residue foams up, overflowing from their mouth, permanently staining any skin it touches a dead-looking gray-blue color.

Mutagenic Reaction: Roll 1d10 modified by Luck: (0-1) a tingling sensation in the user's scalp causes them to run their hands through their hair, which falls out in patches (-1d on all social based Personality checks until it grows back in approximately six weeks later); (2-3) like a zombie, the user's natural body odor is replaced with that of a corpse (-2d on all Personality checks for 1d3 days); (4-5) the user's eyebrows become one thick and bushy mass and their ears, nostrils, and the backs of their hands sprout unattractive growths of dark hair (-2d on all Personality checks until they visit a barber); (6-7) like a zombie, the user's speech is impaired and they find it hard to communicate in complex sentences, as well as sometimes interjecting the word "brains" inappropriately (any abilities requiring speech suffer a -1d penalty for the next 24 hours); (8-9) like a vampire, the user has an unnatural aversion to daylight (-1d on all rolls made outside during daylight hours) for the next 24 hours; (10+) shuffling like a zombie, the user's Movement speed is reduced by half for 1d6 days, in addition to also suffering the results found when rolling a 6-7.

1 **Lost, failure, and worse!** Roll on the Mutagenic Reaction table.

2-11 **Lost. Failure.** The formula can no longer be brewed until the user can re-evaluate the ingredients (24 hours).

12-13 The user's body assumes the appearance of a fresh corpse: the skin is pallid and cold to the touch but otherwise intact, and their eyes turn milky white. The user can pass for a corpse if they remain motionless. Un-dead will not recognize the user as a threat unless provoked by an attack or sudden movement. Formula is active for 1d6+CL rounds.

14-17 User's muscles and tissue become stiff as rigor sets in, and the skin adopts a bluish-purple discoloration. Movement speed is reduced by half. The user can pass for a corpse or some other form of shambling un-dead. Formula is active for 1d8+CL rounds.

18-19 In addition to the result from 14-17, the user may assume the form of un-dead 3 Hit Dice or less. The user gains the ability to speak with the assumed type of un-dead and may Move using their normal rate, in addition to gaining any normal mode of attack the chosen un-dead may have. *Necropotion* lasts 1d10+CL rounds.

20-23 The user begins contorting, and parts of their body begin to stretch and change to resemble a chosen un-dead type of 4 Hit Dice or less. In addition to assuming the chosen un-dead's

form, the user gains any special senses the creature has that is being mimicked (dark vision, see invisible, etc.). The user also gains any natural attacks the creature has and gains the ability to communicate with other creatures the mimicked form would normally be able to communicate with. *Necropotion* lasts 1d12+CL rounds.

24-27 In addition to the result from 20-23, the user is able to mimic un-dead types of up to 5 Hit Dice. The user also gains one chosen special ability the un-dead possesses (paralyzing touch, drain attacks, etc.). *Necropotion* lasts 1 turn.

28-29 The user may select an un-dead type of up to 6 Hit Dice to emulate. This level of result can be potentially dangerous to the user, as they transform fully into the creature mimicked and gain all natural and special abilities that a creature of the selected type would normally have. The user not only gains the ability to communicate with other creatures of the type chosen, they also gain a +1d modifier to all interaction rolls with un-dead of a similar type chosen. At the end of the duration, the user must pass a DC 12 Willpower save to avoid being stuck in the form assumed for 24 hours. Users failing the save will behave and think in all respects like the creature chosen. Users are allowed a new save each day until passed. *Necropotion* lasts 1d3 turns.

30-31 In addition to the result from 28-29, the user may assume any un-dead type of up to 7 Hit Dice. Additionally, for the duration of the formula, the user may switch between un-dead types and their normal form at will. Changes require 1 round of concentration. *Necropotion* lasts 1d4 turns.

32+ The user physically transforms into any un-dead type of up to 8 Hit Dice or less. The user assumes the form, special abilities, and all-natural attacks of the creature chosen. The user not only gains the ability to communicate with other similar creatures the form would normally communicate with, they also gain a +1d modifier to all interaction rolls with un-dead of a similar type. Additionally, the user gains the ability to shift back and forth between the chosen type and back to their original form. The user gains the permanent ability to assume the form of the chosen creature once per day (the creature chosen at the time the formula is used). However, transforming comes with a price,and each attempt to change back to the user's natural form may only take place with a DC 12 Willpower save, with failure resulting in being stuck in the un-dead form for 24 hours, at which point a new save is allowed. *Necropotion* lasts 24 hours.

OINTMENT OF GALVANIC AGITATION

Level: 1 **Range:** Varies **Duration:** Varies **Brew Time:** Varies **Save:** Varies

General: This ointment allows the user to draw upon and amplify the electrical charge within their body and in the environment, creating arcs of galvanic energy to strike their foes.

Manifestation: Roll 1d4: (1) electricity wells up from every pore on the user's body, wreathing them in a nimbus of tiny flickering lights, which flare and cascade to strike where commanded; (2) a single bolt of lightning flashes from the sky to the user's hand before striking their intended mark; (3) flickers of static charge build-up within the surrounding environment (and the people in it), coalescing into a rolling ball of electricity in front of the user; (4) the user begins to convulse spasmodically, harvesting a

galvanic charge from within their muscular and cellular structures, and once the charge is maximized, the user vomits a green-tinged arc of crackling energy which lances through the air.

Mutagenic Reaction: Roll 1d10 modified by Luck: (0–1) the user's hair carries a small but obvious permanent static charge, causing it to stand up straight from their head; (2-3) during stressful times, the user must pass a DC 8 Willpower save, and on a failure, they begin gathering an excess of galvanic stimulation resulting in uncontrollable twitching, causing -1 to all checks involving fine motor control for the duration of the stressful encounter; (4-5) the user acts as a human lightning rod, and while outside in a storm, there is an increased chance they will be struck (should the user be outside during a storm, there is a cumulative 10% chance per round that a bolt of lightning will be drawn down for 3d8 damage, and a DC 15 Reflex check will save for half damage, rounding down); (6-7) anything made of metal, touched by the user, holds a vicious charge which is harmless to them but not to others (the charge grounds through the next person touching the item, causing 1d8 damage); (8-9) tiny arcs of lightning fizz and pop constantly within the user's corneas, and the scent of ozone can be detected at all times around the user, ruining attempts at stealth, causing a -1d to checks made in darkness; (10+) the user's presence causes any complex or advanced machinery within 10' of them to go haywire—telegraphs stutter uncontrollably, steam engine regulators fail, daguerreotype cameras capture sinister images of slumbering monstrosities instead of their intended subjects, etc. (bedlamites suffer a -1d penalty to Gear checks while within 10' of the user).

1	**Lost, failure, and worse!** Roll on the Mutagenic Reaction table.
2-11	**Lost. Failure.** The formula can no longer be brewed until the user can re-evaluate the ingredients (24 hours).
12-15	A single bolt of galvanic energy strikes at blinding speed each round with a range of 30'. Users must make a ranged attack to successfully strike the target who must pass a DC 13 Reflex save or suffer 1d5 + CL in electrical damage. On a success, they take half damage (rounding down). Formula is active for 1d4 rounds.
16-17	Two bolts of galvanic energy strike at blinding speed each round with a range of 60'. User must make a ranged attack to successfully strike the targets, who must pass a DC 14 Reflex save or take the full brunt of 2d5+CL points of electrical damage; on a success, they take half damage (rounding down). Formula is active for 1d4+CL rounds.
18-19	In addition to the result from 16-17, damage is increased to 2d8+CL. Any struck target must also pass an additional DC 12 Reflex save to avoid being knocked prone. Ointment of galvanic agitation lasts 1 round.
20-23	The user begins to crackle with an unearthly glow just before they unleash two bolts of electricity, striking one or two targets up to 90' away unerringly for 3d8+CL damage per bolt. Targets may attempt a DC 14 Reflex save to reduce damage by half, rounding down. Additionally, targets must pass a second DC 14 Reflex save to avoid being knocked prone and flung 3d6' away from the source of the attacks. The formula lasts 1 round.
24-27	Choose one of the following effects: a) A single bolt strikes at one target within 60', doing 1d16+CL damage. The bolt then arcs out to target up to five additional targets. Targets must be within 20' of each other. Damage is reduced by -1d for each successive target chosen. All targets must pass a DC 14 Reflex save;

on a failure, they take the designated damage; on a success, they take half damage (rounding down). Formula is active for 1d4 rounds.

b) The user targets a metallic item within 120', causing it to melt into a fused charred mess. Enchanted or possessed items are not affected. If the item is being held, the bearer suffers 3d8 damage, and if the item is a firearm, the electrical charge causes all live ammunition to explode, causing 1d10 additional damage to all creatures within 5' of the firearm. Formula is active for 1 round.

28-31 Choose one of the following effects:

a) Choose one of the effects gained from 24-27, but all damage values are increased by +1d.

b) The user can weave a wall of crackling electricity up to 30' wide between any two conductive materials (metal, graphite, electrolytes, etc.) within 60'. Anyone approaching within 5' of the wall takes 6d8 damage and must pass a DC 14 Fortitude save to pass through it (taking another 4d4 damage as they cross). Formula lasts 1 turn.

32+ The user can direct a devastating, unnatural storm of lightning that covers a 40'x40' area at any point within their line of sight. Everything within the area of effect is wracked by coruscating flashes of lightning (5d8+CL damage per round). Users struck must pass a DC 14 Reflex save each round to reduce damage suffered by half, rounding down, and they most additionally pass a DC 14 Reflex save to avoid being thrown 4d6' and knocked prone. Formula lasts 1d10+CL rounds.

SNAKE OIL

Level: 1 **Range:** Varies **Duration:** 1 action **Brew Time:** 1 round **Save:** Varies

General: Snake oil is affectionately named to mock those who doubt the user and their ability to brew formulas that defy logic. The oil is rubbed on the skin to produce effects that borrow traits from the common serpent and grant their temporary use to the user.

Manifestation: Roll 1d4: (1) the user's skin takes on the appearance of an ornately patterned snake for the duration of the effect; (2) the skin or soft tissue around the part of the user's body being transformed slews away in oily flakes as the transition takes hold; (3) the affected body part swells and ripples in stomach-turning undulations, until settling into the new form; (4) the form of a vast snake appears from the shadows, rapidly slithering over the user, weaving the transformation with darting flicks of its forked tongue.

Mutagenic Reaction: Roll 1d10 modified by Luck: (0-1) the user acquires the permanent habit of hissing when under stress, and while annoying and slightly deranged, it has no other substantial effects; (2-3) there's a 10% (in settled areas) to 50% (in wilderness areas) chance that each morning the user wakes, they find a snake has cozied on up to them overnight (they are in no danger from this critter, but traveling companions don't have the same assurance and share a 05% to 25% chance of drawing danger noodles themselves); (4-5) small vermin are no longer safe, as the user has a compulsion to grab and eat them whenever they spy them (DC 14 Wilpower save to overcome this drive) for the next 1d5 days; (6-7) the user's skin begins to slowly but irrevocably turn to snake skin (judge's discretion as to how long this is going to take, years possibly), but on the plus side, the user

is going to leave behind the makings of several great pairs of boots one day; (8-9) the user's tongue permanently transforms into that of a snake and now has a very distinctive, sibilant speaking voice, but openly displaying this malformation will likely prompt a severe negative reaction from God-fearing folk (the good news is the user has acquired an amazing sense of smell/taste, granting a +4 on all tracking or perception rolls that involve scent); (10+) every few months, the user sheds their skin, taking approximately two days, during which they are extremely vulnerable (-1d to all checks, -4 to AC, and can only Move a maximum of 20' per round) and a hideous sight to behold.

1 **Lost, failure, and worse!** Roll on the Mutagenic Reaction table.

2-11 **Lost. Failure.** The formula can no longer be brewed until the user can re-evaluate the ingredients (24 hours).

12-14 The users' tongue transforms into that of a snake. While their vision range is halved, the tongue allows the user a greater ability to "smell," making them skilled at tracking, granting a +4 bonus to scent-related rolls. *Snake oil* lasts 1d10+CL rounds.

15-17 The user finds their torso and arms morphing in such a way that it confers a superhuman grappling and constricting ability. The user gains a +4 modifier on any grappling maneuver, and any users opposed roll suffers a -2 penalty. A constrained user cannot move or take any action other than to talk. Once constrained, the user takes an automatic 1d5 points of damage each round, and the user can attempt, on future rounds, to escape by succeeding in another grapple check. In addition, the user loses 1d4 temporary Stamina to simulate smothering (a Stamina of zero is death). Each round after the 1st imposes a -1d penalty when attempting to break the grapple. *Snake oil* lasts 1d8+CL rounds.

18-19 User's face morphs into a serpentlike form, granting a poisonous bite attack. [Atk bite +3 melee (2d6 + poison, DC 14 Fort save or 1d4 damage each round for 1d6 rounds)]. *Snake oil* lasts 1d10+CL rounds.

20-23 The mixture dramatically alters the skeletal and muscular elasticity of the users' body, allowing them to move quickly in a sinuous snakelike fashion, and to climb sheer surfaces and squeeze through narrow openings. They may move at up to 40' per round horizontally or 20' vertically. Users also gain +3 to AC due to their increased agility and may pass through spaces which are slightly smaller than their head. *Snake oil* lasts 1 turn.

24-27 The user's neck and mouth alter to accommodate venom sacks and pipes, allowing them to spit virulent poison up to 60' with unerring accuracy [Atk spit +3 ranged (3d6 + poison DC 14 Fort save or 1d6 damage each round for the formula's duration]. *Snake oil* lasts 1 turn.

28-31 The user can mesmerize up to 1d10 targets in line of sight with their huge luminous serpent eyes. Targets must pass a DC 16 Willpower save; on a failure, they are entirely under the mental control of the user, and must follow their verbal commands, potentially even to the point of self-harm. Upon receiving any order which would result in the target taking damage or doing something which they find ethically challenging, they may attempt another DC 12 Willpower save to attempt to break free of the compulsion entirely. *Snake oil* lasts 1d12+CL rounds.

32+ A spectacular transformation turns the user into a giant snake. Snake oil lasts 1d12+CL rounds.

Deadly Giant Snake: Init +3; Atk bite +6 melee (3d6 + poison DC 12 Fort save or become paralyzed for 1d6 rounds; on a success, target suffers -1d to all actions for the next round) or

tail slap +8 melee (2d8 + knocked back 10' and DC 15 Reflex save or be knocked prone); AC 18; HD as users HD; MV 50' horizontal or 30' vertical; Act 1d20 and 1d16; SV Fort + as user, Ref + as user, Will + as user; Path as user.

SURREY'S SOPORIFIC ELIXIR

Level: 1 **Range:** Varies **Duration:** Varies **Brew Time:** 1 round **Save:** Fort

General: The imbiber drinks the volatile concoction which seems to vaporize in their mouth. They may then breath forth a cloud of sleeping gas.

Manifestation: Roll 1d4: (1) the drinker's face takes on the vague appearance of a dragon; (2) the drinker's body inflates briefly before exhaling; (3) the drinker's nostrils flare unnaturally wide to emit the gas; (4) no visible changes.

Mutagenic Reaction: Roll 1d5 modified by Luck: (0-1) the drinker becomes exhausted and suffers -1 on all ability checks, initiative, and attack rolls for 48 hours; (2) the manifestation of the elixir becomes permanent (if the original manifestation was "no change," reroll a new one using 1d3); (3) the drinker's voice becomes monotonous, causing those with whom they interact to become bored or sleepy (the drinker suffers a -1 on all ability checks involving social interaction for 72 hours); (4) the drinker is henceforth prone to sleepwalking; (5+) the drinker has permanent, noticeable, bags under their eyes, causing them to look tired no matter how much they've slept.

1	**Lost, failure, and worse!** Roll on the Mutagenic Reaction table.
2-11	**Lost. Failure.** The formula can no longer be brewed until the user can re-evaluate the ingredients (24 hours).
12-13	Failure, but the formula is not lost.
14-15	The drinker exhales a cloud of mostly transparent gas which affects one target with 10'. The target must make a Fortitude save vs. a DC equal to the Brew check or fall unconscious for 1d2 rounds. They may be awakened if someone spends a round doing so.
16-19	In addition to the result from 14-15, the cloud of gas is a 15' long x 5' wide cone which affects all targets within that area.
20-22	In addition to the result from 16-19, the duration of unconsciousness increases to 1d3+1 rounds.
23-25	The drinker exhales a cloud of mostly transparent gas which affects all targets within a cone 25' long x 5' wide. The targets must make a Fortitude save vs. a DC equal to the Brew check or fall unconscious for 1d5+1 rounds. They may be awakened if someone spends a round doing so.
26-28	In addition to the result from 23-25, the cone's length increases to 30', and unconscious targets may not be awakened before the duration is up without magical means.
29-31	The drinker may fill an area of up to 25' x 25' with sleeping gas. Targets in the gas must make a Fortitude save vs. a DC equal to the Brew check or fall unconscious for 1d5+1 rounds.

Unconscious targets cannot be awakened before the duration is up without magical means.

32+ The drinker may fill an area of up to 40' x 40' with sleeping gas, leaving as many 5' square pockets in the area without gas as desired. Targets in the gas must make a Fortitude save vs. a DC equal to the Brew check or fall unconscious for 1d7+2 rounds. Unconscious targets cannot be awakened before the duration is up without magical means.

TYMPANIC TINCTURE

Level: 1 **Range:** Varies **Duration:** 1 round/CL **Brew Time:** 1 round **Save:** Will

General: This concoction alters the drinker's vocal chords, allowing the production of a variety of sounds not normally possible for the drinker.

Manifestation: Roll 1d4: (1) the drinker's neck puffs out like a bird making a call; (2) the drinker gains physical characteristics similar to those of the animal/person/object being imitated; (3) the drinker's mouth opens unnaturally wide to emit the desired sounds; (4) no visible change.

Mutagenic Reaction: Roll 1d5 modified by Luck: (0-1) the drinker loses their voice completely for 48 hours; (2) the drinker becomes tone deaf and can no longer carry a tune, play musical instruments well, or even whistle; (3) the drinker becomes deafened and suffers -2 on all ability checks and initiative rolls requiring hearing for 48 hours; (4) the manifestation of the elixir becomes permanent (if the original manifestation was "no change," reroll a new one using 1d3); (5+) the drinker compulsively whistles or hums most of the time.

1 **Lost, failure, and worse!** Roll on the Mutagenic Reaction table.

2-11 **Lost. Failure.** The formula can no longer be brewed until the user can re-evaluate the ingredients (24 hours).

12-13 Failure, but the formula is not lost.

14-15 The drinker may make the sounds of an animal they have previously heard. The sounds cannot exceed approximately 90 decibels (a lion's roar but not a herd of elephants stampeding) and will not be intelligible even to animals of the variety mimicked. The drinker can make the sounds appear to originate anywhere within 20'. Humans who hear the sounds must make a Willpower check vs. DC 12 + drinker's Personality modifier (modified at the judge's discretion by circumstance) or, barring obvious proof to the contrary, they believe the sounds are authentic.

16-18 In addition to the result from 14-15, the drinker may also emulate the sounds of man-made devices or non-animal phenomena. Things like a sizzling dynamite fuse, the chime of a grandfather clock, a knock on a door, or rainfall can be copied. However, very loud sounds like gunshots and roaring train engines exceed the 90 decibel limit and can not be mimicked.

19-22 In addition to the result from 16-18, the drinker may also emulate the voice of a specific person they have previously heard speak (the words will be intelligible). The Willpower save DC also increases to 14 + drinker's Personality modifier.

23-25 The drinker may mimic the sounds of an animal they have previously heard, the voice of

a specific person they have previously heard speak, or the sounds of man-made or non-animal phenomena. The sounds cannot exceed approximately 90 decibels (a lion's roar but not a herd of elephants stampeding, a gunshot, or a roaring train as examples). The drinker can make the sounds appear to originate anywhere within 20'. Humans who hear the sounds must make a 16 + drinker's Personality modifier (modified at the judge's discretion by circumstance) or, barring obvious proof to the contrary, they believe the sounds are authentic.

26-28 In addition to the result from 23-25, the sounds may exceed 90 decibels and the Willpower save DC increases to 18 + drinker's Personality modifier.

29-31 In addition to the result from 26-28, the drinker can emulate complicated sounds composed of multiple people's voices, multiple animals or machines, etc. The sound of an argument, scuffle, or gunfight could be believably produced. The sounds can be made to originate anywhere within 40' of the drinker.

32+ In addition to the result from 29-31, the drinker can emulate the sounds of creatures, machines, or people they have never heard. The sounds can be made within 100' of the drinker.

WYOMING WHISKEY CURE

Level: 1 **Range:** Touch **Duration:** Permanent **Brew Time:** 1d3 rounds **Save:** Special

General: The *Wyoming whiskey cure* transforms water into a premium whiskey. It is basically a cure for your water not being whiskey. If this mixture is used on a creature made of water, it gets a save against being transformed into whiskey (Fortitude save with a DC equal to the Brew check), the effect of which must be determined by the judge. The higher the user's level, the higher the quality of the whiskey. A 1st level user creates a rotgut concoction that only an Arkansas mountain man could love, while a 10th level user creates a liquor so divine it could turn a temperance revival into the Devil's bachelor party.

The brew result creates one tiny drop, which must then be added to water within one hour to transform it into whiskey.

Manifestation: Roll 1d4: (1) the water swirls and swirls, slowly becoming whiskey; (2) the water becomes a tiny cloud which then rains whiskey back into its container; (3) for one beautiful moment, light shines down on the brew, and is accompanied by a sound like a chorus of angels singing; (4) the water leaps out of its container and becomes whiskey, landing back in the vessel without spilling a single drop.

Mutagenic Reaction: Roll 1d10 modified by Luck: (0-1) the mixture explodes, causing 1d6 damage to the user; (2-3) the mixture becomes sentient, immediately forcing its way down the user's throat, causing extreme intoxication; (4-5) the user becomes allergic to alcohol for 1d5 days—a single sip causes extreme nausea; (6-7) a tiny cloud appears over the user and rains whiskey on them for 1d3 hours; (8-9) the user becomes immune to the effects of alcohol for three days; (10+) all alcohol within three miles of the user turns to water.

1 **Lost, failure, and worse!** Roll on the Mutagenic Reaction table.

2-11 **Lost. Failure.** The formula can no longer be brewed until the user can re-evaluate the ingredients (24 hours).

12-13 One honest shot of water permanently becomes premium whiskey.

14-17 One tall glass of water permanently becomes premium whiskey.

18-21 A canteen of water permanently becomes premium whiskey with a value of $25.

22-25 A gallon of water permanently becomes premium whiskey with a value of $50.

26-29 1d3+CL gallons of water permanently becomes premium whiskey with a value of $75 per gallon.

30-31 1d10+CL gallons of water permanently becomes premium whiskey with a value of $100 per gallon.

32+ A barrel of water holding 20 gallons permanently becomes premium whiskey with a value of $200 per gallon.



CREEPY PEEPER LOZENGES

Level: 2 **Range:** Self **Duration:** Varies **Brew Time:** 1 round **Save:** N/A

General: The user of this lozenge goes through a series of physiological changes, as optic nerve, muscle, and suspensory ligaments detach, allowing the sight-giving organs to dislodge for remote viewing.

Manifestation: Roll 1d4: (1) the user's eyes begin to bulge in a terrifying manner as they escape the orbital sockets they call home; (2) the user's neck and face become flushed with blood, veins visually pulsing to the user's bulging eyes as the proper pressure needed to dislodge them is reached; (3) the user uncontrollably sneezes with such force that one or both eyeballs forcefully eject from the skull; (4) the affected organs begin to glow and grow to twice their normal size before squirting out as they grow too large for their sockets.

Mutagenic Reaction: Roll 1d10 modified by Luck: (0-1) the user's pupils begin to project thin beams of light uncontrollably for 1d3 turns; (2-3) the user becomes color blind for 1d3 days; (4-5) the user's eyes begin to wander and roll around independently for 1d7 days during conversations, resulting in a -2 penalty to interaction rolls; (6-7) the user's eyeballs develop tiny red clots that constantly grow and burst, giving the white areas of the orbs a permanent bloody appearance, resulting in a -3 penalty to social interaction rolls; (8-9) the user's eyes develop a permanent aversion to bright light, doubling any penalties that normally affect vision (such as a blinding flash, spells, etc.); (10+) as a permanent result, any blow to the head (roll 1d10 when struck in melee—a 1 results in a head shot), or even a simple sneeze, causes the user's eyeballs to fly out of their sockets and dangle by their optic nerves, attaching ligaments, and muscles (the user is effectively blind until a full-round action is used to push them back into the skull).

1 **Lost, failure, and worse!** Roll on the Mutagenic Reaction table.

2-11 **Lost. Failure.** The formula can no longer be brewed until the user can re-evaluate the ingredients (24 hours).

12-13 **Failure.**

14-15 The user "plucks" one of their eyes from its socket and places it anywhere desired. The eye functions normally within 50' of the user, transmitting anything taking place within its normal visual range. The dislodged eyeball suffers the same penalties from low-light vision or blinding effects that would normally affect it. While the eyeball is out, the user suffers a -2 penalty to all actions requiring vision. The eyeball itself has AC 5, can suffer 2 hit points of damage before being popped like a grape, and is considered helpless while separated from its owner. Destroyed eyeballs will slowly regenerate within the user's empty socket over the next 1d7 days. The eye ceases to function magically after the formula's duration expires but can be replaced in the eye socket with no ill effect. Formula lasts 1 turn.

16-17 In addition to the result from 14-15, both eyes may be removed. Removed eyes function independently while within 100' of the user who is effectively blind if both eyes are removed unless they are being observed by the "wandering" eyeballs (-4 to sight-based rolls). The

removal of but a single eye results in a -2 penalty to sight-based rolls. Formula lasts 1 turn.

18-19 The user "plucks" one or both of their eyes from their sockets and places them as desired. The eyes function normally within 200" of the user, transmitting everything taking place within normal visual range. The dislodged eyes suffer the same penalties from blinding effects as normal but gain infravision and the ability to see in perfect darkness. Additionally, the eyeballs gains limited mobility by rolling and bouncing at a rate of 15' per round. While the both eyeballs are out, the user is blind unless being observed by the eyeballs (a -4 penalty to sight-based rolls) or is only slightly inconvenienced if but one eye is out (-2 to sight-based rolls). Each eyeball has an AC 12 and can suffer 5 hit points of damage before being popped like a grape. Destroyed eyeballs will slowly regenerate within the user's empty sockets over the next 1d3 days. The eyes cease to function after the formula's duration expires but can be replaced in the eye sockets with no ill effect. Formula lasts 2 turns.

20-21 In addition to the result from 18-19, the formula range increases to 300'. Additionally, the removed eyes gain the ability to see invisible and hidden objects. The Movement rate of each eye is also improved to 30'. Formula lasts 2 turns.

22-25 In addition to the result from 20-21, the eyes sprout insectlike wings which grant flight at the rate of 60' per round. Eyeballs function normally within one mile from the user and gain an improved AC of 16. Additionally, each eyeball gains a beam attack that may be used once per round. The beam is [Atk beam +1 missile (3d8 damage, 60' range)]. Formula lasts 3 turns.

26-29 In addition to the result from 22-25, the eyes gain the ability to see into the Near of the spirit world. Additionally, each eye can be "detonated," inflicting 4d6 fire damage in a 10' area of effect (affected users may attempt a DC 18 Reflex save to reduce damage by half). Affected users have a 50% chance of catching fire. Eyes detonated regrow in 1d8 hours. Formula lasts 4 turns.

30-31 One or both eyes instantly dislodge and fly about with insect wings at the rate of 120' per round. While dislodged, the user suffers a -2/-4 (one eye/ two eyes) penalty as they are unable to see their immediate surroundings once their eyes have flown away from the area. Keeping the eyes within 60' of the user grants them the ability of seeing 360 degrees. While staying in the area, the user is also immune to surprise and gains a +1d modifier to all rolls using sight. The eyes also impart vision in all spectrums, granting spotting all hidden or invisible objects within a range of 10 miles. Each eye has an AC of 18 and can withstand 15 hit points before bursting like a grape. A beam attack is gained for each eye with 1d4 beams per round per eye [Atk beam +1 missile (3d8 damage with a 60% chance of catching fire, 100' range)]. Additionally, each eye can be "detonated," inflicting 4d6 fire damage in a 10' area of effect (affected users may attempt a DC 18 Reflex save to reduce damage by half). Affected users have a 60% chance of catching fire. Eyes detonated regrow in 1 turn. Formula lasts 4 turns.

32-33 In addition to the result from 30-31, the eyeballs gain the ability to pierce all illusion and detect magical auras. Formula lasts 5 turns.

34+ In addition to the result from 32-33, the eyeballs gain the use of the dreaded "Evil Eye," and once per round, each eye may force one target to pass an immediate DC 15 Willpower save to avoid instant death from heart failure (immediately drop to 0 hit points and make a roll the body check). Formula lasts 5 turns.

CHAMELEON'S BREW

Level: 2 **Range:** Self **Duration:** Varies **Brew Time:** 1 round **Save:** Will

General: This potion allows the drinker to make minor feature changes to their physical form at lower results and full fledge dramatic transformations, including changing sex or even mimicing inanimate objects, with greater brew checks. (Judge's note: adding a bio-sample relating to a living target the user wishes to mimic before drinking grants a +1 bonus on the outcome.) Unless specified, the clothing and objects carried by a target the user chooses to mimic are not copied (only their physical form).

Manifestation: Roll 1d4: (1) the changing part of the user peels off and falls away, revealing the changes beneath; (2) the user's body glows and shimmers briefly, then fades to show the alterations; (3) the user's features churn like a roiling liquid, losing all semblance of form until the new shape is chosen; (4) the user's skin pulses as if living creatures are crawling beneath , and bubbling skin eventually bursts, showing the mixture's desired effect.

Mutagenic Reaction: Roll 1d10 modified by Luck: (0-1) the transformation leaves the user with one or more features that stand out in an unfavorable way (such as looking artificial or possessing bizarre coloration—game effects left to judge's discretion); (2-3) the user ends up with mismatched changes that look like they clearly belong on someone else's body; (4-5) the user's hands become transforming instruments, "smudging" any part of the user's body they touch for the next 1d6 hours (the effect is unsettling and all interaction rolls suffer a -2 penalty); (6-7) the user grows a random extra body part, which is useless, but constantly flails and twitches for the next 24 hours, making all interaction rolls suffer a -1d penalty; (8-9) the user loses their sense of identity for 1d6 hours, and if they were copying an individual's features, they believe they are that person (otherwise, they temporarily take on a new personality appropriate to the situation); (10+) the transformation gives the user a permanently disfigured appearance—related to the one intended.

1 **Lost, failure, and worse!** Roll on the Mutagenic Reaction table.

2-11 **Lost. Failure.** The formula can no longer be brewed until the user can re-evaluate the ingredients (24 hours).

12-13 **Failure.**

14-15 The user makes a few minor and random changes to their appearance, such as eye color, nose size, or hair style. If a bio-sample was added to the potion, the changes mimic the features of the donor; otherwise, they come from whoever the user is concentrating on while imbibing. Attempts to fool those unaware of the attempted mimicry must pass a DC 10 Willpower save; on a failure, the user passes for the target of the mimicry. Formula is active for 1 turn.

16-19 In addition to the result from 14-15, the user experiences several significant changes to their appearance (as chosen by the player), such as shifting height or girth by a few inches or adding or removing hair with the effect of increasing the Willpower save to DC 15. Formula lasts 1 turn.

20-21 In addition to the result from 16-19, the user can mimic or create drastic changes to the body, such as lost limbs, albinism, etc. The DC to detect the mimicry increases to DC 17. Formula lasts 2 turns.

22-25 The user's skin becomes like a lump of clay. Any human or humanoid features can be mimicked that do not exceed 1.5 times the mass of the user. Vocal shifts do not grant the ability to speak languages they did not already speak. Users gain any natural attacks of the mimicked form. Additionally, the user can mimic any sex or ethnicity. Changes can be made each round but require 1 full round when assuming a completely different form. The DC to detect the user increases to 18. Formula lasts 2 turns.

26-29 In addition to the result from 22-25, the user may mimic the features of humans or humanoids up to twice their own mass, which now includes any clothing or gear worn or carried (though complex weapons such as firearms will not function). The DC to detect any attempts at mimicry increase to a 19. Formula lasts 2 turns.

30-31 In addition to the result from 26-29, the Willpower save to detect the mimicry increases to DC 20. Additionally, the user may assume the form of plant-based matter of roughly the same mass. Close observation of this form will show signs of the user ("there's a human face on that leaf!"). Users lose any Agility modifiers to AC but retain their hit points. Formula lasts 3 turns.

32-33 In addition to the result from 30-31, the user may assume the form of any inanimate object of roughly the same mass. Close observation of this form will show "breathing," and while the appearance mimics the chosen object, the user does not gain any features of the object (AC of a safe for example). Formula lasts 4 turns.

34+ The user's skin becomes like a lump of clay. The resultant form can not exceed twice the mass of the user and is so perfect that no save is allowed to detect the mimicry. When mimicking human and humanoid forms, clothing and gear are also mimicked if desired (complex weapons or items are non-functional). Vocal shifts do not grant the ability to speak languages they did not already speak. The user gains any natural attacks of the mimicked form. Changes can be made each round but require 1 full round when assuming a completely different form. The user may assume the form of plant-based matter but lose any Agility modifiers to AC, while retaining their own hit points. Additionally, the user may assume the form of any inanimate object. While the appearance mimics the chosen object, the user does not gain any features of the object (AC of a safe for example).

DEAD SHOT

Level: 2 **Range:** By ranged weapon **Duration:** Varies **Brew Time:** 1 round **Save:** N/A

General: Drinking this potion greatly enhances the user's accuracy with firearms. Additionally, the user finds their talent for placing a shot in a vulnerable area is greatly improved, making for devastating shots.

Manifestation: Roll 1d4: (1) user's hands are bathed in a golden pulsing glow; (2) user's eyes lose all color, leaving only a bullseye in place of pupils for the duration of the formula; (3) the user's hands are coated in an oozing black substance that glows where veins would normally be; (4) user's arm and hand muscles twitch nervously, eager to test the honed nature of their augmented skill.

Mutagenic Reaction: Roll 1d10 modified by Luck: (0-1) the manifestation of the mixture becomes

permanent (the judge will determine what game effects this might cause); (2-3) the scent of gun smoke follows the user everywhere, gathering peculiar looks anywhere they go for 1d4 days; (4-5) the user's gun hand develops a strong tremor for 24 hours (when shooting, flip two cards from the Gun deck and take the worse of the two results); (6-7) the user is permanently made uncomfortable when relinquishing their primary firearm and must pass a DC 12 Willpower save when asked to do so to avoid drawing and firing at the source of the request; (8-9) the user permanently develops a case of jittery reflexes and must pass a DC 12 Willpower save whenever startled (on a failure, they immediately draw and fire on the source that startled them); (10+) the user's teeth take on a permanent brass sheen, resembling spent bullet casings.

1	**Lost, failure, and worse!** Roll on the Mutagenic Reaction table.
2-11	**Lost. Failure.** The formula can no longer be brewed until the user can re-evaluate the ingredients (24 hours).
12-13	**Failure.**
14-15	The user's gun/throwing arm and eyes begin to glow with a pale light as internal senses begin to amplify. For the duration of the formula, any ranged attacks and damage rolls gain a +2 bonus. *Dead shot* lasts for 1d6 rounds.
16-19	In addition to the result from 14-15, the user also finds their speed is greatly increased (+10' to Move, +2 to initiative). Formula lasts 1d8 rounds.
20-21	The user's senses come alive as all targets in the area seem to move at a snail's pace and glow with a light that makes them easier to spot. In addition to a +3 bonus to initiative and ranged attack rolls, the user suffers no penalty when attacking with two weapons. Their Movement is increased by +15'. Formula lasts 1d10 rounds.
22-25	In addition to the result from 20-21, the user also gains a +1d to the damage rolls of ranged attacks and Critical Hit table rolls. The user also finds that their critical hit threshold is increased by +1 to whatever the normal range was before using the formula. Additionally, misfires and fumbles gain a -1d bonus (reflected by reducing the fumble-die size). Formula lasts 1d12 rounds.
26-29	The user's eyes glow with a pale blue light as they survey the scene. All objects move at a snail's pace, while glowing with a light that makes them easy marks. The user finds their arms seemingly alive and itching to put to rest anyone foolish enough to challenge them. Any ranged attack made by the user gains a +1d bonus to attack, damage, and Critical Hit table rolls. Initiative rolls also gain a +1d bonus. The critical hit threshold for ranged attacks increases by +2, while fumbles gain a -2d bonus (reflected by reducing the fumble die). The user suffers no penalty for attacking with two weapons. Formula lasts 1d14 rounds.
30-31	In addition to the result from 26-29, the range categories of any ranged weapon being used is doubled and any misfire or fumble may be redrawn/rerolled. The user's senses are improved to such a degree that they may "smell" invisible users and see through illusion. *Dead shot* lasts 1 turn.
32-33	The user's eyes crackle and glow with a pale blue light as they survey the current scene. Any ranged attacks, damage, and initiative rolls gain a reroll with the highest result counting for the intended action. Additionally, the critical hit threshold for ranged attacks increases by +3, while any misfire or fumble results may be redrawn/rerolled. The user suffers no penalty for

two-weapon attacks and finds range categories doubled for all ranged weapons. The user's senses are improved to such a degree that they may "smell" invisible users and see through illusion. Formula lasts 1 turn.

34+ In addition to the result from 32-33, any damage inflicted is automatically the maximum allowed for the die type. Additionally, fumbles and misfires are ignored for all ranged attacks. Formula lasts 1 turn.

DUST OF OSSIFIENCE

Level: 2 **Range:** Self **Duration:** Varies **Brew Time:** 1 round **Save:** N/A

General: Upon applying the dust, the user's dermis hardens, yet keeps its tensile utility, allowing the ability to shrug off physical damage they may suffer while riding the range.

Manifestation: Roll 1d4: (1) the user's skin takes on a gray hue and leaves a grayish dusty residue where it meets another surface; (2) for the duration of the formula, the user's skin fossilizes, gaining a rough titian hue as horrendous cracking sounds are audible with the user's slightest movement; (3) the user's skin violently bubbles and pops and quickly coagulates into a thick, pinkish outer coating that smells strangely like bubblegum; (4) a yellowish chalky powder explodes from every pore of the user's skin before dissipating, leaving the user's skin glistening like a sleek polished stone.

Mutagenic Reaction: Roll 1d10 modified by Luck: (0-1) the dusty nature of the mixture leaves a tickle in the user's throat, causing an incessant hack at the most inopportune of times for the next 1d4 days (effects at judge's discretion); (2-3) some hardening remains in some of the user's extremities, causing increased difficulty in small motor skill operation (all checks requiring a delicate touch suffer a -2 penalty for the 24 hours); (4-5) the user's epidermis stays stretched, leaving huge flaps of skin that returns to normal over time (Agility based rolls suffer a -1d penalty for the next 1d3 days); (6-7) the user's legs and feet keep some of the solidification brought about by the dust, reducing the user's Movement by -5' permanently; (8-9) some of the calcifying nature of the emollient has hardened the outer dermis, making the user's reaction speed a tad slower (suffer a permanent -2 penalty to all initiative rolls); (10+) user's skin permanently manifests random patches that resembles calcified shell (gain a +2 AC bonus at the expense of a -1d penalty to Agility saves).

1 **Lost, failure, and worse!** Roll on the Mutagenic Reaction table.

2-11 **Lost. Failure.** The formula can no longer be brewed until the user can re-evaluate the ingredients (24 hours).

12-13 **Failure.**

14-15 The user's skin becomes rigid at points, forming an exoskeleton. While in effect, the user gains a +2 bonus to AC and Fortitude saves. The formula lasts 1d6+CL rounds.

16-17 In addition to the result from 14-15, the bonus to AC and Fortitude saves increases to +3, and the duration increases to 1d7+CL rounds.

18-19 The user's skin becomes rigid at points, forming an exoskeleton. While in effect, the user gains a +4 bonus to AC and Fortitude saves. Additionally, the formula allows the user to

shrug off most of the damage inflicted by the elements (fire, electricity, cold, etc.). This type of damage is reduced by half, rounding down. The formula lasts 1d8+CL rounds.

20-23 In addition to the result from 18-19, the concoction has such potency that all other types of damage against the user is reduced by -1d. Formula lasts 1d10+CL rounds.

24-27 The skin of the user twists and transforms to resemble the carapace of an insect. In addition to gaining a +5 bonus to AC and Fortitude saves, all damage rolls are reduced by -2d. All damage from the elements (such as heat, cold, and electricity) are reduced by half, rounding down, in addition to ignoring any lingering effects that are normally suffered in relation to the elements. The formula lasts 1d12+CL rounds

28-31 In addition to the result from 24-27, the AC and Fortitude bonus improves to +6. Formula lasts 1 turn.

32+ In addition to the result from 28-31, the user gains damage immunity to mundane weapons and a +8 bonus to AC and Fortitude saves against all other attacks. Additionally, any missed attack targeting the user may be redirected towards its source. To succeed, the user must make a d16 attack roll, adding any ranged attack bonus. Formula is active for 1d3 turns.



ELIXIR OF THE COMET

Level: 2 **Range:** Varies **Duration:** Varies **Brew Time:** 1 round **Save:** Variesl

General: Drinking this elixir serves to open a conduit from the deepest reaches of space, using the living vessel that is the user to tap into various astral phenomena.

Manifestation: Roll 1d4: (1) the user's body begins to shake, and their eyes and mouth open wide to expose a swirling black visage speckled with pinpricks of light, like the sky on a clear desert night; (2) the sky darkens to black for the duration of the event, and the only illumination is now the skin of the user, which glows a bright, fiery orange; (3) the ground shakes, and the user's skin hardens and splits, forming pits and craters on their skin like the surface of some far-off space rock; (4) the user's body levitates off the ground as their skin becomes translucent, showing their slow beating heart and other internal organs clearly, and the spaces between them are filled with spinning constellations of stars and other heavenly bodies.

Mutagenic Reaction: Roll 1d10 modified by Luck: (0-1) the user is distracted by beautiful visions of faraway star fields and must pass a DC10 Willpower save or suffer a -1d on all checks that require concentration for the next 24 hours; (2-3) the user is surrounded by a temporary field which slows their movement (they suffer a -1d penalty on Strength checks and Fort saves for 1d4 days); (4-5) a temporary field passes, making movement quicker but clumsier (suffer a -1d penalty on Agility checks and Reflex saves for 1d4 days); (6-7) the user's skin permanently glows with a soft light that causes darkness to no longer offer any cover, and indoors, the user receives some peculiar looks (-1d penalty on Personality checks); (8-9) a tear in space-time delivers the user's psyche to a dimension native to the Elder Gods (pass a DC 18 Grit check as things are seen that can't be unseen); (10+) a tear in space-time allows a minor terror from beyond to enter the user's world (judges should pick something horrifying from the **Bestiary** section and have it attack the user and all allies).

1 **Lost, failure, and worse!** Roll on the Mutagenic Reaction table.

2-11 **Lost. Failure.** The formula can no longer be brewed until the user can re-evaluate the ingredients (24 hours).

12-13 **Failure.**

14-15 A wave of energy ripples through the user's body, disrupting gravity and allowing them to levitate vertically (either ascending or descending) up to 20' per round. The user suffers -2 to their AC while levitating. Falling damage applies if the user fails to alight on or secure themselves to a stable surface before the levitation effect expires or is interrupted. Formula lasts 1d10+CL rounds

16-17 In addition to the result from 14-15, the movement each round can also include horizontal motion (each round, movement must be either horizontal or vertical). Additionally, the user's eyes and mouth are replaced by the fabric of space itself. Once per round, the user vomits forth a small flaming meteor that can be used against one target. The user makes a ranged attack, using any ranged attack bonus. Targets successfully struck are thrown 1d20' and suffer 1d10 damage in addition to any damage from falling. Formula lasts 1d12+CL rounds.

18-19 In addition to the result from 16-17, the damage of the meteor increases to 1d12 and catches

the target on fire 50% of the time. Burning targets suffer 1d6 burn damage each round until the flames are put out (by spending a full round action). Formula lasts 1d14+CL rounds.

20-23 The user becomes weightless and can fly at a rate of 60' per round. In addition to flight, the user loses all visible features and becomes a humanoid outline, riddled with tiny pricks of starlight, that resembles the ebon curtain of space. Once per round, the user can target the gravity of one victim within 30' (DC 16 Willpower save to resist) and either make movement impossible for them or send them 30' into the air on the first round and an additional 30' on each additional round until released or the formula ends. Victims released float harmlessly to the ground at the rate of 15' per round. Formula lasts 1 turn.

24-27 In addition to the result from 20-23, up to 1d3 targets can be affected, and flight is increased to 90' per round. Formula lasts 1 turn.

28-29 The user transforms to resemble a curtain of night, shining with thousands of distant stars, and serves as a conduit to the far reaches of space. While in this form, any non-magical attack has a 40% chance of being absorbed. The user also gains the ability to manipulate the surrounding gravity, granting the ability of flight at the rate of 100' per round. Additionally, once per round, the user can target the gravity of 1d6 victims within 50' (DC 17 Willpower save to resist) and choose to either make their movement impossible or send them 30' into the air on the first round and an additional 30' on each additional round until they are released or the formula's effects end. Targets released float harmlessly to the ground at the rate of 15' per round. Formula lasts 2 turns.

30-31 In addition to the result from 28-29, the number of targets increase to 1d7, and the range for targeting them increases to within 60'. Additionally, all non-magical attacks against the user have a 50% chance of being absorbed. Formula lasts 3 turns.

32+ The user transforms to resemble a curtain of night, shining with thousands of distant stars, and serves as a conduit to the far reaches of space. While in this form, any successful non-magical attack has a 70% chance of being absorbed. The user gains the ability to manipulate the surrounding gravity, granting flight at the rate of 150' per round. Additionally, once per round, the user can target the gravity of 1d10 victims within 100' (DC 18 Willpower save to resist), and choose to either make their movement impossible or send them vertically 30' into the air on the first round and an additional 30' on each additional round until released or the formula's effects end. Targets released float harmlessly to the ground at the rate of 15' per round, or they may be forced back down at a much faster rate, suffering falling damage (DC 18 Reflex save for half damage). Formula lasts 24 hours.

LIBATION OF THE 49ER

Level: 2 **Range:** Self **Duration:** Varies **Brew Time:** 1 round **Save:** N/A

General: The user of this libation pierces the veil dividing the land of the living from the land of the dead, creating a mental tunnel deep into the mountains of the spirit world, where the spirits of long-dead 49er's still throw iron to rock in hopes of striking it rich. The knowledge kept by these spirits are channeled to the user.

Manifestation: Roll 1d4: (1) once the libation is consumed, the user's skin withers and cracks as a

slovenly gray beard grows from their face; (2) the user's clothing takes on the appearance of sun-bleached, red Long Johns, faded denim britches with suspenders, a pair of cracked cow hide boots, and a dusty sweat-soaked, flat-brimmed cowboy hat; (3) sounds of rushing water, picks striking stones, and the sloshing of rocker boxes fill the area as a spectral pick, shovel, and pan manifest and follow the user for the duration of the formula; (4) after partaking of the formula, the sound of slow-walking hoofbeats are heard as a spectral mule materializes and walks up to the user and follows them, braying loudly until offered a carrot, apple, or suitable food item, or the formula expires.

Mutagenic Reaction: Roll 1d5 modified by Luck: (0-1) the user is overcome with "gold fever" and can smell, hear, and sense where gold is located within a 100' radius (whether it's still in the ground or in a chest) and becomes obsessed with it, bringing it up at every conversation for 1d24 turns; (2) the user's flesh turns gray as it draws up against their bones, causing them to become emaciated, suffering -1d to Strength-based rolls for 1 turn; (3) the user is plagued with visions of death, starvation, disappointment, and exhaustion and must pass a DC 15 Willpower save when attempting to perform acts that require concentration (on a failure, they are overwhelmed with visions that break their concentration, creating a -1d penalty to all actions until a successful save is made; (4) the user's flesh hardens, and their joints stiffen as rigor mortis sets in, and the user suffers -1d to Agility-based rolls for 1 turn; (5+) the users' body turns translucent with a faint glow outlining their form and features, giving the user the appearance of being a ghost (effects up to judge's discretion) for 1d7 days.

1	**Lost, failure, and worse!** Roll on the Mutagenic Reaction table.
2-11	**Lost. Failure.** The formula can no longer be brewed until the user can re-evaluate the ingredients (24 hours).
12-13	**Failure.**
14-15	The user can locate water and other materials that are typically mined for (gold, silver, copper, coal, etc.) within a 150' radius, centered on themselves. The formula lasts 1 turn.
16-17	In addition to the result from 14-15, the range is now a 300' radius centered on the user and bestows them with the capacity to locate geodetic true north, whether they are above ground or below it. As a side effect, the user can always find the point of origin for any journey they are on. The formula lasts 1 turn.
18-19	In addition to the result from 16-17, the user can locate booby traps (snares, pits, swinging logs, dead falls, trip wires, tension traps, etc.) within a 120' radius centered on themselves. The formula lasts 1 turn.
20-23	The user can locate water and other materials that are typically mined for (gold, silver, copper, coal, etc.) within a 500' radius centered on themselves, and the libation bestows the user with the capacity to locate geodetic true north, whether they are above ground or below it. As a side effect, the user finds it impossible not to find their point of origin. The user gains the use of a spectral set of tools (pick, spade, wheelbarrow, etc.) with which to work. Items willed into existence are invulnerable and allow the user to work twice as efficiently. Summoned tools and can be called and dismissed at will for the duration of the formula. The formula lasts 1d3 turns.
24-27	In addition to the result from 20-23, the user's ears twitch with uncanny alertness, allowing the user to detect any living creature within 30' and gains a +5 on surprise checks. The formula lasts 1d3 turns.

28-31 In addition to the result from 24-27, the user's pupils become saucers of gold, giving them the ability to see perfectly in up to 60' in pitch darkness. The user's lungs also become immune to underground hazards that would normally affect them, such as toxic gasses. The formula lasts 4 turns.

32+ In addition to the result from 28-31, the user instinctively knows the location of any source of mineable ore, including the exact worth, shortest path, and any hazards that await those seeking the ore. To use the ability, the drinker need only concentrate on a parcel of land by way of a map. The ability to travel through any earthly terrain at their normal Movement rate is also gained. There is no need for oxygen while using this mode of travel, and the user innately senses their direction of travel where vision no longer serves them (such as traveling through solid rock). The formula lasts 24 hours.

PECOS PETE'S PICKLED CACTUS CORDIAL

Level: 2 **Range:** Self **Duration:** Varies **Brew Time:** 1 round **Save:** N/A

General: The Western landscape contains some of the most challenging terrain in all the Americas. From the tallest saguaro to the widest barrel cactus, the cacti are great survivors of the American deserts and plains. The ornery hermit Pecos Pete is credited with first uncovering the formula to confer this survivability on humans and other members of the animal kingdom, but an enterprising thief stole a sample of the cordial that now bears his name. It has now become a staple of the trade for those with the knowledge to concoct it. A more skillful blending can even impart courage to the imbiber!

Manifestation: Roll 1d4: (1) the imbiber appears visibly bloated for 1d7 days but suffers no ill effects; (2) the imbiber's skin takes on a greenish hue, and cactus flowers appear in their hair at random times for the next 24 hours; (3) the imbiber's skin becomes somewhat rigid, like the outside of a cactus for 1d7 days, improving AC by +2 for the duration, but Reflex saves suffer a -4; (4) creatures which normally feed on or dwell around cacti (including tortoises, peccaries, flickers, cactus wrens, and some types of owl and snake) become noticeably attracted to the imbiber for 1d7 days and will show up at random times, possibly distracting the user during combat or making for embarrassing moments during social interactions.

Mutagenic Reaction: Roll 1d10 modified by Luck: (1) the imbiber becomes uncomfortably bloated, suffering 1d3 points of temporary Agility loss but does not require water until the damage is healed by normal means; (2-3) the imbiber's skin and hair turn dull green and remain so for 2d3 days, causing social interaction rolls to suffer a -2 penalty while the strangeness is manifest; (4-5) the imbiber's skin takes on a corrugated, ridged appearance causing 1d3 points of temporary Agility damage but gains a +3 bonus to AC until this damage is fully healed by normal means; (6-7) the imbiber's feet keep trying to send roots into the ground, creating a -10' Move penalty for 2d3 days (each time the user's feet remain in contact with the same ground for more than 10 minutes, they must succeed in a DC 12 Strength check to move away and avoid tripping); (8-9) the imbiber suffers a reverse effect: for each day they drink less than two gallons of water, they suffers 1d3 Stamina damage and a -1d penalty to any saves related to heat- or fire-based effects that lasts 1d7 days; (10+) for the next 2d7 days, the imbiber feels a strong pull towards the solitary life in the desert or scrublands and suffers 1 point of temporary Personality damage for each day spent more than an hour in the company of three or more other beings and 1 point of temporary Stamina damage every day spent more than three hours away from the dry climate of the desert or wastes.

1 **Lost, failure, and worse!** Roll on the Mutagenic Reaction table.

2-11 **Lost. Failure.** The formula can no longer be brewed until the user can re-evaluate the ingredients (24 hours).

12-13 **Failure.**

14-15 The *cactus cordial* provides all the water the imbiber needs for a single day. The imbiber is not discomforted by normal desert heat or cold and gains a +1d modifier on saves to prevent damage from heat (but not fire) or cold. Formula lasts 24 hours.

16-19 A small draft provides all the fluid and nutrition that the imbiber needs for 1d4 days. The imbiber is not discomforted by normal desert heat or cold, gains a +1d modifier on saves to prevent damage from heat (but not fire) or cold, and reduces any damage taken due to heat (but not fire) or cold by -1d.

20-21 In addition to the result from 16-19, the imbiber can go without food or water for 1d5 days. The modifier to resist any cold or heat related damage is increased to +2d, and any damage suffered is reduced by -2d, including the effects of fire. Should the imbiber catch fire, the flames will automatically be extinguished at the beginning of the next round before any additional damage is suffered.

22-25 The imbiber has no need for food or water and can maintain this state for 1d7 days. Additionally, one ally may "milk" the user for enough nourishing cactus milk to provide two days of hydration. All non-magical heat and cold related environmental conditions have no effect on the user (hypothermia, heat stroke, etc.), and any related non-magical damage is reduced by -2d. Should the user catch fire, the flames will automatically be extinguished at the beginning of the next round before any additional damage is suffered.

26-29 In addition to the result from 22-25, the duration is extended to 1d10+1 days, and up to 1d4 allies may benefit from the cactus milk the imbiber can provide. Additionally, the imbiber may slice into their skin (suffering 2 points of damage), that oddly resembles a cactus in hue, to release 1d4 doses of aloe vera. The aloe will double the healing rate for any burns suffered for up to 1d4 allies.

30-31 In addition to the result from 26-29, the duration is extended to 1d14+1 days, and up to 1d6 allies may benefit from the cactus milk and aloe vera.

32-33 The imbiber has no need for food or water and can maintain this state for 1d24+1 days. Additionally, 1d8 allies may "milk" the user for enough nourishing cactus milk to provide seven days of hydration. The imbiber may also slice into their skin (suffering 2 points of damage) and produce magical aloe that is capable of healing 1 HD of hit points from any heat or cold related damage. The imbiber creates 1d12 doses of the substance that will last 1d7 days. All heat- and cold-related environmental conditions have no effect on the user (hypothermia, heat stroke, etc.), and any related non-magical damage suffered is halved. Should the user catch fire, the flames will automatically be extinguished at the beginning of the next round before any additional damage is suffered.

34+ In addition to the result from 32-33, the duration is extended to 30 days. Additionally, the imbiber gains a natural +4 bonus to AC and gains the ability to "take root." To take root the imbiber must remove boots and socks to allow tiny roots to find purchase in the soil. Taking root for 24 hours completely heals the imbiber of any damage, including disease, and lost limbs and organs.

SHIMMERING SALVE

Level: 2 **Range:** Self or touch **Duration:** Varies **Brew Time:** 1 round **Save:** Varies

General: The user's body emanates a strange pheromone causing those who view them to see a distorted image, making targeting them more difficult. For the salve to take effect, the targets must have a sense of smell.

Manifestation: Roll 1d4: (1) the user's body begins to vibrate rapidly, giving the appearance of several persons trying to occupy the same space simultaneously; (2) the user's body becomes translucent, allowing light to play tricks on those viewing them; (3) all hair on the user's body stands on end as a strange scent resembling cactus flower fills a 20' area; (4) the user's skin becomes a shimmer of silver and gold, causing light to reflect in hundreds of directions.

Mutagenic Reaction: Roll 1d4 modified by Luck: (1) the manifestation becomes permanent; (2) user loses equilibrium due to the disruption of their own vision, and they suffer -2 to all Reflex saves for the formula's duration; (3) the user cannot focus on anything farther away than 5', suffering a -2 modifier to all ranged attacks for the mixture's duration; (4+) the user permanently gains a +1 bonus to AC, but any action relating to allies trying to target the user with an Agility related action will fail 50% of the time (grabbing a hand before a fall, targeting them with a beneficial spell, etc.).

1	**Lost, failure, and worse!** Roll on the Mutagenic Reaction table.
2-11	**Lost. Failure.** The formula can no longer be brewed until the user can re-evaluate the ingredients (24 hours).
12-13	**Failure.**
14-15	All living beings within 30' of the user have difficulty focusing on the imbiber. Their form blurs and shifts, making any melee or ranged attack difficult to land. The user gains a +2 bonus to AC and Reflex saves. Formula lasts 1d4+CL rounds.
16-19	In addition to the result from 14-15, the user gains a +3 bonus to AC and Reflex saving throws. Formula lasts 1d6+CL rounds.
20-23	The user's form distorts, constantly shifting, dotted with shimmering lights. The user gains a +4 bonus to AC and Reflex saves. The shimmering colors have a paralyzing effect on any living being targeting the user. Attackers must pass a DC 12 Reflex save to avoid being stunned for the current round (attack misses and no other action may be taken). Formula lasts 1d8+CL rounds.
24-27	In addition to the result from 20-23, the user gains a +5 bonus to AC and Reflex saves. Formula lasts 1d10+CL rounds.
28-29	The user transforms into a vague humanoid form consisting of shimmering lights. Friends and foes watch as the user blinks in and out of existence. The user gains a +6 bonus to AC and Reflex saves. Attackers wishing to target the user must immediately pass a DC 14 Reflex save to avoid being stunned by the dance of lights. Stunned attackers lose all actions for 1d4 rounds and fall to the bottom of the initiative order. Additionally, for each round the formula is active, the user may declare a "blink" action and move unhindered to any location allowed

by their normal Movement range; any attacks directed at the user during a blink miss 50% of the time. Formula lasts 1d12+CL rounds.

30-31 In addition to the result from 28-29, the user gains a +7 bonus to AC and Reflex saves. Additionally, attacking a user choosing to blink misses 60% of the time. Formula lasts 1 turn.

32+ The user's form bends light, granting a variation of invisibility. In addition to gaining a +8 bonus to AC and Reflex saves, the user becomes invisible to all within eyesight. Attacks targeting the user miss 75% of the time, while attacks made by the user gain a +4 to attack and damage as the foe has no way of seeing the source of the attack. Should their foe's attack land anyway, all defense bonuses benefitting the user are momentarily dispelled, allowing other incoming attacks to be made as normal. Formula lasts 24 hours.

TOADSTOOL TALC

Level: 2 **Range:** Self **Duration:** Varies **Brew Time:** 1 round **Save:** Varies

General: The user applies the formula and finds their body benefitting from a radical physiological change, resulting in microscopic spores sprouting from their skin which reach maturity instantaneously. The newly grown fungus may then be picked and used to varying effect.

Manifestation: Roll 1d4: (1) the user's skin texture momentarily changes to match the fibrous texture of a typical mushroom; (2) microscopic tendrils push through the user's skin, attempting to take root in the ground beneath their feet; (3) the user belches forth a spore cloud—all creatures within a 10' area in front of the user must pass a DC 10 Fortitude save or sneeze uncontrollably, suffering a -1 penalty to all action rolls for 1 round; (4) the user's breath smells of earthy compost for the next 24 hours.

Mutagenic Reaction: Roll 1d10 modified by Luck: (0-1) the user immediately falls ill and vomits for 1d4 rounds due to poisoning; (2-3) the user's teeth fall out, forcing the poor soul to eat soft foods (missing teeth begin to grow back at the rate of one tooth per day); (4-5) the user belches a soporific cloud of hallucinogenic spores, affecting any friends or foes within a 10' area centered on the user (all must pass a DC 12 Willpower save or suffer terrifying visions that impart a -1d penalty to all action rolls for 1d6 rounds); (6-7) one of the user's fingers falls off and is permanently replaced by a redcap mushroom that disrupts the physiology of the user if plucked, causing a -2 penalty to all saving throws for 24 hours until a new mushroom grows in its place (eating a plucked redcap grants a +1 to all saves for 24 hours, but the user does not benefit from this); (8-9) the user's neck permanently thins and grows 1d8" to resemble a mushroom stalk (effects at judge's discretion); (10+) user develops a revulsion for sunlight and suffers a -1 penalty to all action rolls while exposed to direct sunlight (this penalty is cumulative each time the result is rolled).

1 **Lost, failure, and worse!** Roll on the Mutagenic Reaction table.

2-11 **Lost. Failure.** The formula can no longer be brewed until the user can re-evaluate the ingredients (24 hours).

12-13 **Failure.**

14-15 One random spot on the user's body sprouts 1d4 mushrooms. The mushrooms can be pulled

and eaten by anyone, including the user. Each mushroom has healing properties and restores 1d4+CL hit points immediately after being eaten. Mushrooms retain their properties for 24 hours or until another *toadstool talc* formula is brewed.

16-17 In addition to the result from 14-15, the user sprouts 1d6 poisonous mushrooms from random places on their body. The mushrooms can be squeezed and used to coat and poison a weapon, or they can be used to create a mundane formula. Each mushroom creates one dose of poison and remains potent for 24 hours or until used. Users exposed to the fungal poison must pass a Fortitude save with a DC 12 or be poisoned (1d4 poison damage each round for 1d6 rounds).

18-19 In addition to the result from 16-17, the user sprouts 1d4 mushrooms from random places on their body that can be pulled and eaten to provide one days' worth of sustenance of both food and water. The mushrooms retain their properties for 24 hours or until another toadstool talc mixture is brewed.

20-21 The user's body becomes a fungal farm for mushrooms that sprout from random spots on their body. 1d10+CL mushrooms sprout that can be plucked by allies or the user. Once plucked, the user must declare one of the listed uses below for the mushroom: (1) healing: the mushroom heals 1d8 hit points; (2) poisonous: the mushroom can be used to coat weapons and act as a poison (victims must pass a DC 14 Fortitude save to avoid suffering 1d6 damage for 1d6 rounds); (3) sustenance: eating the mushroom provides all needed nourishment for 24 hours; (4) bursting: the mushroom may be thrown to a range of 15' which strikes the target and bursts into a small cloud of spores (target must pass a DC 14 Fortitude save or suffocate as the spores take root in their lungs, resulting in a loss of 1d4 Stamina points each round for 1d6 rounds until they can make their save, with a Stamina of zero being death).

22-25 In addition to the result from 20-21, 1d12+CL mushrooms sprout and retain their potency for 48 hours.

26-29 In addition to the result from 22-25, all listed effects are increased by +1d (healing increases to 1d10, poison 1d6, etc.). Additionally, mushrooms used for healing have the ability to grow back a lost limb or organ. Lost limbs return in a period of 1d7 days, often making for strange versions of the part regrowing (baby hands, ears, etc.).

30-31 The user may choose to produce the result gained from 26-29 or opt to produce a single "second chancer" mushroom that has the power to bring the dead back to life. In this case, the mushroom is crushed and placed in the deceased's mouth. In game terms, this allows the deceased another *roll the body* check. If successful, the newly returned suffers no lasting effects normally acquired when passing the roll. The mushroom remains potent for 1d3+CL days.

32+ The user sprouts one large mushroom that, when planted in any type of soil, will sprout into 1d20+CL mushrooms. The mushrooms are extraordinarily potent and gain a +2d modifier from the results listed under 20-21. The type of mushroom grown is rolled randomly once picked. Roll 1d5: (1) healing; (2) poisonous; (3) sustenance; (4) bursting; (5) second chancer.

WATER DRAGON NECTAR

Level: 2 **Range:** Self **Duration:** Varies **Brew Time:** 1 round **Save:** Varies

General: The formula for this potent draught is said to be an ancient secret from the Oriental Empire of Cathay, brought to the American West by Chinese immigrants. Among other more esoteric ingredients, the formula calls for a strong brew of black oolong tea. This flavor remains potent in the resultant mixture, but as America is the great "melting pot," so too is the user's formula book. Spicy peppers from Mexico and South America have been substituted, giving the stolen breath a piquancy all its own. The original formula only conferred the ability to breathe water for a short period. The newer formulae have a range of effects.

When the mixture is imbibed, the user can choose any successful result equal to the Brew check result or lower.

Manifestation: Roll 1d4: (1) the user's eyes glow with a yellow-green light and show reptilian slits for pupils; (2) small wisps of lotus-scented smoke curl away from the user's nostrils every time they speak; (3) the user's skin develops a slight reptilian appearance; (4) a permanent tattoo of a wingless dragon appears on the user's skin, autonomously moving about on the user's body, possibly causing a great deal of shock to those witnessing it.

Mutagenic Reaction: Roll 1d10 modified by Luck: (0-1) the user's skin becomes rough and scaly for 1d3 days and they suffer as a result with a -3 to any social interaction roll; (2-3) for 1d24 hours, the user's neck grows 1d4" longer, and each time this mutagenic reaction is rolled, there is a percent chance equal to the cumulative total inches grown that the effect remains permanent (the user suffers a -1d to all social interaction rolls); (4-5) wisps and curls of purplescent steam escape from the user's nostrils for 2d4 days, becoming more obvious as they exhibit strong emotions (anger in particular); (6-7) the user's fingernails grow into long, twisted claws that are not viable as weapons and continue to grow 1d3x3" every night for 1d7 nights (If not trimmed, for every 3" of nail length, user suffers a cumulative -1 penalty to actions requiring manual dexterity, including using firearms); (8-9) the user becomes fascinated by gold, silver, and jewels for 1d12 months, and any time such treasure is found in their presence, they must obtain more than half the total value for themselves or suffer a -1d to all die rolls during the following hour due to distraction (as they cannot stop thinking about the loot!); (10+) for the next 1d7 days, the user's lungs change and now require the spending of eight hours in 24 submerged in a body of water with failure to do so resulting in a 1d4 loss of Stamina each day (in compensation, they gain the ability to swim at 60' per round, have perfect vision while under water, gain a +1d modifier to all action die rolls, but they suffer a -1d penalty to all actions while on land).

1 **Lost, failure, and worse!** Roll on the Mutagenic Reaction table.

2-11 **Lost. Failure.** The formula can no longer be brewed until the user can re-evaluate the ingredients (24 hours).

12-13 **Failure.**

14-15 The user's lungs undergo a metamorphosis, granting the ability to breathe water as easily as they do air. Formula lasts 1d10+CL rounds.

16-19 In addition to the result from 14-15, their hands grow a membrane of skin between the

fingers, granting a swimming ability at their normal Movement rate. Formula lasts 1d12+CL rounds.

20-21 The user's body morphs into that of a dragon. Their skin changes colors and becomes scaly while the face elongates into a snout that lies beneath huge, glowing orbs with reptilian slits for pupils. The user gains a +2 bonus to AC and can swim 60' per round. The user has no need for air while submerged and sprouts talons that grant a claw attack that inflicts 1d8 damage. Formula lasts 1d14+CL rounds.

22-25 In addition to the result from 20-21, the user may choose to manifest or hide the physical changes. They can now spit a stream of scalding water every other round up to 30' in a line with considerable power. Targets struck by the water must pass a DC 12 Reflex save to avoid suffering 3d6 burn damage while also being knocked prone. Formula lasts 1d16+CL rounds.

26-29 The user transforms into a cross between human and dragon. The user's skin becomes tough and scaled, granting a +4 bonus to AC. A tail grows that enables swimming speeds up to 90' in a round, in addition to granting the user a trip attack. The user may stay submerged with no need to breathe air and gains the ability to spit streams of scorching water every other round at up to 60', forcing a DC 14 Reflex save to avoid suffering 3d8 in burn damage and being knocked prone. The hands of the user become claws, making the use of objects normally held by a human impossible. Both claws may be used in the same round at no penalty and inflict 1d10 damage each. Any of the listed changes can be turned on or off while the formula is in effect. Formula lasts 1 turn.

30-31 In addition to the result from 26-29, the user gains the use of a forked tongue and can innately converse in the ancient language of dragons. Additionally, the ability to spit scalding water improves, allowing the user to target up to 1d4 enemies, inflicting 3d10 in burn damage.

32+ The user taps into the ethereal plane, reaching deep into the forgotten domains of the legendary Eastern dragons of bygone days. The user is possessed by the spirit of a water dragon, the creature using the imbiber as a vessel to enter this realm. The user transforms into a draconic serpent reaching 20' in length. The transformation grants a temporary bonus of 4d10 hit points and a natural AC of 18, with mundane weapons inflicting half damage (round down). The user gains a bite attack in addition to two claw attacks [Atk bite melee (1d12) or 2x claw melee (1d10)]. The great beast also gains the ability to spew a cloud of steam capable of melting the flesh from any deserving mortal's face. The cloud may be blown once every 4 rounds and covers a 40' area centered upon the user. Living beings in the area of effect suffer 8d6 burn damage unless a DC 14 Reflex save is passed to reduce damage by half (rounding down). The user gains immunity to heat-based attacks and the ability to speak perfect draconian. As a result of the communion between dragon and mortal, any encounters with a draconic humanoid or creature will result in a favorable reaction. The user gains a permanent +1d modifier to any social based rolls with these creatures. Formula lasts 1 turn.

LEVEL THREE FORMULAE

CÚ CHULAINN'S BLOOD

Level: 3 **Range:** Self **Duration:** Varies **Brew Time:** 1 round **Save:** Will

General: It is said that this formula was named by an Irish cowboy who witnessed a user undergo a horrific transformation after drinking the brew and was reminded of the tales his father told of the "warp spasms" of Ulster's mythic hero. The user of this potion becomes an unbridled killing machine, sometimes sacrificing intellect and wit to do greater damage to their foes.

Manifestation: Roll 1d4: (1) the user's right eye shrinks to the size of a pebble while their left bulges impossibly large; (2) the user's muscles enlarge and veins pulsate, ripping through any tight or restrictive clothing; (3) the user's neck swells and their tongue rolls from their mouth, leaving them foaming at the mouth and capable of only guttural screams; (4) the user's hands grow to a comically large size until you're struck by them, and they not-so-comically resemble mallets of murder.

Mutagenic Reaction: Roll 1d5 modified by Luck (0-1) the user's joints twist and bones splinter, racking them with pain and reducing their action die rolls by -1d until healed by supernatural means; (2) the user's head doubles in size for 1d7 days, and while enlarged, the user terrifies typical town folks who will assemble a mob to run the user out of town; (3) the user is left with a permanent short fuse and must pass a DC 10 Willpower save whenever challenged to a fight (on a failure, they immediately attack their challengers); (4) the user's muscles wither, causing them to lose 1 permanent point of Strength (this effect is cumulative); (5+) the user's muscles grow disproportionately, permanently giving them a hunched and asymmetric appearance (gain a +1d bonus to rolls involving intimidation, but suffer a -1d penalty to any normal interaction rolls).

1 **Lost, failure, and worse!** Roll on the Mutagenic Reaction table.

2-11 **Lost. Failure.** The formula can no longer be brewed until the user can re-evaluate the ingredients (24 hours).

12-15 **Failure.**

16-19 The user visibly turns a deep shade of red—veins pulsing as they gnash their teeth and emit something resembling a battle cry. The user gains a +3 bonus to melee attack and damage rolls, and Strength-related skill checks during combat at the expense of a -2 penalty to AC. During the battle rage, the user is incapable of higher thought and is limited to: moving, attacking, and performing feats of Strength. If all opponents are defeated before the formula ends, the user must pass a DC 12 Willpower save every round for the remaining formula's duration; on a failure, they attack the closest target (ally or not). When the formula ends, the user must pass a DC 10 Fortitude save to avoid passing out for 1d4 rounds. Formula lasts 1d5+CL rounds.

20-21 In addition to the result from 16-19, the bonuses are increased to +4. Formula lasts 1d6+CL rounds.

22-24 The user begins to shudder and quake as muscles mutate and grow to abnormal proportions. The user gains a +5 bonus to melee attacks, damage rolls, and Strength-related skill rolls during combat at the expense of a -3 penalty to AC. The user also gains 3d8 temporary hit points. Hit points may go beyond the user's starting total, and any damage suffered must pull from bonus points first. During the battle rage, the user is incapable of higher thought and is limited to: moving, attacking, and performing feats of Strength. If all opponents are defeated before the formula ends, the user must pass a DC 13 Willpower save every round for the remaining formula's duration; on a failure, they attack the closest target (ally or not). When the formula ends, the user must pass a DC 11 Fortitude save to avoid passing out for 1d4 rounds. Formula lasts 1d7+CL rounds.

25-27 In addition to the result from 22-24, the user gains a +6 bonus to attack and damage rolls. The die used to determine bonus hit points increases to 3d10. Additionally, the save required to shake the effects of the formula increases to a DC 14 Willpower save. Once the formula ends, the user must pass a DC 12 Fortitude save to avoid passing out for 1d4 rounds. Formula lasts 1d8+CL rounds.

28-29 In addition to the result from 25-27, the user gains an additional attack each round and finds their critical-hit threshold improved by one (for example: 19-20 for the average character) along with a +1d bonus to any melee Critical Hit chart rolled on. Formula lasts 1d10+CL rounds.

30-31 The user's eyes bulge as muscle and tendon snaps and pops, turning the user into the ultimate killing machine. The user gains a +7 bonus to melee attacks, damage, and Strength-related skill rolls during combat at the expense of a -4 penalty to AC. The user also gains 3d12 temporary hit points. Hit points may go beyond the user's starting total, and any damage suffered must pull from bonus points first. User gains a bonus attack and finds their critical-hit threshold increased by +2 and gains a +2d modifier on any melee-based Critical Hit charts. During the battle rage, the user is incapable of higher thought and is limited to: moving, attacking, and performing feats of Strength. If all opponents are defeated before the formula ends, the user must pass a DC 14 Willpower save every round for the remaining formula's duration; on a failure, they attack the closest target (ally or not). When the formula ends, the user must pass a DC 12 Fortitude save to avoid passing out for 1d4 rounds. Formula lasts 1d12+CL rounds.

32+ In addition to the result from 30-31, the user may follow up with a free bonus attack for every successful attack made after the first. Each additional attack is made with a -1d penalty and must be made on the same target or another viable target within 10'. Once the formula ends, the user automatically passes out for 1d6 hours. Formula lasts 1d14+CL rounds.

DEVIL'S OWN LUCK

Level: 3 **Range:** 20' **Duration:** Special **Charge Time:** 1d4 rounds **Save:** N/A

General: The user brews a mixture that looks like quicksilver in the moonlight and smells of rotten eggs. This concoction attracts the luck of the Devil themself, allowing its use as if it were the user's own. When the user steals from His Dark Majesty, it is only a matter of time before the Devil comes calling on the karmic thief. Points generated by the Devil's own luck (known as DOL points) are separate from the user's Luck score and do not add to the user's native Luck for Luck-roll purposes. Unless otherwise noted, DOL points can be spent on a 1-to-1 basis to modify die-roll results made by the user only. Also, these DOL points do not stack with repeated doses of the draught. Any repeated use of the draught taken while the user has any DOL points remaining has its effects rendered ineffective, and the user must pass a DC 16 Fortitude save; on a failure, they must roll on the Mutagenic Reaction table.

Manifestation: Roll 1d4: (1) a sheen of majestic grace envelops the user like a thin sheet of gauze, and they smell faintly of sulfur; (2) the user grows a demonic tail that remains for 1d7 days past the point all DOL is spent; (3) small horns appear on the user's forehead and their skin takes on a slightly reddish cast for the formula's duration; (4) children and animals flee in terror from the user, as they have a sense that the Devil isn't far behind.

Mutagenic Reaction: Roll 1d10 modified by Luck: (0-1) the user smells faintly of sulfur for 1d3 days; (2-3) the user grows a red prehensile tail ending in a spearlike tip that grows 1d12" per day for 1d5 days then shrinks 1d8" per day until it is gone; (4-5) the user reeks strongly of brimstone for 1d7 days, making any attempt at stealth impossible against creatures which can smell and suffers a -1d to all interaction rolls while the odor is present; (6-7) the user begins to see the Devil in any reflective surface, and Old Scratch personally comes to visit them in their dreams (such a feeling of doom is reached from these dreams that any Fumble Roll table checks are increased to a +1d modifier, permanently; (8-9) the user permanently has their Luck reduced by 1d3 points which is collected by a minor demon that appears and catches the Luck in a mason jar and is taken as payment to the Devil; (10+) the Devil comes calling . . . personally (the judge is encouraged to mete out some fiendishly clever punishment on the poor sod who imbibed this draft—If no inspiration is forthcoming, the Devil has an equal chance of wanting to bargain for either the user's life or their soul).

1	**Lost, failure, and worse!** Roll on the Mutagenic Reaction table.
2-11	**Lost. Failure.** The formula can no longer be brewed until the user can re-evaluate the ingredients (24 hours).
12-15	**Failure.**
16-17	The user draws 1d4+1 points of Luck and adds it to their DOL pool. Luck gained in this way remains for 24 hours or until used.
18-21	The user draws 1d5+1 points of Luck and adds it to their DOL pool. Luck gained in this way remains for 24 hours or until used.
22-23	The user draws 1d6+1 points of Luck and adds it to their DOL pool. Luck gained in this way remains for 24 hours or until used.

24-26 The user draws 1d7+1 points of Luck and adds it to their DOL pool. Luck gained in this way remains until used.

27-31 The user draws 1d8+1 points of Luck and adds it to their DOL pool; additionally, a separate 1d8+1 is rolled for and this Luck can be used on rolls made by those in the user's presence (user may divide the points as they see fit amongst those within 20'). Points remain until spent.

32-33 In addition to the result from 27-31, the total increases to 1d10+1 DOL points for the user and 1d10+1 points that can be given out.

34+ In addition to the result from 32-33, acquired Luck points permanently add to the user's own Luck score instead of going to the DOL pool. This is considered the ultimate theft by the Devil who is impressed by the potency of the brew and takes a direct interest in the user, who now finds their soul slowly being devoured. The user's path is either changed to the Path of The Damned or increases one level on that Path if they are already on it. Once the user reaches the end of the Path of The Damned, the Devil appears and devours the user's soul, leaving their husk of a corpse as a reminder to those who would dare to steal from the Dark Master.

DIT DA JOW

Level: 3 **Range:** Self or touch **Duration:** Varies **Brew Time:** 1 round **Save:** Will

General: Originally found in the Orient and used as an ointment to heal the bone, tendon, muscle, and soft tissue injuries caused by martial arts training, it has since been adapted and infused with new energy. In cultures that have had more than their fair share of transformational curses (were-beasts and wendigo for instance), this versatile mixture has had success in returning the cursed to their natural forms. The mixture is best taken internally, but in a pinch, can be applied topically for subjects less-than-willing to take their medicine.

Manifestation: Roll 1d4: (1) after consumption, the user begins to choke, grabbing at their throat while a ghostly figure consisting of crimson smoke manifests and coats the skin of the user; (2) the user coughs out a huge puff of smoke that obscures them from view, and when the smoke clears, the effects are evident; (3) the user's skin peels off like a banana, revealing the effects; (4) the user performs an amazing backflip, fully revolving three times in the air, and when they land, the effects are complete.

Mutagenic Reaction: Roll 1d10 modified by Luck: (0-1) the user's true form, should they ever revert to it, has a permanent non-functional vestige of their cursed self (werewolves have permanent wolf ears, wendigo have rows of enlarged, sharpened teeth, etc.); (2-3) the mixture explodes as the brew completes, and the user now has downy feathers now replacing all body hair for the next 1d3 days; (4-5) the user's hair and eyebrows permanently change color and consistency, Roll 1d5: 1- white and spiky, 2- green and lustrous, 3- magenta and full-bodied, 4- orange and curly, 5- pitch black and sticks straight out; (6-7) the user physically reverts to their eight-year-old self, retaining their memories and skills and will age rapidly, restored to their original age over the course of seven days; (8-9) the user physically reverts to their 13-year-old self, retaining their memories and skills and age normally from there; (10+) the mixture explodes in a cloud of icy-white mist as the brew completes, and the user transforms into an abominable snowman for 1d4 rounds, indiscriminately attacking a random bystander.

Abominable snowman: Init +3; Atk rending claw +4 melee (1d6+3) or ice ball +4 missile fire (1d6, range 40/60/80); AC 15; HD 4d8+8 (roll hit points at time of transformation); MV 30' or climb 30'; Act 1d20; SP immune to cold attacks, mountain dwellers (no chance to fall when mountain climbing), snow stealth (+7 to stealth rolls while in snow), infravision 60', poor temperate acclimatization (1 point of Sta damage per day in temperate conditions); SV Fort +5, Ref +3, Will +4; Path WtL.

1 **Lost, failure, and worse!** Roll on the Mutagenic Reaction table.

2-11 **Lost. Failure.** The formula can no longer be brewed until the user can re-evaluate the ingredients (24 hours).

12-15 **Failure.**

16-17 The formula instantly reverts the user to their native form if they currently find themselves transformed by magic, a curse, or other means. This includes both involuntary and voluntary form changes (were-creatures revert to their natural form, petrified or "stoned" targets return to normal). This transformation takes 1 full round during which no other action can be taken. Unwilling targets must be successfully attacked to force the formula into their mouths or spread onto their skins. The formula heals fatigue and bodily injury, allowing the user or target to roll their Hit Dice to recover lost hit points up to their potential maximum. Targets resisting the formula also gain a DC 13 Willpower save to resist the effect and must continue to pass the save each round for the duration of the formula or until failed. Formula lasts 1d6+CL rounds.

18-19 In addition to the result from 16-17, the DC to resist the effects increases to DC 14, and the duration of the formula lasts 1d7+CL rounds.

20-21 The formula instantly reverts the user or target to their native form if they currently find themselves transformed by magic, a curse, or other means. The formula will now regrow a lost limb or eye (if there is more than one limb or eye missing, make a random roll to decide which). The formula heals fatigue and bodily injury, allowing the user or target to roll their Hit Dice to recover lost hit points up to their potential maximum. This transformation takes 1 full round during which no other action can be taken. Unwilling targets must be successfully attacked to force the formula into the mouth or spread onto their skin. Targets resisting also gain a DC 15 Willpower save to resist the effect and must continue to pass the save each round for the duration of the formula or until failed. Formula lasts 1d8+CL rounds.

22-25 In addition to the result from 20-21, the DC to resist the effect increases to DC 16. The user or target may also choose to retain a beneficial trait from their transformed state if they wish (a bite or claw attack, physical resistance, etc.) for 1d3 turns. The formula lasts 1d10+CL rounds.

26-30 In addition to the result from 22-25, the chosen retained trait will last for 1d6 hours and the Willpower check increases to a DC of 17.

31+ The formula instantly and permanently reverts the user or target to their native form if they currently find themselves transformed by magic, a curse, or other means. The user or target will not "relapse" into the alternate form again if that form had a timed or triggering condition (a werewolf transforming at each full moon or a curse that causes a transformation at sundown for example). The formula will regrow all lost limbs or eyes. The formula heals fatigue and bodily injury, resetting hit points to their natural maximum and cures the user

or target of any poisons, mutations, or other conditions that change their natural state. The user or target may choose to keep one beneficial trait permanently from their transformed state (a bite or claw attack, physical resistance, etc.) that can be manifested at will (fangs and claws will grow or retract on command, etc.). This transformation takes 1 full round during which no other action can be taken. Unwilling targets must be successfully attacked to force the formula into the mouth or spread onto their skin. Targets resisting also gain a DC 18 Willpower save to resist the effect and must continue to pass the save each round for the duration of the formula or until failed. Formula lasts 1d3 turns.

DRACONIC BREATH LOZENGE

Level: 3 **Range:** Varies **Duration:** Varies **Brew Time:** 1 round **Save:** Reflex

General: Legend has it the lozenge draws its ingredients and instructions directly from legendary alchemist Ge-Hong, who received it after winning a game of chance with an ancient dragon of the earth. The formula grants the user the ability to both resist and produce fire.

Manifestation: Roll 1d5: (1) the user's lower jaw stretches and unhinges as glowing sulfuric gases billow from their mouth; (2) for the duration of the formula, the user's eyes melt and are replaced by jets of flame from the now-empty sockets; (3) the user is surrounded by a nimbus of flames; (4) the user's head explodes in a shower of gore as a scaly serpentine head erupts from within (this new head melts away at the end of the formula's duration, revealing the user's head once more); (5) a terrifying screech bellows forth from the user, causing any living creature within earshot to make a DC 12 Grit check.

Mutagenic Reaction: Roll 1d5 modified by Luck: (0-1) mixture explodes within the user's stomach, causing gouts of flame to erupt from their mouth, dealing 1d6 damage to them and bystanders within 5'; (2) the user is incapacitated (unable to take any action or move) for 1d3+1 rounds as they vomit liquid flame; (3) the user's flesh partially melts, leaving them permanently disfigured (-1d penalty to interaction rolls); (4) the user permanently casts a shadow that resembles a great reptilian dragon; (5+) the user's breath permanently smells of sulfur and their voice changes to a crackling rumble.

1 **Lost, failure, and worse!** Roll on the Mutagenic Reaction table.

2-11 **Lost. Failure.** The formula can no longer be brewed until the user can re-evaluate the ingredients (24 hours).

12-15 **Failure.**

16-17 The user's body flickers in and out of sight, with the form of a great rust-colored draconic beast being seen between flashes. For the duration of the formula, the user may breathe small balls of fire as a ranged attack [Atk fireball + (Dex modifier) missile (1d4 fire damage and catch fire 50% chance, range 30')]. Targets catching fire can attempt a DC 10 Reflex save to have damage reduced by half and must spend their entire action on the following round to snuff out the flames or continue to suffer burn damage. Formula lasts 1d6 rounds.

18-19 In addition to the result from 16-17, the user can breathe 1d4 fireballs up to a range of 60'. Formula lasts 1d7 rounds.

20-21 The head of the user mutates to resemble a dragon from fairy-tale stories. The draconic head gains a bite attack that inflicts 1d10 damage in addition to being able to breathe a cone of fire up to a range of 100'. The cone ends in a 20' radius, inflicts 3d6 damage, and catches flammable objects on fire 50% of the time. Targets catching fire can attempt a DC 12 Reflex save to have damage reduced by half and must spend their entire action on the following round to snuff out the flames or continue to suffer burn damage. Formula lasts 1d8 rounds.

22-23 In addition to the result from 20-21, the breath attack can reach up to a range of 150' and ends in a 30' radius, inflicts 3d8 damage, and catches flammable objects on fire 50% of the time. Targets catching fire can attempt a DC 13 Reflex save to have damage reduced by half and must spend their entire action on the following round to snuff out the flames or continue to suffer burn damage. Formula lasts 1d10 rounds.

24-27 The upper torso of the user mutates to resemble a dragon from fairy-tale stories. The body of the user immediately catches fire in a mystic flame that has no effect on the imbibers form or gear, but attackers that successfully land blows suffer 1d4 damage from the flames licking their skin. The draconic head gains a bite attack that inflicts 1d12 damage in addition to being able to breathe a cone of fire up to a range of 200'. The cone ends in a 40' radius, inflicts 3d10 damage, and catches flammable objects on fire 50% of the time. Targets catching fire can attempt a DC 14 Reflex save to have damage reduced by half and must spend their entire action on the following round to snuff out the flames or continue to suffer burn damage. Formula lasts 1d12 rounds.

28-29 In addition to the result from 24-27, the user breathes two streams of fire, and the fire damage increases to 2d6+CL.

30-31 In addition to the result from 28-29, the user's flame-blast fire damage increases to 3d6+CL and may also cover a 180° arc out to 30'.

32+ In addition to the result from 16-17, the user becomes the living embodiment of a great wyrm. Their flame blast radiates in a 360° arc outward from their body in a 40' radius, and fire damage increases to 10d6+CL. Within the affected radius, the user can pick one directional "wedge" of 0-180° where the fire does not fill. Targets must pass a Reflex save matching the DC of the Brew check; on a success, they take half damage. Regardless of the Reflex save result, targets within the area of effect automatically catch fire. For each round thereafter, every affected target suffers an additional 1d8 fire damage until they succeed on a DC 15 Reflex save to extinguish the flames.



DRAUGHT OF QUILLS

Level: 3 **Range:** Varies **Duration:** Varies **Brew Time:** 1 round **Save:** Varies

General: This potable substance sends the user's body through a series of physiological changes, causing pores to enlarge so that sharp, spinelike quills grow to cover the imbibers body.

Manifestation: Roll 1d4: (1) hundreds of rainbow-colored quills sprout from the user's body for the formula's duration; (2) the user sprouts glowing quills that shed light equal to a candle; (3) the user falls on all fours for 1 round while their body shakes to fully extend all available quills; (4) the user's body morphs to resemble a porcupine for the duration of the formula.

Mutagenic Reaction: Roll 1d10 modified by Luck: (0-1) the user's skin sprouts short, brown quills for 24 hours that are quite painful to those touching them (causes 1 hit point of damage); (2-3) the user's two front teeth permanently elongate to 2" in length, and they develop a hunger for wood (half their normal daily food intake for each meal must come from wood or a DC 12 Fortitude save must be made to avoid a -2 penalty to all action rolls for the next 24 hours due to extreme hunger); (4-5) the user permanently feels compelled to eat unique plants, and in any turn in which they are in an area with substantial flora, they must pass a DC 12 Willpower save or spend the next 1d3 rounds consuming plants (cacti, desert succulents, wild flowers, etc.); (6-7) the user becomes permanently nearsighted and suffers a -1 modifier to all ranged attacks; (8-9) the user's face permanently transforms into a shape resembling that of a large porcupine (they may still communicate normally), suffering -1d to social interaction rolls except for those involving rodents, which gain a +2d bonus to interaction rolls if they can somehow communicate; (10+) the user permanently grows short, tight hairs all over their body that insulate them from all but the most extreme cold (no ill effects down to 0°F), but they subsequently suffer a -1d on actions in extreme heat (90°F +).

1	**Lost, failure, and worse!** Roll on the Mutagenic Reaction table.
2-11	**Lost. Failure.** The formula can no longer be brewed until the user can re-evaluate the ingredients (24 hours).
12-15	**Failure.**
16-17	The body of the user becomes a living arsenal of quills. For the duration of the formula, the user may make a ranged quill attack each round. Each quill has a range of 20/40/80' and inflicts 1pt of damage with each successful attack landing 1d6 quills. Quills remain in the wounds they inflict, and victims must spend a full-round action pulling the quills free or suffer a further 1d3 points of damage each round as movement presses the quills deeper into their wounds. Formula lasts 1d4+CL rounds.
18-19	In addition to the result from 16-17, the range increases to 30/60/120' and the number of quills increase to 1d7+CL. Formula lasts 1d5+CL rounds.
20-21	The body of the user becomes a living arsenal of quills and also serves as a form of armor. For the duration of the formula, the user may make a ranged quill attack each round. Each quill has a range of 30/60/120' and inflicts 1pt of damage with each successful attack landing 1d8+CL quills. Quills remain in the wounds they inflict, and victims must spend a full-round action pulling the quills free or suffer a further 1d3 points of damage each round

as movement presses the quills deeper into their wounds. Additionally, the quills serve to protect the user granting a +2 AC bonus. Formula lasts 1d6+CL rounds.

22-23 In addition to the result from 20-21, each quill attack now leaves 1d10+CL quills in the victim. Target must spend their next full-round action removing the quills or suffer an additional 2d3 points of damage each round as movement pushes the quills deeper into the wound. Any melee attack against the user has a 50% chance of embedding 1d6 quills in the attacker. Formula lasts 1d7+CL rounds.

24-27 In addition to the result from 22-23, the amount of quills launched increases to 1d12+CL, and the user gains a +3 bonus to AC. Additionally, the user finds it easier to climb as their hands grow rigid, hooked fingernails that add +4 to *climbing* checks but impose a -2 penalty to manipulate objects. Formula lasts 1d8+CL rounds.

28-31 The body of the user becomes a living arsenal of quills and serves as a form of armor. For the duration of the formula, the user may attempt two ranged quill attacks each round. Each quill has a range of 30/60/120' and inflicts 2 points of damage with each successful attack landing 1d14+CL quills. Quills remain in the wound until the victims spend a full-round action per bundle of quills to remove the spines or suffer a further 1d6 points of damage per round as movement presses the quills deeper into their wounds. Additionally, the quills serve to protect the user, granting a +4 AC bonus, and any successful melee attack against the user leaves 1d8 quills in the attacker. The user also gains rigid, hooked claws that offer a +6 to *climbing* checks while imposing a -3 penalty to manipulate objects. Formula lasts 1d10+CL rounds.

32+ In addition to the result from 28-31, up to three ranged quill attacks can now be made each round to a range of 40/80/160'. Each quill inflicts 3 points of damage per quill with an attack landing 1d16+CL quills. Quills remain in the wound until victims spend one full-round per bundle of quills to remove the spines or suffer a further 1d6 points of damage per round as movement presses the quills deeper into the wounds. Additionally, the quills serve to protect the user, granting a +6 AC bonus, and any successful melee attack against the user leaves 1d10 quills in the attacker. The user also gains rigid, hooked claws that offer a +7 to *climbing* checks while imposing a -3 penalty to manipulate objects. Formula lasts 1 turn.

LIBERTINE LIBATIONS

Level: 3 **Range:** Hearing **Duration:** Varies **Brew Time:** 1 round **Save:** Will

General: Imbibing this offshoot of a sweetened whiskey causes the user to become more charismatic and persuasive; their words are literally "honeyed" and appealing to those listening.

Manifestation: Roll 1d4: (1) the user's voice sounds unique to each person listening—sounding much like one of their favorite relatives; (2) the user is suddenly viewed by all as a paragon of beauty; (3) the user is haloed by a gentle radiance; (4) the user's voice is musical to the ear, sounding as if a church organ's tones accompanies each word.

Mutagenic Reaction: Roll 1d10 modified by Luck: (0-1) the user's features morph for the formula's duration, and they become an absolute wretch to look upon, their face bereft of symmetry and decency

(those within 10' of their unconcealed face must pass a DC 10 Fortitude save or become nauseated and vomit for 1d4 rounds); (2-3) the user becomes obsessed with libidinous pursuits to the exclusion of all else for the formula's duration, and suffer a -2 to all attack rolls and skill checks (social interactions requiring Personality checks are at -4); (4-5) for the formula's duration, the user speaks in unsettling and disconcerting ways about the local mores and customs (any social interactions requiring Personality checks are -4); (6-7) the user is compelled to offend the locals by breaking any one taboo, whether mundane or extreme (randomly determine or by judge's discretion); (8-9) the user permanently needs to partake of copious amounts of mind-altering drugs, whether alcohol, peyote, or any other local concoctions available, and if not used at least twice a day, suffers a -1 temporary Stamina loss each day until they get their hit; (10+) the user is so sinful and foul-thinking that priests, judges, and other agents of the law will sense damnation within them, and will castigate them openly (effects at the judge's discretion).

1 **Lost, failure, and worse!** Roll on the Mutagenic Reaction table.

2-11 **Lost. Failure.** The formula can no longer be brewed until the user can re-evaluate the ingredients (24 hours).

12-15 **Failure.**

16-17 The user allows themselves to succumb to the spirit-laced formula they are sipping. Words begin to move effortlessly and carry a tone that makes those within earshot more partial to the user. For the duration of the formula, the user gains a +3 bonus to all interactions with any living spectator capable of understanding the user's language. Those affected can make a Willpower save vs. a DC equal to the Brew check to negate the effects. Formula lasts 1d8+CL rounds.

18-19 In addition to the result from 16-17, the bonus increases to +4. Formula lasts 1d10+CL rounds.

20-23 The formula is so potent that the user may shift the mood of a crowd to be pleasantly disposed towards them. The formula affects all within earshot of the user: angry crowds become neutral, neutral become friendly, and friendly crowds truly see the user as a celebrity. In game effects are too vast to put a saddle on, and judges are encouraged to work with the player in regards to those affected by the formula. Additionally, the user gains a temporary +5 Personality bonus while the formula is active. Those affected can make a Willpower save vs. a DC equal to the Brew check to negate the effects. Formula lasts 1d12+CL rounds.

24-27 In addition to the result from 20-23, the user now gains a +5 save bonus versus any charm or mind-altering effects. Formula lasts 1d14+CL rounds

28-31 The user's voice and way with words are sweetened by the formula to the extent that all within earshot are enamored with the user. The user can alter the mood of those affected: angry crowds become neutral, neutral become friendly, and friendly crowds truly see the user as a celebrity. In game effects are too vast to put a saddle on, and judges are encouraged to work with the player in regards to those affected by the formula. The user gains a +6 bonus to Personality checks and saves against any charm or mind-altering effects. They may plant a suggestion in one or all of those within range of their voice. The suggestion must be one sentence and cannot be one that causes physical harm. Suggestions that cause no physical harm are followed automatically for the duration of the formula; those that are laced with violence break the mental hold caused by their words. Those affected can make a Willpower save vs. a DC equal to the Brew check to negate the effects. Formula lasts 1d16+CL rounds.

32+ In addition to the result of 28-31, the user may now suggest acts of violence. Those affected by the formula receive a DC 18 Willpower save to resist the suggestion or will consider acts of violence justifiable. Additionally, the user is immune to all charm or mind-altering effects and gains a +7 bonus to Personality checks. Formula lasts 1 turn.

MIXTURE OF THE UNRESTRAINED MIND

Level: 3 **Range:** Varies **Duration:** Varies **Brew Time:** 1 round **Save:** Will

General: The user finds they are able to use a larger portion of their brain after imbibing the potion. It unlocks doors that allow the user to read minds, communicate telepathically, and potentially take control of the minds of others.

Manifestation: Roll 1d4: (1) the veins that travel the near the surface of the skin and face become engorged with blood, pulsing like a heartbeat; (2) the user's eyes lose all color and become white orbs that glow softly in the dark; (3) as a side effect, blood trickles from both the nose and ears as blood vessels in swell and pop; (4) for the duration, waves of psychic energy pulse from the user, causing any glass within 20' of the user to shatter.

Mutagenic Reaction: Roll 1d10 modified by Luck: (0-1) the user acquires a minor headache and suffers a -1 penalty to all rolls for 1d6 hours; (2-3) the user hears phantom voices in their head and suffers -1d on all rolls requiring concentration for 1d4 hours; (4-5) for 24 hours, small objects start to move erratically by themselves when near the user (may require a Luck roll to avoid some fragile but important object from breaking); (6-7) the user's thoughts are filled with false premonitions, and expecting the worst to happen at all times, suffers a -1d to all Luck rolls for the next 24 hours; (8-9) the user's head enlarges for 1d30 days to the point that no hat will fit it (-1 to all social-interaction rolls); (10+) forbidden whispers and forgotten truths echo in the user's mind after opening a conduit to a forbidden realm that once served as the domain of Elder Gods (there is a 1 in 10 chance during every encounter that the conduit stirs to life, and the user must pass a DC 10 Willpower save or suffers a -2 penalty to all rolls for the duration of the current encounter).

1 **Lost, failure, and worse!** Roll on the Mutagenic Reaction table.

2-11 **Lost. Failure.** The formula can no longer be brewed until the user can re-evaluate the ingredients (24 hours).

12-15 **Failure.**

16-17 The mind of the user expands, reaching out with psychic tendrils towards all living, thinking beings within a 30' area. One target in range may be "probed" for surface thoughts. The user "reads" the thoughts just as one reads a newspaper. The target is allowed a DC 12 Willpower save to detect the violation. Successful detection allows the target a chance to expel the user from their thoughts. This contest of wills is handled by a contested roll where the target rolls 1d20+Will save modifier against the user's 1d20+Will save modifier+CL. Should the user win the contest, they are allowed to continue reading the surface thoughts of the target; if the target wins the contest, the user is ejected and may no longer probe the mind of the target for the duration of the formula. Formula lasts 1d8+CL rounds.

18-21 In addition to the result from 16-17, the range of effect expands to a 60' area, and the user can also pick up the general emotional state of the chosen target. Formula lasts 1d10+CL

22-23 The mind of one target within 80' can be read, and simple suggestions can be left within the section of the target's brain responsible for compulsive behavior. The target is allowed a DC 12 Willpower save to detect the intrusion. Successful detection allows the target a chance to expel the user from their thoughts. This contest of wills is handled by a contested roll in which the target rolls 1d20+Will save modifier against the user's 1d20+Will save modifier+CL. Should the user win the contest, they can continue reading the surface thoughts of the target and insert one simple command. The command cannot be related to the harm of self or others; commands like "unlock the door" or "throw the gun down the well" will be followed. If the target wins the contest, they eject the user, who may no longer probe the mind of the target for the duration of the formula. Formula lasts 1d12+CL rounds.

24-26 In addition to the result from 22-23, the range of the formula extends to 100', and up to two targets can be affected by the formula. Formula lasts 1d12+CL rounds.

27-31 In addition to the result from 24-26, the user gains the ability to implant hallucinations in the targets' minds. Imagery includes sound, scent, and even tactile elements to make the desired vision seem real to the targets. Victims being subjected to the hallucination are allowed a DC 15 Willpower save to discern reality from vivid hallucination but otherwise believe the theater of the mind to be real. Implanted imagery must be based upon something the user has witnessed. Formula lasts 1d14+CL rounds.

32-33 In addition to the result from 27-31, the range expands to 200', and up to 1d4 targets may be subjected to the effects of the formula. Formula lasts 1d14+CL rounds.

34+ The full potential of the user's mind is unlocked as brainwaves pulse outward in a 300' radius centered on the user. Any intelligent mind within the area of effect can be "tapped" to be read, controlled, or made to hallucinate. Each mind presents itself to the user much like a modern-day file cabinet. Surface thoughts and feelings, memories, and even experiences the target minds have forgotten can be fetched for viewing. The user is only able to read 1d4 minds during any given round. The user may also choose to implant a complex suggestion in up to 1d4 minds or a simple command to all minds within the area of effect. Suggestions involving harming one's self cannot be made; violence upon others not dear to the targets is certainly permissible. In addition to reading thoughts and planting suggestions, the user can manipulate minds to hallucinate. Intricate hallucinations that include sound, smell, and touch can be used on 1d4+CL targets; however, simple illusions can affect all within the area of effect. Simple illusions are those that the affected would find to be a normal occurrence in day-to-day life. Complex hallucinations affect all the senses and can be based upon anything the user has seen or experienced. In all cases, targets are allowed a DC 13 Willpower save to detect the presence of the user. Successfully detecting the presence of the intruder allows the targets a chance to expel the user from their minds. This contest of wills is handled by a contested roll in which the targets roll 1d20 + Willpower save modifiers against the user's 1d20 + Willpower save modifier+CL. Should the user win the contest, they are allowed to continue using the aspects of the formula; if the targets win the contest, the user is ejected and may no longer probe the mind of the targets for the duration of the formula. In the case of multiple targets, the judge may not want to make multiple rolls and can use an average in regards to any potential Will save bonuses. Formula lasts 1d16+CL rounds.

POTENT PANACEA

Level: 3 **Range:** Self **Duration:** Varies **Brew Time:** 1 round **Save:** N/A

General: Users that imbibe this bittersweet formula instantly feel rejuvenated, both mentally and physically. Not only do physical wounds seemingly vanish, but more potent brews are rumored to cure more serious maladies.

Manifestation: Roll 1d4: (1) wounds affected by the formula glow with a vibrant amber hue before closing and leaving no scar; (2) the user forcibly expels all caustic humors and—roll 1d4: 1- blood weeps from their pores, 2- vomits black bile, 3- coughs up a fist-sized ball of phlegm, 4- vomits yellow bile; (3) the user exhales a blue mist in the shape of a serpent that coils around their wounds before being absorbed into them; (4) the user completely sheds their epidermis where the wound exists, revealing the healed tissue.

Mutagenic Reaction: Roll 1d4 modified by Luck: (0-1) user passes out and is unconscious for 1d4 hours unless awakened by vigorous means (must be dealt at least 1 hit point of damage); (2) the user finds the wounds grow resistant to magical healing and must rely on normal means; (3) the user finds that the wounds have become infected and must be healed by another magical means (this formula no longer works) or else the user loses 1d4 Stamina points each day until reduced to 0 and dies from sepsis; (4+) the wounded parts of the user's body develops a permanent rotting appearance which constantly oozes puss (cumulate -1d penalty to social interaction rolls as the smell of death always accompanies them).

1	**Lost, failure, and worse!** Roll on the Mutagenic Reaction table.
2-11	**Lost. Failure.** The formula can no longer be brewed until the user can re-evaluate the ingredients (24 hours).
12-15	**Failure.**
16-18	The user finds the wounds they have incurred are magically healed. The imbiber regains 1d8+CL in lost hit points. Restored hit points cannot rise above their starting total. Additionally, effects like nausea, fever, hangovers, or similar effects immediately vanish.
19-20	In addition to the result from 16-18, the user now gains 2d8+CL in lost hit points that can surpass their normal maximum and will remain active for 1 turn before surplus hit points fade.
21-22	The user finds the wounds they have incurred are magically healed. The imbiber regains 3d8+CL in lost hit points that can surpass their normal maximum and will remain active for 1d6 hours before surplus hit points fade. The user also benefits from being instantly cured from effects like poison, nausea, fever, and hangovers. The users also gain a +3 save bonus to any future poison-related effect for the duration of the formula. Formula lasts 1d8+CL rounds.
23-25	In addition to the result from 21-22, 1d3 additional doses are created. Formula lasts 1d10+CL rounds.
26-28	In addition to the result from 23-25, the continuing bonus to save against poisons is increased to +4 and 1d6 additional doses are created. The formula now lasts 1d12+CL rounds while temporary hit points now last for 1d8 hours.

29-31 In addition to the result from 26-28, the user now becomes immune to poison, and additionally, can shrug off diseases, both magical and mundane for the formula duration. Users who have contracted a disease or ailment that requires a save each day now gain a +4 to such saves with each new day until passed. Diseases that normally forego a saving throw are cured with a DC 15 Fortitude save. Formula lasts 1 turn, remaining in the user's system in the event they carry an ongoing disease or ailment, offering no additional effect other than that of curing the disease as stated.

32+ The user finds all wounds they have incurred are magically healed. The imbiber regains all lost hit points, and gains an additional 3d10+CL hit points to serve as a battery of temporary hit points. Temporary hit points remain until they are removed by damage. The user also benefits from being instantly cured from effects like poison, nausea, fever, hangovers, and any sort of disease (magical or mundane) in addition to becoming immune to future poison- and disease-related effects for the formula duration. Formula lasts 24 hours.

SENSORY SALVE

Level: 3 **Range:** Self **Duration:** Varies **Brew Time:** 1 round **Save:** N/A

General: The salve serves to sharpen the user's senses to their maximum and beyond. When the brew is more potent, it often pulls the curtain back, taking the senses to supernatural levels.

Manifestation: Roll 1d4: (1) for the duration, the user finds all of their sensory organs doubling in size, making for a comical appearance; (2) a faint glow emanates from the user's pores which pulsates energetically for the duration; (3) for the duration, the user's sensory organs are replaced by those from animals known to have keen senses (bloodhound snout, spider's sense of touch, etc.); (4) no visible change to the user's appearance.

Mutagenic Reaction: Roll 1d10 modified by Luck: (0-1) the user's eyes become sensitive to light, imposing a -1 penalty to all actions while in bright light for the next 24 hours; (2-3) the user's senses are diminished, and they suffer a -2 penalty to all physical perception-type checks and surprise rolls for the next 24 hours; (4-5) one of the user's senses shuts down completely (user may choose or random select), resulting in automatically failing any skill checks dependent on it for the next 1d6 hours (if another sense might rationally be substituted, like using your hearing to target in melee combat—suffer a -4 penalty instead); (6-7) the user's hearing becomes so sharp that they can even hear their own blood flowing through their veins, making it extremely hard to concentrate on other activities (suffer -1d to rolls requiring concentration for the next 24 hours); (8-9) one of the user's senses (user's choice or random roll) is permanently impaired, and they suffer a -2 to any rolls where the sense is required; (10+) the user's body is permanently covered with additional eyes, ears, and noses, making them look monstrous, effectively isolating them from more sophisticated social gatherings (all sensory ranges are doubled, gain a +1d modifier to sensory-based rolls, but suffer a -1d penalty to social-interaction rolls).

1 **Lost, failure, and worse!** Roll on the Mutagenic Reaction table.

2-11 **Lost. Failure.** The formula can no longer be brewed until the user can re-evaluate the ingredients (24 hours).

12-15 **Failure.**

16-17 The user feels each sensory organ come to life—smells, sights, sounds, all take on new meaning. All sensory ranges are doubled, and gain a +1d bonus to related rolls (judge's discretion as to when this applies). Formula lasts 1 turn.

18-21 In addition to the result from 16-17, sensory ranges are now tripled, and users gain a +2d bonus to related rolls (judge's discretion as to when this applies). Formula lasts 1 turn.

22-23 The sensory organs of the user are so amplified that extraordinary feats can be accomplished. All sensory ranges are tripled for the user, and they now have night vision comparable to nocturnal animals (some low-levels of light must still be present). Hearing is increased to a level that the user can pick up quiet breathing, making any quarry easily detected, and the user is rarely surprised (un-dead and non-living foes may still surprise the user as they don't need to breathe). By tasting an object, the user can immediately tell when it was last handled and subtle things about the last handler might be picked up. The user can track anything by smell now as well. The game effects of what these enhanced senses can accomplish is up to the judge and player to work out, but a general guideline is to give a +2d bonus to rolls where these senses might apply. Formula lasts 2 turns.

24-26 In addition to the result of 22-23, the user also gains the ability to see in all spectrums, including the invisible and into the spirit world. Should the user choose, they may use their sense of hearing much like that of a bat—using echolocation in complete darkness, gaining an additional +2d modifier to all rolls against those in the darkness who can not "see" as well. The user's sense of smell is sharpened to such a level that lies can be detected in addition to certain diseases (cancer, tuberculosis, etc.). The user's sense of touch is amplified; placing a hand on a wall causes all voices within the same structure to be picked up as vibrations that can then be interpreted. The game effects of what these enhanced senses can accomplish is up to the judge and player to work out, but a general guideline is to give a +2d bonus to rolls where these senses might apply. Formula lasts 2 turns.

27-31 In addition to the result from 24-26, the user is completely aware of their surroundings, becoming immune to all surprise and gaining a +3d modifier when attempting to surprise an enemy. Additionally, the user's sense of touch is so acute that simply running a hand across a surface will detect without error any hidden doors, weak points, or other abnormalities. Formula lasts 3 turns.

32+ In addition to the result from 27-31, the user's senses are taken to a supernatural level that transcends the boundaries of space and time. By concentrating for one full round, the user can project their senses to places known to them, up to CL miles away (including into other planes). Additionally, items considered magical or possessed can be identified by listening to the normally inaudible whispers that are produced by such wondrous items. Formula lasts 3 turns.

SPIRIT BREW

Level: 3 **Range:** Varies **Duration:** Varies **Brew Time:** 1 round **Save:** N/A

General: A formula that sends its imbiber into a strange state of being that borders on death. This physical change allows the user to cross the veil, stepping into the desolate wastes of the spirit world.

Manifestation: Roll 1d4: (1) user quickly fades from sight, layer by layer, starting with the clothes, then skin, then soft tissues, etc., until the brain and central nervous system finally disappear; (2) a mist erupts from the imbiber's pores, quickly swirling around their form, allowing them to dissolve into wisps of fog which dissipate as rapidly as they formed; (3) random body parts flash in and out of phase until the entirety of the user disappears with a disconcerted look on their face; (4) the transition is sudden and violent as the user seemingly explodes into a mist of subatomic particles, which drifts into the land of the dead.

Mutagenic Reaction: Roll 1d10 modified by Luck: (0-1) some kink in their relationship with the spirit world causes all their gear (clothing, weapons, etc.) to be left behind when they become aethyric, leaving them naked and without tools in the spirit world; (2-3) the user now permanently hears the needy voices of the dead that call from the Far of the spirit world and constantly beg and plead for release (when attempting any skill that requires intense concentration, a DC 10 Willpower save must be made or suffer a -1d penalty to the action); (4-5) that last time the user transitioned back, some parts of them did not and remain ghostly: Roll 1d4 for the body part that remains aethyric for 1d7 days: (1) skin- Personality checks are at -4; (2) tongue- unable to speak except to spirits, ghosts, etc.; (3) brain- can only recall facts or parts of personal history when completely in an aethyric state; (4) one eye- Personality checks are at -1 and all attacks rolls are at -2 due to a lack of depth perception, but the user can see into the spirit world at all times; (6-7) at the most inopportune moments (judge's discretion), the user must pass a DC 10 Willpower save or for 1d6+2 rounds they have a flashback of being in the aethyric state and act as if they're insubstantial and weightless, which they are not; (8-9) the user has become permanently addicted to being in the spirit form and must transition at least once a day or suffer from withdrawal (each full 24 hours without using aethyric mixture results in a cumulative -1 to all checks until the trip across the veil can be made; (10+) the user attracts the attention of a cabal of grave-wraiths (see Bestiary) who believe the imbiber is a threat that must be eliminated or enslaved (judges should work on the reasonings and Stats for the cabal and have them strike at random when the user crosses the veil).

1	**Lost, failure, and worse!** Roll on the Mutagenic Reaction table.
2-11	**Lost. Failure.** The formula can no longer be brewed until the user can re-evaluate the ingredients (24 hours).
12-15	**Failure.**
16-17	The user can see into the spirit world. They may not otherwise interact with it in any fashion; in all other respects, they remain located on their current plane of existence. Activities and denizens can be observed for the duration of the formula. Formula lasts 1d6+CL rounds.
18-19	The user and all carried gear only partially transition into the spirit world, causing a limited control of their partially aethyric body (Movement is limited to 15'). Due to being partially

insubstantial, the user is unable to interact with the physical plane unless a DC 15 Willpower save is passed; on a success, they may interact for 1 round. While not concentrating to interact with the physical plane, they are able to pass through solid materials but may not cross any magical barriers, wards, or enter blessed ground. While mostly insubstantial, the user still takes full damage from magical 'energy based' attacks but only half damage from physical and elemental attacks. Formula is active for 1d8+CL rounds.

20-21 In addition to the result from 18-19, the user and all carried gear transition completely to the spirit world, and they are unable to interact with the physical plane in any way while insubstantial. Movement speed is unaffected, and they become immune to physical and elemental attacks. Observers able to see into the spirit world can view the imbiber normally. Formula is active 1d10+CL rounds.

22-23 In addition to the result from 20-21, the user gains the ability to converse with any living being in the physical plane. Additionally, the user can end the mixture's effects and return back and forth at will for the duration. Formula lasts 1 turn.

24-27 The user finds their form taking on that of the traditional ghost and gains the ability to see into the spirit world. Any spirit world denizens within eyesight can be viewed and heard. Additionally, the imbiber may cross over and into the Near, becoming immune to attacks and magic from the physical plane. The imbiber can also take 1d4 allies with them as they cross at the cost of 1 point of temporary Personality per ally making the trip. Travel in the spirit world can be random and chaotic, but the imbiber has an innate sense of the spirit world and doubles their Movement rate. The user may jump between the physical and the spirit world, but bringing allies back to the physical plane means another expenditure of Personality, should the user wish to take them back while the formula is active. Formula lasts 1d3 hours.

28-31 In addition to the result from 24-27, the formula's duration increases to 1d6+CL hours, and up to 1d6 allies may be taken to the spirit world.

32+ The user and up to eight allies may cross over into the spirit world. While the formula is in effect, crossing back and forth may be performed at will for the duration of the formula. Travel in the spirit world is greatly enhanced with the user and allies being capable of covering 4 x their normal Movement rate. Spirits and denizens of the spirit world see the user as a being with great power, granting a +2d modifier to any interaction rolls when dealing with spirits and those native to the spirit world. Formula lasts 24 hours.

LEVEL FOUR FORMULAE

BASIL'S MALLEABLE MIXTURE

Level: 4 **Range:** Self **Duration:** Varies **Brew Time:** 1 round **Save:** Varies

General: This produces a thick, viscous, grayish-blue salve which is spread over the body. The body of the user then becomes as malleable as clay, providing various benefits.

Manifestation: Roll 1d4: (1) the user's body loses all recognizable features and turns a grayish-blue color, but their general body shape is maintained; (2) the user's body begins to slough its skin, showcasing the musculature beneath; (3) the user's body turns into a featureless, grayish-blue blob; (4) the user's body begins to ripple, their skin undulates in chaotic flux, forming small protrusions and extensions that pulse constantly across their body.

Mutagenic Reaction: Roll 1d4 modified by Luck: (0-1) the Manifestation of this formula lasts for 1d5 days instead of the formula's natural end; (2) the user loses all feeling and pain reception, resulting in a -2 to all Agility related rolls but a +1d bonus to all Stamina related rolls; (3) the user finds their body "sticky" and must pass a DC 10 Strength check to release any object they come into contact with for 24 hours; (4+) the user's nose and mouth closes off during the change, causing 1d3 Stamina loss each round until the user passes out from suffocation, after which the formula ceases to work (user's reaching 0 Stamina pass out until roused or 1d3 hours, whichever comes first).

1 **Lost, failure, and worse!** Roll on the Mutagenic Reaction table.

2-11 **Lost. Failure.** The formula can no longer be brewed until the user can re-evaluate the ingredients (24 hours).

12-13 The user's skin develops a malleable consistency with a sticky surface. For the duration of the formula, the user may climb sheer walls with a +10 bonus to the check. Additionally, anything the user holds or presses to their skin will be nearly impossible to drop or be pulled away. Any Fumble chart result that would have the user losing their weapon is ignored, and a DC 13 Strength check must be passed by the user or those who wish to pull an item away from the user. Formula lasts 1d8 rounds.

14-17 In addition to the result from 12-13, the user gains the ability to grapple opponents and trap their limbs by the adhesive nature of their skin alone; any grapple attack involving the user is made with a +4 bonus (both sides get this). Should a target grappling the user fail in their attempts, one arm or leg is considered "stuck" to the user. Targets must pass a DC 15 Strength check to free their stuck limb on their next turn or suffer a -1d to the next grapple check. Each successive check won by the user results in another free limb of the target becoming stuck, which also results in an additional +1 to the DC check to free a trapped limb. Formula lasts 1d10 rounds.

18-19 The skin of the user changes to the consistency of clay. All their facial features begin to meld into an expressionless form as the mass of the user doubles. The new form grants many advantages at the cost of -10" to Movement. With a DC 10 Willpower check, the user can flatten themselves or form into something completely unlike the human form. The shapes, and uses of the shapes assumed, are endless. Judges are encouraged to work with players

on creative game effects. For example, a user could flatten themselves like a pancake to slowly creep under a door or form a ball to roll down a steep hill to chase and bowl-over an opponent. Taking a shape requires 1 round of concentration, as does returning to the original form of the user. Formula lasts 1d12 rounds.

20-23 In addition to the result from 18-19, the user also becomes incredibly resistant to the effects of damage caused by ranged or melee weapons. Any weapon attack physically striking the user suffers a -1d penalty to the damage roll. The user also gains a +1d bonus to Fortitude saves. Formula lasts 1d14 rounds.

24-27 In addition to the result from 20-23, the user is able to shape and harden or soften their limbs at will. Simple items can be created (hammer, platter, hook, etc.) while more detailed objects require a DC 12 Intelligence check. Detailed items might include: a key, delicate hand tools, a chain, etc. Forming an item requires 1 round of concentration and is close enough to the emulated item that it serves in similar fashion to the real item. Formula lasts 1 turn.

28-29 The physical makeup of the user is changed to that of a neutral-colored, malleable clay. The new form grants several benefits, including immunity to mundane ranged and melee weapons. The user gains the ability to shape and harden or soften their limbs at will. Simple items can be created (hammer, platter, hook, etc.) while more detailed objects require a DC 12 Intelligence check. Detailed items might include: a key, delicate hand tool, a chain, etc.). Forming an item requires 1 round of concentration and is close enough to the emulated item that it serves in similar fashion to the real item. This shaping ability can also be used as a form of ranged weapon by willing a fist-sized pseudopod to launch from their form at any target within 15'. A target struck suffers 1d8+CL blunt damage and must pass a DC 10 Reflex save to avoid being knocked prone. 1d6 pseudopods can be launched each round, striking as a ranged attack with a d20 action die each. Formula lasts 1 turn.

30-31 In addition to the result from 28-29, the user gains the ability to change the coloration and form of their body to match that of another humanoid of similar dimensions. Copying a form requires having seen it, a DC 10 Intelligence check, and 1 round of concentration. Success results in an exact duplicate of the humanoid, including any items being worn or carried. Note, this does not grant the ability to speak in a similar tone as the target. Formula lasts 24 hours.

32+ In addition to the result from 30-31, the user gains the permanent ability to shape and harden or soften their limbs at will and to shape them. The ability can be used once per day per CL. The formula's other effects lasts 24 hours.

BLACK CAT LICORICE

Level: 4 **Range:** Self **Duration:** Varies **Brew Time:** 1 round **Save:** N/A

General: The result of this brew creates a delicious sampling of black licorice which carries the effect of enhancing several mental and physical abilities to match that of a feral black cat.

Manifestation: Roll 1d4: (1) the user's eyes change to large yellow orbs resembling those of a cat; (2) the user hisses before violently hacking up a hairball; (3) the user grows a silky smooth coat of black fur paired with a matching tail; (4) the user shows no signs of the formula's manifestation but regurgitates a live black cat that the formula uses to tap for its abilities.

Mutagenic Reaction: Roll 1d10 modified by Luck: (0-1) the user becomes permanently skittish and easily frightened (any Grit or other fear-related checks are made with a -2 penalty); (2-3) the user finds their Luck permanently reduced by 1 point as it is stolen by the cat the formula contacted; (4-5) the user craves species-appropriate food immediately (pass a DC 12 Fortitude save or lose 1 hit point each round until the craving is satisfied by eating a live rodent, bird, or fish); (6-7) the user gains a permanent compulsion to tongue bathe once per day (any day that goes by without such cleaning results in a -1d penalty to all rolls until the grooming is accomplished); (8-9) user permanently becomes hated by all types of felines that will stalk and attack the user during the most disadvantageous moments (judge will determine when this happens); (10+) the user henceforth must pass a DC 12 Willpower save to avoid chasing small creatures or quickly moving small objects until caught or the target of the chase escapes.

1 **Lost, failure, and worse!** Roll on the Mutagenic Reaction table.

2-11 **Lost. Failure.** The formula can no longer be brewed until the user can re-evaluate the ingredients (24 hours).

12-17 **Failure.**

18-19 The user finds their eyes grow to twice their normal size and now resemble those of a cat. The eyes serve to improve the vision of the user and grant perfect night vision in addition to a +4 to sight-based checks. Formula lasts 1d10+CL rounds.

20-23 In addition to the result from 18-19, the user's reflexes are greatly enhanced. The user benefits from a +4 bonus to AC, Reflex saves, and initiative checks. In addition, the user is granted retractable claws on their fingers. The claws grant a +5 bonus to climbing checks and may be used to attack, inflicting 2d6 damage as both hands are used to shred a target. An additional 1d20 action die is granted for this claw attack. Formula lasts 1d12+CL rounds.

24-25 The change takes place instantly but is accompanied by several hisses and howls. The user's ears grow long and grant a +6 bonus to any hearing-related checks, including surprise. The nose of the user grants an exceptional ability to track prey with a +4 bonus. A tail sprouts from the backside of the user and can be used to greatly reduce falling distances if the tail is free to move. The user can fall from distances of up to 30' and suffer no damage, while any distance greater than 30' means suffering half damage (round down, but a '6' result is still a broken bone). The eyes of the user grow to resemble large, yellowish orbs and grant perfect night vision and the ability to see into the spirit world. The fingers of the user develop retractable claws that offer a +7 bonus to climb checks and may be used to attack, inflicting 2d8 damage as both hands are used to shred a target. An additional 1d20 action die is granted for this claw attack. Lastly, the user's reflexes are enhanced, and they gain +10' Move and a +6 bonus to AC, Reflex saves, and initiative rolls. Formula lasts 1d14+CL rounds.

26-28 In addition to the result from 24-25, the ability to move stealthily in the comfort of shadows. Any check related to moving quietly or hiding amongst shadows gains a +6 modifier to the die roll. Additionally, the user gains the ability to leap vertically up to 20'. Formula lasts 1 turn.

29-33 In addition to the result from 26-28, the user gains a temporary pool of Luck points to reflect stealing one of the nine lives from the cat the formula used as a conduit. Roll 1d8 to determine the amount of Luck absorbed. Luck points acquired this way do not add to the

Luck stat and must be spent before the end of the formula, or they return to their original owner. Formula lasts 1 turn.

34-35 With a resounding howl, the snout of a giant, black cat appears from within the mouth of the user, beginning a bizarre change where the user's skin peels away to reveal a perfect hybrid of human and feline. The new form grants several abilities for the duration of the formula. Movement is increased to 50' while using two legs or 60' when going to all fours. While running on all fours, the user may not carry items in their hands. The user also gains the ability to make powerful vertical leaps to a distance of 30'. The long tail of the hybrid allows falls of up to 60' without suffering damage, while any distance greater allows a DC 10 Reflex save for no damage or half damage should the save fail (round down, a '6' result is still a broken bone). The enhanced reflexes of the new form grant a +8 bonus to Reflex saves, initiative checks, and AC. The ears, eyes, and nose grant superior sensory perception and result in the hybrid form being immune to surprise and able to track by scent with a +10 modifier to rolls. The user gains the use of night vision and can clearly see into the spirit world, in addition to those considered invisible. The user has a natural affinity for stealth and receives a +8 modifier to all related rolls. The hands of the hybrid form a razor-sharp set of retractable claws that grant a +12 bonus to all climb checks and a claw attack inflicting 2d10 damage (the user gains an additional 1d20 action die for this attack). The user also gains a temporary pool of Luck points to reflect stealing one of the nine lives from the cat the formula uses as a conduit. Roll 1d10 to determine the amount of Luck absorbed. Luck points acquired this way do not add to the Luck stat and must be spent before the end of the formula, or they return to their original owner. Formula lasts 2 turns.

36-37 In addition to the result from 34-35, the formula extends to 24 hours.

38+ In addition to the result from 36-37, the user permanently retains the eyes of the feline chosen to serve as the conduit for the formula. The eyes retain their night vision and the ability to see into the spirit world. The user also spots those using invisibility. Unbeknownst to the user, the cat tapped by the formula will attract more feline friends to form a 'glaring' intent on tracking the eye-thief down for their crime. Should the user ever be reduced to 0 hit points the glaring will attack from the shadows. Allies attempting to revive or heal the user must pass a Luck check each round, or the user dies as the cats seek their vengeance by fang and claw. *Roll the body* checks are made with a +2 penalty modifier to the check. Should the user die, the cat blinded by the formula will eat the user's eyes, reversing the effect of the formula.

BRAIN JELLY

Level: 4 **Range:** Varies **Duration:** Varies **Brew Time:** 1d5 rounds **Save:** N/A

General: This gelatinous mixture is applied to the mucus membranes of the user and are quickly absorbed and transported to the brain. The euphoric effects are coupled by a greatly enhanced mental function.

Manifestation: Roll 1d4: (1) the user's entire cranium bulges, swelling several inches and pulses with large veins; (2) the user's brain begins to pulse with visual waves of azure energy; (3) the user finds their nose and ears run with a steady stream of cerebral fluids; (4) the user doesn't physically change but starts speaking rapidly, using ten-dollar words.

Mutagenic Reaction: Roll 1d10 modified by Luck: (0-1) the user experiences a strong headache that lasts for one day, imposing a -1 penalty on Intelligence-based checks; (2-3) the user is struck with amnesia for 1d6 hours; (4-5) the user loses the ability to understand languages, including their own for 1d8 hours; (6-7) the user becomes vulnerable to mental stresses and passes out for 1d8 rounds; (8-9) the user gains a propensity for overwrought elocution, gaining a possible +1 bonus or suffering a possible -1 penalty to Personality-based checks, depending on the listener (judge's discretion); (10+) user's head swells to half-again its starting size, permanently (suffer a -1d to social interaction based rolls and hats must be custom made to fit their proud melon).

1	**Lost, failure, and worse!** Roll on the Mutagenic Reaction table.
2-11	**Lost. Failure.** The formula can no longer be brewed until the user can re-evaluate the ingredients (24 hours).
12-17	**Failure.**
18-19	The user feels a slight hum in the folds of their brain as the formula travels through physiological pathways, stimulating, and bringing the mind to a higher state of functionality. For the duration of the formula, the user finds their Intelligence is increased by +2. Additionally, the user gains a +2 bonus to all Willpower saves. Formula lasts 1 turn.
20-21	In addition to the result from 18-19, the bonuses increase to +3. Formula lasts 1 turn.
22-23	In addition to the result from 20-21, the bonuses increase to +4 and the formula now lasts 2 turns.
24-25	In addition to the result from 22-23, the bonuses increase to +5.
26-28	The user finds their mental capacity improved to near genius levels. In addition to gaining a +6 to Intelligence and Willpower saves, the user also gains the ability to predict the actions of other beings of at least semi-intelligence. This ability allows the user a +1d modifier to any initiative rolls, in addition to a +2 AC bonus as the user easily predicts the attackers' next moves. For the formula duration, the user gains a photographic memory and the ability to speak languages not normally known to them after studying another speaking the language for 1d4 rounds. Formula lasts 2 turns.
29-33	In addition to the result from 26-28, the bonus to Intelligence and Willpower saves increases to +7 while the AC bonus increases to +4. The user gains a +2d bonus to initiative checks. Formula lasts 3 turns.
34-35	In addition to the result from 29-33, the user gains the ability to automatically spot anything that would normally escape the notice of most humans. The user is immune to the effects of surprise for the duration of the formula. Formula lasts 3 turns.
36-37	The user's head grows to accommodate the enlarged brain the formula creates. The user is now a genius by all accounts and gains several abilities that last for the formula duration. The user is immune to any effect that affects the mind, thus automatically passing any Willpower saves and gains immunity to the effects of surprise. The Intelligence of the user is increased to +8 (to a maximum of 20) and grants photographic memory. The actions and thoughts of those within 60' can be telegraphed with ease, resulting in a +6 to AC and a +6 to any Critical Hit chart roll made by the user. The user also gains the ability to communicate

through telepathy with any being considered at least semi-intelligent within a range of 1,000'. Formula lasts 4 turns.

38+ In addition to the result from 36-37, the Intelligence and Willpower save bonuses increase to +10 while AC and Critical Hit chart modifier improves to +8.

CHAMELEON SALVE

Level: 4 **Range:** Varies **Duration:** Varies **Brew Time:** 1 round **Save:** Varies

General: The user gains the capacity to assume other forms and hide their presence.

Manifestation: Roll 1d4: (1) the user's skin becomes scaly and chromatic in colors for the formula duration; (2) the user's eyes become like those of a chameleon and provide 360° vision for the formula duration; (3) the user's eyes change colors constantly for the next 1d24 hours; (4) for the formula duration, the user's skin increases its plasticity and can be molded with their own hands like clay.

Mutagenic Reaction: Roll 1d10 modified by Luck: (0-1) the user's skin turns green for 1d3 days; (2-3) the user grows a reptilian tail that falls off after 1d6 hours; (4-5) the user's face keeps changing appearance every few minutes for the next 24 hours; (6-7) for the next 24 hours, the user's skin assumes a very colorful tone and glows, drawing attention to them wherever they go (-2 to all stealth checks); (8-9) the user's tongue permanently stretches to that of a chameleon, scaled equivalently in size to their mass (1.5-2 x the user's body length), and they are unable to communicate properly for 1d4 weeks, after which they learn how to speak in a somewhat comprehensible voice; (10+) the user's eyes permanently become like those of a chameleon and provide 360° vision (this is unnerving to most people, and they are not welcomed amicably in more civilized meetings, suffering a -1d to all Personality-based checks among strangers).

1 **Lost, failure, and worse!** Roll on the Mutagenic Reaction table.

2-11 **Lost. Failure.** The formula can no longer be brewed until the user can re-evaluate the ingredients (24 hours).

12-17 **Failure.**

18-19 The user finds portions of their body mutating to resemble those of a chameleon. Their eyes swell and grow outward to the point of giving each eye a full 360-degree field of view. The user cannot be surprised and gains a +4 bonus to all spot checks. The hands of the user also develop an improved grip. In addition to a +4 to all climbing checks, the user never drops an item unless they choose to do so. Formula lasts 1d8+CL rounds.

20-21 In addition to the result from 18-19, the skin of the user becomes reptilian. The skin grants a +4 bonus to AC and grants the ability to shift colors to match the current surroundings. Attempting to blend in with their surroundings while clothed offers a +5 bonus to related hiding or stealth rolls, while removing all clothing increases the bonus to +10. Formula lasts 1d10+CL rounds.

22-23 The user evolves into a cross between a chameleon and their native form. The hybrid form gains turreted eyes, granting all-around vision, making the user immune to surprise and

granting a +6 bonus to any spot checks. The hands of the user now resemble those of their reptilian kin, granting a +6 to climbing checks and a grip strength so strong that items are never dropped. The user's skin also develops a leathery reptilian texture, granting a +5 bonus to AC and the natural ability to shift colors and blend in with the current surroundings. Attempting to blend in with surroundings while clothed offers a +7 bonus to related hiding or stealth rolls, while removing all clothing increases the bonus to +12. Formula lasts 1d12+CL rounds.

24-26 In addition to the result from 22-23, the use grows a prehensile tail. The tail serves several functions: The user doubles any climbing bonuses and gains an additional trip attack once per round (targets within 10' must make a DC 15 Reflex save or be knocked prone). The user also gains the ability to communicate with any strain of chameleon. Communication is limited to basic questions and commands. Formula lasts 1d14+CL rounds.

27-31 In addition to the result from 24-26, the user finds their tongue morphing to that of a chameleon. The tongue can launch outwards to 15' and is coated with an adhesive. Objects weighing 10 pounds or less are immediately pulled back to the waiting hands or mouth of the user. Living targets must beat the user at an opposed Strength check to avoid being knocked prone and pulled to the feet of the user. Launching the tongue requires a ranged attack roll. The user also gains the ability to regenerate damage suffered from wounds, including limbs that are lost. The user heals 2hp per round, and lost limbs return after the full duration of the formula. Formula lasts 1 turn.

32-33 In addition to the result from 27-31, the user grows a pair of large horns. The horns grant an impaling attack that inflicts 2d8 damage; if combined with the tongue attack, and the user is being drawn back towards the user, the damage is doubled. Formula lasts 2 turns.

34-35 In addition to the result from 32-33, the effects of the formula lasts for 24 hours.

36+ The user gains all prior effects, and additionally they may transform into a normal-sized chameleon once per day per level of the user.

ELIXIR OF VEGETATION TRANSMOGRIFICATION

Level: 4 **Range:** Self **Duration:** Varies **Brew Time:** 1 round **Save:** Varies

General: By drinking the elixir, the user's physiological make up is altered to that of plant matter. The change borrows several of the unique abilities found amongst the plants of the world.

Manifestation: Roll 1d4: (1) the user's body momentarily turns to ash, and their consciousness inhabits local vegetation before returning as a humanoid body consisting of a vegetative mass; (2) the user begins to sprout roots that wrap around their limbs and sprout flowers; (3) the user coughs a cloud of colorful pollen in a 10' radius, centered on the user (those other than the user inside the area cough and sneeze for 1d3 hours, causing a -1 penalty to all actions and makes stealth attempts impossible); (4) the user finds their skin growing a soft emerald moss.

Mutagenic Reaction: Roll 1d4 modified by Luck: (0-1) the user loses some of their sentience while in their vegetation state, becoming more reactive in nature, rather than acting through rational thought (-1d to Intelligence-based checks for 24 hours); (2) as a permanent effect, every morning they awaken,

the user sprouts roots that find purchase in the ground upon which they sleep, and they must pass a DC 13 Strength check to pull free (the rooting works on all surfaces, including wooden or stone floors); (3) from now on, each day, the user finds flowers blooming from random parts of their body that carry a pungent odor, even after they are removed (the odor imposes a -1d to all interaction rolls with any living being that uses their sense of smell and lasts for 1d8 hours after being picked); (4) the user's pores permanently exude a scent undetectable to humans but is easily detected by animals and creatures of a animalistic intelligence (the chance for random encounters is doubled when the user is in a group).

1 **Lost, failure, and worse!** Roll on the Mutagenic Reaction table.

2-11 **Lost. Failure.** The formula can no longer be brewed until the user can re-evaluate the ingredients (24 hours).

12-17 **Failure.**

18-19 The skin of the user begins to change to resemble that of a tree. This bark skin grants a +3 bonus to AC. Additionally, under the warming rays of the sun, the user will regenerate 1hp per round for the duration of the formula. Formula lasts 1d8+CL rounds.

20-23 In addition to the result from 18-19, the AC bonus improves to +4, and the user may root themselves into the ground by sprouting burrowing roots from their legs. User heals 1d8 hit points at the end of every round they remain stationary, up to their maximum hit point total. Formula lasts 1d10+CL rounds.

24-27 In addition to the result from 20-23, the user sprouts small, colorful flowers that immediately bloom. The flowers exude a powerful scent that has a calming effect on enemies wishing to harm the user within 30'. Enemies must pass a DC 12 Willpower save to avoid a -1d penalty on all attack rolls for the duration of the formula, as they fight the compulsion to abstain from violence. Formula lasts 1d12+CL rounds.

28-29 The user's head snaps back as hundreds of roots and vines pour forth from their mouth. The growth stretches and wraps the body of the user until they resemble a human and plant hybrid. The added greenery grants a +6 AC bonus against any attack (with exception to attacks that deal flame-based damage). The user gains the ability to use the roots for various purposes. Roots can extend to a range of 20' and be used for a multitude of tasks: climbing, holding items, and even attacks. Roots have a Strength of 18 and grant a +8 bonus to any skill check the root is capable of performing. When used as a weapon the root is a ranged weapon that strikes out to do piercing damage. Targets successfully struck suffer 2d8+CL damage and a DC 13 Reflex save must be passed to avoid being knocked prone. The user may root into whatever ground they stand on. Rooting this way will immediately absorb vital nutrients that grant a healing ability. For each round the user stays rooted to the ground, they heal 2d8 hit points. Formula lasts 1d14+CL rounds.

30-31 In addition to the result from 28-29, the user gains the ability to tap into the alienlike minds of all plant life within a 100' area. This ability allows the user the ability to view anything in the area of effect as long as some form of vegetation can be found in that area. Additionally, the user gains the ability to burst into a cloud of feather-light seedlings. This ability allows the user a means of covering large distances by using the available wind to escape from immediate danger. Distances of 1d4 miles can be covered for each turn the formula lasts. Reforming requires 1 round of concentration. Formula lasts 1d3 turns.

32+ In addition to the result from 30-31, the user becomes functionally immortal and may regrow any damaged or severed extremities within 1d4 rounds. If the user dies while the formula is in effect, they instinctively transfer their consciousness into any local vegetation, using it to re-create their form within 1d6 turns. As a strange side-effect, the ability to take root and return from the grave stays with the user even past the duration of the formula for a one-time later use. Their skin takes on a permanent emerald hue. Formula lasts 24 hours.

HYDE'S BREW

Level: 4 **Range:** Self **Duration:** Varies **Brew Time:** 2 rounds **Save:** Special

General: The user transforms into a dark and sinister side of themselves. This addictive mixture changes the user into a monstrous version of themselves in both body and mind. It enhances physical aspects while unveiling the cruel, wicked, and evil persona that lies within. For the duration, the user's Path immediately shifts to the Path of The Damned (if it already was, gain an additional step on that Path), and they will commit wicked acts when the opportunity presents itself. Examples might include pushing someone into mud, kicking an animal, excessive cursing, acts of law breaking, lie or deceive for the fun of it, etc.). Committing these acts should have social repercussions. Each time the mixture is imbibed, the user must pass a DC 12 Willpower save (unless stated otherwise); on a failure, they become addicted to *Hyde's brew*. If addicted, they must drink a dose of *Hyde's brew* each morning or suffer -1d to all actions until they do.

Manifestation: Roll 1d4: (1) the user is wracked with pain, forcing them to hunch over with arms growing to touch the ground, snorting and sneering as excessive saliva drools from their mouth; (2) the user's back becomes hunched, and their skin becomes spotted with large boils, while their face becomes misshapen with bumps and elongated features, and their hands become twice as large; (3) the user sprouts many tuffs of long hair from their face and body, and their mouth elongates into a crooked toothy maw as their eye sockets and eyes grow larger but are not the same size; (4) the user's body becomes thinner and a foot taller, causing them to walk with a gangling gate as their forehead becomes more sloped, face narrows, and a larger, longer nose pushes outward.

Mutagenic Reaction: Roll 1d10 modified by Luck: (0-1) one of the user's eye sockets and eyes permanently becomes twice as large as normal, causing the user to suffer -1d to interaction rolls when visible; (2-3) the user's body is wracked by seizures for 1d6 rounds and may not take any actions or move during this time; (4-5) the user permanently suffers from their own voice yelling at them in their mind—every morning upon waking, the user must pass a DC 10 Willpower save, and on a failure, they suffer a -1 penalty to all actions and a +1d penalty to fumble rolls until the next morning; (6-7) the user is compelled to eat small animals on sight and must pass a DC 15 Willpower save when they first see an animal such as a chicken, rabbit, or rat, and on a failure, they must attempt to catch the animal and will rend and tear it with their teeth until it is consumed; (8-9) the user develops an extremely loud, demonic voice and is unable to whisper or speak quietly, automatically failing any stealth rolls if they speak; (10+) the user immediately becomes addicted to *Hyde's brew* (see the General section of this formula). If they are already addicted, roll again on the Mutagenic Reaction table, ignoring this result.

1 **Lost, failure, and worse!** Roll on the Mutagenic Reaction table.

2-11 **Lost. Failure.** The formula can no longer be brewed until the user can re-evaluate the ingredients (24 hours).

12-17 **Failure.**

18-21 The user slips into a fevered fit of convulsions as bones and tendons snap, stretch, and strengthen to better serve the blood engorged muscles that are growing to inhuman proportions. The user gains +10' Movement and a +3 modifier to Fortitude saves, attack, and damage rolls. Formula lasts 1d8+CL rounds.

22-24 In addition to the result from 18-21, the user grows to an even greater freakish size, increasing the bonus to attacks, damage, and Fortitude saves to +4. Additionally, the user's nose grows to resemble a bestial snout, granting a +4 bonus to tracking by scent. The sense of smell is so acute that the user suffers no penalties when attacking targets considered to be invisible. Formula lasts 1d10+CL rounds.

25-27 The user grows to half-again their normal size, bulging with a musculature that looks as much bestial as human. The jaw of the user stretches large enough to engulf a human head and is filled with an extra row of jagged-sharp teeth. The grotesque changes give the user a +4 bonus to attack, damage, Fortitude saves, and AC. Additionally, Movement is increased to 15' and the user gains the benefit of a 15' vertical leap. The mouth of the user grants a vicious bite capable of swallowing limbs whole; in addition to inflicting 1d12 damage, any critical success result gains a +2d modifier. Formula lasts 1d12+CL rounds.

28-31 In addition to the result from 25-27, the user gains a chilling howl and a jagged set of claws. Once per encounter, the user can use a standard action to howl. All enemies within earshot must immediately make a DC 15 Grit check. The claws grant a bonus attack with a d20 action die and inflict 1d8 damage. Formula lasts 1 turn.

32-34 Witnesses recoil in horror as the darker half residing in the recesses of the user's psyche finds physical form and rips its way out of the user. A spray of gore covers any within 10' and forces an immediate DC 12 Fortitude save from all witnessing the spectacle to avoid losing their next action as they projectile vomit. The user benefits from several enhancements. Their form grows to twice normal size, granting a +2d modifier to attack, damage, Reflex, and Fortitude saves. The user's skin is covered in thick tufts of hair that grant a +6 bonus to AC. The user's arms grow disproportionately to their freakish body, dragging the ground, and now end in claws as long and sharp as a bowie knife; the claws pair well with the now distended maw filled with rows of jagged teeth. These transformations result in two claw attacks and a bite each round. Each attack is made with a d20 action die, and the user's claws inflict 5d6 damage, while the bite attack inflicts 1d12 and decapitates a victim with any successful critical strike. The user's voice is unsettling and capable of a bone chilling shriek that may be used once per encounter. Friend and foe within earshot must make a DC 17 Grit check. Lastly, the legs of the user twist and contort into a bestial shape, granting a Movement of 40' and a vertical leap of 20'. While the formula is in effect, the user slides to the Path of The Damned +3 and acts accordingly. Formula lasts 1 turn.

35+ In addition to the result from 32-34, the user may permanently "unleash the beast" once per day. Each change comes with a caveat: the transformation becomes more addictive with each change. The change lasts at least 1 turn once activated; to return to normal, the user must pass a DC 5 Willpower save to reclaim their original form and sanity. Each successive change (either by use of the formula or the once a day change) increases the DC of the Willpower save by +1, and should the saving throw fail, the user loses the will to change back, becoming permanently transformed and insane. For all purposes the user becomes an unplayable NPC that may come back to haunt the rest of the group. The cumulative Willpower DC will rest to a DC of 5 if the user goes a week without changing.

METEORIC IRON

Level: 4 **Range:** Touch **Duration:** Permanent **Brew Time:** 1 hour **Save:** N/A

General: *Meteoric iron* is a shimmering metallic powder that is applied to a single object in a procedure that takes 1 hour for proper bonding. Once bonded, the formula improves the object's quality, transforming it into a piece of superior workmanship. Objects that have been bonded with *meteoric iron* have a distinctive shimmering, otherworldly appearance. In addition to their other qualities, bonded objects are unbreakable, affect creatures that are normally immune to mundane weapons, and gain a -1d bonus when involved in any kind of Fumble table check.

Meteoric iron can be applied to an object either by the formula creator or by the item's owner, but not by anyone else. In the text below, the "user" refers to whoever performs the hour-long bonding procedure. *Meteoric iron* is a potentially toxic chemical that can cause a mutagenic reaction as it is being applied to an object, and no amount of safety gear can protect from its otherworldly influence.

Judge's Note: Brewing *meteoric iron* requires finding an actual "fallen star" meteorite to harvest for raw materials. Most fallen stars are tiny and produce only a single dose, but a large meteorite might provide enough material for several successful brews. If a bedlamite were ever to build a Wondrous Contraption allowing travel into outer space where the stars reside, the possibilities for mining meteorites are endless…

On a successful brew, the user may choose any Brew check result equal to the successful check result or lower. If the Brew check roll is a natural 20 or if the user applies a lower result, the bonded object gains two qualities instead of only one.

Manifestation: Roll 1d4: (1) the object turns the deepest black, like a hole in space, and distant stars can be seen through it; (2) the object's surface appears to be entirely covered in gunmetal sequins, yet it's smooth as glass to the touch; (3) the object's surface appears to be entirely covered with silver glitter, yet it's smooth as glass to the touch; (4) the object turns purest white, as though it were made of starlight.

Mutagenic Reaction: Roll 1d10 modified by Luck: (0-1) the item is cursed and imposes -1d on rolls related to its intended use and a negative +1d on any related Fumble chart; (2-3) the item contacts a dark creature of great power that uses the item as a means to communicate its wishes to the user (judges are encouraged to role play the desires of the creature and the benefit/cost for following or resisting those desires); (4-5) the item gives off a vibrational pattern that human senses cannot detect but can be sensed by hostile creatures within a mile of the user (judges should double the chance for any random encounters as the object serves as a beacon to bad intentions); (6-7) the item is destroyed and explodes into a thousand fragments which coats the user's body in a thin layer of iron (roll 1d4 on the Manifestation table to determine the dye color), and they become immune to extreme temperatures, feel hot when it's cool and cold when it's warm and loses the ability to feel emotion; (8-9) the item is damaged and riddled with a dozen hairline cracks and will break permanently if the user rolls a natural 1 while using it before getting it repaired (the user's hands, forearms, mouth, lips, and jaw are all spattered with iron and they permanently gain: immunity to most poisons, can eat only hearth-coal, and drink only lamp oil); (10+) the user's blood is infused with iron, and their eyes and the inside of their mouth are coated with a thin layer of alien dye (they can permanently: see radiation, hear radio waves, speak an alien language, and take -1d damage from all alien and extradimensional sources).

1 **Lost, failure, and worse!** Roll on the Mutagenic Reaction table.

2-11 **Lost. Failure.** The formula can no longer be brewed until the user can acquire another fallen star *and* re-evaluate the brew and application procedures, which doubles the time of the next brew and the next application.

12-17 **Failure**, but formula is not lost, and the formula remains intact for another application attempt.

18-19 The user can bond the formula to any non-expendable item of gear from the equipment list in the **Appendix**. The item's appearance changes per the Manifestation roll. The item's qualities are such that its value increases ten times, and it becomes a source of pride for the owner and envy for anyone else who sees it.

20-21 The user can bond the formula to *any* piece of mundane equipment. The item now grants +1d to any skill check that requires its use.

22-23 The user can bond the *iron* to 13 pieces of identical ammunition. During the bonding procedure, the user can choose that these munitions grant +1d to the attack roll or deal +1d damage on a successful hit. If the ammunition can be retrieved, they can be reused with a bit of work (wadding and charge or a cartridge must be provided for a bullet, or a shaft and fletching must be added for an arrow).

24-25 The user can bond the *iron* to any melee weapon. During the bonding procedure, the user can choose that this weapon gets +1d to attack rolls or damage rolls or critical thresholds can be improved by 1 (usually to 19-20).

26-28 The user can bond the *iron* to any derringer (or other very small gun). During the bonding procedure, the user can choose that the weapon gets +1d to the attack roll or deals +1d damage on successful hits or improves the critical hit threshold by +1 (usually 19-20).

29-33 The user can bond the *iron* to any pistol. During the bonding procedure, the user can choose that the weapon gets +1d to the attack roll or deals +1d damage on successful hits or improves the critical hit threshold by +1 (usually 19-20).

34-35 The user can bond the *iron* to any rifle or musket. During the bonding procedure, the weapon gets +1d to the attack and damage rolls and gains a +1 to the weapon's critical hit threshold (normally 19-20).

36-37 The user can bond the *iron* to a meaningful object that helps grant them their class powers. For example, a gunslinger could apply the *meteoric iron* to their spirit irons, a luchador could apply it to their mask, a revelator could apply it to their holy symbol, or a sin eater could apply it to their obol. Other classes could make similar choices by applying the *iron* to an object that either grants them their class abilities or that is a meaningful symbol of their powers. The effect grants one reroll whenever applicable per 24-hour period. This is one of the rare times a natural 1 can be rerolled. Additionally, the item becomes indestructible after the process (if it wasn't already).

38+ The user can bond the *iron* to any meaningful object to create a truly magical item. If a weapon, choose two of the following: the item grants +2d to the attack roll or +2d damage on successful hits or improves the critical range by +2 (typically 18-20). If a class-object, the item grants +2d to any *three* uses of that object where applicable per day. The object gains

sentience (if it wasn't already), a 2d6 Intelligence, and a Path that matches its bonded owner's (if it didn't already have a Path). The object communicates empathetically with its owner and is indestructible (if it wasn't already).

NIGHT MARE FUEL

Level: 4 **Range:** 1 mount **Duration:** Varies **Brew Time:** 1 round **Save:** N/A

General: Designed to be eaten by a riding animal (and usually produced in the form of sugar cubes), this brew alters the mount into a brave, combat-hardened beast, possibly gifted with uncanny abilities from beyond this world. When the formula is brewed, the user can choose any successful result equal to the formula result check or lower.

Manifestation: Roll 1d4: (1) the beast's muscles, tendons, and bones shift and crack as they gain mass to accommodate a stronger configuration; (2) in a blink, the beast's features change to reflect its new capabilities; (3) a glow emanates from the beast's eyes for the duration of the formula; (4) the sounds of far-off neighing manifest and grow louder as a tornado of illusory horses surrounds the mount and eventually fade away, leaving the target mount clearly changed by the ordeal.

Mutagenic Reaction: Roll 1d10 modified by Luck: (0-1) the mount vomits up the cubes and resists violently any attempts to feed it more for the next 7 days; (2-3) all sounds uttered by the mount sound like human screams for the next 1d4 days; (4-5) the mount's mane changes color to pure white, and the mount is skittish for the next 1d4 days; (6-7) the mount's body is traumatized by the attempted changes, reducing its Movement speed by half for the next 1d3 days; (8-9) other horses sense that the mount has experienced something unnatural, and they shun the beast; (10+) an alien dimension touches the mount and leaves a lasting mark, granting it a permanent, monstrous feature (roll 1d6 to see what it is: 1- scaly flesh, 2- clawed hooves, 3- forked tail, 4- red eyes, 5- mangy fur, 6- snakes in lieu of mane hair).

1	**Lost, failure, and worse!** Roll on the Mutagenic Reaction table.
2-11	**Lost. Failure.** The formula can no longer be brewed until the user can re-evaluate the ingredients (24 hours).
12-17	**Failure.**
18-19	The mount's coloration shifts to that of a dark, starless night while their eyes begin to glow like the embers of a dying fire. The beast grows to half again its normal size and stature. For the duration of the formula, the mount gains 3d8 bonus hit points and a +1d bonus to all Reflex and Fortitude saves. The formula lasts 1 hour.
20-21	Pale cerulean flames flicker at the hooves of the mount. The beast's Movement is doubled as it finds itself fueled by forces from beyond, leaving a trail of burning tracks as it thunders off down the trail. The increased speed also grants the mount a +1d bonus to Reflex saves and a +2 bonus to AC. Formula lasts 1 hour.
22-23	In addition to the result from 20-21, the duration increases to 1d3 hours.
24-26	The mount kicks and shudders as it succumbs to supernatural changes. The beast grows to

twice its normal size and weight. The mount borrows its coat from the shifting shadows of an unknown plane of twilight and darkness while its eyes burn with the embers of a raging fire. A wicked horn grows 18" outward from the beast's forehead as cerulean flames lick harmlessly upwards from the bottom of the mount's hooves. While the formula is in effect, the mount gains an additional 4d8 bonus hit points in addition to a +2d modifier to Stamina and Reflex saves. The shadowy coat grants a +8 bonus to hide rolls, and the beast gains a +4 bonus to AC. The mount is capable of greater movement than that of its natural form and has its Movement rate tripled. The creature's great horn can be used as an attack once per round. The impaling attack is made with a +4 bonus, and a successful hit inflicts 3d8 damage in addition to throwing the target 1d20' (where they land prone on a failed DC 15 Reflex save). Formula lasts 1d3+1 hours.

27-30 In addition to the result from 24-26, two giant black-feathered wings grow from the sides of the mount. Formula lasts 1d4+1 hours.

31-34 In addition to the result from 27-30, the mount has the supernatural ability to pierce the veil between the land of the living and that of the dead. Up to two riders and all equipment carried may cross over into (and back from) the Near of the spirit world with the mount. Formula lasts 1d5+1 hours.

35-38 The mount bellows, shooting flame from its nostrils as it rears. The beast's form grows to three times its normal size as its hide turns black and scaly. Its hooves are replaced by reptilian-like claws that end in murderous talons. Leathery, black batlike wings push out of the beast's side as molten saliva drips from a mouth filled with rows of sharp teeth. These physical changes grant the beast several abilities, including 6d8 hit points and a +2d modifier to both Stamina and Reflex saves. The mount gains the ability to fly at up to twice its normal Movement rate on land. The beast may attack by either using a vicious bite (with a +6 bonus to hit and doing 4d6 damage) or breathing a line of fire outwards at up to 60' (dealing 8d8 damage and catching anything flammable on fire 60% of the time). The scaly hide of the beast is immune to fire-based attacks and offers a +8 AC bonus. The mount can travel between worlds, including the spirit world, dreamlands, and other planes of existence. The beast, its riders, and any gear currently strapped to the beast can make the planar journey. Formula lasts 24 hours.

39+ In addition to the result from 35-38, the mount may permanently use the ability without the formula once per day to transform into the amazing beast at its owner's command. The transformation lasts for one hour. However, should the owner of the mount be reduced to 0 hit points, the mount will automatically change forms (if it's not already in the demonic form) and attempt to claim the soul of the owner, preventing any *roll the body* checks, unless allies can kill the mount and save their friend.



SALT OF THE EARTH

Level: 4 **Range:** Self **Duration:** Varies **Brew Time:** 1 round **Save:** Varies

General: This potent formula is rumored to have originated back to a time when the mountains themselves could speak and interact with mortals. By allowing this salt to dissolve under the tongue, the user reawakens the bond to the earth, borrowing from its strengths.

Manifestation: Roll 1d4: (1) the skin of the user becomes a magnet for loose pebbles and minerals, making for a strange appearance; (2) the user's eyes glow and constantly shift like the magma deep within the earth; (3) the user's voice becomes grating and deep while insects and subterranean worms crawl and slither from the mouth during speech; (4) the user's flesh sloughs off, revealing a stony hide beneath.

Mutagenic Reaction: Roll 1d10 modified by Luck: (0-1) the user's body loses essential minerals causing them to temporarily lose 1d3 Stamina per day for 1d4 days; (2-3) one of the user's hands is turned to stone temporarily, making it hard to manipulate objects for 24 hours (any action with the hand requiring precision or coordination suffers a -2 modifier to the roll); (4-5) the user finds their Movement is reduced by 10' for 1d5 days, as their feet sink into solid earth much like one would in mud; (6-7) the user permanently develops a compulsion to eat precious gems and minerals and must devour half of any such loot they find (the user's teeth and digestion are not impared by this); (8-9) the user's arms turn to stone, and the limbs cannot be used for 1d4 days; (10+) the user constantly collects dirt and dust on their clothing and in their undergarments, and while this has no obvious effect, allies and close friends find it strange and unsettling.

1 **Lost, failure, and worse!** Roll on the Mutagenic Reaction table.

2-11 **Lost. Failure.** The formula can no longer be brewed until the user can re-evaluate the ingredients (24 hours).

12-17 **Failure.**

18-19 The skin of the user becomes thick and gray, resembling stone. Any movement produces a strange grating as dust and pebbles fall to the user's feet. The change to the skin grants a +4 AC bonus. As a related effect, any non-magical slashing weapons only inflict half damage (round down). Formula lasts 1d6+CL rounds.

20-23 In addition to the result from 18-19, the user's fists become hard as stone and can be used together for a slamming attack, inflicting 3d6 damage, in addition to forcing a DC 12 Reflex save to avoid being knocked prone. Handling normal items becomes ungainly with the user suffering a -2 to any related rolls. Formula lasts 1d7+CL rounds.

24-25 The user groans as the formula increases the mass of their body while their skin instantly falls away to reveal a stony hide. The hide grants a +6 bonus to AC and Fortitude saves. Slashing and blunt weapons only inflict half damage (round down). The user finds their Movement is slow and cumbersome, reduced to 10'. The hands of the user become large fists that can be used for devastating slam attacks. Attacking with both fists together inflicts 4d6 damage in addition to forcing a DC 14 Reflex save to avoid being knocked prone. Additionally, once per encounter the user gains the ability to blow a cloud of dust and eye

irritating sand. The cloud envelopes the user (who is not affected) and anyone within a 10' area of them. Those affected must pass a DC 13 Fortitude save to avoid becoming temporarily blinded for 1d4 rounds. The cloud also grants a +4 cover bonus while the user remains within it. The formula lasts 1d8+CL rounds.

26-28 In addition to the result from 24-25, the user gains the ability to meld into the earth and move up to 60' per round. While in the earth, the user uses vibrations to form a picture of the surface in their minds. The formula lasts 1d10+CL rounds.

29-33 In addition to the result from 26-28, the user becomes immune to non-magical slashing and blunt weapons. The user also gains the ability to cause the earth to belch rocks and dust up to 30' away and upwards in a 5' area. The ability can be used to blind a user and possibly knock them prone. The ability may be used once per round as a bonus action and forces an immediate DC 16 Reflex save. Targets failing the save suffer from blindness for 1d4 rounds and fall to the ground prone. Formula lasts 1d12+CL rounds.

34-35 The ground erupts around the user, opening wide and swallowing them up. At the beginning of the following round, the user returns as a being of molten rock, smoldering and glowing through the cracks of its hide. The user gains several abilities while in this form, including a +8 bonus to AC and Fortitude saves. The thick hide of the user grants immunity to all non-magical weapons in addition to any heat-related attacks. The hands of the user crackle and pop as steam escapes from the small openings in the stone. The fists are capable of a vicious slam attack, and attacking with both fists together inflict 4d10 damage in addition to 1d6 fire damage. Targets will catch fire 50% of the time. In addition to the damage from the attack, users must immediately pass a DC 16 Reflex save to avoid being knocked prone. The user also gains the ability to spit streams of steaming hot molten lava at a distance of 30'. The spit attack is handled as a ranged attack and targets struck, in addition to those within 5' of them, suffer 8d8 burn damage unless a DC 16 Reflex save is passed (in which case damage is halved). Targets catch fire 60% of the time. Formula lasts 1d14+CL rounds.

36-37 In addition to the result from 34-35, the user gains the ability to open the earth under the feet of one target within 100' of them. The target must immediately pass a DC 16 Reflex save or find themselves shrieking as they fall into the depths of the earth. The target falls 1d100', suffering standard falling damage. Once the target hits bottom, assuming they survive, means escaping back to the surface before the crack seals shut. Users have 10 rounds to find their return to the surface, or their bones will be crushed to dust, forever buried within the Earth. Formula lasts 1 turn.

38+ In addition to the result from 36-37, the user gains the ability to travel by melding into the earth. The user can travel at the rate of 100' per round and gains a sense of perfect direction as long as travel is beneath the ground. Additionally, the user may open up the ground and share the ability for up to 1d3 others. Formula lasts 2 turns.

TONIC OF ELASTICITY

Level: 4 **Range:** Self **Duration:** Varies **Brew Time:** 1 round **Save:** N/A

General: Drinking this mixture temporarily changes the physical makeup of the user to be more plastic and pliable. While allowing for several practical applications, it is important to note that the user's clothing is not altered, and stretched limbs will emerge from sleeves and pant-legs like serpents. There is a cumulative 1% chance each time this mixture is imbibed per day that a user will never be able to fully regain their form at the end of the mixture's duration. Should this happen, treat the user as having suffered a 10+ on the Mutagenic Reaction table; further use of the mixture is fatal as the user's heart distorts and loses the ability to drive blood.

Manifestation: Roll 1d4: (1) the user's body briefly ripples like the surface of a pond disturbed by a pebble; (2) the user's flesh turns gray; (3) the user undergoes no obvious physical transformation, but newsprint transfers cleanly to their flesh for the formula's duration; (4) the user's features droop and lose clarity as their flesh sags under its own weight.

Mutagenic Reaction: Roll 1d10 modified by Luck: (0-1) the user's facial features permanently sag under their own weight as their flesh softens and pulls away from their skull, causing them to suffer a permanent loss of 1 Personality; (2-3) the user's muscles lose some of their tension, permanently elongating and cause the user to permanently lose 1d3 Strength; (4-5) the user's fingers stretch, lengthening inordinately, and cause the user to suffer a -1d5 penalty to Agility-based checks related to fine manipulations (the penalty reduces by 1 for each month that passes due to increased familiarity with the new "normal"); (6-7) the user's legs narrow and elongate disproportionately to their body, making them look like they are walking on stilts (permanently suffer a loss of 1d3 points of Personality and -1d on all Agility-related checks which require balance or the use of their legs); (8-9) the user's skeleton rubberizes and distorts as they lose 3d5" of height, resulting in their torso bulging in strange ways (causing a permanent loss of 1d3 points of both Personality and Stamina); (10+) the user's flesh hangs from their frame like an ill-fitting suit, sagging in ways that are clearly unnatural and quite disturbing (the sagging flesh also hinders their movements, causing a permanent loss of 2d3 points of both Personality and Agility).

1	**Lost, failure, and worse!** Roll on the Mutagenic Reaction table.
2-11	**Lost. Failure.** The formula can no longer be brewed until the user can re-evaluate the ingredients (24 hours).
12-17	**Failure.**
18-19	The user's flesh becomes elastic enough to extend their extremities an additional 1d6", enabling them to alter their height and reach. Unless openly used, simple precautions will prevent this from being noticed. Formula is active for 1d5+CL rounds.
20-21	In addition to the result from 18-19, the extension distance increases to 2d6", and additionally, the user's flesh becomes increasingly elastic, enabling them to alter their height and reach enough to step over taller objects, reach around corners, etc. Formula lasts 1d6+CL rounds.
22-23	In addition to the result from 20-21, the user gains the ability to manipulate their suddenly

flexible torso, allowing them to dodge attacks and absorb impacts better, resulting in a +4 bonus to AC and Reflex saves. In addition, the user can withstand falls of up to 30' without having to roll for fall damage. Formula is active for 1d7+CL rounds.

24-25 The user's flesh becomes elastic enough to extend their extremities an additional 3d6", enabling them to alter their height and reach. The user also gains the ability to manipulate their suddenly flexible torso, allowing them to dodge attacks and absorb impacts better, resulting in a +4 bonus to AC and Reflex saves. In addition, the user can withstand falls of up to 60' without having to roll for fall damage.Unless openly used, simple precautions will prevent this from being noticed. Formula is active for 1d8+CL rounds.

26-27 In addition to the result from 24-25, the user is able to flatten their torso into a rubbery pancake, capable of wrapping around targets in an effort to either shield them from harm (the user takes 1/2 of the damage directed at the target that they are protecting) or to confine them by a grappling attack. Grapple checks are made at +5. Formula is active for 1d10+CL rounds.

28-31 The formula is active for 1 turn and the user gains the following abilities: (1) the user's flesh becomes elastic enough to extend their extremities an additional 3d6", enabling them to alter their height and reach (simple precautions will prevent this from being noticed); (2) the user's flesh becomes increasingly elastic, enabling them to alter their height and reach enough to step over taller objects and reach around corners; (3) the user gains the ability to manipulate their suddenly flexible torso, allowing them to dodge attacks and absorb impacts better, resulting in a +4 bonus to AC and Reflex saves; (4) the user can withstand falls of up to 60' without having to roll for fall damage; (5) the user is able to flatten their torso into a rubbery pancake, capable of wrapping around targets in an effort to either shield them from harm (the user takes 1/2 of the damage directed at the target that they are protecting) or to confine them by a grappling attack (grapple checks are made at +5); (6) the user gains the ability to increase their finger malleability, allowing them to flow into keyholes and pick locks (+4 to the attempt), extend through the space beneath doors, or cling to cracks in walls and scale them with ease (climb Move is half normal Move and +8 to climbing checks).

32-34 In addition to the result from 28-31, the user gains near complete control of their physical form (some examples: take on unnatural shapes or glide through the air). Formula now lasts 2 turns.

35+ In addition to the result from 32-34, extension distance increases to 100" and the mitigated falling distance increases to 1d8+CLx10'. Additionally, the user may form their malleable body into a spherical shape and bounce with incredible force. They gain a bounce attack after falling as an additional option for their action die usage [Atk bounce +CL melee; targets take bludgeoning damage equal to the equivalent falling damage the user would have sustained based on the distance fallen; user may perform a DC 15 Agility check to redirect bounce from one target to another indefinitely if they pass their Agility check and have surfaces from which to redirect their bounces].

LIBATION OF MIND THIEVERY

Level: 5 **Range:** Line of sight **Duration:** Varies **Brew Time:** 1d6 round s **Save:** Will

General: This formula allows the imbiber to hijack a target's mind, potentially seeing what they see and even controlling their body with a particularly potent brew. Should the user be able to administer just a drop of the formula to the chosen target, their saves suffer a -2 modifier against any of the effects of this libation.

Manifestation: Roll 1d4: (1) a slow trickle of blood pours from the user's nose for 1d6 rounds, causing 1 hp in damage; (2) the user briefly appears as a façade of the target, which flickers in and out throughout the duration of the formula; (3) the user takes on the voice and personal mannerisms of the chosen target; (4) anything held by the target is dropped as a piercing pain floods their senses.

Mutagenic Reaction: Roll 1d10 modified by Luck: (0-1) the imbiber takes on the personality of the intended user for 2d6 minutes (this is a delusion, so they don't gain any of the user's knowledge, instead having to fake it); (2-3) the intended target receives a strong mental image of the imbiber, and the imbiber receives a terrible headache; (4-5) the imbiber's body is taken over by a nonphysical entity for 1d4 hours which may or may not have access to the imbiber's knowledge and may continue to be played by the original player (it might have specific goals at the judge's discretion); (6-7) the imbiber becomes dislodged from their own body, and for the next 1d4 hours, the body drops unconscious, and the imbiber's spirit becomes a ghost that can only be seen and heard by those able to interact with the spirit world; (8-9) the imbiber permanently gains a mannerism or personality trait from the intended target; (10+) the imbiber permanently gains a physical trait from the intended target (examples: an increase or decrease in height or weight, longer or shorter hair with a change in color, skin tone change, etc.).

1	**Lost, failure, and worse!** Roll on the Mutagenic Reaction table.
2-11	**Lost. Failure.** The formula can no longer be brewed until the user can re-evaluate the ingredients (24 hours).
12-17	**Failure.**
18-19	The user projects their mind into the astral and locates the silver cord attached to a target within line of sight. Once found, the user snags and follows the cord into the mind of the chosen target. The process manifests itself as a painful knocking in the mind of the target who makes an immediate DC 13 Willpower save. Failure results in the user opening a back doorway into the target's mind. While the formula remains in effect, the user can search for answers to questions the target would know. Each answer the user seeks takes one full round to locate and retrieve. Formula lasts 1d6 rounds.
20-23	In addition to the result from 18-19, the user gains the ability to read the emotions that surround specific events, places, or things by implanting visual flashes of the subject in question. Additionally, the saving throw to resist the effect increases to a DC 14. Formula lasts 1d6+CL rounds.

24-25 The user mentaly leaves their body, projecting into the astral in search of the target's silver cord. Once found, the user follows the cord and attempts to enter the mind of the target to implant basic suggestions into their mind. Targets gain an immediate DC 15 Willpower save to resist the effect or will follow suggestions made by the user. Suggestions must seem like a normal action or thought to the target, and up to 1d6 suggestions can be buried within the target's mind. The user can program times and triggering events for the suggestions to happen. Once the allotted amount of suggestions has been left, the user is ejected back into their body, which lies in a state of helplessness during the effects of the formula. Each suggestion takes 1 round to implant.

26-29 In addition to the result from 24-25, the user has the option to ride the mind of the chosen target for the duration of the formula. Riding the mind not only allows the user the ability to implant suggestions, but also grants the ability to watch the outcome through the eyes of the target. The number of implanted suggestions increases to 1d8. Formula lasts 1 turn, and the user's body lies in a state of helplessness while they are riding their target.

30-33 By navigating the astral, the user locates the silver cord of the intended target and follows it into their mind. The target is allowed a DC 17 Willpower save to resist the effects or loses complete control of all movement and speech. The target can be made to say anything or use any ability or skill they have. Targets can be forced to move and take any physical action they would normally be capable of. Should the target be forced to self-harm or harm those near and dear, a second save is allowed before the act is performed. The user also has the option of 'riding' the target's mind for the duration of the formula, able to observe and take control at any time. The target is only aware that they are suffering from momentary blackouts that occur randomly. Formula lasts 1d3 turns and the user's body lies in a state of helplessness while they are riding the target.

34-37 In addition to the result from 30-33, the user may "steal" one skill, spell, or special ability from the target. The target is allowed a DC 18 Willpower save to resist the theft or will forget how to use the stolen ability. The user gains 1d6 uses of the ability before it is lost and returns to the original owner. Any associated costs (such as a temporary Personality) must be paid by the user to enact the ability that requires it, and the user is subject to the same price of failure should the ability require a roll. The user has 1d7 days to make full use of the stolen ability before it is wiped from their memory, returning to the target. Formula lasts 1d3+1 turns.

38+ In addition to the result from 34-37, the user gains the ability to permanently enter and leave a target's mind at will. The ability can be used once per 24-hour period, but the user runs the risk of becoming permanently trapped in the mind of the target with each visit. Upon leaving the target mind, the user must pass a DC 8 Willpower save with the DC increasing by +1 for each successive use of the ability without the formula. Failure results in the user being unable to leave the mind of the target and being unable to do anything but watch as a spectator in the target's mind. The user is allowed a new save after 1d7 days with failure resulting in becoming a permanent voice in the mind of the target. While in the target's mind, the user's body lies in a state of helplessness and may perish if it does not receive water and nourishment if its mind does not return for many days.

LOZENGE OF HOMUNCULAR MANIFESTATION

Level: 5 **Range:** Self **Duration:** Varies **Brew Time:** 1 round **Save:** N/A

General: Ingesting this large lozenge begins the process of assimilating the genetic code of the user, borrowing just enough physical components to trigger the birth of a clone of the user.

Manifestation: Roll 1d4: (1) a cloud of reddish effluvia pours out of the user's ears, nose, and mouth to form the primordial mass that is to become the homunculi; (2) the user sheds multiple layers of skin in a flurry, each forming one homunculus; (3) as the user ingests the homunculus lozenge, they begin to rapidly vibrate and split into multiple, still-forming clones; (4) the user spits forth a stream of glowing fluid that scatters into pools or droplets, each of which form a separate homunculus.

Mutagenic Reaction: Roll 1d5 modified by Luck: (0-1) the user permanently loses a finger or toe as the reaction produces only a tiny, pale, withered, lifeless lump of flesh; (2) the user permanently gains a second tiny face that emerges from their torso, twin to their own, with a subtle, twisted, evil menace in its eyes (it is mute, and other than being a hideous deformity, has no other downside); (3) the user sloughs their skin, but it only slowly regrows, causing 1d6 hp of damage and an immediate DC16 Fortitude save to avoid collapsing in a whimpering heap of pain for the next 1d4 rounds while re-epithelializing; (4) a twisted copy of the user is made but turns upon them, attacking in a manic fury [Init as user; Atk fist +2 melee (1d4+2); AC 14; HD 5; hp 30; Act 2d20; SV as user; Path PoD]; (5+) the strain of making the homunculus causes the user to collapse in a shrunken, boneless heap—seemingly dead—for the next 2d20 hours while leaving a perfect copy of themselves standing there, free to roam, and passes the collapsed user off as being the failed attempt (the copy will mimic the user in all ways but is a summation of all the user's darkest thoughts and emotions with feet firmly set on the Path of The Damned).

1	**Lost, failure, and worse!** Roll on the Mutagenic Reaction table.
2-11	**Lost. Failure.** The formula can no longer be brewed until the user can re-evaluate the ingredients (24 hours).
12-17	**Failure.**
18-19	*Homunculus noctii:* The user is surrounded by 1d4+CL copies of themselves that manifest as dark, two-dimensional shadows of the user. The copies swirl and move around the caster, creating confusion in any attackers. The copies provide protection for the caster, giving them +5 AC and +5 to Reflex saves, as well as absorbing incoming attacks (each copy can absorb 2 hp of damage that might otherwise affect the caster, but is destroyed afterward). The effect lasts for 1d4+CL rounds.
20-23	*Homunculus lux:* The user creates 1d3+CL slightly glowing, three-dimensional copies of themselves that move in concert with them, creating a forest of shifting images. Any successful attacks must also roll a d20; scoring a 1 is needed to hit the user rather than a copy (which is destroyed in a flash of sparkling light). This continues until there are no copies remaining or the duration ends. The effect lasts for 1d6 rounds.
24-25	*Homunculus congregans:* The user creates dozens of small copies of themselves, all sized at 1/6th of the user's size. These will attack opponents, rushing them in gangs or firing very

small guns as they leap into battle. The homunculi can attack 2d4 separate targets, causing opponents 1d8 damage. Homunculi last for 1d3+CL rounds.

Homunculus Congregans: Init +3; Atk fists +4 melee (1d8) or tiny guns +4 ranged (1d8, range 20/40/60); AC 15; HD 3d6+3; 15 hp; MV 60'; Act 1d20; SV Fort +0, Ref +5, Will +1; Path as user.

26-28 *Homunculus gemellus:* The user makes a single copy of themselves, infusing it with a shred of their life-force to attract animating spirits from across the veil. This replica has half of the hit points and modifiers of the user but is otherwise identical. The user can give the replica basic instructions, and it will carry them out, reporting back to the user with any observations. The replica will persist for the next 1d6 days or until injured and brought to 0 hp, at which point it will dissolve into a festering pile of meat and slime, rapidly sublimating into the surrounding air until only a miniature bone carving remains.

29-33 *Homunculus bestia:* The user creates a twisted, monstrous version of themselves that is driven by a malevolent intelligence. This creation will not seek to harm the user initially, but it will fight against any enemies, attacking them in melee with powerful, crushing blows. While less pleased to do so, it will also labor on behalf of the user, doing the physical work of 10 normal men. It will do the bidding of the user for 6d6 hours before demanding a sacrifice of flesh from the user or those close to them if unsated by the insufficient slaughter of sentient beings. If denied, the motivating spirit will attack its creator and any nearby innocents.

Homunculus Bestia: Init +4; Atk fists +6 melee (2d6+6); AC 15; HD 10d8; 60 hp; MV 60'; Act 2d20; SP ½ damage from normal weapons (round down), immune to poison; SV Fort +7, Ref +3, Will +6; Path PoD.

34-35 *Homunculus altera:* The user makes a single copy of any one target, infusing it with a shred of the target's life-force to attract animating spirits from across the veil. This replica has half of the hit points of the target creature, but it is otherwise identical to the original. The user or a designee can give the replica basic instructions, and it will carry them out, reporting back with any observations. The replica will persist for the next 1d6 days or until brought to 0 hp, at which point it will dissolve into a festering pile of meat and slime, rapidly sublimating into the surrounding air until only a miniature bone carving remains.

36-37 *Homunculus incognii:* The user makes a horde of smaller homunculi that flow together to form a highly malleable copy of the user. The homunculus will work with the user, following their directions. The homunculus can split into smaller subunits as needed, functioning in the manner of the Homunculi congregans, but it is an exact copy of the user otherwise, with all of the hit points and abilities of the user, except for potion formulae (magical or mundane); it may use formulae provided by the user. This construct can twist and mold its facial features and reshape its body appearance to mimic others for short periods of time (DC 15 Intelligence save to recognize differences). This check is made harder (+3 to DC) by taking or being provided with a bit of skin, hair, blood, or other bodily tissue from the creature being mimicked. The homunculus incognii will persist for 2d12 days before suffering a runaway mutation and collapses in a tumorous heap of rapidly proliferating and necrosing tissues. The user may, if done before the onset of the dramatic "death" of the homunculus, ingest parts of the homunculus to gain the memories of its time apart from the user.

38+ *Homunculus confraternii:* The user may choose a lesser result but will otherwise create a single 1-2' tall copy of themselves. This copy is a familiar of the user, and the final act of

creating it requires the sacrifice of 1 point of permanent Stamina. The copy will survive and work with the user until physically killed or destroyed. The user can see dimly through the construct's eyes and hear through its ears at distances up to a mile. The user and the homunculus will always know where the other is, at least with a vague sense of direction and distance, as "blood draws to blood." The presence of the homunculus strengthens the user, providing them with a +1 on all skills and Brew checks and a redraw from the deck when using mundane formulae. The homunculus may have other powers and traits as well, which the judge can assign as they see fit. The homunculus will intelligently aid the user in their pursuits but will not willingly sacrifice themselves for the user, as the death of the user means potential freedom for the homunculus.

Homunculus Confraternii: Init +5; Atk +4 melee(1 point or by weapon used) or missile +4 (as weapon used); AC 15; HD 6d6; hp 30; MV: 60'; Act 1d20; SP stealth +10 to hiding, craft acid potion (1d12 damage the 1st round, 1d6 damage 2nd round), craft explosives (1d14 damage in 5' radius), SV Fort +2 Ref +8 Will +6; Path as user.

LIBATION OF ANIMAL COMMUNION

Level: 5 **Range:** Varies **Duration:** Varies Brew **Time:** 1 round **Save:** N/A

General: The mixture is formulated to create a temporary mind/sensory link between the user and one or more animals. The user must first drink from the mixture and follow by offering it to the desired animals. Animals find the mixture irresistible as it's designed to tap directly into their sensory pathways.

Manifestation: Roll 1d4: (1) the user innately speaks the bestial language of the target animals, but it is limited to encouraging the animals to partake of the offered mixture; (2) for the formula's duration, the user temporarily assumes a physical characteristic of the target animals; (3) affected animals will remain near the user for 1d4 months, feeling a "pull" to be around the human that temporarily bonded to them, and should the user continue to use the animals for the *mixture of animal communion* effects, they gain a cumulative +2 bonus to the Brew check for each use (on the next failed Brew check, all accumulated bonuses are lost); (4) the user develops food-cravings for the natural diet of the target animals (the craving lasts for 1d7 days, and other foods do not satisfy the cravings).

Mutagenic Reaction: Roll 1d10 modified by Luck: (0-1) the user makes noises matching the animals used for the communion during any stressful situation and lasts 1d30 days; (2-3) the user's eyes change to match that of one of the animals and gains any vision-based advantages or disadvantages (e.g., infravision from snakes or dichromatic vision from canines) for the next 1d30 days; (4-5) animals of the same species the user fails to commune with develop a natural animosity towards the user that tried to tap into their neural pathways and will avoid them (suffer a cumulative and permanent -2 penalty to Brew checks when attempting to commune with these species); (6-7) the user develops a dangerous allergy to the species with which the communion attempt failed (pass a DC 12+1 for each time this result appears Fortitude save each round they are within 10' of such creatures or suffocate from airway constriction, taking 1d4 Stamina damage each round until they pass a DC 13 Fortitude save—a Fortitude of zero is death); (8-9) one of the user's hands permanently transforms into an appendage resembling that of one of the animals used (suffer a -2 penalty to physical actions requiring fine manipulation, but the user may also gain a natural attack at the judge's discretion); (10+) the user

and one animal swap bodies, and the only way to reverse the swap is to have a new mixture of animal communion be used on both parties (user must then pass a DC 12 Fortitude save or the body swap is permanent!).

1	**Lost, failure, and worse!** Roll on the Mutagenic Reaction table.
2-11	**Lost. Failure.** The formula can no longer be brewed until the user can re-evaluate the ingredients (24 hours).
12-17	**Failure.**
18-19	The user chooses one animal from any phylogenetic subspecies (e.g., *Canis lupus familiaris,* or the common dog) within their field of vision at the time the mixture is imbibed and immediately enters the creature's mind with no saving throw to resist. The chosen animal's psyche immediately slip into a trancelike state while the user controls the animal's body, accessing all the animal's senses within the normal limitations of the creature's sensory organs (e.g., bats are effectively blind, while eagles can see up to two miles away) and controlling the animal's movements within a one mile range. Formula is active for 1d10 turns.
20-21	In addition to the result from 18-19, the user may affect up to 1d3 animals of the same phylogenetic subspecies, and the control range increases to 10 miles.
22-23	In addition to the result from 18-19, the user may affect up to 1d3 animals of the same phylogenetic species (e.g., Species *Canis lupus*), the control range increases to 10 miles, and the formula's duration is increased to 1d12 turns.
24-25	In addition to the result from 18-19, the user may affect up to 1d5 animals of the same phylogenetic species (e.g., Species *Canis lupus*) and the control range is now unlimited. The formula's duration is increased to 1d14 turns.
26-28	The user chooses 1d7 animals from any phylogenetic genus (e.g., Genus *Panthera*) within their field of vision at the time the mixture is imbibed and immediately enters the creatures' minds with no saving throw to resist. The chosen animals' psyches immediately slip into trancelike states while the user controls the animals' bodies, accessing all the animals' senses within the normal limitations of the creatures' sensory organs (e.g., bats are effectively blind, while eagles can see up to two miles away) and controls the animals' movements within an unlimited range. Formula is active for 1d6 hours.
29-33	In addition to the result from 26-28, the user may affect up to 1d4 animals of the same phylogenetic family (e.g., Family *Felidae*), and the formula's duration is increased to 1d8 hours. Additionally, the user may slip into and out of the minds of any of the animals at will during the formula's duration. While any affected animal is not under direct control, it will remain within 300' of the user, going about its normal routine until control is reasserted.
34-35	In addition to the result from 29-33, the user may affect up to 1d6 animals of the same phylogenetic order (e.g., Order *Carnivora*), non-controlled affected animals remain within 600', and the formula's duration is increased to 1d10 hours.
36-37	In addition to the result from 34-35, the user may affect up to 1d10 animals of the same phylogenetic class (e.g., Class *Mammalia*), non-controlled affected animals remain within one mile, and the formula's duration is increased to 24 hours.

38+ In addition to the result from 36-37, the user may affect up to 1d4 animals of any vertebrate species within the phylogenetic Kingdom *Animalia* and the formula's duration is increased to permanent; however, the permanent nature of the mixture has a deteriorating effect on animals under the user's control, halving the lifespan of each such animal. Also, so long as any of the affected animals are alive, repeat draughts of this mixture have no effect on the same user.

MULTIPLICATION LIBATION

Level: 5 **Range:** Self **Duration:** Varies **Brew Time:** 1 round **Save:** N/A

General: The user produces clones of themselves, allowing them to be in more than one place at the same time, doing more than one task.

Manifestation: Roll 1d4: (1) the user develops sores on random parts of their bodies as their clones physically climb from within them, making for a horrific display; (2) one of the user's facial features falls off, leaving a bloody hole that regenerates in 1d3 hours, while the fallen part serves as the material for what forms; (3) the user's arteries swell and burst, spraying the area with the material for the clones; (4) the user vomits small tumors that have the likeness of their "parent."

Mutagenic Reaction: Roll 1d10 modified by Luck: (0-1) an additional pair of eyes appears on the user's head for 1d6 turns, which is quite disturbing to viewers (suffer -1d to social-interaction based rolls, but gain a 360° view); (2-3) a deformed arm sprouts out of the user's chest, and they suffer a -1d penalty to all rolls related to physical actions for 1d4 hours; (4-7) for 2d4 hours, an additional arm or leg appears from a random spot on the user's body (the judge will determine any detrimental effects, but the limb will constantly flail, hindering most actions); (8-9) for 1d4 days an additional head sprouts out of the user's neck that has opposing views on almost all subjects from the user and argues tirelessly with them (ruining any attempts at stealth and actions where concentration is normally needed require a DC 12 Willpower check to complete); (10+) a permanent, physically identical clone sprouts from the user's back, causing the user to pass out for 1d10 rounds while the clone attempts to escape (If allowed to develop, the clone will plot to assume the identity of the user, making for a memorable villain for some moment in the future).

1 **Lost, failure, and worse!** Roll on the Mutagenic Reaction table.

2-11 **Lost. Failure.** The formula can no longer be brewed until the user can re-evaluate the ingredients (24 hours).

12-17 **Failure.**

18-19 The user successfully triggers the emergence of a rapidly developing clone of themselves. The clone develops fully in 1d8 rounds, then stands naked to face its creator. The clone shares the same ability scores and hit points of the user and will look to the user as a "parent," and is eager to please and is filled with questions as memories and past experiences are not ported over to the fledgling. While the formula is in effect, the clone will follow all commands given by the user, even those that would put the clone in danger. The physiological makeup of the clone means that it can only remain for 1d8 hours before shuddering and collapsing into a puddle of gibbering teeth, hair, and bloody pulp.

20-23 In addition to the result from 18-19, the clone is much more stable and lasts for 1d10 hours.

24-25 In addition to the result from 20-23, the user creates two identical clones. Both clones can be independently controlled and given commands by the user for the duration of the formula. Should one of the two clones witness the "parent" giving its sibling a command that results in harm or death, the remaining clone will attempt to escape or attack its parent. Clones can survive for 24 hours before returning to a primordial heap of plasm, bone and hair.

26-28 In addition to the result from 24-25, the two clones may survive for 1d7+CL days. Each day past the number rolled means the clones must pass DC 12 Fortitude save to continue living. Should the save be made the DC increases cumulatively by +1 for each additional day of life until the save is failed.

29-33 The user creates 1d4+1 clones. Each clone claims the stats and hit points of the user and are linked mentally to each other and their "parent." Clones remain stable for 1d30+CL days before reverting to a mass of flesh, teeth and hair, and they will do their best to obey the wishes of the user. Siblings observing mistreatment of their brood by the user or witness the user allowing others to bring harm upon them may result in a revolt. Judges should make the roll in secret, giving the clones a 65% chance of deciding to destroy their creator. Judges should decide the best course of action for the remaining clones and make a solid attempt at helping the clones find their revenge.

34-35 In addition to the result from 29-33, the clones thrive for 1d6 months.

36+ In addition to the result from 34-35, the user may instead choose to make one clone and keep it as an undeveloped tumor inside some suitable vessel. Should the user be slain before the 12-month expiration of the formula, the clone will begin to develop over a period of 24 hours, after which the clone is considered to be an exact duplicate of the user. The clone is identical, with the same memories and abilities that the user had at the time of their demise.

PHILTER OF DELAY DEATH

Level: 5 **Range:** Self **Duration:** Varies **Brew Time:** 1 round **Save:** Will

General: When a cowpoke's luck has all run out and they're on their last breath, this potion will keep them from crossing on to whatever reward they've earned.

Manifestation: Roll 1d4: (1) as the potion is downed, a contract written in a foreign tongue with the user's name written in blood upon it appears in the air, dissipating after 1 round; (2) a spectral hand coalesces around and picks up the user before turning into a gas that rushes into the user's mouth; (3) black gasses flow out of the user's eyes, ears, and mouth; (4) the user fluctuates from the form of a small child to that of an old man before finally settling with the result of the potion.

Mutagenic Reaction: Roll 1d10 modified by luck: (0-1) the user ages 1d4 years; (2-3) the user gains excessive, baggy, wrinkles all around their face, resulting in a permanent -1 to Personality; (4-5) the user ages 1d10 years; (6-7) the user's intelligence becomes 3 for 1d4 turns, as their mind is temporarily that of a baby; (8-9) the user ages 1d20 years; (10+) the user de-ages until they are eight years old, resulting in a -3 to Intelligence, Strength, and Stamina (the user ages normally from this point, and the stat loss is removed at age 17).

1 **Lost, failure, and worse!** Roll on the Mutagenic Reaction table.

2-11 **Lost. Failure.** The formula can no longer be brewed until the user can re-evaluate the ingredients (24 hours).

12-17 **Failure.**

18-19 The user manages to prolong their life. The next time they die, they come back from the grave 1d3 days later. Unfortunately this is only temporary, and they stay in the land of the living for only another 1d6 days. In addition, after each day passes, their body begins to rot and wither as it would in death. A DC20 Willpower save may be made at the end of the 1d6 days to remain in life as a Level 1 Tommyknocker (regardless of what their level was, it is now level 1); tommyknockers do not benefit from this formula.

20-23 For the next 24 hours, if the user is killed they come back to life after 1d8 hours with 1 hit point. Unfortunately, a dark and powerful spirit follows after them. The spirit later (when the judge deems fit) enters one of the user's dreams in order to bring them back to the world of the dead.

Spirit: Init +5; Atk spectral rake +7 melee (1d6+7) or soul suck +3 ranged (1d3 + DC 18 Will save or lose 1d6 points of Stamina, range 10/20/40); AC 14; HD 10d8; hp 53; MV 30', Fly 30'; Act 2d20; SP drag to the dead (If the user has reached 0 Stamina or hit points, the spirit can take an action to bring their mortal body back to the land of the dead); SV Fort +3; Ref +3; Will -1; Path WtL.

24-25 For the next 24 hours, if the user drops below 1 hit point they will immediately be sucked back from the realm of the dead to the land of the living, returning with 1 hit point. Chaotic energies seep into the user from the interaction of the formula and the spirit lands, and they gain a permanent mutation. Roll 1d4: (1) the user grows 4" horns on the top of their head; (2) the user's eyes reflect the image of many rivers of blood flowing along a jagged coast of rocky spines, appearing only as bloodshot from a distance; (3) when the user breathes out, small clouds of black vapour escape their mouth; (4) in the dark, the user's veins pulse a harsh red.

26-28 The user is able to venture briefly beyond the veil to drag back the soul of one recently deceased (within the past 48 hours) being. The target body must be intact and present at the time. The target must make a DC20 Willpower save, and the user can burn Luck to aid them. The target returns to their body as a level 1 tommyknocker, retaining only the memories of their former class, but they may reroll two of their stats if they wish.

29-33 For the next 1d4 days, if the user drops to 0 hp they may move their soul into the nearest sentient creature. The creature may attempt a Willpower save vs. a DC equal to the Brew check result; on a success, the user moves on to the land of the dead, but if the creature fails the user inhabits their body, casting the creature's soul into the Near. The user gains all the creature's abilities while retaining the ability to create magical and mundane formulae.

34-35 The draught allows the user to leave their mortal body at the verge of death for 1d6 hours to find another creature to inhabit. The creature may attempt a Willpower save vs. a DC equal to the Brew check result to resist; if the creature fails they will be displaced by the invading intelligence, their soul cast into the Near, and their body slowly converts over the next few months to more closely resemble that of the invading intelligence.

36-37 The user may move fluidly between life and death for the next 1d6 hours, easily going from

death to life and vice versa up to 1d8 times. Each time the user comes back from the dead, they must make a roll on the Minor Corruption table and succeed in a DC18 Fortitude save or lose 1 point of Stamina.

38+ The user links their existence to the souls of the nearest 1d10 sentient creatures. Upon the user's death, those beings must make a Willpower save vs. a DC equal to the Brew check result or die, as the user steals their life essence to cross back to the land of the living. There is no time limit on this. When using this ability, the user returns from death at half maximum hp, with their age reset to between 20-40 apparent years of age (as the user chooses), and suffers only from a Minor Corruption table roll.

POTABLE OF PECULIAR POLARIZATION

Level: 5 **Range:** Varies **Duration:** Varies **Brew Time:** 1 round **Save:** Fort

General: The user gains the ability to manipulate ferromagnetic objects, and at greater a potency, they may manipulate the iron in living things as well.

Manifestation: Roll 1d4: (1) the user is circumscribed by tiny lightning flashes; (2) all ferromagnetic objects within a 10' radius (centered on the user) are tugged gently towards the user, and any items which are unsecured are drawn to the user's skin within 1 round; (3) the user floats 1d3" off the ground for the formula's duration; (4) all living creatures within a 20' radius (centered on the user) feel a mild tingling under their skin, as the iron in their blood feels the call of the user's formula.

Mutagenic Reaction: Roll 1d10 modified by Luck: (0-1) in stormy weather, the user permanently becomes a lightning rod and has a far greater chance than normal of attracting lightning if outdoors (roll 1d100 once each turn: (01-10) lightning strikes the user [3d6 electrical damage]; (11-20) someone or something else within 10' has been struck [3d6 electrical damage]; (21-100) no lightning strikes in the user's vicinity); (2-3) the user's skin is horribly burned by an electromagnetic flash, and they suffer 2d4 points of of damage; (4-5) electrical currents arc between the user and any ferromagnetic objects (including most firearms) within a 5' radius centered on the user (pass a Luck check to avoid setting any firearms off or every round will discharge, doing half damage to all within 10' of the firearm); (6-7) any ferromagnetic objects within a 5' radius (centered on the user) are unable to be touched (objects smaller than the user's body are repelled beyond their grasp, while any objects larger than the user's body are surrounded by an impregnable magnetic field which resists any contact by the user); (8-9) the user is permanently surrounded by a magnetic field that rapidly pulls all unsecured ferromagnetic objects of equal mass or less within a 10' radius (centered on the user) directly towards them; (10+) the user's magnetic field pulses erratically and causes all magnetic and electronic devices within a 30' radius (centered on the user) to malfunction (effects at judge's discretion).

1 **Lost, failure, and worse!** Roll on the Mutagenic Reaction table.

2-11 **Lost. Failure.** The formula can no longer be brewed until the user can re-evaluate the ingredients (24 hours).

12-17 **Failure.**

18-19 The user can choose one unsecured, ferromagnetic, non-living object (objects consisting

of iron, cobalt, nickel, etc.) of up to 50 pounds within a 30' radius to manipulate and may move it at a rate of 5' per round in any direction (horizontally or vertically). Formula lasts 1d8 rounds.

20-23 In addition to the result from 18-19, the weight limit increases to 80 pounds and can be moved at a rate of 10' per round. The user may also focus the formula to repel weapons consisting of ferromagnetic materials (-1d penalty on any damage roll from these weapons). Formula lasts 1d8+CL rounds.

24-25 In addition to the result from 20-23, the weight increases to 150 pounds, and the rate of movement increases to 20' per round. Objects weighing less than 20 pounds can be levitated and physically launched at any target within 30'. Objects used as a weapon inflict 1d8+CL damage. Additionally, the ability to repel damage increases to a -2d penalty to any damage roll. Formula lasts 1d10 rounds.

26-28 The user finds their awareness of ferromagnetic objects hyper focused, giving them several amazing abilities. Any object (including living) of 250 pounds or less can be moved up to 30' a round horizontally or vertically. Living objects make a DC 15 Fortitude save to resist the effect. Objects can be used for a slam attack, and inflict 1d6 damage per 10' moved in the round the attack is made (e.g., objects moved 30' to strike a target would inflict 3d6 damage). A 1d20+CL action die is used for this attack. In addition, the user gains immunity to ferromagnetic materials (such materials do not penetrate their skin). Formula lasts 1d10+CL rounds.

29-33 In addition to the result from 26-28, the user gains the ability to levitate 30' per round. Formula lasts 1d12 rounds.

34-35 In addition to the result from 29-33, the user can levitate up to 1d6 willing and unwilling targets within 60' of the user. Unwilling targets gain an immediate DC 17 Fortitude save with failure resulting in being lifted off the ground at the rate of 30' round. Targets may be continually lifted as long as they remain within 30' of the user. Leaving the area of effect immediately drops them, and they suffer falling damage with a DC 13 Reflex save being allowed for half damage (rounding down). Formula lasts 1d12+CL rounds.

36-37 The user becomes a beacon of magnetic waves, sensing all ferrous objects, no matter the size, within a one-mile area. Any object (including living) 500 pounds or less can be levitated and moved up to 60' a round. Living targets gain an immediate DC 18 Fortitude save to resist the effect. Objects can be used for a slam attack, and inflict 2d6 per 10' moved in the round the attack is made (e.g., objects moved 60' to strike a target would inflict 6d6 damage). A 1d20+CL action die is used for this attack. Up to 1d8+CL targets can be levitated at once and may be continually lifted as long as they remain within 60' of the user. Leaving the area of effect immediately drops them, and they suffer falling damage with a DC 13 Reflex save being allowed for half damage (rounding down). In addition, the user gains immunity to ferromagnetic materials (such materials do not penetrate their skin). Lastly, the user gains the ability to fly 60' per round. Formula lasts 1 turn.

38+ In addition to the result from 36-37, the user may redirect any attack made with ferrous materials back at their attacker, automatically striking for standard damage. Additionally, the user permanently gains the ability to manipulate the iron found in their own blood, reducing any damage rolls by -1d. However, small items of under 5 pounds that are not secured to something are pulled towards the user. Formula now lasts 1d3 turns.

SERUM OF BLOOD CHILDREN

Level: 5 **Range:** Self **Duration:** Varies **Brew Time:** 1 round **Save:** N/A

General: The user imbibes this viscous syrup which immediately forces a violent regurgitation of several clots of blood. These clots develop into a bloody brood of various forms. These horrific, mewling creatures protect the user against any threat.

Manifestation: Roll 1d4: (1) the user vomits a deformed mass of blood that divides itself into various clusters that project tentacles, claws, maws ,etc.; (2) the user vomits pools of blood which act as doorways to the realms the coming creatures hail from; (3) the user perspires blood from their skin onto the ground where it assumes the chosen form determined by the formula's result; (4) a vein grows and pulses on the user's neck, growing until the vein bursts, and the freely flowing blood takes monstrous forms.

Mutagenic Reaction: Roll 1d8 modified by Luck: (0-1) the user sweats blood for the next 24 hours, and during this time, any strenuous activity results in 1d6 damage; (2-3) the tear ducts of the user randomly bleed for an unsettling effect (pass a Luck check during any social interaction to avoid having their eyes well up with blood) that lasts 1d3 rounds and causes any social interaction rolls to suffer a -1d penalty (this is a permanent effect); (4-5) the user permanently becomes a free bleeder and must receive professional or magical healing to stop bleeding after any wound (suffer an additional 1hp of damage per round after any damage is sustained until healing is administered); (6-7) the user permanently gains the ability to see through the skin of any living target to witness the travel of blood through the pathways of veins and arteries, as the effect is often distracting, it results in a -1 penalty to any attack in the first round of combat; (8+) the user can now permanently hear the blood flowing through all living creatures which have a circulatory system, and while this helps in some situations (judge's discretion), it is mostly distracting, and the user must pass a DC 10 Willpower check or suffer a -2 penalty to any roll where concentration is important.

1 **Lost, failure, and worse!** Roll on the Mutagenic Reaction table.

2-11 **Lost. Failure.** The formula can no longer be brewed until the user can re-evaluate the ingredients (24 hours).

12-17 **Failure.**

18-19 The user's blood bubbles and pops, releasing inhuman shrieks as the mass takes form. 1d3 child-sized humanoid forms rise to their feet. The creatures have no apparent features save for gleaming yellow eyes and distended mouths that remain open. The blood that flows from their open mouths gives shape to their bodies. The brood can be given simple commands such as "attack" or "defend" and will do so to the death. The creatures attack with an acid blood touch. While one or two of the blood creations are generally no great threat, in larger numbers a brood can overwhelm and literally dissolve a shrieking target with their acidic attacks. Formula lasts for 1d10+CL rounds or until destroyed.

Blood Child (single creature): Init +2; Atk acidic blood touch +2 melee (1d4+2); AC 14; HD 2d8+2; MV 20'; Act 1d20; SV Fort +2, Ref +1, Will +0; Path PoD +2.

20-23 In addition to the result from 18-19, 1d6 creatures are created. Formula lasts 1d12+CL rounds or until destroyed.

24-25 In addition to the result from 20-23, the number of creatures created increases to 1d8 and the stats for the creatures improve. Formula lasts 1d14 rounds or until destroyed.

Blood Child (single creature): Init +3; Atk acidic blood touch +3 melee (1d4+3); AC 15; HD 3d8+3; MV 20'; Act 1d20; SV Fort +3, Ref +2, Will +1; Path PoD +2.

26-28 In addition to the result from 24-25, the number of creatures created is increased to 1d8+CL. Formula lasts 1d14+CL or until destroyed.

29-33 In addition to the result from 26-28, the number of creatures created is increased to 1d10+CL. Formula lasts 1 turn or until destroyed.

34-35 In addition to the result from 29-33, the number of creatures created increases to 1d12+CL and the stats for the creatures improve. Formula lasts 1d3 turns or until destroyed.

Blood Homunculus: Init +4; Atk acidic blood touch +4 melee (1d5+4); AC 15; HD 4d8+4; MV 30'; Act 1d20; SV Fort +4, Ref +3, Will +2; Path PoD +2.

36+ In addition to the result from 34-35, the user gains the permanent ability to create 1d3 creatures at their weakest level (as per the 18-19 result) once in a 24-hour period. Creating the brood comes at the cost of 1d3x6 hit points to represent the extra cost in blood the user must expend.

SHADOW POTION

Level: 5 **Range:** Varies **Duration:** Varies **Brew Time:** 1 round **Save:** N/A

General: The user becomes one with shadows, using them for various effects. A shadow must be present to make use of this brew.

Judge's note: On a successful brew, the user may choose any Brew check result equal to the successful result or lower to produce a potentially more useful effect.

Manifestation: Roll 1d4: (1) for the brew duration, the user's body becomes transparent, except for their major arteries and heart; (2) the user's body looks like black, flickering flames but still retains their physical shape for the brew duration; (3) the user looks like a roughly human-shaped cloud of billowing, black smoke while the brew is in effect; (4) the user's body looks like a black shroud, resembling the Grim Reaper, their eyes gleaming as pale white flames within the shroud's darkness until the effect ends.

Mutagenic Reaction: Roll 1d10 modified by Luck: (0-1) the left or right half of the user's body (player's discretion) permanently becomes slightly transparent, and they suffer -1d on all Personality-based checks; (2-3) the user's body gets "stuck" in shadows when attempting to hide within them, and they must pass a DC 12 Strength check to pull themselves from the shadow; (4-5) the user feels weak when exposed to sunlight, and for each day exposed to bright sunlight for the first time, they must pass a DC 15 Fortitude save or suffer a -2 penalty to all actions until nightfall; (6-7) the user is at peace in shadows, and they must pass a DC 15 Willpower save if they wish to leave and may try each round until they succeed; (8-9) the user's eyes permanently become black, fiery holes, and they suffer -2d on all Personality-based checks involving God-fearing folk, but gain +1d to Personality-based checks involving any Path of The Damned creatures or when attempting intimidation against sentient

creatures; (10+) the user exudes a black and evil presence to non-sentient animals, and they will always cower away from them (if the animal is hostile, it will always attempt to attack the user first before others).

1	**Lost, failure, and worse!** Roll on the Mutagenic Reaction table.
2-11	**Lost. Failure.** The formula can no longer be brewed until the user can re-evaluate the ingredients (24 hours).
12-17	**Failure.**
18-20	The user's form shifts in color to that of night. While at least one part of their body is within a shadow, the user gains a defensive bonus as they seem to flow in and out of shadows to those viewing them. For the duration of the formula, the user gains a +4 to AC and all Reflex and Fortitude saves. Additionally, the user gains a +4 bonus to all stealth-related rolls as the darkness envelops and absorbs much of the sound the user makes while the formula is active. Formula lasts 1d8 rounds.
21-24	In addition to the result from 18-20, the bonuses improve to +6. Formula now lasts 1d8+CL rounds.
25-27	In addition to the result from 21-24, the user gains the ability to jump from shadow to shadow (as long as they are within 60' of each other) with a full round of concentrative effort. Formula lasts 1d10 rounds.
28-30	The user is transformed into the essence of shadow. Allies are unable to recognize their friend as they only vaguely hold a human form. While in the shadow form, the user gains a +7 bonus to AC, Reflex, and Fortitude saves, in addition to any stealth-related rolls. The user gains the ability to see in complete darkness (including magical darkness). The user gains the ability to jump shadows. Jumping can be performed from any shadow to another that lies within 100'. Jumping takes up the Movement for the user on the round it is used, and no longer requires concentration. In addition to the above abilities, the user may control existing shadows to form shadowy pseudopods that can strike out at any target within 5'. This takes a melee-attack action using a 1d10+CL action die, with a successful strike inflicting 1d8+CL damage. Formula lasts 1d10+CL rounds.
31-34	In addition to the result from 28-30, the user gains the ability to sense shadows, allowing the user to jump through shadows with a one mile range. Additionally, the user may direct the shadowy pseudopods to attack up to 1d6 targets per round within 5' of an existing shadow within a 60' radius of the user. Formula lasts 1d12 rounds.
35-37	In addition to the result from 31-34, the user gains the ability to pull shadow from available sources to form a globe of darkness as small as a fist to as large as a 20' radius sphere. The globe can be moved up to 20' per round, and anyone within it is thrown into a magical darkness. Additionally, for every round the user remains motionless in shadows, they are considered invisible, and heal 1d8+CL hit points. Formula lasts 1 turn.
38+	In addition to the result from 35-37, the user permanently gains the ability to shadow jump. However, there is a cumulative 2% chance per jump that the user becomes lost in an alien dimension known as the "Shadow Void," where they become permanently lost. Formula lasts 1d3 turns.

STARDUST

Level: 5 **Range:** Self **Duration:** Special **Brew Time:** 8 hours **Save:** Special

General: *Stardust* is a glowing liquid that looks like molten gold. The user imbibes the liquid, which is like drinking warm jelly made from French champagne. *Stardust* shifts the winds of fortune around the user, allowing for incredibly lucky events to occur or for the fate and luck of other's to be stolen.

The user of a *stardust* formula may select any result lower than or equal to the Brew check rolled.

Judge's note: *Stardust* requires finding an actual "fallen star" meteorite to harvest for raw materials. Most fallen stars are tiny and produce only a single dose of *stardust*, but a large meteorite might provide enough material for several successful brews.

Manifestation: Roll 1d4: (1) a thick murder of crows (in the day) or a parliament of owls (at night) presage the change of fortune to come by flocking in unusual numbers nearby; (2) time stands still for a heartbeat as the universe rewrites fate; (3) the sound of a spinning coin on hardwood is heard by all; (4) ghostly images of divining instruments (dice, coins, sticks, marked-tiles, etc.) float about the area, tumbling and turning, with an oppressive weight of "change" hanging heavily in the air.

Mutagenic Reaction: Roll 1d10 modified by Luck: (0-1) in the next city the user visits, they are treated like a known wanted criminal that they greatly resemble; (2-3) an enemy the user has made over their career has achieved a position of power and has spent their resources in bringing the user to "justice" by declaring them to be a wanted criminal in all territories and regions (the enemy gains greater power and resources each time this result occurs); (4-5) for the next 1d4 days, the user can not catch a lucky break, and anytime a Luck check is called for, they will automatically fail; (6-7) the formula has caused an imbalance in the loom of fate, as the user no longer fits into the fabric of time (for the next 1d4 weeks, each morning the user must reroll their Luck Attribute); (8-9); all Brew checks for the next 1d4 weeks have a -10 modifier applied, as small errors in brewing keep the formulae from reaching maximum potency; (10+) the user loses 1d4 points of permanent Luck each time this result occurs.

1 **Lost, failure, and worse!** Roll on the Mutagenic Reaction table.

2-11 **Lost. Failure.** The formula can no longer be brewed until the user can acquire another fallen star and re-evaluate the brew and application procedures, which doubles the time of the next brew (at least 48 hours).

12-17 **Failure**, but formula is not lost, and the stardust remains intact for another application attempt.

18-19 **Fame.** Once applied, this formula grants the user +1d on skill checks related to their zero-level occupation and makes them famous as the greatest and most successful member of that occupation. Even a user with an occupation that isn't usually considered honorable will be treated with respect for their prowess and accomplishments. The celebrity gains economic opportunities as the go-to member of their profession. This effect is largely role-play centric and should be worked out with the judge. The effect is permanent unless the user is challenged by another (PC or NPC) that has greater ability in the chosen profession. A public "battle" should be fought with terms agreed upon by both parties (and the judge). The winner of this battle will claim bragging rights and the effect of the formula; the loser will be publicly

shamed and remembered as being a 'has been' in relation to their occupation, gaining no benefit from this formula again.

20-21 **Reshuffle Fate's Hand.** This effect allows the user to reset the omens and blessings granted by their birth sign. Mechanically, the user can reroll on the Lucky Sign/Birth Augur chart using their current Luck modifier as the basis. Treat their current Luck as the locked-in value for the chart-ability rolled. Alternatively, the user may increase an ability score, other than Luck, by +1. The effect is permanent, but a specific user may only benefit from this effect once in their life.

22-23 **Fortune.** Through strange twists of fate and luck, the user finds themselves in possession of a deed to a small business in a local town. The business is in a state of breaking even, but it could be made profitable with work put in by the new management. The user could simply raid the business and equip themselves and their allies with whatever is sold there. If they choose to have the business continue, they gain four zero-level employees who are eager for the business to succeed. This result is rife with role-play possibilities and should be worked out with the judge. This result may only affect a specific user once in their lifetime.

24-25 **Deal a New Hand of Fate.** This formula has two different effects depending on how it is brewed. If used as a beneficial brew, this effect allows the user to reset the omens and blessings granted by their birth sign. Mechanically, the user can reroll on the Lucky Sign/Birth Augur chart ignoring their current Luck modifier. Treat their current Luck as having a +3 bonus and this is the locked-in value for the chart-effect rolled. This does not change their current Luck. The +3 modifier works only for the Lucky Sign/Birth Augur chart result and has no other function. Alternatively, the user may increase an ability score, other than Luck, by +2. The effect is permanent, but a specific user may only benefit from this effect once in their life (but it can stack with the result from 20-21). If used as a detrimental brew, and the formula can in some way be applied to an enemy, it will either change their Lucky Sign/Birth Augur chart effect to having a permanent -3 locked in Luck value, or it may permanently lower an ability score by -2. The brewer of the potion can select which of these options take place. The target of the formula receives a DC 10+CL Fortitude check to resist the effects, with a success limiting the effects to 1d24 days instead of being permanent.

26-28 **A Full House.** The user is led to, or is given, documents naming them as the sole owner to a small homestead property. They now own a parcel of land just outside a local town, with an incomplete fence, a small wheat crop, a kitchen garden, and a small herd of cattle (or other livestock) with a handful of chickens. The homestead is initially in a state of breaking even but could be made profitable with work put in by the new owner. The homesteader can always outfit their group with meals and a safe bed, or they can use it for new economic opportunities related to the land. In addition, the homesteader gains eight zero-level ranch hands who are eager for the venture to succeed. This effect can only be applied once in the lifetime of any particular user.

29-33 **Trying Out a Different Destiny.** An application of formula grants the ability to use one special power from another character class as though they were 1st level. (For example, the user could gain the ability to build wondrous contraptions like a 1st level bedlamite, cast spells like a 1st level occultist, or heal wounds like a 1st level revelator, etc.) The effect lasts for 24 hours.

34-35 **Call or Fold.** This effect causes the user to be seen as the new sheriff (or other figure of authority and power) in town. Fate has been altered in the user's favor as they arrive in a

new town at just the right time as an expected official who has been delayed in arrival. The user's general description matches that of the expected person. The town is not currently experiencing any particular troubles and will install the user in an appropriate building (office, local jailhouse, or perhaps a judge's home) for their use. In addition, the user gains three, first-level gunslingers as deputies or aids that are eager to help the new official. This twist of fate will last for 1d12 months before the correct official arrives in town. At this point, if the user can convince the townsfolk (judges should give modifiers depending on how much help they have actually rendered to the community) that the arriving official is the fake, the effects will last until the next general election. This can be played out as a social form of combat between the true official and the user, or the judge can work with the player to create the situation that makes the most sense at the time.

36-37 **Master Your Own Destiny.** This effect requires a bit of blood or other sample fluid from a target to be added to the formula prior to use. Once the formula is seeded with the sample, it grants the user access to all the benefits granted to the class of the target, at their current level. Spells, healing abilities, shooting abilities, the ability to interact with the spirit world, etc., are all duplicated on the user who also maintains all the benefits of their own current class. The duplicated abilities are equivalent to the current level of the donor target. This formula does not duplicate the abilities that rely on specific items however (the ghost-irons from gunslingers, the mask of the luchador, and the soul-aegis of the sin eater as examples). The effects last for 1d24+CL hours.

38+ **All In.** At the time of use, a sample fluid must be taken from a donor target and added to the brew. This potent distillation allows the user to permanently steal an ability from the target (who loses its use completely). A DC 15+CL Fortitude save must be made by the target or a portion of the target's soul is ripped from them and mingles with that of the user. Any one class ability can be stolen this way, including abilities that rely upon special items (the ghost-irons from gunslingers, the mask of the luchador, and the soul-aegis of the sin eater as examples). The item will be taken from the target and will bond with the user willingly, accepting them as their new owner. The ability is stolen at the current level of the target and will increase as the user's own level increases. There are a few down-sides to this remarkable power though. Shattering the soul of another person leaves a dark stain on one's own soul. The user will shift two steps towards the Path of The Damned (or further along if already on the PoD), and their world-view and outlook will change accordingly. Secondly, it takes some concentration and coaxing from the bit of stolen soul to get the power moving. A temporary expenditure of one Personality point is needed to activate the power in addition to any points needed from the use of the power itself.

TRANSMOGRIFICATION DECOCTION

Level: 5 **Range:** Varies **Duration:** Varies **Brew Time:** 1 round **Save:** Varies

General: The user gains the ability to completely alter the structure of their own DNA, replacing it with that of another species. The end result leaves the user not only privy to the workings of the chosen subject's anatomy but also some or all of the special abilities of the subject.

Judges Note: There are too many options in the animal kingdom to choose from, making it impossible to include all the stats with this formula. Judges are encouraged to make some basic stat adjustments on the fly and run with it in a way that does not bog down gameplay. For example, a grizzly bear might give a +4 to Strength and Stamina, a bite attack that inflicts 1d10, and claws that inflict 1d7. The bear's great sense of smell might allow a +6 bonus to rolls requiring smell, etc.

Manifestation: Roll 1d4: (1) as the user shakes the bottle, it begins to hiss, and small amounts of harmless steam come out before the cap pops off and the decoction becomes ready to sip; (2) drinking the formula blurs the façade of the user, as they shift between their own seeming and one of hundreds of animals before settling on the chosen form; (3) the decoction travels from the throat and back through the nose, before it enters the user's ear canal; (4) the user's form withers and peel away in the wind as skin, bones, and organs are stripped away until nothing but a pile of ash remains, out of which the new form rises.

Mutagenic Reaction: Roll 1d10 modified by luck: (0-1) the transformation is a failure, and worse, the user retains one malformed limb of the chosen creature that flails from a random part of their body (for the next 24 hours all related physical rolls suffer a -1d penalty); (2-3) the formula begins to work, but an ingredient was off and causes it to go horribly wrong, as the head of whatever creature the user hoped to emulate grows out of the user's neck and immediately attacks for the next 1d7 rounds with a bite inflicting 1d4 damage, before turning into a rotting mass of flesh that falls off the user's neck; (4-5) the user makes a successful transformation but loses all sense of self, in effect becoming the chosen creature in mind as well as body (the user must attempt a Luck check each day to try and return to their native form and mind); (6-7) the user finds they now have a ravenous hunger for the food of choice from the chosen creature (for the next 1d24 days, the user may only gain needed sustenance from this food type, otherwise suffering from the effects of malnutrition); (8-9) for 1d8 rounds, the user falls into a dreamlike state and dreams of a death from being devoured by the chosen creature and awakens with a phobia for that creature; (10+) the head of the user permanently transforms into that of the creature selected but with the same mass as the user, changing each time this result occurs (this makes communication nearly impossible, with a -1d penalty to all social-interaction rolls being levied for the awkwardness of the new head as well as its horrific appearance).

1 **Lost, failure, and worse!** Roll on the Mutagenic Reaction table.

2-11 **Lost. Failure.** The formula can no longer be brewed until the user can re-evaluate the ingredients (24 hours).

12-17 **Failure.**

18-19 The user brews a weak version of the formula that only allows one anatomical part (arm/claw, head, tusks, stinger, etc.) of the desired creature to manifest. Should the part be a head, the user does not gain the ability to speak in any language other than that of the creature the

head was taken from. The user is limited to mammals that they have encountered at some point in their lives. Formula lasts 1 turn.

20-23 In addition to the result from 18-19, the user can fully transform into the desired creature. Any mammal the user has ever encountered can be emulated, from as small as a mouse, to as large as a grizzly bear. The user retains their hit points and mental faculties during the change, but they also gain the use of all the natural abilities of the chosen animal and the ability to communicate to others of its kind. Formula lasts 1d3 turns.

24-25 The formula is potent enough to allow the user to assume the forms of different mammals for the duration of the formula. The formula is limited to duplicating mammals chosen from those the user has encountered (from as small as a mouse, to as large as a grizzly bear), with each change requiring 1 full round to take effect. The user retains their hit points and mental faculties during the change, but they also gain the use of all the natural abilities of the chosen animal and the ability to communicate to others of its kind. Formula lasts 1d4 turns.

26-28 In addition to the result from 24-25, the user can assume the form of any mammal they have seen, even if by a picture in a book. Additionally, the user may speak their own language while transformed—note that the difference in vocal cords may mean that the voice is gruff or perhaps mixed with growls, but communication is possible. The formula lasts 1d5 turns.

29-33 In addition to the result from 26-28, the user may transform into any type of bird they have encountered. Additionally, the user may speak the language of the bird selected as well as their own language—though through a different set of vocal cords, thus riddled with shrieks and chirps. Formula lasts 1d6 turns.

34-35 In addition to the result from 29-33, the user can transform into any reptile the user has encountered. Additionally, the user may communicate with the language of the chosen reptile, and speak their own tongue—though through hisses and barks. Formula lasts 24 hours.

36-37 The user may transform into any mammal, reptile, or bird with perfection. The user may have only seen a picture of the creature to make the change and gains the ability to communicate with other animals of the same type, as well as the user's own tongue. The user gains the ability to change between creatures with only 1 round of concentration being needed to make the shift. The user may also decide to become a hybrid form—borrowing a trait from up to 1d4 chosen creatures to be incorporated into their own. Formula lasts 24 hours.

38+ In addition to the result from 36-37, the user gains the ability to make the change to one chosen creature (mammal, reptile, bird) without the use of the formula. The change can be made once in a 24-hour period and lasts until the user decides to change back. However, when they do attempt to return to normal, the user must pass a DC 5 Willpower save, with a cumulative +1 to the DC with each successive transformation. Users becoming stuck must survive in the form for 1d30 days, after which a Luck check must be passed to return to normal; failure results in the user becoming permanently trapped in the body of the chosen beast.

LEVEL ONE MIRACLES

BLINDING FAITH

Level: 1 **Range:** Varies **Duration:** Varies **Casting Time:** 1 round **Save:** N/A

General: The revelator summons their inner faith and channels it to become invisible to creatures following the Path of The Damned.

Manifestation: Roll 1d4: (1) a short gust of sweetly scented air causes the revelator's form to fall away like dust lost to the wind—only to reform instantly as a shadow; (2) the revelator's body acquires a pale glow while the miracle is in effect that only the living can see; (3) shadows join and converge upon the revelator, shrouding them in unnatural darkness; (4) the revelator's eyes change, taking on the appearance of black orbs.

1 **Fall from grace!** Roll on the Atonement chart. Additionally, increase the revelator's *fall from grace* threshold by +1.

2-11 **Failure.** Potential *fall from grace* if the roll is at or below the current *fall from grace* threshold. Increase the revelator's *fall from grace* threshold by +1.

12-13 The revelator becomes invisible to the following creatures of 1 HD or less: un-dead, demons, creatures not native to the earth, and creatures that walk the Path of the Damned. The revelator need not concentrate to remain invisible, and all attacks against them from affected creatures have a 50% chance of missing due to the invisibility. *Blinding faith* lasts for 1d6 rounds or until the revelator attacks a creature under the effects of the miracle.

14-17 In addition to the effects gained from 12-13, the revelator can now affect creatures of 2 HD or less. The miracle lasts for 1d8 rounds or until the revelator attacks a creature under the effects of the miracle.

18-19 In addition to the effects gained from 14-17, the revelator can now affect creatures of 3 HD or less. The miracle lasts for 1d10 rounds or until the revelator attacks a creature under the effects of the miracle.

20-23 In addition to the effects gained from 18-19, the revelator can now affect creatures of 5 HD or less. The miracle lasts for 1d12 rounds or until the revelator attacks a creature under the effects of the miracle.

24-27 The revelator and 1d6 chosen allies within 30' of the priest become invisible to the following creatures of 6 HD or less: un-dead, demons, creatures not native to the earth, and creatures that walk the Path of The Damned. The miracle lasts for 1 turn or until the revelator or any affected ally attacks a creature under the effects of the miracle.

28-29 In addition to the result from 24-27, the miracle affects the revelator and all allies within 60' of the priest. The miracle lasts for 1d3 turns or until the revelator or any affected ally attacks a

creature under the effects of the miracle.

30+ In addition to the result from 28-29, the revelator and all affected targets may attack without negating the miracle's effects; however, immediately after the revelator or an ally's attack resolves, the target of the attack gains a retaliatory strike at -1d against their attacker should they still be free to act during the round. The miracle lasts for 1d3 turns.

DOUBTFUL SOUL

Level: 1 **Range:** Varies **Duration:** Varies **Casting Time:** 1 round **Save:** Will

General: The revelator strongly proselytizes their faith and berates the sinful ways of the target—which often gives them reason to pause and reconsider their actions.

Manifestation: Roll 1d4: (1) the target's eyes shed a faint light with hues related to the revelator's faith; (2) the revelator's face takes the shape of someone the target holds dear; (3) the revelator's voice booms, chilling the target to the bone; (4) a flaming mirror appears before the chosen target and replays moments of regret and bad choices from their lives.

1 **Fall from grace!** Roll on the Atonement chart. Additionally, increase the revelator's *fall from grace* threshold by +1.

2-11 **Failure.** Potential *fall from grace* if the roll is at or below the current *fall from grace* threshold. Increase the revelator's *fall from grace* threshold by +1.

12-13 A target within 30' chosen by the revelator suddenly questions their actions, considers the priest's words, and loses their next standard action. The target must be able to tell the difference between good and evil. No save is allowed.

14-17 The revelator chooses a target within 30' and orders them to repent from their baleful actions. This target must pass a DC 12 Willpower save to avoid being unable to act during their next available action.

18-19 The revelator utters words of faith that penetrate deep into the minds of up to 1d3+CL chosen targets within 30'. Targets become wracked with guilt and must pass a DC 13 Willpower save or are unable to take actions for 1d4 rounds as they ponder eternal damnation. Attacking the affected targets will immediately end the miracle's effects. The miracle lasts 1d6 rounds.

20-23 The revelator urges up to 1d5+CL selected targets within 30' to rethink their ways and ponder a means to make amends. Chosen targets must immediately pass a DC 15 Willpower save or refrain from acting at all for the next 1d6 rounds. Attacking affected targets will immediately end the miracle's effects. The miracle lasts 1d6 rounds.

24-27 The revelator urges up to 1d8+CL specified targets within 60' to atone for their baleful acts and work towards undoing what they have done. Targets must immediately pass a DC 16 Willpower save or spend the next 1d6+CL rounds trying to make amends and undo the wrongful acts they have taken. Those that pass the Willpower save receive a -1d to all dice rolls for the same duration of the miracle. Attacking affected targets will immediately end the

miracle's effects. The miracle lasts for 1d8 rounds.

28-29 The revelator summons imagery of the damnation awaiting those that refuse to repent. The miracle affects 1d10+CL specified targets within 60' who must immediately pass a DC 17 Willpower save or spend the next 1d10 rounds trying to atone by self-flagellation with anything on hand. Targets that begin flagellating drop to their knees and use a standard action to inflict pain upon themselves by non-lethal means (roll for automatic damage each round with no damage modifiers being added). Those that pass the Willpower save receive -2d to all action dice rolls for the duration. Attacking affected targets will immediately end the miracle's effects. The miracle lasts 1d10+CL rounds.

30-31 The revelator summons imagery of the damnation awaiting those that refuse to repent. The miracle affects 1d12+CL specified targets within 100' who must immediately pass a DC 18 Willpower save or spend the next 1d10+CL rounds trying to atone by self-flagellation with anything on hand. Targets that begin flagellating drop to their knees and use a standard action to inflict pain upon themselves by non-lethal means (roll for automatic damage each round with no damage modifiers being added). Those that pass the Willpower save receive -2d to all action dice rolls for the duration. Attacking affected targets will immediately end the miracle's effects. The miracle lasts 1d12+CL rounds.

32+ By invoking God's full fury, the revelator orders all targets within eyesight to repent for their sinful ways. Affected targets must immediately pass a DC 19 Willpower save or spend the next 10+CL rounds trying to atone by self-flagellation with anything on hand. Chosen targets that begin flagellating drop to their knees and use a standard action to inflict pain upon themselves by non-lethal means (roll for automatic damage each round with no damage modifiers being added). Those that pass the Willpower save receive -2d to all action dice rolls for the duration. Attacking affected targets will immediately end the miracle's effects. The miracle lasts 1 turn.

FLAMES OF TRUTH

Level: 1 **Range:** Eyesight **Duration:** Varies **Casting Time:** 1 round **Save:** N/A

General: The revelator channels the divine fires of creation and uses them to discern truth from lies with those they encounter. In extreme cases, the flames can scorch the sinner. Note that targets taking any damage from the flames produced by the miracle will not catch fire. The flames reach deep into the target, burning their spirit.

Manifestation: Roll 1d4: (1) the revelator's eyes resemble burning embers; (2) a small flame, in the shape of a sword, bursts from the palm of the revelator's hand; (3) a white flame with the face of an avenging angel appears in front of the target; (4) flaming doves manifest and fly in circles around the revelator and those they question.

1 **Fall from grace!** Roll on the Atonement chart. Additionally, increase the revelator's *fall from grace* threshold by +1.

2-11 **Failure.** Potential *fall from grace* if the roll is at or below the current *fall from grace* threshold. Increase the revelator's *fall from grace* threshold by +1.

12-13 A human target within earshot of the priest must answer 1d3 questions while looking into the flames of divinity. Refusing to answer (or answering untruthfully) causes the chosen to suffer 1d4 fire damage. This miracle lasts until all questions have been answered.

14-17 1d3 human targets within earshot of the priest must answer 1d3 questions while looking into the flames of divinity. Refusing to answer (or answering untruthfully) causes the chosen to suffer 1d4 fire damage. This miracle lasts until all questions have been answered.

18-19 In addition to the result from 14-17, flames produced by the revelator momentarily intensify and grow, revealing any false illusions or traps within eyesight. Additionally, beings not considered to be in their true forms (shape shifters as an example) are revealed for their true selves.

20-23 1d6 human targets within eyesight, as chosen by the revelator, are engulfed in divine flames. The priest can ask each up to five questions. Answering with anything other than the truth immediately inflicts 2d6 fire damage. Continuing to resist telling the truth inflicts an additional 2d6 damage every round the miracle is in effect (until all questions have been asked or the miracle is dismissed).

24-27 In addition to the effects gained with 20-23, the revelator can use the effects of the miracle on non-human, semi-intelligent targets. The miracle lasts until all questions have been answered or is dismissed by the priest.

28-29 1d10 targets within eyesight and chosen by the revelator are engulfed in divine flames. The priest can ask each up to five questions. Answering with anything other than the truth immediately inflicts 3d6 fire damage. Continuing to resist telling the truth inflicts an additional 3d6 damage every round the miracle is in effect (until all questions have been asked or the miracle is dismissed).

30-31 1d12 targets within eyesight and chosen by the revelator are engulfed in divine flames. The priest can ask each target up to 10 questions. Answering with anything other than the truth immediately inflicts 3d8 fire damage. Continuing to resist telling the truth inflicts an additional 3d8 damage every round the miracle is in effect (until all questions have been asked or the miracle is dismissed).

32+ For a period of 24 hours, the revelator can manifest the fires of purity at will and use the effects listed with result 30-31.

FORTITUDE

Level: 1 **Range:** Varies **Duration:** Varies **Casting Time:** 1 action **Save:** N/A

General: The revelator's pleas for divine aid and succor result in a temporary (or possibly permanent) increase in vitality and strength. Bonuses granted to Stamina grants temporary hit points for each character level (recalculate hit points based on the new Stamina modifier). Temporary hit points last until reduced by damage or the miracle duration ends.

Manifestation: Roll 1d4: (1) muscles thicken and become better defined, lung capacity and efficiency is increased; (2) the revelator's body molds itself such that their upper-body appears as that of a

champion body-builder and their lower-body is that of an extremely fit long-distance runner; (3) muscle mass for their legs and arms increases dramatically and is disproportionate to the revelator's normal anatomy; (4) the revelator appears anatomically perfect.

1	**Fall from grace!** Roll on the Atonement chart. Additionally, increase the revelator's *fall from grace* threshold by +1.
2-11	**Failure.** Potential *fall from grace* if the roll is at or below the current *fall from grace* threshold. Increase the revelator's *fall from grace* threshold by +1.
12-13	The revelator (or one chosen ally that they touch) increases their Stamina and Strength by +1d3 each. The miracle lasts for 1d4 rounds.
14-17	The revelator (or a chosen ally that they touch) gains divine strength and vitality. The affected gains +1d6 to both Strength and Stamina. The miracle lasts for 1d4+CL rounds.
18-19	The revelator (or a chosen ally that they touch) gains divine strength and vitality. Both Strength and Stamina are raised to 18 for the duration. Miracle lasts for 1d6+CL rounds.
20-23	The revelator (or a chosen ally that they touch) gains divine strength and vitality. The target's Strength and Stamina are raised to 20. Affected take on the appearance of an extremely muscular human, adding a +1d modifier to all intimidation-based rolls. The miracle lasts for 1d10+CL rounds.
24-27	The revelator and all allies within a 30' radius are blessed with a +2 bonus to Strength and Stamina scores in addition to gaining a bonus 1d12 to hit points. The miracle lasts 1 turn.
28-29	The revelator and all allies within a 30' radius automatically pass any Fortitude saves in addition to gaining +1d4 points to both Stamina and Strength Attributes. Additionally, the revelator and affected allies gain a temporary bonus of 1d12 hit points for the duration of the miracle or as reduced by damage. The miracle lasts for 1 turn.
30-31	The revelator and all allies within a 60' radius automatically pass any Fortitude saves in addition to gaining +1d5 points to both Stamina and Strength Attributes. Additionally, the revelator and affected allies gain a temporary bonus of 1d14 hit points for the duration of the miracle or as reduced by damage. The miracle lasts for 1d3 turns.
32+	The revelator and all allies within a 100' radius automatically pass any Fortitude saves, in addition to gaining +1d6 points to both Stamina and Strength Attributes. Additionally, the revelator and affected allies gain a temporary bonus of 2d14 hit points for the duration of the miracle or as reduced by damage. The miracle lasts for 1d3 turns.

GODSIGHT

Level: 1 **Range:** Varies **Duration:** Varies **Casting Time:** 1 round **Save:** N/A

General: The revelator receives glimpses of the future actions taken by those around them, allowing for a brief moment to make crucial adjustments.

Manifestation: Roll 1d4: (1) shadow copies of present enemies manifests and perform their future

actions a fraction of a second before their physical selves; (2) the revelator closes their eyes as future actions roll through their mind like a picture show—for the duration of the miracle, the revelator cannot be blinded; (3) a chubby cherub manifests and flitters around the revelator, whispering the near future into the priest's ear; (4) the revelator sees all potential enemies double, with one of the forms giving away the others actions before they're taken—foes are unaware of the telling doubles.

1	**Fall from grace!** Roll on the Atonement chart. Additionally, increase the revelator's *fall from grace* threshold by +1.
2-11	**Failure.** Potential *fall from grace* if the roll is at or below the current *fall from grace* threshold. Increase the revelator's *fall from grace* threshold by +1.
12-13	The revelator senses the coming intentions of one chosen target within eyesight, which grants a +4 bonus to AC and to any saving throws that come as a result of the chosen target's actions until the next round.
14-17	The revelator concentrates on a chosen target within eyesight, predicting and reacting to their actions. The revelator gains a +5 bonus to AC and to any saving throws that come as a result of the chosen target's actions. The miracle lasts for 1d4+CL rounds.
18-19	The revelator concentrates on a chosen target within eyesight, predicting and reacting to their actions. The revelator gains a +6 bonus to AC and to any saving throws that come as a result of the chosen target's actions. The miracle lasts for 1d5+CL rounds.
20-23	The revelator extends the abilities granted by the miracle to affect 1d6 enemies within eyesight. While the miracle is in effect, the revelator receives a bonus +1d for all action rolls, saving throws, and Critical Hit chart rolls against the chosen targets. Additionally, the revelator can spend a standard action to warn an ally—granting them the same bonus for the round in question. The miracle lasts 1d7+CL rounds.
24-27	In addition to the result from 20-23, the revelator becomes aware of every enemy within 100' and sees into the minds of each potential enemy. While in effect, enemies wishing to target the priest must pass a DC 12 Willpower save to focus on the coming action as the revelator begins quoting wrathful biblical quotes into the theater of their minds. Passing the save means attacks suffer a -1d penalty, failure means the foes can not attack for the duration. The miracle lasts for 1d8+CL rounds.
28-29	In addition to the result from 24-27, the revelator concentrates for a full turn to clearly see the future actions of all potential enemies within one mile. The revelator views all of their actions for an entire day, giving ample opportunity to prepare accordingly, warn off targets, and help possible future victims. The revelator receives a bonus of +2d for action rolls, saving throws, and to any class abilities against those watched. The miracle lasts for 1d3 turns.
30-31	In addition to the result from 28-29, allies touching the revelator can join in viewing the unfolding events, thus benefiting from a +1d modifier to all attack and save rolls, in addition to gaining a +6 bonus to AC. The miracle lasts for 24 hours.
32+	In addition to the result from 30-31, the miracle now lasts for 48 hours.

HOLY SPONGE

Level: 1 **Range:** Varies **Duration:** Varies **Casting Time:** 1 round **Save:** N/A

General: The revelator manifests a sponge with holy curative powers capable of healing wounds, diseases, poisons, and other maladies from those that are faithful.

Manifestation: Roll 1d4: (1) the sponge manifests by way of two angelic cherubs appearing and dropping a glowing sponge into the priest's hands; (2) an appropriately sized rock transforms into the sponge; (3) the revelator's hands burst into flames momentarily—upon clapping them together the flames extinguish and leave a glowing sponge ready to be used; (4) a flame of red fire engulfs the sponge, cauterizing wounds and sterilizing while doing no burn damage to the recipient of the healing.

1 **Fall from grace!** Roll on the Atonement chart. Additionally, increase the revelator's *fall from grace* threshold by +1.

2-11 **Failure.** Potential *fall from grace* if the roll is at or below the current *fall from grace* threshold. Increase the revelator's *fall from grace* threshold by +1.

12-13 The revelator infuses the sponge with holy healing power, allowing it to be used by up to 1d4 allies, who are not walking the Path of The Damned, to immediately recover 1d3 hp when applied directly to a wound. Wounded allies can only be healed once with the sponge per day. The miracle lasts for 1 turn.

14-17 The revelator infuses the sponge with holy healing power, allowing it to be used by 1d5 allies, who are not walking the Path of The Damned, to recover 1d5 hp when applied directly to a wound. Wounded allies can only be healed once with the sponge per day. The miracle lasts for 1 turn.

18-19 The revelator infuses the sponge with energies of divine healing, allowing it to be used by anyone not walking the Path of The Damned, giving them the ability to recover one class Hit Die worth of hit points when applied directly to a wound. Wounded allies can only be healed once with the sponge per day. The miracle lasts for 1d3 turns.

20-23 In addition to the result from 18-19, the sponge can be used once to allow for a reroll of any poison-based saving throw. Using the sponge in this way causes it to transform into an alabaster asp before slithering away. The miracle lasts 1d6 turns.

24-27 In addition to the result from 20-23, the sponge can be used once to heal up to 1d6 lost ability points, broken bones, and grievous wounds inflicted from any Critical Hit chart roll. Using the sponge in this way causes it to instantly calcify and crumble to powdered bone. The miracle lasts 10 turns.

28-29 In addition to the result from 24-27, the revelator creates a sponge each for up to 1d6 allies. Each sponge now lasts for 12 hours.

30-31 For the next 24 hours, the revelator may call upon an angel, who instantly manifests and treats the wounds of the priest and those nearby who are not walking the Path of The Damned. The sponge completely heals the revelator and each ally once during the allotted time. Additionally, the sponge can be used to reroll a poison save with a +1d modifier, to cure

a disease, or restore 1d6 lost ability points. The sponge will also regenerate lost limbs and organs in 1d24 hours. Each effect can only be used once for each person. The miracle lasts 12 hours.

32+ For the next 24 hours, the revelator may call upon an angel, who manifests and treats the wounds of the priest and those nearby. The sponge completely heals the priest and each ally once during the allotted time. Additionally, the sponge can be used to cure the effects of poison, to cure a disease, and also restores 1d8 lost ability points. The sponge will also regenerate lost limbs and organs in 1d12 hours. Each effect can only be used once for each person. The miracle lasts 24 hours.

RIGHTEOUS SYMBOL

Level: 1 **Range:** Varies **Duration:** Varies **Casting Time:** 1 round **Save:** Will

General: The revelator uses a holy symbol as a focus to channel divine energies for rebuking the forces of darkness.

Manifestation: Roll 1d4: (1) the revelator's holy symbol glows with divine light, giving soft illumination out to 60'; (2) the revelator's forehead glows with divine energy, taking on a symbol of the divine—the symbol remains burnt into the revelator's skin, much like a tattoo, marking them as one touched by the divine; (3) the revelator traces a fiery cross in the air that serves as the focal point for the miracle; (4) the revelator's holy symbol burns with divine flames that are harmless to the priest but will burn anyone walking the Path of The Damned with a melee attack that does 1d6 fire damage.

1 **Fall from grace!** Roll on the Atonement chart. Additionally, increase the revelator's *fall from grace* threshold by +1.

2-11 **Failure.** Potential *fall from grace* if the roll is at or below the current *fall from grace* threshold. Increase the revelator's *fall from grace* threshold by +1.

12-13 The holy symbol radiates a heavenly light. One target within 20' instantly experiences divine wrath as visions of past sins flood their mind. Un-dead, demons, and creatures not native to the earth may be targeted by righteous symbol, in addition to humans walking the Path of The Damned. The chosen target suffers 1d6 fire damage and must immediately pass a DC 12 Willpower save or catch fire. The revelator may target a different sinner each round the miracle is in effect. The miracle lasts 1d4 rounds.

14-17 In addition to the result from 12-13, 1d3 creatures within 20' of the revelator may be targeted. The miracle lasts 1d5 rounds.

18-19 In addition to the result from 14-17, affected targets must avoid the revelator at all costs. Affected targets refrain from attacking the revelator, instead choosing to attack someone else within range. Affected targets wishing to attack the revelator out of desperation do so with a -1d penalty to attack rolls. The miracle lasts 1d6 rounds.

20-23 The revelator begins to glow and levitates off the ground, rising 20' into the air as a fiery symbol of divine energy radiates above their head. 1d6 beams of light trail from the symbol, striking targets chosen by the revelator within 30'. Un-dead, demons, and creatures not

native to earth may be targeted by righteous symbol, including humans currently walking the Path of The Damned. Chosen targets suffer 1d8 fire damage and must pass a DC 15 Willpower save or catch fire. The miracle lasts for 1d7 rounds after which the revelator drifts slowly back to the ground.

24-27 In addition to the result from 20-23, the revelator is engulfed in the same divine light used to attack the forces of darkness. The revelator gains a +4 bonus to AC and damage rolls, while attacks against the priest suffer a -1d penalty. The miracle lasts 1d8 rounds.

28-29 1d8 targets chosen by the revelator within a 60' radius of the priest become wracked with pain, as a flaming holy symbol manifests on each of their foreheads. Un-dead, demons, and creatures not native to earth may be targeted by righteous symbol, including humans or other creatures walking the Path of The Damned. Chosen targets suffer 1d10 fire damage and must pass a DC 17 Willpower save or catch fire. Additionally, affected targets must pass a DC 10 Willpower save each round to take any action. The miracle lasts 1d10 rounds.

30-31 In addition to the result from 28-29, the revelator can affect up to 1d14 targets and damage is increased to 1d12. The Willpower save to take any actions increases to DC 12. The miracle lasts for 1 turn.

32+ In addition to the result from 30-31, the revelator may affect up to 1d16 targets, damage is increased to 1d14, and the Willpower save to take any actions increases to a DC 16. The miracle lasts for 1d3 turns.

SANCTIFY

Level: 1 **Range:** Varies **Duration:** Varies **Casting Time:** 1 turn **Save:** Will

General: The revelator blesses an area to help protect it from the forces of darkness, allowing allies to rest safely and grant them advantage, should they come under attack.

Manifestation: Roll 1d4: (1) a faint white aura covers the area of the miracle before slowly fading away; (2) a constant breeze blows through the area, leaving pleasant scents to comfort those within the area; (3) the area becomes instantly cleaner, empty of cobwebs, minor pests and vermin, and other signs of abandonment; (4) smoke from a sweet incense fills the area, lending it a calming atmosphere.

1 **Fall from grace!** Roll on the Atonement chart. Additionally, increase the revelator's *fall from grace* threshold by +1.

2-11 **Failure.** Potential *fall from grace* if the roll is at or below the current *fall from grace* threshold. Increase the revelator's *fall from grace* threshold by +1.

12-13 The revelator blesses an area of 15' square, making it safe and comfortable for resting, no matter the chosen location. This allows the priest and their allies to rest even in hostile environments where they would not be able to otherwise. Random encounter chances are halved, and attempts at stealth against those resting in the area suffer a -1d penalty. The miracle lasts for exactly eight hours.

14-17 The revelator blesses an area of 25' square, making it safe and comfortable for resting, no

matter the chosen location. This allows the priest and their allies to rest even in hostile environments. Any effects from braving hostile elements are halved, random encounter chances are halved, and attempts at stealth against the revelator suffer a -1d penalty. The miracle lasts eight hours.

18-19 The revelator blesses an area of 50' square, making it safe and comfortable for resting, no matter the chosen location. This allows the priest and their allies to rest even in hostile environments. Any non-magical effects from braving hostile elements are ignored, random encounter chances are halved, and attempts at stealth against the revelator suffer a -2d penalty. The miracle lasts 8 hours.

20-23 In addition to the result from 18-19, the revelator may bless an area of up to 75' square. Stealth against those in the area is impossible by anyone using mundane means, as the revelator is alerted when anything larger than a small rodent enters the area. Allies resting in the area are allowed a DC 8 Reflex save to immediately stand from being prone and asleep. The miracle lasts eight hours.

24-27 In addition to the result from 20-23, trespassers wishing to do harm to the revelator or anyone in the area of effect suffer a -1d to all actions. In addition, the area of effect stretches to 100' square. The miracle lasts eight hours.

28-29 In addition to the result from 24-27, the area of effect is expanded to cover a 150' square. Additionally, trespassers suffer 1d3 damage each round they remain in the area as strange wounds begin opening on their bodies. The miracle lasts eight hours.

30-31 The revelator infuses an area of up to 200' square with the protection of the divine, allowing them and those in the area to safely rest and recover. Random encounter chances are ignored and attempts at stealth against the revelator automatically fail, as a cherub flitters around alerting the group by a song only the revelator and allies can hear. Additionally, those getting uninterrupted rest wake up fully restored of lost hit points. Trespassers wishing to cause harm to the revelator and their allies must pass a DC 15 Willpower save each round to avoid bursting into flames and suffering 1d6 damage and catching fire. This miracle lasts eight hours.

32+ In addition to the result from 30-31, the area of effect is expanded to cover 500' square. The revelator and all allies within the range awaken fully recovered from any lost hit points, Grit points, or lost ability points. The miracle lasts eight hours.

SHIELD OF FAITH

Level: 1 **Range:** Self and allies nearby **Duration:** Varies **Casting Time:** 1 round **Save:** N/A

General: The revelator pulls a trace of the divine from within that manifests as a means to protect the faithful servant.

Manifestation: Roll 1d4: (1) a shimmering angelic being holding a shield appears in front of the revelator and any chosen allies, maneuvering to deflect attacks directed at them; (2) the revelator and any affected allies are enveloped in waves of divine fire—harmless to the revelator and affected targets, but successful attacks against them inflict 1d3 damage back upon the attacker; (3) the faint outline of

small giggling cherubs can be seen shimmering in and out of existence as they absorb damage inflicted upon the revelator and affected targets; (4) the glowing form of an armored, angelic knight appears superimposed upon the revelator and their allies.

1	**Fall from grace!** Roll on the Atonement chart. Additionally, increase the revelator's *fall from grace* threshold by +1.
2-11	**Failure.** Potential *fall from grace* if the roll is at or below the current *fall from grace* threshold. Increase the revelator's *fall from grace* threshold by +1.
12-13	The effects of the miracle make it difficult to land a solid attack on the revelator as attacks seem to be deflected, even as they find their mark. The revelator gains a +2 bonus to both AC and Fortitude saves. The miracle lasts 1d6 rounds.
14-17	In addition to the result from 12-13, the revelator gains a +4 to AC and Fortitude saves. The miracle lasts 1d8 rounds.
18-19	In addition to the result from 14-17, the miracle offers protection against spells cast by beings walking the Path of The Damned. The revelator gains a +4 bonus to all magical-based saving throws. The miracle lasts 1d8+CL rounds.
20-23	Successful ranged and melee attacks targeting the revelator simply bounce off some unseen force, making enemies of the revelator doubt their chance at winning the combat. The revelator gains a +6 AC bonus in addition to gaining a +4 bonus to all saving throws. Additionally, successful attacks have a 50% chance of missing the revelator. The miracle lasts 1d10 rounds.
24-27	In addition to the result from 20-23, the revelator may choose up to 1d6 nearby allies to grant a +4 bonus to AC and saving throws. The miracle lasts 1d10+CL rounds.
28-29	Successful melee and ranged attacks targeting the revelator simply bounce off some unseen force, making enemies of the revelator doubt their chance at winning the combat. Additionally, magical attacks (along with melee and ranged) directed at the revelator have a 50% chance of being redirected against the caster should the poor soul walk the Path of The Damned. The revelator gains a +7 AC bonus in addition to gaining a +6 bonus to all saving throws. The revelator may also choose 1d8 allies nearby to benefit from a +6 AC bonus. The miracle lasts 1 turn.
30-31	In addition to the result from 28-29, the chance of missing increases to 60%. Enemies successfully attacking the revelator must immediately pass a DC 18 Willpower save or find that half the damage is redirected upon the attacker. Additionally, the revelator becomes immune to the effects of critical hits. The miracle lasts 1d3 turns.
32+	Successful magic, melee, and ranged attacks targeting the revelator simply bounce off some unseen force, making enemies fear the man of God they seek to cut down. Attackers walking the Path of The Damned find successful attacks will miss the revelator 75% of the time. Additionally, damage inflicted upon the holy warrior is halved, with one portion redirecting on the attacker. The revelator may also choose 1d10 nearby allies to grant a +8 bonus to AC and saving throws, in addition to making them immune to the effects of fear. The revelator gains a +8 to AC and saving throws. The miracle lasts 1d3 turns.

TONGUES

Level: 1 **Range:** Hearing **Duration:** Varies **Casting Time:** 1 round **Save:** N/A

General: The revelator communicates directly with the spirit of their fellow brothers and sisters, enabling communication with those that normally wouldn't be able to speak the revelator's native tongue.

Manifestation: Roll 1d4: (1) a light shines from within the revelator's mouth for the miracle's duration; (2) the revelator and anyone affected by the miracle acquire an angelic glow for the miracle's duration; (3) any words spoken by the revelator or those they communicate with are spoken in true "tongues" and thus incomprehensible to anyone not affected by the miracle; (4) communication between the revelator and anyone under the effect of the miracle sound like birds chirping.

1	**Fall from grace!** Roll on the Atonement chart. Additionally, increase the revelator's *fall from grace* threshold by +1.
2-11	**Failure.** Potential *fall from grace* if the roll is at or below the current *fall from grace* threshold. Increase the revelator's *fall from grace* threshold by +1.
12-13	For the duration of the miracle, the revelator can plainly converse with one chosen human. Any spoken words between the revelator and the chosen sound like incomprehensible gibberish to those listening to the conversation not also affected by the miracle. Language barriers are no issue as communication is via the pathway of the spirit. The miracle lasts for 1d8 rounds.
14-17	In addition to the result from 12-13, up to 1d4 human beings may be chosen. The miracle lasts for 1d8+CL rounds.
18-19	In addition to the result from 14-17, up to 1d8 human beings may be targeted. The miracle lasts for 1d10+CL rounds.
20-23	In addition to the result from 18-19, up to 1d10 human beings may be targeted. The miracle lasts for 1d12+CL rounds.
24-27	For the duration of the miracle, the revelator can plainly converse with 1d10 chosen human beings. Any spoken words between the revelator and the chosen sound like incomprehensible gibberish to those listening to the conversation not also affected by the miracle. Language barriers are no issue as communication is via the pathway of the spirit. In addition, the revelator may also determine the current emotional state of those with whom they communicate. The spirit of each individual shines with a vibrant hue based on their current state: angry (red), sad (blue), excited (golden), etc. This gives the bonus effect of allowing the priest to detect lies and those harboring ill will towards the revelator. The miracle lasts for 1d14+CL rounds.
28-29	In addition to the result from 24-27, the revelator can communicate with humanoids and creatures that are not currently walking the Path of The Damned that also have a minimum Intelligence of 5. The miracle lasts for 1 turn.
30-31	In addition to the result from 28-29, the revelator may communicate with any human or humanoids within range. The miracle lasts for 1d3 turns.

32+ The revelator gains the ability to communicate with anyone within normal hearing range in addition to allowing other individuals the same ability; thus large groups of people and humanoids may not share a language and still understand one another. The revelator may also see the auras of those within range and can detect lies and bad intentions. Additionally, the revelator permanently gains the ability to speak the language of one of those they communicate with during the miracle. The miracle lasts 1d4 turns.



LEVEL TWO MIRACLES

ANGELIC ARMS

Level: 2 **Range:** Varies **Duration:** Varies **Casting Time:** 1 round **Save:** Special

General: The revelator invokes the favor of the divine, who sends aid by way of angelic weapons that join the priest in his current struggle against the tides of darkness. Weapons manifesting by way of *angelic arms* are magical by nature and affect creatures that are proof against normal mortal weapons.

Manifestation: Roll 1d4: (1) the clouds part allowing a beam of light to momentarily bathe the revelator in divine warmth before the light breaks up and takes the shape of weapons; (2) the ground beneath the revelator shudders and cracks as earthen arms stretch from below, brandishing ancient weapons that have a life of their own; (3) a shimmering portal wreathed in flames appears and gives flaming weapons entrance to the world; (4) smoke from the priest's censer (or smoking tobacco) condenses into the shape of holy weapons.

1 **Fall from grace!** Roll on the Atonement chart. Additionally, increase the revelator's *fall from grace* threshold by +1.

2-13 **Failure.** Potential *fall from grace* if the roll is at or below the current *fall from grace* threshold. Increase the revelator's *fall from grace* threshold by +1.

14-15 A single floating saber manifests within 10' of the revelator. The weapon gains an immediate attack (as well as gaining a 20' fly Movement) and continues to attack for each round of the miracle's duration; it acts on the same initiative as the priest. The saber attacks with a d20 and gains a bonus to the attack and damage roll equal to revelator's Personality bonus. It inflicts 1d8 points of damage upon a successful strike. The miracle requires concentration to maintain, and the revelator must sacrifice either their Move or standard action to maintain the miracle. The miracle lasts 1d6+CL rounds.

16-19 In addition to the result from 14-15, the saber now attacks with a d24 action die and lasts for 1d7+CL rounds

20-21 In addition to the result from 14-15, the saber now attacks with a d24 action die and inflicts 1d8 points of damage plus an additional 1d4 in fire damage upon a successful strike. Targets successfully struck have a 40% chance to catch fire. The miracle now lasts 1d8+CL rounds.

22-25 A single floating longbow (range 60/80/120), wrapped in divine flames, manifests within 10' of the revelator. The weapon gains an immediate ranged attack (as well as gaining a 20' fly Movement) and continues to attack for every round of the miracle's duration, acting on the revelator's initiative. The weapon attacks with a d24 action die and gains a bonus to attack and damage rolls equal to the priest's Personality bonus, inflicting 1d8 points of damage plus an additional d4 in fire damage upon a successful strike. Targets successfully struck also have a 50% chance to catch fire. The priest must sacrifice either their move or standard action to maintain the effects. The miracle lasts 1d10+CL rounds.

26-29 In addition to the result from 22-25, the damage of the longbow is increased to 1d10 and the weapon's Movement rate is increased to 30'. The miracle lasts 1d12+CL rounds.

30-31 The revelator calls for the clouds to part, praying for a miniature whirlwind to drop to the earth. The whirlwind fills an area of 10' and gives flight to dozens of flaming weapons. Targets caught in the area of effect are immediately attacked by 1d6 flaming blade attacks (that attack with a d20 action die). Both attack and damage rolls are modified by the revelator's Personality bonus, with each successful attack inflicting 1d8 plus an additional 1d5 in fire damage. Targets successfully struck also have a 50% chance to catch fire. The whirlwind can be moved 30' each round and requires the total concentration of the priest to prevent the murderous vortex from moving in a random direction, potentially catching allies in its destructive wake. The miracle lasts for 1d14+CL rounds.

32-33 In addition to the result from 30-31, the area of effect grows to 20' with 1d10 random attacks striking anyone within the whirlwind for 1d10 slashing damage plus1d6 in fire damage. The miracle lasts 1 turn.

34+ The revelator calls for the clouds to part, praying for a miniature whirlwind to drop to the earth. The whirlwind fills an area of 30' and gives flight to dozens of flaming weapons. Targets caught in the area of effect are immediately attacked by 1d12 flaming blade attacks (that attack with a d20 action die). Both attack and damage rolls are modified by the revelator's Personality bonus, with each successful attack inflicting 1d10 plus an additional 1d6 in fire damage. Targets successfully struck also have a 60% chance to catch fire. The whirlwind can be moved 60' each round and requires the total concentration of the priest to prevent the murderous vortex from moving in a random direction, potentially catching allies in its destructive wake. The miracle lasts for 1d3 turns.

EYES OF THE CHOSEN

Level: 2 **Range:** Varies **Duration:** Varies **Casting Time:** 1 round **Save:** Will

General: The revelator sends out their spirit to inhabit and control an animal in the vicinity, allowing the use of the creature's senses, and control of their body while the miracle lasts. The possessed creature may make a Willpower save vs. a DC equal to the miracle result.

Manifestation: Roll 1d4: (1) a phantasmal mask with the features of the target creature covers the revelator's face; (2) white fire burns in the revelator's eyes for the duration of the miracle; (3) the revelator takes on an aspect of the controlled animal while the miracle lasts—their hair may become feathers or their boots heavy hooves; (4) the revelator holds out their hands, palms up, and the ghostly image of the animal they control takes form there.

1 **Fall from grace!** Roll on the Atonement chart. Additionally, increase the revelator's *fall from grace* threshold by +1.

2-13 **Failure.** Potential *fall from grace* if the roll is at or below the current *fall from grace* threshold. Increase the revelator's *fall from grace* threshold by +1.

14-15 The revelator's spirit abandons their body to take control of a tiny, land-bound creature's senses and physical form—using both as if born to them. They maintain control until the miracle ends or until the connection is broken by the creature's death, the revelator's will, damage is taken, or by moving more than 300' from the revelator's body. The creature is a

prey animal (usually a rodent), and the connection is broken if it is forced to do something against its nature (if a mouse is forced to approach a cat for instance). The miracle lasts 1 turn.

16-19 The revelator's spirit abandons their body to take control of a land-bound creature of up to five pounds. The priest gains the use of the creature's senses and physical form—using both as if born to them. They maintain control until the miracle ends or until the connection is broken by the creature's death, the revelator's will, taking damage, being forced to do something against its nature, or by moving more than 450' from the revelator's body. The miracle lasts 1 turn

20-23 In addition to the result from 16-19, the revelator may take control of a small bird or land-bound animal of up to 10 pounds. Creatures may also move up to 600' before the bond is broken. The miracle lasts 1d3 turns.

22-25 The revelator takes control of a bird of prey or land-bound creature of up to 20 pounds. Through the bound creature, the revelator may impose their will on other creatures of the same species, but the commands must be a single word or simple to understand, such as "follow" or "bite." The revelator may control up to 1d6 creatures if there are enough creatures in the vicinity (judge's discretion). Control is maintained until the miracle ends or until the connection is broken by the creature's death, the revelator's will, or by moving more than 900' from the revelator's body. The miracle lasts 1d4 turns.

26-29 In addition to the result from 22-25, the revelator maintains control of the creature for 1d5 turns.

30-31 In addition to the result from 26-29, the revelator may choose to control a larger creature such as a dog or badger, where available. Control is maintained until the miracle ends or until the connection is broken by the creature's death, the revelator's will, or by moving more than 1200' from the revelator's body. The miracle lasts 1d6 turns.

32-33 The revelator is keenly aware of all animal life forms within 1500' and may possess one of the creatures no matter the type or size. Through the bound creature, the revelator may also impose their will on other creatures of the same species, but commands must be a single word or simple to understand, such as "follow" or "bite." The revelator may control up to 1d10 additional creatures if there are enough creatures in the vicinity (judge's discretion). Control is maintained until the miracle ends, the creature's death, the revelator's will, or by moving more than 1500' from the revelator's body. The miracle lasts 1d4+CL turns.

34+ In addition to the result from 31-33, the revelator gains the permanent ability to possess one specific type of creature within 1500'.

FLAMING SCOURGE

Level: 2 **Range:** Melee **Duration:** Varies **Casting Time:** 1 round **Save:** Varies

General: The revelator exacts their righteous wrath by way of a scourge (a handle connected to six leather straps, each ending in a wicked barb). The weapon is considered magical and will affect creatures that are proof against mundane or mortal weapons.

Manifestation: Roll 1d4: (1) the scourge appears in the revelator's hand with six flaming cords, each ending in flaming orbs; (2) the revelator's arm becomes a living weapon, shrouded in a crackling electricity that ends in lightninglike streaks coursing with energy; (3) the weapon manifests and moans and wails with each successful attack; (4) the weapon manifests in the priest's hand and resembles six, writhing, albino asps that constantly hiss and strike.

1 **Fall from grace!** Roll on the Atonement chart. Additionally, increase the revelator's *fall from grace* threshold by +1.

2-13 **Failure.** Potential *fall from grace* if the roll is at or below the current *fall from grace* threshold. Increase the revelator's *fall from grace* threshold by +1.

14-15 A fiery scourge of judgment appears in the hand of the revelator, ready to extract the wages of sin. The whiplike weapon grants a +1 bonus to both attack and damage rolls, inflicting 1d4 damage in addition to 1d3 fire damage. The miracle lasts for 1d4 rounds.

16-19 A fiery scourge of judgment appears in the hand of the revelator, ready to exact the priest's righteous wrath. The whip is treated as a signature weapon and grants a +1 bonus to both attack and damage rolls, inflicting 1d4 damage in addition to 1d4 fire damage. Targets that are un-dead, demonic, alien, or on the Path of The Damned must pass a DC 10 Willpower save to avoid catching fire. The miracle lasts for 1d5+CL rounds.

20-21 A fiery scourge of judgment appears in the hand of the revelator, ready to exact the priest's righteous wrath. The whip is treated as a signature weapon and grants a +2 bonus to both attack and damage rolls, inflicting 1d5 damage in addition to 1d6 fire damage. Targets that are considered un-dead, demonic, alien, or on the Path of The Damned must pass a DC 12 Willpower save to avoid catching fire. The priest can also use the weapon to perform a trip attack, with a successful strike forcing the target to pass an immediate DC 12 Reflex save to avoid being knocked prone. The miracle lasts 1d6+CL rounds.

22-25 A fiery scourge of judgment appears in the hand of the revelator, ready to exact the priest's righteous wrath. The whip is treated as a signature weapon and grants a +3 bonus to both attack and damage rolls, inflicting 1d6 damage in addition to 1d6 fire damage. Targets that are considered un-dead, demonic, alien, or on the Path of The Damned must pass a DC 14 Willpower save to avoid catching fire. The priest can also use the weapon to perform a trip attack, with a successful strike forcing an immediate DC 12 Reflex save to avoid landing prone. The miracle lasts 1d10+CL rounds.

26-29 In addition to the result from 22-25, the whip grants a +4 bonus to both attack and damage rolls, gains a reach of 10', and inflicts 1d8 damage in addition to 1d6 fire damage. The miracle lasts 1 turn.

30-31 A scourge appears in the hand of the revelator, each cord arcing as it courses with harnessed lightning. The scourge is considered a signature weapon, strikes with a +4 bonus to both attack and damage rolls, and inflicts 1d10 damage in addition to 1d6 fire damage. Targets that are considered un-dead, demonic, alien, or on the Path of The Damned must pass a DC 14 Willpower save to avoid suffering maximum damage and catching fire. The priest can also use the weapon to perform a trip attack, with a successful strike forcing an immediate DC 14 Reflex save to avoid landing prone. The miracle lasts for 1 turn.

32-33 In addition to the result from 30-31, the scourge can be used for 1d3 attacks during a round, each having a 1d20 action die. The miracle lasts for 1d3 turns.

34+ A scourge appears in the hand of the revelator, each cord arcing as it courses with harnessed lightning. The scourge is considered a signature weapon and can be used 1d6 times per round (with a 1d20 action die each), grants a +5 bonus to both attack and damage rolls, and inflicts 1d12 damage in addition to 1d6 fire damage. Targets that are considered un-dead, demonic, alien, or on the Path of The Damned must pass a DC 16 Willpower save to avoid suffering double damage and catching fire. The priest can also use the weapon to perform a trip attack, with a successful strike forcing an immediate DC 14 Reflex save to avoid landing prone. The miracle lasts for 1d4 turns.

HEALING RAYS

Level: 2 **Range:** Varies **Duration:** Varies **Casting Time:** 1 round **Save:** N/A

General: The revelator absorbs the healing warmth of the sun, redirecting it outwards towards allies in need of healing.

Manifestation: Roll 1d4: (1) the caster begins to glow from the healing energies coursing through their body and becomes a source of warmth for the next turn, granting targets within 10' of the priest a +2 bonus to cold-based attacks; (2) rays of sunlight beam down to wash over those affected by the miracle; (3) a hovering angel, holding a large shield trimmed in flame, appears above the caster—the shield absorbs and redirects the rays of the sun to bathe those chosen for healing; (4) the revelator's skin cracks as beams of light glow from within.

1 **Fall from grace!** Roll on the Atonement chart. Additionally, increase the revelator's *fall from grace* threshold by +1.

2-15 **Failure.** Potential *fall from grace* if the roll is at or below the current *fall from grace* threshold. Increase the revelator's *fall from grace* threshold by +1.

16-17 A golden light bathes an area of 20' centered on the priest as 1d3 allies, chosen by the caster, spontaneously heal from the energy. Affected allies heal 1 HD of hit points (calavera 1d8, luchador 1d12, etc.) up to their starting total. Excess hit points are lost. The miracle lasts 1 round.

18-21 In addition to the result from 16-17, the healing affects 1d4 targets. The miracle lasts 1 round.

22-23 Rays of warm, healing energy bathe a 40' area around the revelator, healing up to 1d6 chosen allies of up to 2 HD of hit points. Additionally, poison-based saves gain a +1d modifier. The miracle lasts 1 round

24-26 The revelator channels the healing energies of the sun, granting 1d6+CL allies within 50' up to 2 HD of lost hit points up to their starting total. The miracle also grants an instant reroll of any poison-based save with an added +4 bonus. Chosen allies also find that up to 1d4 of lost ability points are instantly healed. The miracle lasts 1 round.

27-31 In addition to the result from 24-26, the healing affects up to 10 targets within 100', and chosen allies instantly recover 1d6 points of temporary ability loss. Additionally, any effects causing paralysis or unconsciousness are instantly removed. The miracle lasts 1 round.

32-33 The revelator becomes a being of pure sunlight, forcing those walking the Path of The Damned to immediately pass a DC 12 Reflex save to avoid becoming temporarily blinded, suffering a -4 to all rolls requiring sight. The priest may choose up to 10 allies within eyesight to receive the benefit of up to 3 HD of healing. Additionally, all effects related to poison are ignored. Chosen allies are immune to sleep and paralysis effects and regain up to 1d8 of temporary or permanent ability point loss. The miracle lasts 1 turn.

34-35 In addition to the result from 32-33, all allies within eyesight of the revelator find their full hit points and any lost ability points restored. The miracle lasts 1 turn.

36+ The caster becomes a direct conduit for the healing rays of the sun. In addition to the result from 34-35, allies also find any lost Grit points returned, and any Grit-related phobias or derangements are wiped from the minds of the afflicted. Finally, any ally that perished while the miracle is in effect automatically passes roll the body checks. Miracle lasts 1d3 turns.

MARTYR

Level: 2 **Range:** 100' **Duration:** Varies **Casting Time:** 1 round **Save:** N/A

General: The revelator performs the ultimate act of sacrifice, using the power of faith to take the damage and other effects intended for friends and allies upon themselves.

Manifestation: Roll 1d4: (1) spontaneous wounds open up on the revelator that match the type of wound the chosen ally would have received had they taken the damage; (2) a ghostly image of the revelator appears in front of the chosen ally, intercepting the strike; (3) the attack strikes the chosen ally but instantaneously heals in the same round; (4) dark clouds form overhead, and for each successful attack, the revelator absorbs a bolt of lightning that streaks down from the sky, delivering the absorbed damage.

1 **Fall from grace!** Roll on the Atonement chart. Additionally, increase the revelator's *fall from grace* threshold by +1.

2-15 **Failure.** Potential *fall from grace* if the roll is at or below the current *fall from grace* threshold. Increase the revelator's *fall from grace* threshold by +1.

16-19 The revelator gains the ability to take up to 8 damage points suffered from one chosen ally that is within 100'. The ally suffers any remaining effects and damage the revelator can not cover. The revelator may only absorb the damage if they have not yet reached 0 hit points.

20-21 The revelator gains the ability to take up to 12 damage points suffered from one chosen ally

within 30'. The ally suffers any remaining effects and damage the revelator can not cover. The revelator may only absorb the damage if they have not yet reached 0 hit points.

22-25 In addition to the result from 20-21, the revelator may target up to 1d3 allies and take a total of 15 points of damage themselves.

26-29 The revelator can take up to 25 points of damage suffered from up to 1d5 allies onto themselves. Chosen allies suffer any remaining damage the revelator can not cover. Additionally, the revelator may absorb and suffer the effects of one condition attached to the source of damage to save an ally having to pass a saving throw against it. Instead, the revelator makes the appropriate save and tries to shrug off the effect. The revelator may only absorb the damage if they have not yet reached 0 hit points.

30-31 The revelator is able to absorb all points of damage suffered from up to six chosen allies. Additionally, the revelator may absorb the effects of one condition attached to the source of damage per ally to help save them from having to pass a saving throw against the chosen effect. Instead, the revelator makes the appropriate save to try and shrug off the effect. The revelator may only absorb the damage if they have not yet reached 0 hit points.

32-33 The revelator is able to absorb all points of damage suffered from up to eight allies. Additionally, the revelator may absorb the effects of two conditions attached to the source of damage per ally to help save them from having to pass a saving throw against the chosen effect. Instead, the revelator makes the appropriate save to try and shrug off the effect. The revelator may only absorb the damage if they have not yet reached 0 hit points.

34+ The revelator absorbs all damage from all chosen allies each round. Absorbed damage is banished upon a deserving soul currently in Hell; the revelator suffers no actual damage. Additionally, any added effects from attacks are automatically absorbed and passed on in the same way. Using the miracle at this level permanently leaves a visual scar somewhere on the revelator to remind them to stay on the Path of the Righteous. The miracle lasts 1d2 turns.

NORTH STAR

Level: 2 **Range:** Varies **Duration:** Varies **Casting Time:** 1 round **Save:** Varies

General: The revelator reaches for the heavens, calling down the essence of the North Star. The miracle grants several abilities ranging from defensive to offensive.

Manifestation: Roll 1d4: (1) a small star manifests over the revelator's right shoulder and follows the priest around, emanating a soft blue light for the duration of the miracle; (2) the revelator floats inches from the ground as they're bathed in the light of the star; (3) the revelator's eyes lose all color, instead resembling two black orbs speckled with the stars of the galaxy; (4) the miracle manifests as a bright flash of light pulled directly from the star, causing all creatures with a light sensitivity to suffer blindness for 1d3 rounds.

1 **Fall from grace!** Roll on the Atonement chart. Additionally, increase the revelator's *fall from grace* threshold by +1.

2-13 **Failure.** Potential *fall from grace* if the roll is at or below the current *fall from grace* threshold.

Increase the revelator's *fall from grace* threshold by +1.

14-15 The revelator is bathed in a starlit glow, and for the duration of the miracle, may intercept one melee or ranged attack, causing a flash of blinding light to affect the enemy attacking the priest. The target must immediately pass a DC 12 Reflex save or become blinded for 1d4 rounds. The miracle lasts 1d6 rounds.

16-19 In addition to the result from 14-15, the revelator may affect up to 1d3 targets that attempt to attack the priest or those they consider allies. The miracle lasts 1d8 rounds.

20-21 The revelator is bathed in an unearthly light, causing any melee and ranged attacks against the priest to suffer a -4 penalty to attack rolls. In addition, any magical darkness is dispelled as the glow from the priest warms and illuminates an area of up to 100'. The miracle lasts 1d10 rounds.

22-25 In addition to the result from 20-21, all melee and ranged attacks against the priest and up to 1d3 chosen targets suffer a -5 penalty to attack rolls.

26-29 The eyes and mouth of the revelator shine with the light of the North Star. The priest seems to be possessed by a higher power as they survey the scene and target any magic-using enemies walking the Path of The Damned. Any spells directed at the priest fail on a d% roll of 40% or less. Spells absorbed are redirected from the mouth of the revelator in the form of a beam of searing light, with damage equaling 1d6 per level of the spell. Targets are allowed a DC 13 Reflex save to reduce damage by half. The miracle lasts 1d12 rounds.

30-31 In addition to the result from 26-29, the revelator may use the light flowing through their body as a healing light. 1d3 allies may be caught in the path of the beam to immediately be healed of 3d8 hit points (up to their starting totals). The miracle lasts 1 turn.

32-33 The revelator becomes a being composed of pure starlight. While the miracle is in effect, the revelator becomes immune to mundane weapons. Enemies walking the Path of the Damned must pass a DC 12 Willpower save to successfully target the priest; failure results in a -4 attack penalty for 1d3 rounds due to blindness. Spells directed at the revelator are absorbed and redirected by way of a searing blast directed at the spell's caster who suffers 1d8 damage per level of the spell with no save allowed. Additionally, allies within 60' of the priest gain a bonus of +3 to their AC, saving throws, and Grit checks. The miracle lasts 1d3 turns.

34+ In addition to the result from 32-33, the revelator and all allies within 100' are instantly healed of all hit point loss, lost ability points, Grit points, and cured of diseases both magical and mundane. The healing rays of the star also have an opposite effect on those that walk the Path of The Damned. Enemies on the dark path suffer searing wounds as their skin begins to smolder and peel for 1d6 damage each round they stay in the presence of the priest. The miracle lasts 1d4 turns.

NOURISHMENT

Level: 2 **Range:** Touch **Duration:** Varies **Casting Time:** 1 round **Save:** N/A

General: The revelator pulls a blessed berry-producing shrub from a heavenly domain. The berries can last for several days, providing nourishment and divine healing to those who eat them.

Manifestation: Roll 1d4: (1) a shoot sprouts from the ground, rapidly developing into a bush with berries that have a faint glow; (2) the revelator's outstretched palm grows a small bush with blood colored berries; (3) any nearby vegetation is changed into a berry-producing plant; (4) a floating berry-covered bush appears, being held by two cherub angels.

1 **Fall from grace!** Roll on the Atonement chart. Additionally, increase the revelator's *fall from grace* threshold by +1.

2-13 **Failure.** Potential *fall from grace* if the roll is at or below the current *fall from grace* threshold. Increase the revelator's *fall from grace* threshold by +1.

14-15 A bush sprouts to life, providing 2d4 berries, that once ingested make the eater feel satiated and hydrated—having no need to eat or drink for 24 hours. Each berry heals 1 hit point up to the maximum starting total. Berries retain their healing properties for 24 hours. The plant crumbles to dust once all berries have been picked or 24 hours have passed.

16-19 A bush sprouts to life, providing 2d6 berries, that once ingested makes the eater feel satiated and hydrated—having no need to eat or drink for 24 hours. Each berry heals 2 hit points of damage up to the starting total. Berries retain their healing properties for 24 hours. The plant crumbles to dust once all berries have been picked or 24 hours have passed.

20-21 A bush sprouts to life, providing 3d6 berries, that once ingested will make the eater feel satiated and hydrated—having no need to eat or drink for 24 hours. Each berry heals 2 hit points of damage up to the starting total. Berries retain their healing properties for 48 hours. The plant crumbles to dust once all berries have been picked or 48 hours have passed.

22-25 A bush sprouts to life, providing 3d8 berries, that once ingested will make the eater feel satiated and hydrated—having no need to eat or drink for 48 hours. Each berry heals 2 hit points of damage up to the starting total. Eaten berries also allow for a reroll of any poison related saves. Berries retain their healing properties for 48 hours. The plant crumbles to dust once all berries have been picked or 48 hours have passed.

26-29 In addition to the result from 22-25, each berry heals 1d3 hit points instantly upon being eaten. Berries retain their healing properties for 1d3 days.

30-31 A plant sprouts to life providing 4d8 berries that once ingested will make the eater feel satiated and hydrated—having no need to eat or drink for 72 hours. Each berry heals 1d3 in lost hit points up to the starting total. Eaten berries also allow for a reroll of any poison related saves with a +2 save modifier. Berries retain their healing properties for 72 hours. The plant crumbles to dust once all berries have been picked or 72 hours have passed.

32-33 In addition to the result from 30-31, 4d8 berries are produced and will make the eater feel satiated and hydrated for 96 hours. Each berry now heals 1d4 lost hit points up to the starting

total. Eaten berries will also cure disease and remove the effects of poison. Berries retain their healing properties for 96 hours. The plant crumbles to dust once all berries have been picked or 96 hours has passed.

34+ In addition to the result from 32-33, the bush sprouts a single berry pulsing with divine energies. The pulsating berry can resurrect an ally who has perished within the last 24 hours. The berry must be placed in the deceased's mouth by the revelator, who must then spend the next 24 hours in prayer, after which the ally is considered to have made their *roll the body* check following all rules included with the mechanic. The bush remains for 7 days or until all berries are picked.

UPLIFTING SERMON

Level: 2 **Range:** 60' **Duration:** Varies **Casting Time:** 1 round **Save:** N/A

General: The revelator recites one of their favorite passages from the Good Book and begins a sermon that is fueled by the fires of faith. Those on the right side of the Good Book find themselves physically and mentally better able to withstand the current challenge they face.

Manifestation: Roll 1d4: (1) the caster's voice develops an otherworldly tone that resonates pleasantly with each ally affected by the miracle; (2) a halo appears above the caster's head as they begin their sermon—the halo glows with a divine light, illuminating a 60' radius centered on the caster; (3) roiling clouds form high in the sky above the priest as they begin their sermon, and a strong breeze blows through the area giving those around them the feeling something divine is watching over them; (4) those listening who are affected by the sermon begin to glow faintly with a divine radiance as they become enraptured with the caster's recital.

1 **Fall from grace!** Roll on the Atonement chart. Additionally, increase the revelator's *fall from grace* threshold by +1.

2-13 **Failure.** Potential *fall from grace* if the roll is at or below the current *fall from grace* threshold. Increase the revelator's *fall from grace* threshold by +1.

14-15 The quoted passage resonates with a divinity that strikes a chord in 1d4 chosen allies within 60' of the revelator, each gain a +2 bonus to Willpower saves. The miracle lasts 1d6 rounds.

16-19 The revelator finds an uplifting quote and the words reach directly to the hearts of 1d4 allies within 60'. The chosen allies gain a +4 bonus to Willpower saves and Grit checks for the duration of the miracle. The miracle lasts for 1d6+CL rounds.

20-21 The revelator finds an uplifting passage and the words reach directly to the hearts of 1d6 chosen allies within 60'. The chosen targets gain a +4 bonus to Willpower saves and Grit checks for the duration of the miracle. The miracle lasts for 1d8+CL rounds.

22-25 The revelator selects an inspiring passage, and the words reach directly to the hearts of 1d8 chosen allies within 60'. Allies gain a +2 bonus to all saving throws and Grit checks for the duration of the miracle. The miracle lasts for 1d8+CL rounds.

26-29 The revelator finds a passage that instills great courage in the targets around them, fueling their desires to eradicate the evil at hand. Up to eight targets gain a +1d bonus to all attack

rolls, Grit checks, and saving throws. The miracle lasts for 1d10+CL rounds.

30-31 In addition to the result from 26-29, those targets affected gain a +1d modifier to damage rolls.

32-33 In addition to the result from 30-31, the chosen passage is spoken with such fervor that the righteous fury opens a spiritual conduit to the angelic war-host. Unearthly flames envelope the revelator as the angelic host soars high above them. Up to eight allies receive a +2d bonus to all saving throws and Grit checks. All successful attacks by those affected inflict an additional 1d6 in fire damage, forcing targets struck to pass an immediate DC 12 Willpower save to avoid catching fire. The miracle lasts for 1 turn.

34+ In addition to the result from 32-33, chosen targets of the miracle gain the benefit of having all non-magical damage reduced by half. The miracle lasts 1 turn.

VENOMOUS REPRIEVE

Level: 2 **Range:** Varies **Duration:** Varies **Casting Time:** 1 round **Save:** N/A

General: The revelator summons divine energies that grant the affected the ability to resist venom and related toxic effects.

Manifestation: Roll 1d4: (1) the revelator's skin gives off a faint glow; (2) mist-like angels manifest and continue to fly around the priest while the miracle is in effect; (3) any wounds inflicted while the miracle is in effect begin to glow while the venom is pushed out of the entry wound; (4) two ghostlike serpents slither and coil around the revelator's forearms, sinking their fangs into the flesh of the holy warrior and causing their limbs to pulse with a strange light.

1 **Fall from grace!** Roll on the Atonement chart. Additionally, increase the revelator's *fall from grace* threshold by +1.

2-13 **Failure.** Potential *fall from grace* if the roll is at or below the current *fall from grace* threshold. Increase the revelator's *fall from grace* threshold by +1.

14-15 The revelator or one ally touched by the priest gains +3 on Fortitude saves versus mundane, non-magical poisons or other harmful, naturally occurring toxins. The miracle lasts 1d10 rounds.

16-19 The revelator or one target touched by the priest gains +4 on Fortitude saves versus mundane, non-magical poisons or other harmful, naturally occurring toxins. The miracle lasts 1d10+CL rounds.

20-21 The revelator and up to 1d3 chosen allies gain a +5 bonus to all mundane and magical based poison saving throws. Additionally, damage inflicted by related attacks suffer a -1d modifier to the damage roll. The miracle lasts for 1 turn.

22-25 In addition to the result from 20-21, the revelator and chosen allies are naturally repulsive to venomous creatures. Such creatures suffer a -1d to attack rolls when targeting those under the effect of the miracle. The miracle lasts for 1 turn.

26-29 In addition to the result from 22-25, the effects apply to the priest and up to 1d8 chosen allies within 30'. The Fortitude save bonus is increased to +6. The miracle lasts for 1 turn.

30-31 The revelator and all chosen allies within 50' of the priest gain immunity to non-magical venomous attacks. Venomous attacks from magical creatures or devices gain a +7 saving throw bonus against the effects. Additionally, creatures with venomous attacks are repulsed by the revelator and affected allies, preferring to attack other targets and leave the area for better prey. Creatures forced to attack do so at a -1d to attack and damage rolls. The miracle lasts 1d3 turns.

32-33 In addition to the result from 30-31, the revelator gains the ability to turn venomous creatures with their *turn back the night* ability. Reptiles of animal intelligence within 1500', not under the control of magic, will immediately seek to leave the area, repulsed by the priest. The miracle lasts 1d4 turns.

34+ In addition to the result from 32-33, the revelator suffers no ill effects from exposure to mundane and magical based toxins. In addition, due to the physiologic changes which make them immune, their blood may be used as a component in any anti-venom healing attempts, providing a +4 to any saving throws to resist mundane and magical poisons and toxins. The miracle lasts 72 hours.

WITCH WARD

Level: 2 **Range:** 60' **Duration:** Varies **Casting Time:** 1 round **Save:** Special

General: The revelator reaches deep within their reserve of faith and shapes it into a barrier capable of lessening or dispelling any dark magics cast by those on the Path of The Damned.

Manifestation: Roll 1d4: (1) a brilliant gold beam of light shines on the revelator from above; (2) a glowing web of energy covers the listed area of effect; (3) the eyes of the priest glow with a luminescent light as the sound of trumpets are heard in the distance; (4) angelic beings composed of energy manifest and fly around the priest, glowing brightly whenever spells are cast against the priest.

1 **Fall from grace!** Roll on the Atonement chart. Additionally, increase the revelator's *fall from grace* threshold by +1.

2-13 **Failure.** Potential *fall from grace* if the roll is at or below the current *fall from grace* threshold. Increase the revelator's *fall from grace* threshold by +1.

14-19 A glowing orb of divine energy envelopes the revelator, negating the effects thrown on the holy warrior by those aligned with the forces of darkness. The revelator gains a +3 save bonus to any spell or item using a spell-like ability used by an opponent walking the Path of The Damned. The miracle lasts for 1d6 rounds.

20-21 A glowing orb of divine energy envelopes the revelator, negating the effects thrown on the holy warrior by those aligned with the forces of darkness. The revelator gains a +4 save bonus to any spell or item using a spell-like ability used by an opponent walking the Path of The Damned. The miracle lasts for 1d8 rounds.

22-25 The revelator is lifted 1' off the ground and is surrounded by crackling energies. An ally can

be chosen by the revelator to share the effects of the miracle. The affected gain a +4 bonus to any saving throw versus attacks made by enemies walking the Path of The Damned. Additionally, all attack rolls against the revelator and affected ally by those walking the Path of The Damned suffer a -1d modifier to the attack roll. The miracle lasts 1d10 rounds.

26-29 In addition to the result from 22-25, the revelator may choose 1d4 allies to benefit from the miracle. The miracle lasts 1 turn.

30-31 In addition to the result from 26-29, The miracle now lasts 1 turn.

32-33 In addition to the result from 30-31, the revelator may choose up to six allies to benefit from the effects of the miracle. Additionally, the saving throw bonus increases to +6 and attacks by enemies walking the Path of The Damned suffer a -1d modifier to both attack and damage rolls against those under the effects of the miracle. The miracle lasts 1d3 turns.

34+ The revelator gains the glowing visage of a heavenly angel. While the miracle is in effect, the priest and all allies within 60' gain a +6 bonus to all saving throws versus attacks made by those that walk the Path of The Damned. Additionally, all attack and damage rolls made against the priest and their chosen suffer a -1d modifier to both attack and damage rolls. Attacks that break the divine defense of the miracle are prevented from scoring critical hits. Spells directed at the revelator automatically fail (unless a natural 20 is rolled on the spell check) and the bonus used to make that spell check is absorbed and added to the next miracle performed by the revelator. The miracle lasts 1d4 turns.



LEVEL THREE MIRACLES

AVENGING ANGEL

Level: 3 **Range:** Varies **Duration:** Varies **Casting Time:** 1 round **Save:** N/A

General: The revelator's time on earth must be allowed to go unfettered, hence the calling of an angel directly from a host of war-angels. The divine being drops from the heavens, filled with righteous wrath and the determination to protect the earth-bound holy warrior.

Manifestation: Roll 1d4: (1) the revelator screams in momentary pain as the angel uses the priest's body as a portal to enter the scene; (2) the revelator's hand begins to burn as the priest traces the angelic symbol representing the angel being called for aid; (3) the clouds overhead part as a bolt of lightning strikes the ground, serving to summon the avenging angel; (4) a giant ball of fire appears high overhead, serving as a portal through which the angel flies forth down to earth.

1 **Fall from grace!** Roll on the Atonement chart. Additionally, increase the revelator's *fall from grace* threshold by +1.

2-13 **Failure.** Potential *fall from grace* if the roll is at or below the current *fall from grace* threshold. Increase the revelator's *fall from grace* threshold by +1.

14-15 The revelator calls a minor war angel down from the heavens. The soldier will defend the priest to the death. The miracle lasts until the end of the current combat, the angel is destroyed, or the angel is dismissed back to the heavens.

War Angel (minor): Init +3; Atk sword +3 melee (1d8); AC 15; HD 6d8; MV 60' flight or 30' walking; Act 2d20; SP flames of judgement, angelic resilience; SV Fort +3, Ref +3, Will +5; Path PoR +3.

Flames of judgement: Any successful attack with the flaming sword inflicts an additional d6 in fire damage to targets that are not walking the Path of the Righteous.

Angelic resilience: Angels are resistant to mundane weapons, suffering only half damage from them. Angels receive a +1d bonus to all saving throws while on earth. Angels are resistant to magic, gaining a flat 50% resistance to any spell cast upon them.

16-21 The revelator calls a minor war angel down from the heavens. The soldier will defend the priest to the death. Additionally, the portal used by the angel to manifest remains open, randomly selecting an enemy as a target for a divine lightning strike. Every other round, beginning with the round of the miracle, a random foe of the priest is chosen and must immediately pass a DC 15 Reflex save to avoid suffering 4d8 in electrical damage (save for half damage). The miracle lasts until the end of combat, the angel is destroyed, or the angel is dismissed back to the heavens.

War Angel (minor): Init +3; Atk sword +3 melee (1d8); AC 15; HD 6d8; MV 60' flight or 30' walking; Act 2d20; SP flames of judgement, angelic resilience; SV Fort +3, Ref +3, Will +5; Path PoR +3.

Flames of judgement: Any successful attack with the flaming sword inflicts an additional d6 in fire damage to targets that are not walking the walking the Path of the Righteous.

Angelic resilience: Angels are resistant to mundane weapons, suffering only half damage from them. Angels receive a +1d bonus to all saving throws while on earth. Angels are resistant to magic, gaining a flat 50% resistance to any spell cast upon them.

22-23 The revelator calls down two minor war angels from the heavens. The soldiers will defend the priest to the death. Additionally, the portal used by the angels to manifest remains open, randomly selecting an enemy as a target for a divine lightning strike. Every other round, beginning with the round of the miracle, a random foe of the priest is chosen and must immediately pass a DC 15 Reflex save to avoid suffering 5d8 in electrical damage (save for half damage). The miracle lasts until the end of combat, the angel are destroyed, or the angels are dismissed back to the heavens.

(2) Guardian Angels (minor): Init +3; Atk sword +3 melee (1d8); AC 15; HD 6d8; MV 60' flight or 30' walking; Act 2d20; SP flames of judgement, angelic resilience; SV Fort +3, Ref +3, Will +5; Path PoR +3.

Flames of judgement: Any successful attack with the flaming sword inflicts an additional d6 in fire damage to targets that are not walking the Path of the Righteous.

Angelic resilience: Angels are resistant to mundane weapons, suffering only half damage from attacks using them. Angels receive a +1d bonus to all saving throws while on earth. Angels are resistant to magic, gaining a flat 50% resistance to any spell cast upon them.

24-26 In addition to the result from 22-23, the revelator gains the benefit of a +1d to all saving throws for the duration of the miracle. The miracle lasts until the end of combat, the angels are destroyed, or the angels are dismissed back to the heavens.

27-31 The revelator calls down a major war angel from the heavens. The soldier will defend the priest to the death. Additionally, the portal used by the angel to manifest remains open, randomly selecting an enemy as a target from divine lightning. Target must immediately pass a DC 15 Reflex save to avoid suffering 6d8 in electrical damage (save for half damage). Divine lightning strikes every round. The miracle lasts until the end of combat, the angel is destroyed, or the angel is dismissed back to the heavens.

Guardian Angel (major): Init +6; Atk sword +6 melee (1d12); AC 18; HD 6d12; MV 80' flight or 40' walking; Act 3d20; SP flames of judgement, angelic resilience; SV Fort +6, Ref +6, Will +10; Path PoR +3.

Flames of judgement: Any successful attack with the flaming sword inflicts an additional 2d6 in fire damage to targets that are not walking the Path of the Righteous. Targets struck immediately burst into flames, suffering burn damage each round until the flames are extinguished.

Angelic resilience: Angels are resistant to mundane weapons, suffering only half damage from attacks using them. Angels receive a +1d bonus to all saving throws while on earth. Angels are resistant to magic, gaining a flat 50% resistance to any spell cast upon them.

32-33 In addition to the result from 27-31, the revelator is healed for 1d8 hit points each round. Additionally, all attempts at class-related abilities by the revelator are made with a +1d modifier to the roll. The miracle lasts until the end of combat, the angel is destroyed, or the angel is dismissed back to the heavens.

34-35 The revelator calls down two major war angels from the heavens. The soldiers will defend the priest to the death. Additionally, the portal used by the angels to manifest remains open, randomly selecting an enemy as a target from divine lightning. Target must immediately pass a DC 15 Reflex save to avoid suffering 6d8 electrical damage. (save for half). Divine lightning strikes every round. The miracle lasts until the end of combat, the angels are destroyed, or the angels are dismissed back to the heavens.

(2) Guardian Angel, (major): Init +6; Atk sword +6 melee (1d12); AC 18; HD 6d12; MV 80' flight or 40' walking; Act 3d20; SP flames of judgement, angelic resilience; SV Fort +6, Ref +6, Will +10; Path PoR +3.

Flames of judgement: Any successful attack with the flaming sword inflicts an additional 2d6 in fire damage to targets that are not walking the Path of the Righteous. Targets struck immediately burst into flames, suffering burn damage each round until the flames are extinguished.

Angelic resilience: Angels are resistant to mundane weapons, suffering only half damage from attacks using them. Angels receive a +1d bonus to all saving throws while on earth. Angels are resistant to magic, gaining a flat 50% resistance to any spell cast upon them.

36+ The revelator calls down a host of war angels from the heavens. One major war angel leads a detachment of six minor war angels. The soldiers will defend the priest to the death. Additionally, the portal used by the angels to manifest remains open, randomly selecting an enemy as a target from divine lightning. Target must immediately pass a DC 17 Reflex save to avoid suffering 10d8 in electrical damage (save for half damage). Divine lightning strikes every round. The portal also serves to heal the revelator and all allies for 1HD of hit points each round, save those walking the Path of The Damned. The miracle lasts until the end of combat, the angels are destroyed, or the angels are dismissed back to the heavens.

Guardian Angel (major): Init +6; Atk sword +6 melee (1d12); AC 18; HD 6d12; MV 80' flight or 40' walking; Act 3d20; SP flames of judgement, angelic resilience; SV Fort +6, Ref +6, Will +10; Path PoR +3.

Flames of judgement: Any successful attack with the flaming sword inflicts an additional 2d6 in fire damage to targets that are not walking the Path of the Righteous. Targets struck immediately burst into flames, suffering burn damage each round until the flames are extinguished.

Angelic resilience: Angels are resistant to mundane weapons, suffering only half damage from attacks using them. Angels receive a +1d bonus to all saving throws while on earth. Angels are resistant to magic, gaining a flat 50% resistance to any spell cast upon them.

(6) Guardian Angel, (minor): Init +3; Atk sword +3 melee (1d8); AC 15; HD 6d8; MV 60' flight or 30' walking; Act 2d20; SP flames of judgement, angelic resilience; SV Fort +3, Ref +3, Will +5; Path PoR +3.

Flames of judgement: Any successful attack with the flaming sword inflicts an additional d6 in fire damage to targets that are not walking the Path of the Righteous.

Angelic resilience: Angels are resistant to mundane weapons, suffering only half damage from attacks using them. Angels receive a +1d bonus to all saving throws while on earth. Angels are resistant to magic, gaining a flat 50% resistance to any spell cast upon them.

BORROWED GRACE

Level: 3 **Range:** Self **Duration:** Varies **Casting Time:** 1 round **Save:** N/A

General: The revelator's prayer is answered directly by an angel. For the duration of the miracle, the angel's spirit intertwines with that of the revelator, imparting its powers on the priest.

Manifestation: Roll 1d4: (1) the revelator opens the Good Book to a favorite passage to read on the dealing with angels—the heavenly visitor manifests from the pages as a glowing wisp of sweetly smelling incense to be inhaled by the priest; (2) a bevy of doves appear around the revelator while the miracle is in effect; (3) the revelator gains a glowing visage that resembles the outline of a great winged angel; (4) the revelator grows large angelic wings that cast a shimmering glow.

1	**Fall from grace!** Roll on the Atonement chart. Additionally, increase the revelator's *fall from grace* threshold by +1.
2-15	**Failure.** Potential *fall from grace* if the roll is at or below the current *fall from grace* threshold. Increase the revelator's *fall from grace* threshold by +1.
16	The revelator gains the power of flight. Often the ability comes with the appearance of large, feathery wings. The revelator gains a flight Move of 60' while the miracle is in effect. The revelator is unable to carry objects over 60 pounds. Should the priest be midair when the miracle ends, they will float harmlessly back to the ground at the rate of 8' per round. The miracle lasts 1d6+CL rounds.
17	In addition to the result from 16, the revelator may carry objects up to 100 pounds. The miracle lasts for 1d8+CL rounds.
18-21	The revelator gains the power of flight by way of large, feathered wings. The wings grant a flight Move of 60' and allow the revelator the ability to carry 150 pounds. Additionally, the possessing angel imparts some of its great fortitude, resulting in a +1d modifier to all Stamina saves. The miracle lasts for 1d10+CL rounds.
22-23	In addition to the result from 18-21, the revelator may carry objects of up to 200 pounds in weight. The revelator also finds their reflexes greatly enhanced by the possessing angel. All Reflex save rolls are modified by +1d. The miracle lasts for 1d12+CL rounds.
24-26	The angel manifests, and its fiery form flies directly into the revelator, melding with the priest, and giving them the use of the creature's wings. The revelator gains flight at the rate of 90' per round and may carry up to 250 pounds. All saving throws made by the revelator benefit from a +1d modifier and the revelator is immune to disease and poison. The miracle lasts 1 turn.
27-31	In addition to the result from 24-26, the revelator gains the ability to detect lies from the spoken word. Any statement spoken in any human-based language (that the revelator understands) is immediately known to be truth or lie. Additionally, the visiting angel grants 3d8 temporary hit points to the revelator that can surpass their maximum and last until removed by damage or the miracle ends. The miracle lasts 1 turn.
32-33	The revelator gains powerful flaming wings that grant flight at the rate of 120' per round. The

visiting angel also imparts several other abilities to the revelator as they temporarily joins forms. All saving throws gain a modifier of +1d. the revelator gains the ability to detect lies from spoken word. Any statement spoken in any human-based language (that the revelator understands) is immediately known to be truth or lie. The visiting angel also imparts 3d8 temporary hit points to the revelator that can surpass their maximum and last until removed by damage or the miracle ends. They also manifest a halo that gives the revelator the ability to regenerate 1 hp per round. The miracle lasts 1d3 turns.

34-35 In addition to the result from 32-33, the revelator automatically passes any roll the body checks and becomes immune to curses. The miracle lasts 1d3 turns.

36+ The revelator is consumed by righteous fires as a war angel joins with them. Large fiery wings grant flight at the rate of 150' per round in addition to adding a +4 AC bonus to the revelator's defense. The angel imparts immunity to disease and poison in addition to any other natural occurring effects that normally take human life (dehydration, hypothermia, etc.), and the priest is immune to curses. Any roll the body checks are automatically passed, and all saving throws receive a +1d bonus to rolls. Additionally, the revelator is granted a bonus of 5d8 temporary hit points that can surpass their maximum and last until removed by damage or the miracle ends. The revelator can tell lies from the spoken word of any human-based language (they can now understand all human languages for the duration). The revelator may also bring into existence a flaming sword that inflicts 1d12 damage in addition to 2d6 in fire damage to any target considered to be walking the Path of The Damned. The miracle lasts 1d4 turns.

GODSPEED

Level: 3 **Range:** Self **Duration:** Varies **Casting Time:** 1 round **Save:** N/A

General: The revelator reaches to the heavens and establishes a link to one of Heaven's stallions, borrowing some of the great beast's speed, and using it to aid the priest in their moment of need.

Manifestation: Roll 1d4: (1) the revelator blinks in and out of existence as they move about the field of battle; (2) the revelator crackles with energy and leaves a smoldering trail in their footsteps; (3) the revelator's hair is in constant motion as if caught in the wind for the duration of the miracle; (4) the revelator leaves a silhouette as they move—the wispy shadow trails behind them.

1 **Fall from grace!** Roll on the Atonement chart. Additionally, increase the revelator's *fall from grace* threshold by +1.

2-15 **Failure.** Potential *fall from grace* if the roll is at or below the current *fall from grace* threshold. Increase the revelator's *fall from grace* threshold by +1.

16 The revelator gains a sliver of the great beast's speed and now moves with greater speed and agility. For the duration of the miracle, the priest gains a +1 modifier to initiative and AC. The miracle lasts 1d3+CL rounds.

17 In addition to the result from 16, the revelator gains a +1 modifier to all Reflex saving throws and Agility based rolls. The miracle lasts 1d4+CL rounds.

18-21 The revelator finds that time seems to be moving at a slower pace while those around them notice the priest seems to be moving with increased speed. All Agility-based actions gain a +2 modifier. Additionally, the revelator gains a +2 AC bonus to represent the increased speed and difficulty enemies have with targeting them. The miracle lasts 1d6+CL rounds.

22-23 In addition to the result from 18-21, the revelator gains an increased Movement of +10' per round. The miracle lasts 1d8+CL rounds.

24-26 The revelator is filled with divine vigor, and the unbridled energy of the divine stallion. The revelator's Movement rate is increased by +15' and the priest gains a +3 modifier to AC. All Agility-based rolls gain a +3 modifier, and the priest gains a second action die of 1d14. The miracle lasts for 1d10+CL rounds.

27-31 In addition to the result from 24-26, the revelator gains a +1d modifier to all Agility-based rolls in addition to melee attack and damage rolls as the priest brings weapons down with such force that targets must deal with the added inertia of the attack. The miracle lasts 1d12+CL rounds.

32-33 The revelator flitters and darts across the current scene with such speed that only a blur of the priest's form, coupled by crackles of energy in the footprints left in the holy warrior's wake, can be spotted. The priest gains a +4 bonus to AC and finds their current Movement rate is doubled. All attack rolls made by the revelator gain a +1d bonus to both attack and damage rolls; attacks against the revelator suffer a -1d to attack rolls. Additionally, the revelator gains a second action die of 1d16. The miracle lasts 1d14+CL rounds.

34-35 In addition to the result from 32-33, the revelator gains 1 free action per round that can be used to catch any flying projectile and redirect it. In the case of bullets or ranged weapons, the revelator must make a standard ranged-attack roll to successfully aim the returning projectile. The miracle lasts 1 turn.

36+ In addition to the result from 34-35, the human eye is unable to keep up with the holy warrior. Traveling at this speed, the revelator's mind is capable of only keeping track of movement; additional actions requiring concentration suffer a -1d penalty. The revelator is capable of running 10 miles per round for the duration of the miracle in addition to gaining 3 extra action dice per round, each made with a d20. Melee attacks and damage rolls made by the priest are modified by +2d; attacks made against them suffer a -2d to attack and damage. The revelator's AC bonus increases to +6. The miracle lasts for 1d3 turns.

HEAVENLY LIGHTS

Level: 3 **Range:** Varies **Duration:** Varies **Casting Time:** 1 action **Save:** Varies

General: The revelator casts the light of divinity upon chosen targets, bathing them in the soft glow of heavenly light. The revelator and chosen friendly targets may control the intensity of the light while the miracle is in effect and suffer no ill effect from the illumination (foes suffer the effects).

Manifestation: Roll 1d4: (1) twin beams of white radiance shoot from the revelator's eyes, illuminating the targets within range; (2) the revelator calls down a cylinder of radiant light from the heavens which bathes allied targets in a sublime glow or wreathes their foes in fire; (3) targets begin to glow with an

unearthly radiance, a glowing silver nimbus surrounding them; (4) allied targets gain ethereal flaming wings which bathe the area in fiery incandescence.

1 **Fall from grace!** Roll on the Atonement chart. Additionally, increase the revelator's *fall from grace* threshold by +1.

2-15 **Failure.** Potential *fall from grace* if the roll is at or below the current *fall from grace* threshold. Increase the revelator's *fall from grace* threshold by +1.

16-17 The revelator causes one target within a 30' radius to be bathed in light. This light provides brilliance equivalent to that of 10 candlepower. The target finds the light blinding and suffers a -2 to their AC as they try to maneuver while being illuminated. The miracle lasts 1d6+CL rounds.

18-21 In addition to the result from 16-17, the revelator may choose up to 1d3 targets to illuminate to the equivalent of 100 candlepower. Targets find maneuvering difficult and suffer a -3 to their AC while the miracle is in effect. Additionally, the targets find any attempt at stealth ruined. The miracle lasts 1d8+CL rounds.

22-23 In addition to the result from 18-21, 1d5 targets may be affected (allies or enemies). Targets blaze at even brighter illumination (equivalent of up to 200 candlepower), the radius extends outward to 60'. Allies benefit from the illumination by gaining a +1d to any roll to keep or regain sure footing in addition to a +2 bonus to AC. Enemies targeted by the miracle suffer a -4 to AC and find even the basic act of walking harder; Movement is halved and all stealth attempts within 60' are ruined. The miracle lasts 1d10+CL rounds.

24-26 In addition to the result from 22-23, 1d6 targets may be affected (allies or enemies). Targets blaze at even brighter illumination (equivalent of up to 600 candlepower), and the radius extends outward to 90'. Allies benefit from the illumination by gaining a +1d to any roll to keep or regain sure footing in addition to a +4 bonus to AC. Enemies targeted by the miracle suffer a -6 to AC and find even the basic act of walking almost impossible; Movement is halved and all stealth attempts (for enemy or ally) within 90'are ruined. The miracle lasts 1d12+CL rounds.

27-31 The revelator gains the ability to illuminate up to 1d8 allies or foes, increasing the candlepower upwards to 1200. Enemies targeted by the light suffer an immediate 1d6 in burn damage as the intensity causes skin to sear. In addition, enemy targets find their Movement reduced by half as the blinding rays makes seeing impossible. Enemy targets also suffer from the effects of blindness, gaining a -4 to all rolls requiring sight and a -7 penalty to AC. Affected enemy targets must pass a DC 15 Fortitude save to avoid suffering from blindness for 1d30 days. Allies illuminated gain +1d to any roll relating to maneuvering in difficult terrain. Chosen allies also benefit from a +6 bonus to AC. Any attempts at stealth within 100' are ruined for both enemies and allies. The miracle lasts 1 turn.

32-35 In addition to the result from 27-31, targets blaze at even brighter illumination (up to 4400 candlepower); chosen enemies suffer 3d6 burn damage and immediately burst into flames while having their AC reduced by -8. The DC for enemies to avoid blindness increases to DC 17 with failure resulting in permanent blindness. Allies affected by the illumination find the bonus to AC increased to +8. The miracle lasts 1d3 turns.

36+ The gates to Heaven momentarily open, revealing a light no living being would normally be

able to see and walk away from. The revelator chooses up to 12 allies or enemies to use the effects of the miracle upon. Chosen enemies must immediately pass a DC 18 Fortitude save to avoid crumbling to dust from experiencing a divine light with the intensity of the sun. Passing the save results in the affected suffering 10d6 damage and instantly bursting into flames. Affected enemies surviving the initial burst are also permanently blinded; Movement is reduced by half and all actions requiring concentration suffer a -2d penalty to rolls. Chosen allies gain a moment of perfect clarity as all elements of an attempted action are revealed in a divine light that results in a +2d bonus to the roll. Additionally, allies are nearly impossible to target. All ranged and melee attacks must score a natural 20 or better to be successful. The miracle lasts 1d4 turns.

HOLY GAZE

Level: 3 **Range:** Varies **Duration:** Varies **Casting Time:** 1 round **Save:** Will

General: The revelator temporarily channels the gaze of the creator, unleashing it upon the un-dead, demons, and creatures not native to this world or that walk the Path of The Damned. Affected creatures momentarily feel the unmatchable power of divinity, unable to do anything but cower in place.

Manifestation: Roll 1d4: (1) light emits from every pore of the revelator, bathing the area in a soft pulsing light; (2) the eyes of the revelator become smoldering fires of judgement; (3) a fiery halo manifests above the revelator's head; (4) a sudden clap of thunder shakes the ground, leaving a ringing in the ears of all within 60' of the priest.

1 **Fall from grace!** Roll on the Atonement chart. Additionally, increase the revelator's *fall from grace* threshold by +1.

2-15 **Failure.** Potential *fall from grace* if the roll is at or below the current *fall from grace* threshold. Increase the revelator's *fall from grace* threshold by +1.

16-19 The revelator casts their gaze upon one chosen target. Demons, un-dead, and creatures not native to this world or that walk the Path of The Damned must immediately pass a Willpower save versus a DC equal to the miracle check or become paralyzed and helpless. Attacking the affected creature immediately ends the miracles effects; however, any such attack inflicts maximum damage. The miracle lasts 1d4 rounds.

20-21 In addition to the result from 16-19, the revelator can affect up to 1d4 targets. The miracle lasts 1d6 rounds.

22-23 The revelator turns their gaze upon 1d6 targets. Demons, un-dead, and creatures not native to this world or that walk the Path of The Damned must immediately pass a Willpower save versus a DC equal to the total of the miracle check or become paralyzed with fear. Additionally, affected creatures are temporarily blinded for 1d4 rounds. Creatures affected by the miracle may attempt a new save with each round. Attacking affected creatures immediately ends the miracles effects; however, any attack inflicts maximum damage. The miracle lasts 1d8 rounds.

24-26 In addition to the result from 22-23, 1d8 creatures may be targeted. Creatures are not only blinded but suffer 1d6 fire damage, catching fire unless a DC 12 Willpower save is passed. Creatures affected by the miracle may attempt a new save with each round. The miracle lasts 1d10 rounds.

27-31 The revelator turns their righteous gaze upon 1d10 demons, un-dead, and creatures not native to this world or that walk the Path of The Damned, forcing the creatures to immediately attempt a Willpower save versus a DC equal to the total of the miracle check to avoid becoming paralyzed with fear. Additionally, affected creatures failing the save are blinded for 1d7 rounds and suffer 2d6 fire damage, bursting into flames. Attacking affected creatures immediately ends the miracles effects; however, any attack inflicts maximum damage. The miracle lasts 1d12 rounds.

32-35 In addition to the result from 27-31, 1d12 creatures may be targeted. Affected creatures suffer 3d6 fire damage and immediately burst into flames. Attacking affected creatures immediately results in the creature gaining a new save attempt with a +1d modifier; however, any attack inflicts maximum damage. The miracle lasts 1 turn.

36+ A large clap of thunder signals an incoming bolt of lightning that strikes the ground, drawing the gaze of all within eyesight to the righteous gaze of the revelator. The priest's gaze affects all demons, un-dead, and creatures not native to this world or that walk the Path of The Damned, forcing an immediate Willpower save versus a DC equal to the total of the miracle check or become paralyzed with fear and suffer 6d6 damage as targets burst into flames. Attacking affected creatures immediately results in the creature gaining a new save attempt with a +1d modifier; however, any attack inflicts maximum damage. Targets passing the required save must flee the area immediately, or if forced to, attack with a -2d penalty while in the presence of the priest. The miracle lasts 1d3 turns.

MARK THE SINNER

Level: 3 **Range:** Varies **Duration:** Varies **Casting Time:** 1 round **Save:** Will

General: The revelator is granted divine insight into persons that walk the Path of The Damned, and are able to create a mental map of their locations.

Manifestation: Roll 1d4: (1) the revelator's eyes become milky-white with no irises or pupils; (2) a spiritual hound appears, marking those affected with a constant ghostly howl; (3) each affected target is marked by a scent that only the revelator can detect; (4) the revelator becomes tethered to each affected target by a wispy cord—the cord has no effect other than to tether the chosen to the priest no matter the distance.

1 **Fall from grace!** Roll on the Atonement chart. Additionally, increase the revelator's *fall from grace* threshold by +1.

2-15 **Failure.** Potential *fall from grace* if the roll is at or below the current *fall from grace* threshold. Increase the revelator's *fall from grace* threshold by +1.

16-17 The revelator reaches out within a 300' area by concentrating, detecting any one living being

walking the Path of The Damned. The priest gains a general idea of the distance and location of the affected target, allowing the revelator the option of choosing to tether the target. While tethered, the revelator can spend a standard action each round to locate and move closer to the chosen target, thus becoming a holy bloodhound. The chosen target is unaware of the miracle's effects until coming face-to-face with the revelator, unless otherwise revealed by magical means. Should the target become aware of the priest, they may attempt a DC 15 Willpower save to shake off the effects of the miracle. The miracle lasts 24 hours.

18-21 The revelator reaches out within an area of up to 1500' by concentrating, detecting any two living beings that walk the Path of The Damned. The priest gains a general idea of the distance and location of the affected targets, allowing the revelator the option of choosing to tether the targets. While tethered, the revelator can spend a standard action each round to locate and move closer to the chosen targets, thus becoming a holy bloodhound. The chosen targets are unaware of the miracle's effects until coming face-to-face with the revelator, unless otherwise revealed by magical means. Should the targets become aware of the priest, they may attempt a DC 17 Willpower save to shake off the effects of the miracle. The miracle lasts 48 hours.

22-23 In addition to the result from 18-21, the revelator may choose up to three targets to tether to. While under the effects of the miracle, chosen targets suffer a -2 penalty to all action rolls due to a strong feeling that they are being watched. The miracle lasts 48 hours.

24-26 The revelator reaches out to an area of one square mile by concentrating, detecting any four beings that walk the Path of The Damned. The priest gains an exact idea of the distance and location of the affected targets, allowing the revelator the option of tethering those detected. While tethered, the revelator can spend a standard action each round to locate and move closer to the targets, thus becoming a holy bloodhound. The revelator may also view the surroundings from the eyes of the chosen target by wholly concentrating for one round. The chosen target is unaware of the miracle's effects until coming face-to-face with the revelator or otherwise detected magically. While under the effects of the miracle, chosen targets suffer a -3 penalty to all action rolls due to a strong feeling of being watched at all hours of the day. Should the target become aware of the priest, they may attempt a DC 18 Willpower save to shake off the miracle each day they're under its effects. The miracle lasts 72 hours.

27-31 In addition to the result from 24-26, the revelator can tether with up to six targets. The miracle lasts 96 hours.

32-35 In addition to the result from 27-31, the area of effect is increased to a 25 mile area, and the revelator can listen to any noises the chosen targets can hear; conversations can be "tapped" into. This ability can be used in conjunction with using the sight of a chosen target, but no other action can be performed as total concentration is needed. The miracle lasts 96 hours.

36+ The revelator reaches out by concentrating and can detect anyone considered to be walking the Path of The Damned within 100 miles. The priest gains an exact idea of the distance and location of the affected targets, allowing the revelator the option of tethering up to eight targets. While tethered, the revelator can spend a standard action each round to locate and move closer to the chosen target, thus becoming a holy bloodhound. The revelator may also view and listen to the surroundings from the eyes and ears of the chosen targets by concentrating for one round. The chosen target is unaware of the miracle's effects until they come face-to-face with the revelator or the revelator's miracle is otherwise discovered by

magical means. While under the effects of the miracle, chosen targets suffer a -1d penalty to all action rolls due to a strong feeling of being watched at all hours of the day. Should the target become aware of the priest, they may attempt to pass a DC 19 Willpower save to shake off the miracle each day they are under its effects. The miracle's effects are permanent until the revelator willingly untethers the targets.

MASK OF MY ENEMY

Level: 3 **Range:** Eyesight **Duration:** Varies **Casting Time:** 1 action **Save:** N/A

General: Sometimes a revelator must hide their channeled divinity and appear to be that which they fight. This miracle allows them to pass among the various mockeries of life by assuming their appearance: un-dead, demons, and creatures not native to this world.

Manifestation: Roll 1d4: (1) the revelator's form fluctuates visually—to living creatures, the caster's appearance does not change (other than to become slightly out-of-focus), but to un-dead, the caster appears to be one of their own; (2) the revelator's skin takes on a sallow tone to the living; (3) the revelator's flesh sloughs off, revealing an un-dead visage; (4) the revelator generates an energy-based version of the creature they wish to resemble and steps into it to complete the transformation.

1 **Fall from grace!** Roll on the Atonement chart. Additionally, increase the revelator's *fall from grace* threshold by +1.

2-15 **Failure.** Potential *fall from grace* if the roll is at or below the current *fall from grace* threshold. Increase the revelator's *fall from grace* threshold by +1.

16-17 The revelator takes on the visage of a lower type of un-dead, demon, or being not native to this world. Creatures of up to 1HD can be mimicked. Those known to associate with the type mimicked will ignore the revelator and view them as one of their own. However, the transformation does not grant the priest the ability to converse in the creature's language, which may reveal the revelator as an imposter. The miracle lasts 1d8+CL rounds.

18-21 In addition to the result from 16-17, the creatures mimicked may be up to 2HD. The miracle lasts 1d10+CL rounds.

22-23 The revelator's visage takes on that of an un-dead, demon, or being not native to this world. Creatures of up to 4HD can be mimicked. Those known to associate with the type mimicked will ignore the revelator and view them as one of their own. However, the transformation does not grant the priest the ability to converse in the creature's language, which may reveal the revelator as an imposter. The miracle lasts 1 turn.

24-26 In addition to the result from 22-23, the priest can now mimic a specific (named) creature of up to 5HD (example: the revelator now looks like Bubba, a minor soul-gathering demon of Hell), and the effect can also be placed upon 1d3 allies. The miracle lasts 1 turn.

27-31 In addition to the result from 24-26, they may also impart the ability to 1d5 allies. Any named creature of up to 6 HD can now be imitated. Additionally, the transformation also grants the revelator the ability to converse in the creature's native tongue. Note the ability to communicate is not granted to allies benefitting from the miracle. Allies must assume

the same creature species the revelator chooses and remain within eyesight of the priest to continue benefiting from the miracle's effects. The miracle lasts 1d3 turns.

32-33 In addition to the result from 27-31, creatures (named or otherwise) of up to 8 HD can be mimicked, and all affected allies gain the ability to speak the language of the chosen creature. The miracle lasts 1d3 turns.

34-35 The revelator's visage takes on that of an un-dead, demon, or being not native to this world. Creatures (named or otherwise) of up to 10 HD can be mimicked. Those known to associate with the type of creature mimicked will ignore the revelator and view them as one of their own. The revelator may converse in the language of the creature mimicked, and all benefits of this miracle can be extended to cover up to 1d5 allies that remain within the revelator's eyesight and must mimic the same creature species. The miracle lasts until dismissed by the revelator or affected allies move out of the revelator's eyesight.

36+ In addition to the result from 34-35, creatures (named or otherwise) of up to 12 HD can be mimicked. Additionally, the revelator and all allies affected by the miracle become immune to any special abilities the creature might have while the miracle is in effect. The revelator gains the ability to permanently assume the guise of and speak in the language of the chosen creature, gaining the enmity of the creatures who will hunt the priest with a fury during his remaining years on earth if they were to find out.

OBEYANCE

Level: 3 **Range:** Hearing **Duration:** Varies **Casting Time:** 1 round **Save:** Varies

General: The revelator manifests the power of the almighty in the presence of creatures that are a mockery of life, forcing the will of the divine upon them by a commanding word.

Manifestation: Roll 1d4: (1) the revelator's shadow glows bright white and sprouts celestial wings; (2) the priest's body transforms into a pillar of flame; (3) the revelator undergoes a shocking transformation as their body takes on a blue-topaz hue, their face crackles like lightning, and their eyes burn like flaming torches; (4) the glow around the priest appears to be that of a flaming, six-winged celestial hovering just over their right shoulder, and when the revelator speaks, the sound of multitudes speaking at once issues forth.

1 **Fall from grace!** Roll on the Atonement chart. Additionally, increase the revelator's *fall from grace* threshold by +1.

2-15 **Failure.** Potential *fall from grace* if the roll is at or below the current *fall from grace* threshold. Increase the revelator's *fall from grace* threshold by +1.

16-17 The revelator's voice causes the very ground to shake as it penetrates the blackened heart of one chosen un-dead, demon, or creature not native to this world. The chosen target must be 1HD or less and gains an immediate DC 12 Willpower save. Failing the save means obeying a one-word command from the revelator. Commands are spoken in the language of the creature (even if the revelator does not know that language) and must be followed. The miracle lasts 1 round.

18-21 In addition to the result from 16-17, the revelator may affect a creature of up to 3HD.

22-23 The revelator's voice strikes the literal fear of God into the hearts of un-dead, demons, and creatures not native to this world as they see the fate that awaits them in the end. Up to 5HD of creatures are affected and must make a DC 14 Willpower save or must follow a one-word command from the priest. The priest need not be able to speak the language of the creatures, the command is understood. The miracle lasts 1 round.

24-26 The revelator's voice strikes terror in any un-dead, demons, or creatures not native to earth within range of hearing. Affected targets must immediately pass a DC 14 Willpower save or experience a strange calming effect. Affected targets may not attack the revelator or any of their allies that are within a 20' radius centered on the priest. This effect is negated if affected targets are attacked or damaged in any way by the caster or their allies. The miracle lasts for 1d10 rounds.

27-31 In addition to the result from 24-26, the revelator and their allies gain a +4 saving throw bonus against any special abilities un-dead, demons, or creatures not native to this world might use against them. The miracle lasts 1d12 rounds.

32-33 In addition to the result from 27-31, the effect is not negated if affected targets are attacked. If an affected target is attacked, they receive another Willpower save to overcome the miracle's effects. Additionally, affected targets must make a DC 15 Fortitude save or become paralyzed while within the area of effect. Affected targets may attempt a Fortitude save each round to overcome the paralysis. The miracle lasts for 1 turn.

34-35 An angelic choir augments the words of the preacher. All un-dead, demons, and creatures not native to this world of less than 8HD, within the range of hearing, must immediately pass a DC 16 Willpower save or become paralyzed, rooted to the spot, in awe of the divine aura. The creatures may take no actions or move for the duration of the miracle. Additionally, a 90' radius centered on the priest creates a sanctified area dedicated to the divine. Within this holy ground, all abilities of the priest gain a +1d bonus and unaffected creatures of 6 HD or less entering the area must pass a DC 15 Fortitude save when first entering the area or suffer 1d12 points of fire damage and burst into flames. Spells targeting the revelator and allies inside the holy area suffer a -5 penalty to the spell check roll, and all allies standing on the holy ground receive +4 to any saves made to resist the powers of those that walk the Path of The Damned . The miracle lasts 1d3 turns.

36+ The revelator's voice is augmented by a chorus of war-angels chanting battle hymns, matching the demand for those with vile hearts to repent of their ways. Un-dead, demons, and creatures not native to this world of less than 10 HD must immediately pass a DC 17 Willpower save to avoid suffering paralysis, as the fear of suffering eternally overwhelms the desire to bring harm to the revelator and all allies within 200'. Additionally, affected creatures must pass an immediate DC 16 Fortitude save to avoid bursting into flames, suffering 1d16 damage as they immediately catch fire. All saves and attack rolls made by the revelator or chosen allies gains a +1d modifier to their rolls. The miracle lasts 1d4 turns.

REVEALING SERMON

Level: 3 **Range:** Varies **Duration:** Varies **Casting Time:** 1 round **Save:** N/A

General: As a false balance is an abomination to the lord, the revelator provides a "just" weight. Illusions, auras, and hidden objects or creatures shine by the light of faith.

Manifestation: Roll 1d4: (1) the revelator's eyes glow with a golden light; (2) angels manifest that only the revelator can see—the heavenly host flies about revealing secrets and pointing the hidden out; (3) the hidden is made clear by a golden light; (4) the revelator is able to observe the scene from multiple angles, each from a different plane or dimension, making all hidden things obvious.

1 **Fall from grace!** Roll on the Atonement chart. Additionally, increase the revelator's *fall from grace* threshold by +1.

2-15 **Failure.** Potential *fall from grace* if the roll is at or below the current *fall from grace* threshold. Increase the revelator's *fall from grace* threshold by +1.

16-17 The revelator becomes aware of magical auras and invisible objects or creatures. They may also pierce any illusion to see creatures and objects in their true forms within 60'. The miracle lasts 1d6 rounds.

18-21 In addition to the result from 16-17, the revelator gains the ability to extend either vision or hearing remotely, up to one mile. The determination of which sense is used must be made before rolling the miracle check. Only places that have been visited in the past by the revelator may be remotely viewed or listened in on. The miracle lasts 1d8 rounds.

22-23 In addition to the result form 18-21, the revelator gains infravision and can see thermal patterns through objects or other physical impediments up to 20" thick. The revelator may use this viewing capability through their "remote" senses as well. The miracle now lasts 1d10 rounds.

24-26 In addition to the result from 20-23, the revelator may extend the range to five miles. The miracle lasts 1d12 rounds.

27-31 The revelator can detect magical auras, see invisible objects or creatures, and pierce illusions to see creatures and objects in their true forms within 60' and through 20" of physical impediments. Additionally, the priest can peer into the spirit world, the astral, and any dimension connected to their world. The revelator may also choose to remote view any location previously visited or that they have an object from. Hearing and sight to the remote location are granted for as long as the revelator maintains full concentration. The range for remote viewing is 10 miles. The miracle lasts 1 turn.

32-33 In addition to the result from 27-31, the revelator's range for remote viewing is 50 miles. The miracle lasts 1 turn.

34-35 The revelator gains infravision, as well as gaining the ability to see thermal patterns through objects. The priest can also detect magical auras, see invisible objects or creatures, and pierce illusions to see creatures and objects in their true forms within 90'. Additionally, the priest can view into the spirit world, as well as the astral, and any dimensions connected to our

own. The revelator may also remotely view any location they have been told about. Both hearing and sight are granted for this remote viewing as long as the revelator maintains full concentration. The range for remote viewing is extended to 100 miles. The miracle lasts 1d3 turns.

36+ In addition to the result from 34-35, the range is now unlimited when using remote viewing, and the priest gains the ability to speak to anyone in the location they focus on. Those the revelator wishes to contact will hear the priest's voice in their head. The miracle lasts for 24 hours.

ROCK OF AGES

Level: 3 **Range:** Touch **Duration:** Varies **Casting Time:** 1 round **Save:** N/A

General: The revelator takes a normal stone of any size and pulls a miracle out of the heavens to place inside it. The stone acts as a spiritual sponge capable of holding the power of the miracle. Only one such stone can exist per level of the revelator at any given time. The stone can be activated by anyone (that does not walk the Path of The Damned) holding or touching the stone by way of a short prayer. Once the miracle is called out of the stone, it crumbles to dust. Note that the revelator must still perform the miracle that is held within the *rock of ages* as well as successfully performing this miracle. Failing to perform the miracle to be held within the *rock of ages* means that the desired selection fails to enter the stone and the rock crumbles to dust.

Manifestation: Roll 1d4: (1) the stone glitters, much like a gold-speckled nugget that is panned from the river; (2) the stone throbs to some unheard heavenly choir; (3) the stone randomly reveals an engraved passage from the Good Book, with each day bringing a new passage; (4) the stone glows brightly in the presence of those walking the Path of The Damned.

1 **Fall from grace!** Roll on the Atonement chart. Additionally, increase the revelator's *fall from grace* threshold by +1.

2-15 **Failure.** Potential *fall from grace* if the roll is at or below the current *fall from grace* threshold. Increase the revelator's *fall from grace* threshold by +1.

16-17 The revelator performs one selected 1st level miracle, rolling for the attempt as normal. Success implants the miracle into the stone. To use, either the revelator or the recipient of the rock activates the stone by saying a small prayer. The miracle is then released at the same Miracle check result rolled during the time of the rock's creation. Note: activating a stone still requires a standard action to do so (as the quick prayer is spoken). The stone retains the miracle for a maximum of 24 hours before crumbling.

18-21 The revelator performs up to two selected 1st level miracles, rolling for the attempt as normal. Success implants the miracles into the stone. To use, either the revelator or the recipient of the rock activates the stone by way of a small prayer. The miracle is then released at the same Miracle check rolled during the time of the rock's creation. Note: activating a stone still requires one standard action per miracle to do so. The stone retains the miracles for up to 48 hours before crumbling.

22-23 In addition to the result from 18-21, the chosen rock can store the chosen miracles for up to 72 hours.

24-26 The revelator may perform up to three selected 1st level miracles or one 2nd level miracle, rolling for the attempts as normal. Success implants the miracles into the stone. To use, either the revelator or the recipient of the rock activates the stone by way of a small prayer, calling for one of the stored miracles to come forth. The chosen miracle is then released at the same Miracle check rolled during the time of the rock's creation. Note: activating a stone still requires one standard action per stored miracle to do so. The rock crumbles once the last miracle is called from it. A standard action is required per miracle to release (a small prayer is said during this time). The stone retains the miracle for up to 72 hours before crumbling.

27-31 In addition to the result from 24-26, the rock gains a minor healing property. The rock will heal any individual not walking the Path of The Damned for 1d8 hit points per day the stone is kept charged with a miracle the rock will only heal the individual it was given to by the revelator creating it. The rock now stores the miracles for up to 1d7+CL days.

32-33 The revelator performs up to three selected 1st level miracles and up to two 2nd level, rolling for the attempt(s) as normal. Success implants the miracles into the stone. To use, either the revelator or the recipient of the rock activates the stone by way of a small prayer, calling for one of the stored miracles to activate. The miracle is then released at the same Miracle check rolled during the time of the rock's creation. Note: activating a stone still requires one standard action per miracle to do so. The rock crumbles once the last miracle is called from it. The rock also gains a minor healing property, healing the recipient of the stone 2d8 hit points per day. The rock will only heal the individual it was given to by the revelator creating it. The stone retains the miracle for 1d10+CL days before crumbling.

34-35 In addition to the result from 32-33, the rock heals 1d6 lost Grit points per day. If the rock's owner is at their starting Grit point total, the rock instead serves to grant a +1d bonus to Grit checks. The stone stores the chosen miracles for 1d14+CL days before crumbling.

36+ The revelator may perform one selected 3rd level miracle, up to two 2nd level, and up to three 1st level miracles, implanting them all into the rock. The miracle is then released at the same Miracle check rolled during the time of the rock's creation. Note: activating a stone still requires one standard action per miracle to do so. The rock crumbles once the last miracle is called from it. The rock also gains a minor healing property—healing the recipient of the stone 3d8 hit points per day. Finally, the rock heals 1d8 lost Grit points per day. If the rock's owner is at their max Grit point total, the rock serves to grant a +1d bonus to Grit checks. To activate a stored miracle, it still requires a standard action per miracle to do so. The stone retains the miracle for 1d30+CL days before crumbling.

LEVEL FOUR MIRACLES

DIRE REVELATIONS

Level: 4 **Range:** Varies **Duration:** Varies **Casting Time:** 1 action **Save:** N/A

General: The target of this miracle is lashed with nightmarish visions showing a version of the Hell that awaits them in the afterlife.

Manifestation: Roll 1d4: (1) the revelator is shrouded in the visage of an angel of death; (2) the revelator's voice takes on a thunderous tone so deep that all within hearing range feel the vibrations in their chest; (3) the target bursts into divine flames, harmless to the touch, but adding to the fear the target experiences; (4) a murder of crows fly from the book the revelator is reading from, swarming the target of the miracle.

1	**Fall from grace!** Roll on the Atonement chart. Additionally, increase the revelator's *fall from grace* threshold by +1.
2-17	**Failure.** Potential *fall from grace* if the roll is at or below the current *fall from grace* threshold. Increase the revelator's *fall from grace* threshold by +1.
18-19	One target within 30' is shown the lifetime of their misgivings and the hellish tortures awaiting them should they stay the course. The target must pass a Willpower save with a DC equal to the total of the Miracle check; failure results in being overwhelmed by the visions revealed and they must attempt to flee the immediate area with their next available action. Should the target be unable to flee, all actions suffer a -1d penalty. The Miracle lasts 1d4+CL rounds.
20-23	In addition to the result from 18-19, the revelator can choose up to two targets. The miracle lasts 1d6+CL rounds.
24-25	1d4 targets within 60' are shown the lifetime of their misgivings and the hellish tortures awaiting them should they stay the course. Targets must pass a Willpower save with a DC equal to the total of the Miracle check; failure results in being overwhelmed by the visions revealed and they must attempt to flee the immediate area with their next available actions. Should the targets be unable to flee, all their actions suffer a -1d penalty. The Miracle lasts 1d8+CL rounds.
26-27	In addition to the result from 24-25, the revelator can affect up to 1d6 targets. The miracle lasts 1d10+CL rounds.
28-33	The clouds part as a bolt of black lightning strikes the earth, summoning an angel of judgement. The dark messenger stands 7' tall and is shrouded in dark robes and armor cast in the likeness of various faces in anguish. The angel casts a 60' radius of gloom over the area, washing all enemies of the revelator in waves of guilt and fear. Targets must immediately pass a DC 18 Willpower save to avoid losing 1d3 temporary Personality points each round the miracle affects them (save each round until passed). Targets reaching 0 Personality collapse, permanently suffering a nervous breakdown while writhing in guilt and shame. Enemies suffering a permanent breakdown will waste away unless placed under the care of a medical professional. The miracle lasts 1d12+CL rounds.

34-35 In addition to the result from 28-33 the revelator gains a +1d to all die rolls made during the duration of the miracle, feeding off the presence of a direct scion of divinity. The miracle lasts 1d14+CL rounds.

36-37 In addition to the result from 34-35, the Personality loss is increased to 1d4, and the miracle forces all enemies within eyesight to make a DC 15 Grit check, as fear overcomes the sinners in the area. The miracle now lasts 1 turn.

38+ In addition to the result from 36-37, the revelator gains a permanent affinity with the dark angel visiting the priest and gains a +1d modifier to intimidation rolls and the innate ability to detect lies from spoken word. As a permanent side effect, the revelator's skin changes to an alabaster white, and the iris of their eyes become solid to black. The miracle lasts 1d3 turns.

FORESIGHT

Level: 4 **Range:** Self **Duration:** Varies **Casting Time:** 1 round **Save:** N/A

General: The revelator momentarily sheds their mortal coil, freeing their soul to slip between the folds of time. A form of time-travel is granted that allows the revelator to make decisions about current or future events, shifting how particular events play out. The miracle only allows minute changes to the past or future, reflected in rerolls and minor in-game effects. Judges should work with players that want to make changes that have long-lasting repercussions.

Manifestation: Roll 1d4: (1) the revelator becomes a being of light; (2) the revelator is pulled between the folds of time by way of two angels; (3) the scene before the revelator flickers in and out of existence; (4) the revelator sees living beings as blurs engulfed in colors matching their auras.

1 **Fall from grace!** Roll on the Atonement chart. Additionally, increase the revelator's *fall from grace* threshold by +1.

2-17 **Failure.** Potential *fall from grace* if the roll is at or below the current *fall from grace* threshold. Increase the revelator's *fall from grace* threshold by +1.

18-19 The revelator steps between the folds of time, gaining the ability to see into the recent past or near future. Watching the scenes unfold gives the revelator the opportunity to better react or potentially gain a slight "redo" to past actions. Mechanically, the revelator gains a reroll of anything attempted in previous rounds or a reroll of any action performed in future rounds. Roll 1d4 to determine the number of rounds that can be affected. Only one reroll may be attempted each round, with the second roll replacing the first.

20-23 In addition to the result from 18-19, 1d6 rounds can now be affected.

24-25 In addition to the result from 20-23, the revelator may cause melee, ranged, or magical attacks to miss by stepping into the past or present and stepping back at a different location. Roll 1d6 to determine the number of rounds forward that can be affected. Any number of attacks can be "dodged" for the number of rounds the miracle lasts.

26-27 In addition to the result from 24-25, the revelator can warn one ally of something, past or present. This may allow a reroll or possibly a change of action that will save the chosen ally.

Disrupting the flow of time for multiple participants in a scene can cause a small rip in the seams of things best left unchanged. For each round the revelator alters the fate of an ally, roll a d%. Should the revelator roll 76-00, a rip causes affected events being manipulated to backfire on the revelator and targets. Enemies targeting the revelator or chosen ally gain a reroll on any attack rolls for the duration of the miracle, and successful strikes are considered critical hits. Roll 1d7 to determine the number of rounds that can be affected by the miracle. Only one reroll may be attempted each round, with the second roll replacing the first.

28-33 The revelator steps between the folds of time, gaining the ability to see into the recent past or near future. Watching the scenes unfold gives the revelator the opportunity to better react or potentially gain a slight "redo" to past actions. Mechanically, the revelator gains a reroll of anything attempted in previous rounds or a reroll of any action performed in future rounds. Roll 1d8 to determine the number of rounds that can be affected. The revelator may cause melee, ranged, or magical attacks to miss by stepping into the past or present and stepping back at a different location for the duration of the miracle. In addition, the revelator can warn two allies of something, past or present. This may allow a reroll or possibly a change of action that will save the chosen allies. Disrupting the flow of time for multiple participants in a scene can cause a small rip in the seams of things best left unchanged. For each round the revelator alters the fate of an ally, roll a d%. Should the revelator roll 66-00, a rip causes affected events being manipulated to backfire on the revelator and targets. Enemies targeting the revelator or chosen ally gain a reroll on any attack rolls for the duration of the miracle, and successful strikes are considered critical hits. Roll 1d7 to determine the number of rounds that can be affected by the miracle. Only one reroll may be attempted each round, with the second roll replacing the first. Only one reroll may be attempted each round, with the second roll replacing the first.

34-35 In addition to the result from 28-33, the revelator may alter two events in the past or present per round and choose three targets to warn of something that's happening/happened in the time allotted. The chance of causing a rip in the folds of time increases to 56-00 on a d%. Roll 1d10 to determine the number of rounds that can be affected and duration of the miracle. Only one reroll may be attempted each round per event, with the second roll replacing the first.

36-37 In addition to the result from 34-35, up to six targets can be warned of something that's happening/happened in the time allotted. The number of rounds that can be affected increases to 1d12.

38+ In addition to the result from 36-37, the revelator may alter three events in the past or present rounds and choose up to eight targets to warn of something that's happening/happened in the time allotted. The chance of causing a rip in the folds of time increases to 46-00 on a d%.

GEYSER

Level: 4 **Range:** Varies **Duration:** Varies **Casting Time:** 1 round **Save:** Varies

General: The revelator combines a passage from the Good Book speaking of a great flood with their own inner faith to pull a geyser out of the ground, sending the boiling water high into the air to rain down as a painful reminder of a lack of faith in the chosen targets.

Manifestation: Roll 1d4: (1) the revelator begins to sweat profusely as rivulets seep rapidly into the ground before erupting as the geyser; (2) the revelator's eyes begin to shed tears which drop to the ground and immediately move to pool above the spot about to erupt; (3) the revelator calls down the lightning, pulling a bolt out of the heavens strong enough to burst the ground, allowing the geyser to erupt; (4) the revelator's body is completely drained of all moisture and is vomited in a gout on the ground where it begins melting into the earth to meld with the upcoming geyser (the revelator resembles a shriveled shell of a human for 1d4 rounds but suffers no ill-effects from the manifestation).

1 **Fall from grace!** Roll on the Atonement chart. Additionally, increase the revelator's *fall from grace* threshold by +1.

2-17 **Failure.** Potential *fall from grace* if the roll is at or below the current *fall from grace* threshold. Increase the revelator's *fall from grace* threshold by +1.

18-19 A geyser erupts from the ground at a location within 30' of the revelator, reaching a height of 100'. The eruption causes all unsecured objects within 15' of the eruption to be thrown 1d20 feet in a random direction away from the eruption point, knocking targets prone unless a DC 12 Reflex save is passed. Additionally, targets within the area of effect (except the revelator and allies) suffer 4d8 damage from the scalding water raining down. Targets are allowed a DC 14 Reflex save to reduce damage by half, rounding down. Each additional round of the miracle reduces damage inflicted by the geyser by -1d. The miracle lasts for 1d4 rounds.

20-23 In addition to the result from 18-19, the geyser erupts within 60' of the revelator and damage is increased to 5d8. The miracle now lasts 1d5 rounds.

24-25 Two geysers erupt from the ground at a location within 100' of the revelator, reaching a height of 100'. The eruption causes all unsecured objects in a 30' radius of the eruption's origin point to be thrown 1d30 feet in a random direction away from the geyser, targets are left prone and suffer 1d6 falling damage per 10' thrown. Additionally, targets within the area of effect (except the revelator and allies) suffer 6d8 damage from the scalding water raining down. Targets are allowed a DC 16 Reflex save to reduce damage by half, rounding down. Each additional round of the miracle reduces damage inflicted by the geyser by -1d. The miracle lasts for 1d6 rounds.

26-27 In addition to the result from 24-25, the geysers erupt within 200' of the revelator and damage is increased to 8d8. The miracle lasts 1d7 rounds.

28-33 In addition to the result from 26-27, three geysers erupt within 300' of the revelator and damage is increased to 10d8. The miracle lasts 1d8 rounds.

34-35 In addition to the result from 28-33, the revelator gains the ability to momentarily take the form of water and reforms anywhere within 300' of the geyser, acting much like a teleport

ability. This effect requires the expenditure of a Move action. The priest also gains a +1d modifier to all attack and damage rolls for the duration of the miracle. The miracle lasts 1d10 rounds.

36-37 Two geysers erupt from the ground at a location within 300' of the revelator, reaching a height of 200'. The eruption causes all unsecured objects in a 50' radius of the eruption's origin point to be thrown 1d30+20' in a random direction away from the geyser, targets are left prone and suffer 1d6 falling damage per 10' thrown. Additionally, targets within the area of effect (except the revelator and allies) suffer 10d8 damage from the scalding water raining down. Targets are allowed a DC 16 Reflex save to reduce damage by half, rounding down. Each additional round of the miracle reduces damage inflicted by the geyser by -1d. In addition, the revelator gains the ability to momentarily take the form of water or mist and reforms anywhere within 300' of the geyser, acting much like a teleport ability. This effect requires the expenditure of a Move action, and while in this form, the priest is immune to damage from mundane weapons and immune to critical hits. The priest also gains a +1d modifier to all attack and damage rolls for the duration of the miracle. The miracle lasts for 1 turn.

38+ In addition to the result from 36-37, the revelator not only brings forth a giant geyser from the ground, but they also summon a water elemental to add righteous wrath to the attack. After the initial round, the water elemental may attack by way of a breath weapon consisting of scalding hot water. The breath weapon sprays in a 10' stream, reaching an effective distance of 100'. Victims caught within the stream must immediately pass a DC 16 Reflex save or die. The miracle lasts for 1 turn.

Elemental, Water: Init +6; Atk slam +10 melee (2d6) or steam breath +10 missile (DC16 Ref save or die, range 10' wide x 100' long); AC 16; HD 8d8; MV 40' or swim 80'; Act 1d20; SP steam breath; SV Fort +8, Ref +8, Will +8; Path WtL.

GRAVE WALK

Level: 4 **Range:** Varies **Duration:** Varies **Casting Time:** Varies **Save:** N/A

General: The revelator's close bond with the resting places of the dead allows them to physically travel from one burial site to another. For the miracle to work there must be at least one grave that holds the remains of someone that once followed the same religion as that of the revelator. Too much use of the miracle often calls the soul of the grave owner back to come calling on the priest.

Manifestation: Roll 1d4: (1) the revelator spirals down into the earth vanishing from the area; (2) the ground parts, revealing a set of earthen steps leading into an unnatural shadow—the revelator vanishes once walking into the darkness; (3) an arm breaks the surface of the grave, reaching for the revelator—once the priest takes the shriveled hand they are transported away; (4) the revelator crumbles into a pile of grave soil, joining the existing earth of the grave and reforms at the new location.

1 **Fall from grace!** Roll on the Atonement chart. Additionally, increase the revelator's *fall from grace* threshold by +1.

2-17 **Failure.** Potential *fall from grace* if the roll is at or below the current *fall from grace* threshold.

Increase the revelator's *fall from grace* threshold by +1.

18-19 The revelator uses an existing grave to travel to another that they've visited in the past that also lies within 10 miles of the starting point. The journey takes 1 turn to complete and leaves the priest disoriented for 1d3 rounds upon arrival (suffering a -2 to all rolls during this time). The miracle lasts for 1 round.

20-23 In addition to the result from 18-19, the journey may cover 20 miles and the journey takes 1d10 rounds to complete. The revelator suffers no disorientation.

24-25 The revelator uses an existing grave to travel to another they have visited in the past that lies within 50 miles of the starting point. The priest may also carry one ally on the journey. The ally must pass a DC 12 Grit check from the horrors of the claustrophobic journey. The trip takes 1d6 rounds to complete. The ally making the trip arrives disoriented with a mouth full of grave dirt; the effect lasts 1d6 rounds (-1d penalty to all ally actions while they are disoriented).

26-27 In addition to the result from 24-25, the journey may cover 100 miles and takes 1d8 rounds to complete.

28-33 The revelator uses an existing grave to travel to another they're aware of that lies within 100 miles of the current location. The journey includes a visit from a resting soul that momentarily returns to its body from the afterlife to investigate the person using their grave. The corpse will answer one yes or no question in exchange for a prayer, a sip of water, etc. 1d3 allies may also be taken on the journey, but each must pass a DC 12 Grit check as they experience the claustrophobic effects of the trip and a visit from the corpse. The journey takes 1d6 rounds to complete, and allies making the journey arrive disoriented with a mouth full of grave dirt. The effect lasts 1d6 rounds (-1d penalty to all ally actions while they are disoriented).

34-35 In addition to the result from 28-33, the journey may cover 200 miles and takes a mere 1d4 rounds to complete. The resting corpse will answer 1d6 yes or no questions, pulling from the vast network of the dead for answers.

36-37 In addition to the result from 34-35, the journey may cover any distance if the trip is kept to the same continent. Up to 1d8 allies may be taken on the journey, and the revelator will be visited by six resting corpses that will each answer six questions.

38+ The revelator marks both spots used for travel as holy ground and may forever use them to travel alone with no roll being necessary (taking allies requires a roll). Chosen spots may be anywhere in the world where a suitable grave can be found. 1d10 targets may also be taken on this journey, but each must pass a DC 12 Grit check due to the claustrophobic journey and the visit from the corpses. In addition to the permanent marking of the grave, the revelator can summon the resting corpse in any of the graves, making for a friendly visit where the corpse will exchange helpful information for small trinkets or favors. The miracle lasts 1 turn, allowing the priest to make one jump per round.

IMMUNITY

Level: 4 **Range:** 30' **Duration:** Varies **Casting Time:** 1 round **Save:** N/A

General: The revelator reaches deep within their soul, pulling and channeling inner faith to the surface in a way that fortifies the body. The miracle grants the priest the ability to resist wounds inflicted by those that would see them put in the ground permanently.

Manifestation: Roll 1d4: (1) the revelator bursts into flames which causes no harm but serves to absorb damaging attacks; (2) the revelator's form is shrouded in a swirling mist that forms into a shield that intercepts attacks targeting the priest; (3) crackling energy covers the revelator like a second skin, causing the hair of friends and foes within 10' to stand on end; (4) the revelator's body begins to fade in and out of reality.

1 **Fall from grace!** Roll on the Atonement chart. Additionally, increase the revelator's *fall from grace* threshold by +1.

2-17 **Failure.** Potential *fall from grace* if the roll is at or below the current *fall from grace* threshold. Increase the revelator's *fall from grace* threshold by +1.

18-19 Bladed weapons have a harder time penetrating the revelator's skin and bullets seem to merely graze the holy warrior. For the duration of the miracle, all successful mundane attacks against the revelator have their damage rolls reduced by -1d (to a minimum of 1 point). The miracle lasts 1d6+CL rounds.

20-23 In addition to the result from 18-19, the revelator gains damage resistance to magical spells and weapons as well (-1d to any damage rolls to a minimum of 1 point). The miracle lasts 1d8+CL rounds.

24-25 The revelator's skin shines with a golden glow from every pore as their skin hardens in preparation for battle. In addition to mundane and magical damage rolls suffering a -1d penalty (to a minimum of 1 point), the revelator also gains a +1d to all Stamina-related rolls and Fortitude saves. The miracle lasts 1d10+CL rounds.

26-27 In addition to the result from 24-25, the revelator gains a temporary bonus of 1d8 hit points. Bonus hit points can take the revelator's starting total over the normal maximum and last until reduced by damage or the miracle ends. The miracle lasts 1d12+CL rounds.

28-33 The revelator takes on the appearance of something otherworldly and divine as their skin cracks and reveals a radiance beneath. The revelator not only reduces any type of physical or magical damage rolls by -1d (to a minimum of 1 point of damage), but they also gain a temporary bonus of 2d8 hit points. Bonus hit points can take the revelator's starting total over the normal maximum and remain until reduced by damage or the miracle ends. The revelator also gains a +1d modifier to any Stamina-related rolls and Fortitude saves. Finally, the revelator has no need to breathe, making them immune to attacks requiring inhalation to do damage (drowning, poisonous gas, etc.). The miracle lasts 1 turn.

34-35 In addition to the result from 28-33, the revelator gains 3d8 temporary hit points and gains the ability to regenerate 1hp per round. The miracle now lasts 1 turn.

36-37 In addition to the result from 28-33, the revelator gains 4d8 hit points, and the +1 d modifier to any Stamina-related rolls and Fortitude saves can be granted to all allies within a 30' radius centered on the priest. The miracle now lasts 1d3 turns.

38+ In addition to the result from 36-37, the revelator transforms into a being of pure divine energy. While in this higher state of being, all saving throws are automatically passed, and only magical-based attacks can affect the priest at all. Allies benefit from the internal fortitude now manifesting from the revelator by rerolling any failed saving throws. The revelator gains a resistance to magical damage (a -2d modifier to all magical damage with no minimum). Additionally, the priest gains 5d8 bonus temporary hit points and regenerates 1d4 hit points per round. The miracle now lasts 1d4 turns.

MIRACULOUS GROWTH

Level: 4 **Range:** Varies **Duration:** Varies **Casting Time:** 1 round **Save:** Will

General: The revelator reads aloud a passage mentioning the ancient Nephilim (giants that existed in ages past) and channels divinity to imbue affected targets with growth of biblical proportion. Note: Targets enlarged in enclosed spaces will take 1d12 damage (from bursting through or being compressed) for each 1' of wood, 1' of loose dirt, or 6" of stone or brick that surrounds them.

Manifestation: Roll 1d6: (1) target is suffused by a beam of sunlight or moonlight that grows in brilliance and sinks into the target, leaving its internal structure glowing with an inner fire as they distort and expand in size; (2) target is surrounded by the image of a towering, dark, winged being and grows in size to match the image; (3) target is surrounded by a dust-devil that quickly disappears as it incorporates into the new, grossly enlarged form; (4) as the target levitates into the air, a bolt of lightning spears down from the sky, pinning it in place as it gains size and substance; (5) the earth below the target is scooped away as it flows into the target, leaving behind a giant clay version of the target within a newly formed crater; (6) a flock of birds/insects rushes out of the caster's outstretched hands and swirls around the target, melding into it as it swells in size.

1 **Fall from grace!** Roll on the Atonement chart. Additionally, increase the revelator's *fall from grace* threshold by +1.

2-17 **Failure.** Potential *fall from grace* if the roll is at or below the current *fall from grace* threshold. Increase the revelator's *fall from grace* threshold by +1.

18-19 The revelator may target any non-living object or objects within a 5' radius of a single point up to 50' away. The target objects will expand in size to 5d4 times normal (eg. a 6' door may become up to 120' tall or a 1' tall statue will grow to be 5' to 20' tall). The miracle lasts for 1d8+CL turns.

20-23 The target increases in size to that of a proverbial giant bestriding the earth, becoming 15'-20' tall and proportionately heavy. Clothing and other worn items enlarge with the expanded size, though firearms do not remain functional. The target gains the powers of a normal giant for the next 1d8+CL rounds, as well as gaining an additional temporary 6d10 hp which lasts until reduced by damage or the miracle ends.

Normal giant: Init +1; Atk improvised weapon +15 melee (2d8+10) or hurled stone +6 ranged (1d12+6, range 150'); HD as target; hp as target +6d10; MV 40'; Act 1d24; SP Crit on 20-24 with +6 to Critical Hit table results.

24-26 In addition to the result from 20-23, the caster may extend the miracle to one ally within 50'.

27-29 The revelator may target any living thing, increasing it in size by 3d4 times. The target gains temporary hit points equal to double the size increase along with the powers of a giant (see result 24-26). The targets may attempt a Willpower save vs. a DC equal to the Miracle check to resist this. The duration is 1d8+CL rounds, though targets choosing to make and failing the Willpower save have a 10% chance of being permanently enlarged.

30-33 In addition to the result from 27-29, the revelator can target themselves and up to 2d4 allies within a 50' range, turning all into normal giants, with an additional 6d10 temporary hit points. The effects last for 1d8+CL turns. If the revelator targets only themselves, they turn into an even greater version of a giant, an extraordinary giant, towering 30' in the air, with an additional 6d20 temporary hit points and +5 AC.

Normal giant: Init +1; Atk improvised weapon +15 melee (2d8+10) or hurled stone +6 ranged (1d12+6, range 150'); HD as target; hp as target + 6d10; MV 40'; Act 1d24; SP Crit on 20-24 with +6 to Critical Hit table result.

Extraordinary giant: Init +2; Atk improvised weapon +18 melee (4d8+12) or hurled stone +12 ranged (2d8+10, range 300'); HD as target; hp as target + 6d20; MV 50'; Act 2d24; SP Crit on 20-24 with +10 to Critical Hit table result.

34-35 In addition to the result from 18-19, the revelator may target 2d8 non-living objects within 100', permanently enlarging them to 8d4 times normal size.

36-37 In addition to the result from 27-29, the revelator may target 3d8 living or non-living things within 100', permanently enlarging them to 3d4 times normal size. If living, targets gain hp equal to 1d4 times the size increase.

38+ The revelator permanently enlarges to 3d4 times normal size everything in a vast swath of land (approximately 5d20+CL miles on each side, extending in a hemisphere up from ground level), forming an unnatural crater-shaped valley or high mesa surrounded by steep ridges within which all creatures, plants, and non-living objects above ground level are also permanently enlarged. This area is initially centered on the caster, but they and their allies are not affected and are pushed to the very edges of the effect.

RAINBOW

Level: 4 **Range:** 30' **Duration:** Varies **Casting Time:** 1 action **Save:** Varies

General: The priest becomes the focus for the miracle as a rainbow breaks the clouds, finds the true-believers, and bathes them in prismatic rays which helps allies and hinders foes.

Manifestation: Roll 1d4: (1) a small cloudburst showers the area with warm droplets of rain before a colorful rainbow breaks from the clouds; (2) the body of the revelator is lifted into the air and bathed in a divine glow as clouds part to allow a rainbow to strike the willing servant; (3) angelic figures soar through the sky with a colorful rainbow following closely on their heels as they briefly circle the revelator, the rainbow bathing them in the warmth of divine love; (4) a warm rain begins to fall in a one-mile radius as the sun breaks through the clouds, and a rainbow manifests and reaches down to the revelator.

1 **Fall from grace!** Roll on the Atonement chart. Additionally, increase the revelator's *fall from grace* threshold by +1.

2-17 **Failure.** Potential *fall from grace* if the roll is at or below the current *fall from grace* threshold. Increase the revelator's *fall from grace* threshold by +1.

18-19 The revelator becomes a focal point for a rainbow. One color of the rainbow may be chosen to manifest one of the following effects upon 1d3 targets (allies or foes) within line of sight. The miracle lasts 1d4 rounds.

Red: Chosen targets immediately feel the flames of divine fire. Targets suffer 1d6 damage in addition to a 50% chance of catching fire and suffering continual fire damage until the flames are extinguished. Targets must pass a Reflex save vs. a DC equal to the total of the Miracle check result to halve the suffered damage.

Orange: Chosen allies find themselves graced by the divine as they're bathed in healing light. Each affected target is instantly healed of 1 Hit Die of starting hit points as determined by class.

Yellow: Chosen targets are blinded by the golden ray of the rainbow unless a Reflex save with a DC equal to the total of the Miracle check is passed. Blinded targets suffer a -4 to attack and initiative rolls.

Green: Chosen allies find all hunger and thirst removed from their bodies. Additionally, each target may go an additional 1d4 days without food or water.

Blue: Chosen targets are electrocuted by the electrical charge of a sapphire ray, suffering 1d8 electrical damage. Any living thing touching the affected suffers 1d4 damage. Targets must pass a Reflex save with a DC equal to the total Miracle check to have damage reduced by half.

Indigo: The warm indigo ray passes over the chosen allies, restoring 1d3 lost ability points.

Violet: Chosen targets are bathed in a sickly ray of violet and begin to feel their life force being sucked away. Targets suffer 1d3 temporary ability-point loss from one physical Attribute chosen by the revelator. Targets are allowed a Fortitude save with a DC equal to the total Miracle check to avoid the effect.

20-23 The rainbow strikes the priest before reflecting onto 1d4 targets within sight. The miracle lasts for 1d5 rounds.

Red: Chosen targets immediately feel the flames of divine fire. Targets suffer 2d6 damage in addition to a 50% chance of catching fire and suffering continual fire damage until the flames are extinguished. Targets must pass a Reflex save vs. a DC equal to the total of the Miracle check result to halve the suffered damage.

Orange: Chosen allies find themselves graced by the divine as they're bathed in healing light. Each affected target is instantly healed of 2 Hit Die of starting hit points as determined by class.

Yellow: Chosen targets are blinded by the golden ray of the rainbow unless a Reflex save with a DC equal to the total of the Miracle check is passed. Targets failing the save are momentarily stunned, losing all actions in addition to suffering from emporary blindness (-4 to attack and initiative rolls).

Green: Chosen allies find all hunger and thirst removed from their bodies. Additionally, each target may go an additional 1d6 days without food or water.

Blue: Chosen targets are electrocuted by the electrical charge of a sapphire ray, suffering 2d8 electrical damage. Any living thing touching the affected suffers 1d6 damage. Targets must pass a Reflex save with a DC equal to the total Miracle check to have damage reduced by half.

Indigo: The warm indigo ray passes over the chosen allies, restoring 1d4 lost ability points.

Violet: Chosen targets are bathed in a sickly ray of violet and begin to feel their life force being sucked away. Targets suffer 1d4 temporary ability-point loss from one physical Attribute chosen by the revelator. Targets are allowed a Fortitude save with a DC equal to the total Miracle check to avoid the effect.

24-25 The priest's form reflects like a mirror as the rays of the rainbow bounce and gain intensity before affecting 1d6 targets. All attack rolls against the priest suffer a -1d penalty when requiring sight. Additionally, the priest may benefit from the effects of the chosen ray if they wish. The miracle lasts 1d6 rounds.

Red: Chosen targets immediately feel the flames of divine fire. Targets suffer 3d6 damage in addition to a 50% chance of catching fire and suffering continual fire damage until the flames are extinguished. Targets must pass a Reflex save vs. a DC equal to the total of the Miracle check result to halve the suffered damage.

Orange: Chosen allies find themselves graced by the divine as they're bathed in healing light. Each affected target is instantly healed of 3 Hit Die of starting hit points as determined by class.

Yellow: Chosen targets are blinded by the golden ray of the rainbow unless a Reflex save with a DC equal to the total of the Miracle check is passed. Targets failing the save are momentarily stunned, losing all actions in addition to suffering from temporary blindness (-4 to attack and initiative rolls). Targets also suffer a -1d penalty to saving throws requiring sight.

Green: Chosen allies find all hunger and thirst removed from their bodies. Additionally, each target may go an additional 1d7 days without food or water.

Blue: Chosen targets are electrocuted by the electrical charge of the sapphire ray, suffering 3d8 electrical damage. Any living thing touching the affected suffers 2d4 damage. Targets must pass a Reflex save with a DC equal to the total Miracle check to have damage reduced by half.

Indigo: The warm indigo ray passes over the chosen allies, restoring them of 1d5 lost Ability points.

Violet: Chosen targets are bathed in a sickly ray of violet and begin to feel their life force being sucked away. Targets suffer 1d5 temporary ability point loss from one physical Attribute chosen by the revelator. Targets are allowed a Fortitude save with a DC equal to the total Miracle check to avoid the effect.

26-27 The priest's form reflects like a mirror as the rays of the rainbow bounce and gain intensity, affecting 1d8 targets. All attacks against the revelator requiring sight suffer a -1d penalty on the attack roll. Additionally, the revelator may channel and benefit from the effects of two chosen rays if they wish. The miracle lasts 1d8 rounds.

Red: Chosen targets immediately feel the burn of divine fire. Targets suffer 4d6 damage in addition to catching fire and suffering continual fire damage until the flames are extinguished. Targets must pass a Reflex save vs. a DC equal to the total of the Miracle check result to halve the damage.

Orange: Chosen targets find themselves graced by the divine as they're bathed in healing light. Each affected ally is instantly healed of 4 Hit Die of starting hit points as determined by class. In addition, any effects that are ongoing due to a failed save allow an instant reroll of the failed saving throw during the current combat.

Yellow: Chosen targets are blinded by the golden ray of the rainbow unless a Reflex save with a DC equal to the total of the Miracle check is passed. Targets failing the save are momentarily stunned, losing all actions in addition to suffering from temporary blindness (-4 to attack and initiative rolls). Targets also suffer a -1d penalty to saving throws requiring sight.

Green: Chosen targets find all hunger and thirst removed from their bodies. Additionally, each target may go an additional 1d8 days without food or water.

Blue: Chosen targets are electrocuted by the charged color of the sapphire ray, suffering 4d8 electrical damage. Any living thing touching the affected suffers 2d6 damage. Targets must pass a Reflex save with a DC equal to the total Miracle check to have damage reduced by half.

Indigo: The warm indigo ray passes over the chosen targets, restoring them of 1d7 lost ability points.

Violet: Chosen targets are bathed in a sickly ray of violet and begin to feel their life force being sucked away. Targets suffer 1d6 temporary ability point loss each from any two physical Attributes chosen by the revelator. Targets are allowed a Fortitude save with a DC equal to the total Miracle check to avoid the effect.

28-33 The rainbow strikes the priest with a clap of thunder, knocking all within 50' of the revelator prone unless a DC 12 Reflex save is passed. In addition, the revelator may channel and also benefit from two rays of the rainbow affecting themselves and up to 1d10 targets. The miracle lasts for 1d10 rounds.

Red: Chosen targets immediately feel the burn of divine fire. Targets suffer 5d6 damage in addition to catching fire and suffering continual fire damage until the flames are extinguished. Targets must pass a Reflex save vs. a DC equal to the total of the Miracle check result to halve the damage.

Orange: Chosen targets find themselves graced by the divine as they're bathed in healing

light. Each affected target is completely healed of any lost hit points. In addition, any effects that are ongoing due to a failed save allow an instant reroll of the failed saving throw during the current combat with a +1d modifier.

Yellow: Chosen targets are blinded by the golden ray of the rainbow unless a Reflex save with a DC equal to the total of the Miracle check is passed. Targets failing the save are momentarily stunned, losing all actions in addition to suffering from temporary blindness (-4 to attack and initiative rolls). Targets also suffer a -1d penalty to saving throws requiring sight, and all attack rolls upon them gain a +1d modifier.

Green: Chosen targets find all hunger and thirst removed from their bodies. Additionally, each target may go an additional week without food or water.

Blue: Chosen targets are electrocuted by the charged color of the sapphire ray, suffering 6d8 electrical damage. Any living thing touching the affected suffers 3d6 damage. Targets must pass a Reflex save with a DC equal to the total Miracle check to have damage reduced by half.

Indigo: The warm indigo ray passes over the chosen targets, restoring them of 1d8 lost ability points.

Violet: Chosen targets are bathed in a sickly ray of violet and begin to feel their life force being sucked away. Targets suffer 1d6 temporary ability point loss each from two Attributes chosen by the revelator. Targets are allowed a Fortitude save with a DC equal to the total Miracle check to avoid the effect.

34-37 The rainbow bathes the revelator in a cascade of colors before reflecting outward on up to 1d12 targets chosen by the holy warrior. In addition, the revelator may channel and also benefit from three rays of the rainbow. The revelator and chosen allies are inspired by the sign of divinity and automatically pass any Grit or fear-based checks. Additionally, the revelator may channel three colors of the rainbow. The miracle lasts 1 turn.

Red: Chosen targets immediately feel the burn of divine fire. Targets suffer 6d6 damage in addition to catching fire and suffering continual fire damage until the flames are extinguished. Targets must pass a Reflex save vs. a DC equal to the total of the Miracle check result to halve the damage.

Orange: Chosen targets find themselves graced by the divine as they're bathed in healing light. Each affected is completely healed of any lost hit points. Chosen allies affected by any curse or disease are instantly healed, in addition, any effects that are ongoing due to a failed save allow an instant reroll of the failed saving throw during the current combat with a +1d modifier.

Yellow: Chosen targets are blinded by the golden ray of the rainbow unless a Reflex save with a DC equal to the total of the Miracle check is passed. Targets failing the save are momentarily stunned, losing all actions in addition to suffering from temporary blindness (-6 to attack and initiative rolls). Targets also suffer a -1d penalty to saving throws requiring sight, and all attack and damage rolls upon them gain a +1d modifier.

Green: Chosen targets find all hunger and thirst removed from their bodies. Additionally, each target may go two weeks without food or water.

Blue: Chosen targets are electrocuted by the charged color of the sapphire ray, suffering 7d8 electrical damage. Any living thing touching the affected suffers 4d6 damage. Targets must pass a Reflex save with a DC equal to the total Miracle check to have damage reduced by half.

Indigo: The warm indigo ray passes over the chosen targets, restoring them of 1d10 lost ability points.

Violet: Chosen targets are bathed in a sickly ray of violet and begin to feel their life force being sucked away. Targets suffer 1d6 temporary ability point loss each from three Attributes chosen by the revelator. Targets are allowed a Fortitude save with a DC equal to the total Miracle check to avoid the effect.

38+ The rainbow bathes the revelator in a cascade of colors before reflecting outward on all allies within 60' and up to 1d14 other targets chosen by the holy warrior. The revelator and targets are inspired by the sign of divinity and automatically pass any Grit or fear-based checks. Additionally, the revelator may channel four colors of the rainbow. The miracle lasts 1d3 turns.

Red: Chosen targets immediately feel the burn of divine fire. Targets suffer 8d6 damage in addition to catching fire and suffering continual fire damage until the flames are extinguished. Targets must pass a Reflex save vs. a DC equal to the total of the Miracle check result to halve the damage.

Orange: Chosen targets find themselves graced by the divine as they're bathed in healing light. Each affected is completely healed of any lost hit points and gains a temporary bonus of 4d8 hit points that can raise the starting total above its normal number. Temporary hit points remain for 1d7 days or until removed by suffering damage. Any missing limb or organ is immediately healed and restored as new. Chosen allies affected by any curse, poison, or disease are instantly healed—in addition, any effects that are ongoing due to a failed save allow an instant reroll of the failed saving throw during the current combat with a +1d modifier.

Yellow: Chosen targets are blinded by the golden ray of the rainbow unless a Reflex save with a DC equal to the total of the Miracle check is passed. Targets failing the save are momentarily stunned, losing all actions in addition to suffering from permanent blindness (-6 to attack and initiative rolls). Targets also suffer a -1d penalty to saving throws requiring sight, and all attack and damage rolls upon them gain a +1d modifier.

Green: Chosen targets find all hunger and thirst removed from their bodies. Additionally, each target may go one month without food or water.

Blue: Chosen targets are electrocuted by the charged color of the sapphire ray, suffering 9d8 electrical damage. Any living thing touching the affected suffers 4d8 damage. Targets must pass a Reflex save with a DC equal to the total Miracle check to have damage reduced by half.

Indigo: The warm indigo ray passes over the chosen targets, restoring all lost ability points and making them immune to ability-point loss for the next 72 hours.

Violet: Chosen targets are bathed in a sickly ray of violet and begin to feel their life force being sucked away. Targets suffer 1d8 temporary ability point loss each from three attributes chosen by the revelator. Targets are allowed a Fortitude save with a DC equal to the total Miracle check to avoid the effect.

SCENT OF DEATH

Level: 4 **Range:** Varies **Duration:** Varies **Casting Time:** 1 round **Save:** Varies

General: The revelator forces their will on un-dead in their presence or remotely with higher degrees of success. While in possession of the creature, the revelator takes control much like a puppet, gaining access to all the abilities of the target creature. Note that while the revelator uses *scent of death* they are effectively helpless from the trance-like state needed to retain control of the creature. Attacking the revelator automatically awakens them effectively ending the miracle.

Manifestation: Roll 1d4: (1) the body of the revelator assumes the features of the creature possessed; (2) wisps of ethereal vapors pour from the eyes, mouth, and ears of the revelator; (3) the scent of death fills the immediate area of the revelator; (4) the revelator's pores emanate wisps of violet-colored mist. The mist is funneled directly from the deepest part of the spirit world—chilling the room and setting nerves on end.

1 **Fall from grace!** Roll on the Atonement chart. Additionally, increase the revelator's *fall from grace* threshold by +1.

2-17 **Failure.** Potential *fall from grace* if the roll is at or below the current *fall from grace* threshold. Increase the revelator's *fall from grace* threshold by +1.

18-19 The revelator targets one un-dead creature of 3 HD or less, forcing the creature to make an immediate Willpower save with a DC equal to the total of the Miracle check. Failure temporarily kicks the essence out of the creature's body, sending it into the Far of the spirit world, while the revelator assumes control of the creature's body. While in possession, the revelator can no longer perform any class-related abilities but gains access to all senses, abilities, and communicative skills of the creature. At the end of the miracle, the creature spirit returns to its body and must immediately pass a DC 12 Fortitude save to avoid suffering 1d6+CL fire damage as being temporarily filled with the divine causes the creature to burst into flames. The miracle lasts for 1d8 rounds.

20-23 In addition to the result from 18-19, the revelator may target one un-dead creature of 5 HD or less, and at the end of the miracle, the creature returns to its body and must immediately pass a DC 12 Fortitude save to avoid suffering 2d6+CL fire damage as being temporarily filled with the divine causes the creature to burst into flames. The miracle lasts for 1d10 rounds.

24-25 In addition to the result from 20-23, one un-dead creature of up to 6 HD can be affected or two creatures totaling 6 HD or less can be possessed. The miracle lasts 1 turn.

26-27 The revelator may target one un-dead creature of up to 7 HD or any number of un-dead creatures totaling 7 HD or less. The creatures must immediately pass a Willpower save with a DC equal to the total of the Miracle check. Failure temporarily kicks the tainted essence out of the creature's body and into the Far while the revelator assumes control of the body. While in possession, the revelator can no longer perform any class-related abilities but gains access to all senses, abilities, and communicative skills of the creatures. At the end of the miracle, creatures return to their bodies and must immediately pass a DC 16 Fortitude save to avoid suffering 4d6+CL fire damage as being temporarily filled with the divine causes the creature to burst into flames. The miracle lasts for 1d4 turns.

28-33 In addition to the results from 26-27, the revelator may reach out and search for creatures lurking within a one-mile radius of the holy warrior. Additionally, one un-dead creature of up to 8 HD or any combination of creatures totaling 8 HD or less can be possessed. The miracle lasts 1d5 turns.

34-35 In addition to the result from 28-33, the revelator leaves a small trace of their spirit in the creature, which serves as a beacon for remote viewing. The revelator can tune in to the creature's senses at any point while the miracle is in effect. The revelator's range is extended to a five-mile radius and any un-dead of 9 HD (or un-dead creatures totaling 9 HD or less) may be possessed. The miracle lasts for 1d6 turns.

36-37 The revelator may target one un-dead creature of up to 10 HD (or any number of un-dead creatures totaling 10 HD or less) within a 10-mile radius for possession. Chosen targets must immediately pass a Willpower save with a DC equal to the total of the Miracle check. Failure temporarily kicks the tainted essence out of the creatures and into the Far while the revelator assumes control of the body. While in possession, the revelator can no longer perform any class related abilities, but gains access to all senses, abilities, and communicative skills of the creatures. The revelator also leaves a small trace of their spirit in the creature, which serves as a beacon for remote viewing—allowing the revelator to tune in to the creature's senses at any point while the miracle is in effect. At the end of the miracle, creatures return to their bodies and must immediately pass a DC 17 Fortitude save to avoid suffering 5d6+CL fire damage as being temporarily filled with the divine causes the creatures to burst into flames. The miracle lasts for 1d4 turns.

38+ In addition to the result from 36-37, the revelator leaves a permanent mark on the tainted essence of the creatures, leaving them open for remote viewing permanently. The revelator may target one creature of up to 12 HD or any number of un-dead creatures totaling 12 HD or less. The revelator may retain control and use all class abilities while in possession of the creatures. The miracle lasts 1d6 turns.

TEARS FROM HEAVEN

Level: 4 **Range:** Varies **Duration:** Varies **Casting Time:** 1 action **Save:** Varies

General: The revelator utters one of their favorite passages and fuels it with their inner faith. The resulting scripture drops the temperature and parts the clouds as the sky grows gray, giving way to holy hailstones that assail sinners chosen by the revelator.

Manifestation: Roll 1d4: (1) the revelator's body begins to emit a low-hanging fog which obscures the ground within the area of effect; (2) a thin sheen of frost covers the revelators body; (3) the ambient temperature drops precipitously within the affected area as winds increase; (4) the revelator's eyes frost over and their chilled breath leaves wisps of smoke.

1 **Fall from grace!** Roll on the Atonement chart. Additionally, increase the revelator's *fall from grace* threshold by +1.

2-17 **Failure.** Potential *fall from grace* if the roll is at or below the current *fall from grace* threshold. Increase the revelator's *fall from grace* threshold by +1.

18-19 The revelator calls down 1" in diameter sized hail from the sky. The hail is centered upon the revelator and covers a 30' radius from the priest. All enemies of the revelator within the affected area suffer 1d6+CL bludgeoning damage per round unless a Reflex save equal to the total of the Miracle check is passed. Passing the save reduces damage by half (rounding down). Targets attempting a Move action must also pass a DC 10 Reflex save to avoid falling prone. The miracle lasts 1d4+CL rounds.

20-23 In addition to the result from 18-19, the radius extends 60' from the revelator and damage is 1d7+CL per round. The miracle lasts 1d6+CL rounds.

24-25 The revelator calls down 2" in diameter sized hail from the sky. The hail is centered upon the revelator and covers a 100' radius from the priest. All enemies of the revelator within the affected area suffer 2d8+CL bludgeoning damage per round unless a Reflex save equal to the total of the Miracle check is passed. Passing the save reduces damage by half (rounding down). Targets attempting a Move action must also pass a DC 12 Reflex save to avoid falling prone. The miracle lasts 1d8+CL rounds.

26-27 In addition to the result from 24-25, all within the area of effect (aside from the revelator) suffer a -2 penalty to all physical-action rolls and damage is increased to 3d8+CL. The miracle lasts 1d10+CL rounds.

28-33 The revelator calls down 3" in diameter sized hail from the sky, and the temperature drops to deadly extremes. The hail is centered upon the revelator and covers a 200' radius from the priest. All enemies of the revelator within the affected area suffer 4d8+CL bludgeoning damage per round unless a Reflex save equal to the total of the Miracle check is passed. Passing the save reduces damage by half (rounding down). Targets and targets attempting a Move action must also pass a DC 14 Reflex save to avoid falling prone. Additionally, the temperature drops to frigid levels with strong winds that threaten enemies with hypothermia. Affected targets must pass a DC 14 Fortitude save each round to avoid suffering 1d4 in Stamina damage. Targets reaching 0 Stamina perish from the condition. The miracle lasts 1d12+CL rounds.

34-35 In addition to the result from 28-33, all within the area of effect (aside from the revelator) suffer a -4 penalty to all physical-action rolls, and damage is increased to 6d8+CL. The miracle lasts 1d14+CL rounds.

36-37 In addition to the result from 34-35, the area of effect covers a 300' radius and drops 5" in diameter hailstones. Targets caught in the area of effect suffer 8d8 bludgeoning damage per round. Additionally, the revelator becomes a being composed of ice. The priest gains a natural AC of 16 and an ice-based breath attack that reaches 75', inflicting 8d8 frost damage from razor sharp slivers of ice. Targets gain a DC 16 Reflex save to take half damage (rounding down). The miracle lasts 1 turn.

38+ The revelator covers 1d3 miles in an icy sheen, dropping the temperature accordingly. 6" in diameter hailstones fall from the sky, inflicting 10d8 to all chosen enemies of the revelator as well as collapsing structures and destroying objects deemed vulnerable by the judge. Targets attempting to move must pass a DC 16 Reflex save to avoid falling prone. Additionally, the temperature drops to frigid levels with strong winds that threaten enemies with hypothermia. Affected targets must pass a DC 16 Fortitude save each round to avoid suffering 1d6 in Stamina damage. Targets reaching 0 Stamina perish from the condition. Additionally,

the revelator becomes a being composed of ice. The priest gains a natural AC of 18 and an ice-based breath attack that reaches 75', inflicting 10d8 frost damage from razor sharp slivers of ice. Targets get a DC 16 Reflex save to take half damage (rounding down). The miracle lasts for 1d3 turns.

WOEFUL WINDS

Level: 4 **Range:** Varies **Duration:** Varies **Casting Time:** 1 action **Save:** Varies

General: The revelator momentarily opens a portal to Hell, unleashing a host of damned spirits into the area so that the living can witness the wages of sin. The spirits fill the area with moans and screams, crying for forgiveness or lashing out in rage.

Manifestation: Roll 1d4: (1) the revelator touches the ground, causing it to crack in a burst of hellish flames, calling the host of spirits to the surface; (2) the revelator vomits forth a swarm of spirits which claw and fight to get out and into the world; (3) all color drains from the world around the revelator, leaving only the shades of gray typical of the spirit world's landscape; (4) the revelator opens the Good Book to a passage relating to the devil, the spirit host pours from the pages as the revelator quotes the scripture.

1	**Fall from grace!** Roll on the Atonement chart. Additionally, increase the revelator's *fall from grace* threshold by +1.
2-17	**Failure.** Potential *fall from grace* if the roll is at or below the current *fall from grace* threshold. Increase the revelator's *fall from grace* threshold by +1.
18-21	The summoned spirit host fills a 30' area centered on the revelator and attacks the enemies of the holy warrior in an attempt to gain redemption. Each enemy within the area of effect suffers 2d8+CL in damage as spirits momentarily manifest, biting and clawing the selected targets. The miracle lasts 1d6 rounds.
22-23	The summoned spirit host fills a 50' area centered on the revelator and attacks the enemies of the holy warrior in an attempt to gain redemption. Each enemy within the area of effect suffers 3d8+CL in damage as spirits manifest, biting and clawing the selected targets. All movement within the area of effect is reduced by 10'. The miracle lasts 1d8 rounds.
24-25	In addition to the result from 22-23, each enemy successfully attacked is lifted off the ground and thrown. Affected targets must immediately pass a DC 12 Reflex save to remain standing. Failing the save results in the target being thrown 1d10' for an additional 1d6 damage, landing prone. The miracle lasts 1d10 rounds.
26-27	The summoned spirit host fills a 100' area centered on the revelator and attacks the enemies of the holy warrior in an attempt to gain redemption. Each enemy within the area of effect suffers 3d8+CL in damage as spirits manifest, biting and clawing the selected targets. All movement within the area of effect is halved, and enemies successfully attacked are lifted off the ground and thrown. Affected targets must pass a DC 12 Reflex save to remain standing. Failing the save results in the target being thrown 2d10' for an additional 1d6 damage per 10' thrown, landing prone. The miracle lasts 1d12 rounds.

28-33 In addition to the result from 26-27, the area of effect extends to 200' and enemies suffer 4d8+CL in damage each round from the attacking spirit host. The miracle lasts 1d14 rounds.

34-35 In addition to the result from 26-27, the area of effect increases to 300', the spirit host now inflicts 4d8+CL in damage, targets are thrown 3d10', and the miracle lasts 1 turn.

36-37 In addition to the result from 34-35, the revelator becomes spectral for the duration, flying on the winds and spurring the host onward with biblical quotes, reminding them of their sins. The revelator gains a flight Movement at 90' and immunity to all mundane weapon attacks. The miracle lasts 1d3 turns.

38+ The revelator summons a spirit host that fills an area of 500'. The creatures attack enemies of the revelator in attempts to drag them to Hell. For the duration of the miracle, the revelator transforms into a spectral ghost gaining a flight Movement of 90' and immunity to mundane weapons. Each enemy within the area of effect suffers 6d8+CL in damage as spirits, bite and claw the selected targets. Additionally, all movement in the area of effect is effectively halved, and enemies successfully attacked are lifted off the ground and thrown. Affected targets must immediately pass a DC 14 Reflex save to remain standing. Failing the save results in the target being thrown into a crack in the ground leading to a hellish realm and are forever lost. The miracle lasts 1d4 turns.



LEVEL FIVE MIRACLES

APOCALYPSE

Level: 5 **Range:** Self **Duration:** Varies **Casting Time:** 1 round **Save:** Special

General: The revelator dives into end-time related scripture, using the fires of their inner faith to summon the aspects of the *Four Horsemen of the Apocalypse*. Note that all **Horsemen of the Apocalypse are immune to all attacks except banishing magic**. Each Horseman has a base +5 to all saves.

Manifestation: Roll 1d4: (1) the sky grows dark, as a thick fog rises from the earth; (2) an unseasonably hot (or cold) wind blows through the area; (3) a crimson rain begins to fall from the sky, bearing an ominous portent to the coming event; (4) the sky goes black and starless, giving welcome to a severe storm, as the summoned agents of the Apocalypse riding down from the clouds.

1 **Fall from grace!** Roll on the Atonement chart. Additionally, increase the revelator's *fall from grace* threshold by +1.

2-19 **Failure.** Potential *fall from grace* if the roll is at or below the current *fall from grace* threshold. Increase the revelator's *fall from grace* threshold by +1.

20-21 A pale-white, emaciated horseman wrapped in flowing, tattered robes sitting atop a malnourished horse appears. The horseman vomits forth a mist consisting of disease and sickness. Up to 1d6 targets chosen by the revelator suffer an immediate 2d12+CL damage. Targets must pass a Fortitude save with a DC 16 or suffer 1d4 in Stamina damage each round until the save can be passed or magical healing is administered. Targets reduced to 0 Stamina die of rapid starvation. The miracle lasts for 1d6+CL rounds.

22-25 A horseman appears in the sky, shrouded by a swarm of ravenous locusts. The harbinger of pestilence makes a pass, vomiting a cloud of flies, wasps, and locusts covering a 20' area. The swarm attacks all within the area, friends and foes alike. Targets suffer 3d12+CL damage each round they remain in the area of effect, in addition to 1d4 Stamina damage each round, representing the thousands of bites and stings overwhelming the targets. Those reaching 0 Stamina are dead, their flesh picked clean to the bone (no chance to *roll the body*). The miracle lasts 1d8+CL rounds.

26-27 Lightning parts the sky for a masculine male atop a snorting warhorse. He brandishes a pair of large shooting irons and wears an eye patch. His voice bellows commands to the massive warhorse he rides down from the heavens. The rider gives pause as he surveys the battlefield and produces a blood-stained war horn carved from ivory. The horseman blows the instrument, inciting a rage in the revelator and their allies. All affected receive a +4 bonus to attack and damage rolls. Additionally, their critical-hit threshold improves by one (in most cases a 19-20) and they are granted a bonus 3d8 hit points that last until reduced by damage or the miracle ends. Should the battlefield be wiped clean of enemies, each ally (including the revelator) must pass a DC 15 Willpower save to snap out of the blood rage—else attack the nearest ally. The miracle lasts for 1d10+CL rounds.

28-29 The world seems to turn into a collage of black and gray, colored by a freakish black sun rimmed in blood. A deep, rumbling groan of thunder pierces the sky as a black cloaked

skeleton gallops down from the heavens, a scythe blade affixed to a gnarled haft of crimson oak in one hand and reins controlling a skeletal steed in the other. Death's avatar sweeps through the battlefield, claiming the lives of anyone deemed a threat to the revelator. The horseman attacks once per round with the scythe, striking out at an enemy of the revelator and anyone within 5' of the chosen target. A melee attack at +5 determines if the attack is successful, forcing an immediate DC 16 Fortitude save to avoid instant death—although slain allies may still make roll the body checks. Targets passing the save suffer 4d12 damage. Each successive round increases the bonus to hit by +1 as the horseman's lust for death becomes unquenchable. The miracle lasts for 1d10+CL rounds.

30-35 The revelator serves too important a role in the master plan and must be saved. Two randomly determined horsemen appear (or can be chosen) to attack enemies of the revelator. The miracle lasts 1d12+CL rounds.

36-37 In addition to the result from 30-35, 1d3 random horsemen part the heavens to aid the revelator against the current threat. Roll 1d4: (1) Pestilence; (2) Death; (3) War; (4) Famine. The miracle lasts 1d12+CL rounds.

38-39 All four horsemen appear together in efforts to protect the life of the revelator. The miracle lasts 1d16+CL rounds.

40+ The revelator calls down the true thunder of the end times. All four horsemen appear to protect the preacher and wreak havoc on anyone foolish enough to interfere with the master plan. All **attack** rolls made by the horsemen gain a +2d modifier while damage dice are doubled (for example Death would inflict 8d12 damage). The miracle lasts 1d3 turns.

BONE TO DUST

Level: 5 **Range:** Varies **Duration:** Varies **Casting Time:** 1 action **Save:** Varies

General: The revelator shouts wrathful scriptures at the sinful with such force that the targets feel physical pain from the thunderous sermon. Note that allies and those not chosen as targets for the miracle hear the sermon of the revelator in normal vocal ranges.

Manifestation: Roll 1d4: (1) the revelator breathes fire as they shout their sermon; (2) the voice of the revelator sounds different to each person witnessing the miracle, each hearing it as someone they've wronged at some point in life; (3) all glass objects within 20' of the revelator shatter; (4) all animals (domestic and wild) within 100' immediately flee the area.

1 **Fall from grace!** Roll on the Atonement chart. Additionally, increase the revelator's *fall from grace* threshold by +1.

2-19 **Failure.** Potential *fall from grace* if the roll is at or below the current *fall from grace* threshold. Increase the revelator's *fall from grace* threshold by +1.

20-21 The words of the revelator bellow with deafening thunder, affecting all enemies within 60'. Their voice is so loud that no communication between the targets is possible in the area while the miracle is in effect. Spell casting suffers a -2 penalty, and creatures considered to walk the Path of the Damned suffer 2d5+CL damage from concussive forces battering their

bodies, unless a Fortitude save with a DC equal to the total result of the Miracle check is made to reduce damage by half. The miracle lasts 1d4+CL rounds.

22-25 The revelator shouts wrathful verses, piercing the ears of all considered to be walking the Path of The Damned. Enemies are unable to use verbal communication and spell casting suffers a -3 penalty in addition to suffering 3d5+CL damage from the concussive blast of the revelator. The miracle lasts 1d5+CL rounds.

26-27 In addition to the result from 22-25, spell casting suffers a -1d penalty to spell checks and concussive damage is increased to 4d5+CL damage unless a Fortitude save with a DC equal to the total result of the Miracle check is made to reduce damage by half. The miracle lasts for 1d6+CL rounds.

28-29 The revelator shouts wrathful verses, piercing the ears of all considered to be walking the Path of The Damned. Enemies are deafened and unable to verbally communicate. Spell casting suffers a -1d penalty and all affected targets suffer 6d5+CL damage from the concussive blast of the revelator's voice, knocking targets off their feet to land prone. The miracle lasts 1d7+CL rounds.

30-35 In addition to the result from 28-29, the area of effect is expanded to a radius of 100', centered upon the revelator. All enemies considered to walk the Path of The Damned are thrown away from the revelator 1d3x10', suffering falling damage as normal and land prone. This damage is in addition to the 7d5+CL damage suffered from the concussive force of the revelator's voice. All verbal communication between affected targets is impossible, including spell casting. The miracle lasts for 1d8+CL rounds.

36-37 The revelator practically splits the eardrums of those affected by the miracle. Any and all chosen targets within 200' considered to be walking the Path of The Damned may be chosen. Targets are thrown 1d6x10', suffering normal falling damage. Targets must immediately pass a DC 16 Fortitude save to avoid severe damage to the inner ear. Failure results in targets becoming deaf for 1d30 days or until magical healing can be administered. In addition to the hearing loss, affected targets suffer 8d5+CL bone crushing points of damage from the concussive force of the revelator's voice. The miracle lasts for 1d10+CL rounds.

38+ In addition to the result from 36-37, the area of effect is expanded to a radius of 300', centered upon the revelator. All enemies considered to walk the Path of The Damned are thrown away from the revelator 1dx10', suffering normal falling damage. This damage is in addition to the 8d5+CL damage suffered from the concussive force of the revelator's voice. All verbal communication between affected targets is impossible, including spell casting. Targets must immediately pass a DC 16 Fortitude save to avoid severe damage to the inner ear. Failure results in targets becoming permanently deaf until magical healing can be administered. In addition to the hearing loss, affected targets suffer 8d5+CL bone crushing points of damage from the concussive force of the revelator's voice. The miracle lasts for 1 turn.

CLEANSE THE SOUL

Level: 5 **Range:** Varies **Duration:** Varies **Casting Time:** 1 action **Save:** Special

General: The revelator blesses the recipients of the miracle, removing any lingering stain on their souls and eliminating misfortunes plaguing them. Those who walk the Path of The Damned must make a successful Willpower save vs. a DC equal to the total of the Miracle check in order to receive the blessing available to them—while those who walk the Path of the Righteous or Walk the Line need do nothing. This miracle affects all allies of the revelator and has no effects on enemies. The revelator may choose a lesser effect than the level achieved if they so choose.

Manifestation: Roll 1d4: (1) the revelator's forearms and hands glow with a bluish-white light which arcs to the intended allies; (2) allies begin to excrete a brackish, ebony ooze from their pores which pours out onto the ground around them; (3) divine Enochian sigils begin to appear all over the allies bodies, blazing with violet flames; (4) the allies bodies melt into the ground, reforming within 1 round fully reconstituted, without any physical scarring.

1 **Fall from grace!** Roll on the Atonement chart. Additionally, increase the revelator's *fall from grace* threshold by +1.

2-19 **Failure.** Potential *fall from grace* if the roll is at or below the current *fall from grace* threshold. Increase the revelator's *fall from grace* threshold by +1.

20-21 Chosen allies are bathed in otherworldly light and feel the true warmth and serenity of the divine. Each feels themselves shed of past sin and guilt and are renewed with a strong affirmation in a higher power that keeps a constant vigil over those who avoid the Path of The Damned. Any chosen allies within 30' lose one Hex token currently held and ignore the first critical fail effect achieved within the next 24 hours. Additionally, all Grit checks are made with a +1d modifier for that time.

22-25 In addition to the result from 20-21, chosen allies within 60' lose up to two Hex tokens currently held, and all Grit checks are made with a +2d modifier for the next 24 hours.

26-27 The revelator raises their hands high to the sky and calls down a chorus of angels as time is seemingly locked in place. Each angel turns their soothing song to a chosen ally within 100', instantly removing up to three Hex tokens. Chosen allies may choose to ignore their next critical miss and gain a +2d modifier to Grit checks for the next 24 hours. Additionally, each ally is granted one Boon to be used within the next 24 hours.

28-29 In addition to the result from 26-27, any chosen allies within 200' lose up to four Hex tokens currently held and ignore the next two critical fail effects achieved within the next 24 hours. Additionally, lost Grit points are restored and each chosen ally gains two Boons to be used within the next 24 hours.

30-35 The revelator raises their hands high to the sky and calls down a chorus of angels as time is seemingly locked in place. Each angel turns their soothing song to a chosen ally within 300', instantly removing up to five Hex Tokens. Chosen allies may choose to ignore their next three critical miss results and gain a +2d modifier to Grit checks for the next 24 hours in addition to having all lost Grit points instantly restored. Additionally, each ally is granted three Boons to be used within the next 24 hours.

36-37 In addition to the result from 30-35, the revelator affects a one-mile radius, aware of each ally and their location. All Hex tokens are instantly removed and replaced by the same number of Boons. Each ally is healed to their starting hit points and is immune to critical failures for the next 24 hours. All lost Grit points are instantly restored, and future checks are made with a +2d bonus to the roll.

38+ The revelator channels true divinity for a brief moment, bathing all who fall under the effects of the miracle under rays of warmth. Chosen allies within five miles are instantly healed to starting hit points. All lost ability points return, including those lost by spellburn. Any Hex tokens are instantly removed and replaced with 1d6 Boon tokens. Allies are immune to critical failures for the next 1d3 days. All lost Grit points are instantly restored, along with any disorders or phobias being cured. Grit rolls made in the next 1d3 days are done so with a +1d bonus.

HANKERING

Level: 5 **Range:** Self or more **Duration:** Permanent **Casting Time:** 1 turn **Save:** N/A

General: Caster can call upon the power of the divine to manipulate reality as desired. The revelator phrases something for which they have a wish and the divine powers fulfill it . . . possibly…maybe… well, sort of. This wish, even though it is one of the most powerful of divine miracles, has its limits. First, it must invoke no more than a single effect and the judge is encouraged to be literal-minded with the results based on the phrasing of the wish. Secondly, if the wish would affect another creature, the creature always receives a Willpower save vs. a DC equal to the Miracle check. Thirdly, the *hankering* result must not conflict with the powers that be and must not be considered a sinful use of the divine power (judge's discretion); if it is, the revelator suffers automatic disapproval—regardless of their Miracle check result and must roll 5d4 modified by any Luck modifiers on the Atonement chart. Fourthly, the revelator must expend some of their own life force to engage divinity when granting this effect; the amount of Stamina burned to fuel the effects increases with each higher level of the miracle achieved. If Stamina reaches 0 or less, the revelator falls unconscious for 24 hours before waking with 1 Stamina. Finally, longer rituals entailing longer performing times may be appropriate for more powerful *hankering* level effects (judge's discretion). *Hankering* may not be dispelled or countered.

Manifestation: Roll 1d4: (1) the revelator generates an imposing presence as their god's will is brought to bear, causing all conflict to pause for 1 round while divine will is made manifest in their chosen servant; (2) the revelator begins to shake violently and speak in Enochian as the power of their god courses through them; (3) the revelator levitates off the ground 10', growing golden wings and a halo, and surveys the scene through eyes glowing with warmth and love; (4) the caster sacrifices something of great value in service to their request to the divine—the object transforms into a glowing orb which floats away from the caster and disappears and may not be recreated by the caster via the effects of *hankering*.

1 **Fall from grace!** Roll on the Atonement chart. Additionally, increase the revelator's *fall from grace* threshold by +1.

2-19 **Failure.** Potential *fall from grace* if the roll is at or below the current *fall from grace* threshold. Increase the revelator's *fall from grace* threshold by +1.

20-21 Requires a minimum of 3 points of Stamina (or all the remaining caster's Stamina if their current Stamina is less) to be sacrificed. Common hankering effects at this result include:

- Undo a single event that occurred within the encounter.
- Cast a single miracle of level 3 or lower with a 1d30. The miracle will succeed at a bare minimum, even if the revelator fails the check.
- Undo the effect of a single spell of level 3 or lower or a single action of any creature of 5 HD or below.
- Create or repair any object worth up to $10,000 in value.

22-25 Requires a minimum of 4 points of Stamina (or all the remaining caster's Stamina if their current Stamina is less) to be sacrificed. Common hankering effects at this result include:

- Undo a single event that occurred within the last turn.
- Cast a single miracle of level 4 or lower with a 1d30. The miracle will succeed at a bare minimum, even if the revelator fails the check.
- Undo the effect of a single spell of level 4 or lower or a single action of any creature of 8 HD or below.
- Create or repair any object up to $20,000 in value.

26-27 Requires a minimum of 5 points of Stamina (or all the remaining caster's Stamina if their current Stamina is less) to be sacrificed. Common hankering effects at this result include:

- Undo a single event that occurred within the last 24 hours.
- Cast a single miracle of level 5 or lower with a 1d30. The miracle will succeed at a bare minimum, even if the revelator fails the check.
- Undo the effect of a single spell of level 5 or lower or a single action of any creature of 10 HD or below.
- Create or repair any object up to $30,000 in value.

28-29 Requires a minimum of 6 points of Stamina (or all the remaining caster's Stamina if their current Stamina is less) to be sacrificed. Common hankering effects at this result include:

- Undo a single event that occurred within the last 48 hours.
- Cast a single miracle of level 5 or lower with a 1d30. The miracle will succeed at a bare minimum, even if the revelator fails the check.
- Undo the effect of a single spell of level 5 or lower or a single action of any creature of 12 HD or below.
- Create or repair any object up to $40,000 in value.

30-35 Requires a minimum of 7 points of Stamina (or all the remaining caster's Stamina if their current Stamina is less) to be sacrificed. Common hankering effects at this result include:

- Undo a single event that occurred within the last seven days.
- Cast a single miracle of level 5 or lower with a 1d30+1d10. The miracle will succeed at a bare minimum, even if the revelator fails the check
- Undo the effect of a single spell of level 5, rebounding it upon the caster with the original

result, or a single action of any creature of 14 HD or below.

- Create or repair any object up to $50,000 in value.

36-37 Requires a minimum of 8 points of Stamina (or all the remaining caster's Stamina if their current Stamina is less) to be sacrificed. Common hankering effects at this result include:

- Undo a single event that occurred within the current adventure.
- Cast any two miracles of level 5 or lower with a 1d30+1d10. The miracles will succeed at a bare minimum, even if the revelator fails the check.
- Undo the effect of up to two spells of level 5, rebounding it upon the caster with the original result, or a single action of any creature of 16 HD or below.
- Create or repair any object of any value.

38-39 Requires a minimum of 9 points of Stamina (or all the remaining caster's Stamina if their current Stamina is less) to be sacrificed. Common hankering effects at this result include:

- Undo a single event that occurred within the current adventure and re-write the desired outcome.
- Cast any three miracles of level 5 or lower with a 1d30+1d10. The miracles will succeed at a bare minimum, even if the revelator fails the check.
- Undo the effect of up to three spells of level 5, rebounding it upon the caster with the original result, or a single action of any creature of 18 HD or below.
- Create or repair any object of any value.

40+ Requires the martyrdom of the revelator. After this miracle is performed, the priest leaves this realm for their eternal reward. Nothing will prevent this death short of divine intervention (the judge may require certain conditions to be fulfilled). Common hankering effects at this result include:

- Undo up to three events that occurred within the current adventure and re-write the desired outcome.
- Cast any five miracles of level 5 or lower with a 1d30+1d10. The miracles will succeed at a bare minimum, even if the revelator fails the check.
- Undo the effect of up to four spells of level 5, rebounding it upon the caster with the original result, or a single action of any creature of 20 HD or below.
- Bring back to life one true friend or loved one that has died. The body does not need to be present or even intact. The soul of the called person will return to a body made anew, whole and perfect.
- Create or repair any object of any value.

PLAGUE

Level: 5 **Range:** Varies **Duration:** Varies **Casting Time:** 1 action **Save:** Varies

General: The revelator manifests the full wrath of the higher power as hordes of disease-carrying creatures swarm the area, slithering, crawling, or flying their way to those deemed unworthy of life on earth.

Manifestation: Roll 1d4: (1) a tremor deep within the earth rocks the ground, and all within 100' are knocked prone as a yawning pit opens up and gives birth to the summoned vermin; (2) clouds break as the sky darkens and pours down a hard rain of creatures with gnashing teeth and stingers; (3) the priest retches and heaves as a gout of swarming death is vomited forth; (4) a giant creature tears through a hole in reality, only to burst into thousands of miniature versions of itself which swarm the area.

1 **Fall from grace!** Roll on the Atonement chart. Additionally, increase the revelator's *fall from grace* threshold by +1.

2-19 **Failure.** Potential *fall from grace* if the roll is at or below the current *fall from grace* threshold. Increase the revelator's *fall from grace* threshold by +1.

20-21 A plague of locusts appears and swarms an area of 50' centered upon the revelator. The locusts disorient and blind as they swarm and bite 1d6 opponents in the area of effect. Any ranged attack (including from the revelator) suffers a -2 penalty. Targeted opponents suffer 1d10 damage each round and must immediately pass a Fortitude save vs. a DC equal to the Miracle check or succumb to a rotting plague. Should the initial save be passed, the target will no longer be required to save (but continues to suffer biting damage). Failure means losing 1d4 temporary Stamina points as the target begins to rot from the inside out. Each additional day of affliction requires another Fortitude save against the same DC, with failure resulting in an additional 1d4 points of Stamina being lost. Targets losing all Stamina bleed out from every orifice as their organs liquify. Only magical healing will remove the plague—which requires a result that heals 3 HD or more. The miracle lasts for 1d5 rounds.

22-25 A ravening horde of diseased rats manifest in a 50' area centered upon the priest and attack 1d7 opponents, chosen by the priest. With gnashing teeth and gleaming eyes the rats crawl and overwhelm their quarry, biting and chittering with glee. Targets suffer 1d10 damage and must immediately pass a Fortitude save versus a DC matching the total result of the Miracle check to avoid contracting a deadly fever. Should the initial save be a success, no additional saves are required; however, targets will still be subject to bite damage each round. Targets failing the save immediately suffer 1d4 temporary points of Intelligence loss. Each additional day requires another Fortitude save to avoid slipping further into madness and losing an additional 1d4 Intelligence points. Only magical healing will remove the plague—which requires a result that heals 3 HD or more. Targets reaching zero Intelligence become drooling madmen, lost forever to the fever that claimed them. While the miracle is in effect, anyone moving in the area of effect must pass a DC 12 Reflex save to avoid slipping and falling prone, as a pack of rats have found their way under the feet (the revelator is immune to this effect) of the unfortunate. The miracle lasts for 1d6 rounds.

26-27 Thick clouds of stinging flies block out the sky inside a 50' area centered upon the priest, attacking 1d8 targets chosen by the summoner. Anyone caught in the area other than the

priest must focus on keeping the flies from finding their way into open mouths, noses, and ears. A successful Willpower save versus DC 16 permits a physical action with a -1d penalty. Chosen targets suffer 1d12 damage and must immediately pass a Fortitude save vs. a DC equal to the result of the Miracle check to avoid contracting a plague. Should the initial save be passed, no additional checks need to be made; however, targets will continue to receive bite damage for the duration of the miracle. Failing the save results in an immediate loss of 1d4 temporary Strength points. Each additional day requires an additional Fortitude save to avoid losing another 1d4 Strength points. Infected targets reaching zero Strength burst, as a colony of maggots pour out of the corpse of the infected (yep, they're dead). Only magical healing will remove the plague, which requires a result of at least 3HD or more. The miracle lasts for 1d7 rounds.

28-29 A plague of locusts appears and swarms an area of 100' centered upon the priest. The locusts disorient and blind as they swarm and bite 1d10 opponents in the area of effect. Any ranged attack (including from the revelator) suffers a -2d penalty. Targeted opponents suffer 1d14 damage and must immediately pass a Fortitude save versus a DC equal to the Miracle check or succumb to a rotting plague. Should the initial save be passed, the target will no longer be required to save (but continues to suffer biting damage). Failure means immediately losing 1d6 temporary Stamina points as the target begins to rot from the inside out. Each additional day requires another Fortitude save against the same DC, with failure resulting in an additional 1d4 Stamina points being lost. Targets losing all Stamina bleed out from every orifice as their organs liquify. Only magical healing will remove the plague, which requires a result that heals 3 HD or more. The Miracle lasts for 1d8 rounds.

30-35 A ravening horde of diseased rats manifest in a 100' area centered upon the revelator and attack 1d12 opponents chosen by the revelator. With gnashing teeth and gleaming eyes the rats crawl and overwhelm their quarry, biting and chittering with glee. Targets suffer 1d14 damage and must immediately pass a Fortitude save versus a DC equal to the result of the total Miracle check to avoid contracting a deadly fever. Should the initial save be a success, no additional checks are needed; however, targets will still be subject to bite damage each round. Targets failing the save immediately suffer 1d6 temporary points of Intelligence loss. Each additional day requires an additional Fortitude save to avoid slipping further into madness by losing an additional 1d4 Intelligence points. Only magical healing will remove the plague, which requires a result that heals 3 HD or more. Targets reaching zero Intelligence become drooling madmen, lost forever to the fever that claimed them. While the miracle is in effect, anyone moving in the area of effect must pass a DC 12 Reflex save to avoid slipping and falling prone, as a pack of rats have found their way under the feet (the revelator is immune to this effect) of the unfortunate. The miracle lasts for 1d10 rounds.

36-37 Thick clouds of stinging flies block out the sky inside a 100' area centered upon the revelator, attacking 1d14 opponents chosen by the revelator. Anyone caught in the area, friend or foe, must focus on keeping the flies from finding their way into mouths, noses, and ears. A successful Willpower save versus DC 16 permits a physical action with a -2d penalty. Chosen targets of the swarm suffer 1d14 damage and must immediately pass a Fortitude save vs. a DC equal to the result of the Miracle check to avoid contracting a plague. Should the initial save be passed, no additional checks are needed; however, targets will continue to receive bite damage for the duration of the miracle. Failing the save results in an immediate loss of 1d6 temporary Strength points. Each additional day requires an additional Fortitude save to avoid losing an additional 1d6 Strength points. Infected targets reaching zero Strength burst,

as a colony of maggots pour out of the corpse of the infected (yes, they're dead). Only magical healing will remove the plague, which requires a result of at least 3 HD or more. The miracle lasts for 1d12 rounds.

38-39 A plague of locusts appears and swarms an area of 200' centered upon the priest. The locusts disorient and blind as they swarm and bite all chosen targets in the area of effect. All ranged attacks (including the priest's) suffer a -2d penalty. Targeted opponents suffer 1d16 damage and must pass a Fortitude save vs. a DC equal to the Miracle check or succumb to a rotting plague. Should the initial save be passed, the target will no longer be required to save (but continues to suffer biting damage). Failure means immediately losing 1d8 temporary Stamina points, as the target begins to rot from the inside out. Each additional day requires an additional Fortitude save against the same DC, with failure resulting in an additional 1d8 Stamina points being lost. Targets losing all their Stamina bleed out from every orifice, as their organs liquify. Only magical healing will remove the plague, which requires a result that heals 3 hd or more. The Miracle lasts for 1 turn.

40+ A plague of locusts appears and swarms an area of one mile, centered upon the revelator. The locusts disorient and blind as they swarm and bite all chosen targets in the area of effect. All ranged attacks (including the revelator's) suffer a -2d penalty. Targeted opponents suffer 1d20 damage each round and must pass a Fortitude save vs. a DC equal to the total Miracle check or succumb to a rotting plague. Should the initial save be passed, the target will no longer be required to save (but continues to suffer biting damage). Failure means immediately losing 1d8 temporary Stamina points as the target begins to rot from the inside out. Each additional day requires an additional Fortitude save against the same DC, with failure resulting in an additional 1d8 Stamina points being lost. Targets losing all Stamina bleed out from every orifice as their organs liquify. Only magical healing will remove the plague, which requires a result that heals 4 HD or more. The Miracle lasts for 1 turn.

RAPTURE

Level: 5 **Range:** Varies **Duration:** Permanent **Casting Time:** 1 action **Save:** Varies

General: The revelator establishes a direct link to a higher power, funneling pure spiritual energy into their efforts to heal those who have been injured in either body or spirit. Such power, coming from a divine source, must be used on those worthy of such healing. Those who walk the Path of The Damned, have spellburned in dealings with false gods, who have corruption, and tommyknockers find themselves unable to benefit from the full effects of the healing power—if at all. See below for additional effects; all effects below that apply are cumulative!

- *The Path of The Damned* - Chosen allies must pass a Willpower check vs. a DC equal to the total Miracle check to receive any benefits from the miracle. Healing effects targeting hit points or ability scores are successful but effects are halved (to a minimum of 1). No additional healing effects from the miracle are possible.
- *Major Corruption* - Chosen allies must pass a Willpower saving throw vs. a DC equal to the Miracle check to receive any benefits from the miracle. Healing effects targeting hit points or ability scores are successful. The chosen receives the benefits of up to two other effects from the miracle, as chosen by the revelator.

- *Minor Corruption* - Chosen allies must make a Willpower saving throw vs. a DC equal to the Miracle check to receive any benefits from the miracle. Healing effects targeting hit points or ability scores are successful. The chosen receives the benefits of up to three other effects from the miracle, as chosen by the revelator.
- *Tommyknockers* - Chosen allies must pass a Willpower saving throw vs. a DC equal to the Miracle check to receive any benefits of the miracle. Healing attempts are successful. The ally also gains the benefits of up to three other effects.

Manifestation: Roll 1d4: (1) bright pearlescent light emanates in a halo around the revelator, bathing the area in radiant light; (2) the revelator's eyes begin to glow with a sky-blue tinted light as a strange rumble comes from the sky above; (3) the revelator's hands become the source for divine fires of healing; (4) all targets exhibit a pearlescent glow as the effects of the miracle take hold.

1 **Fall from grace!** Roll on the Atonement chart. Additionally, increase the revelator's *fall from grace* threshold by +1.

2-19 **Failure.** Potential *fall from grace* if the roll is at or below the current *fall from grace* threshold. Increase the revelator's *fall from grace* threshold by +1.

20-21 The revelator restores 2d6+CL hit points and 1d8 points of non-permanent ability score drain (Strength, Stamina, Agility, Intelligence, and Personality) and removes any mundane poison effects from a single target. If this healing is associated with an injury, that injury is also healed; injured or severed limbs are restored, provided the original severed body parts are available to be reattached. Hit points and ability points restored cannot exceed the target's original maximums. The miracle lasts 1 round.

22-25 The revelator restores 3d6+CL hit points and 1d10 points of ability score drain (Strength, Stamina, Agility, Intelligence, and Personality—even if permanent in nature), 1d6 Grit points, and removes any mundane poison and disease effects from up to 1d3 allies within a 30' range. If this healing is associated with an injury, that injury is also healed; injured or severed limbs are restored, provided the original severed body parts are available to be reattached. Hit points and ability points restored cannot exceed the target's original maximums. The miracle lasts 1 round.

26-27 The revelator restores all hit points and points of ability score drain (Strength, Stamina, Agility, Intelligence, and Personality—even if permanent in nature), 1d6 Grit points, and removes any mundane or supernatural poison and disease effects from up to 1d6 allies within a 60' range. If this healing is associated with an injury, that injury is also healed; injured or severed limbs are restored to function, and severed body parts regrow and do not need to be available to be reattached. Hit points and ability points restored cannot exceed the target's original maximums. The miracle lasts 1 round.

28-29 The revelator restores all hit points, points of ability score drain (Strength, Stamina, Agility, Intelligence, and Personality—even if permanent in nature), all Grit points, and removes any mundane or supernatural poison and disease effects from all targets within visual range. If this healing is associated with an injury, that injury is also healed; injured or severed limbs are restored to function, and severed body parts regrow and do not need to be available to be reattached. Hit points and ability points restored cannot exceed the target's original maximums. Additionally, targets receive 1d8+CL temporary hit points.

30-35 The revelator restores all hit points, points of ability score drain (Strength, Stamina, Agility, Intelligence, and Personality—even if permanent in nature), Grit points, and removes any mundane or supernatural poison and disease effects from all targets within visual range. If this healing is associated with an injury, that injury is also healed; injured or severed limbs are restored to function, and severed body parts regrow and do not need to be available to be reattached. Hit points and ability points restored cannot exceed the target's original maximums. Additionally, targets receive 2d8+CL temporary hit points. Additionally, if the revelator has an extended fall from grace threshold, reduce it by 1.

36-39 In addition to the effects gained with result 30-35, chosen allies receive 3d8+CL in temporary hit points. The revelator may reduce up to 2 points from their fall from grace threshold if it is higher than 1.

40+ The revelator may target a dead ally (if the body is present) with this miracle. They are instantly restored to life. All physical and mental ailments the target possesses are healed, and all physical and mental ability scores (Strength, Stamina, Agility, Intelligence, and Personality) are restored to their maximum starting values. Additionally, the target receives the following benefits due to their body being healed to physical and mental perfection: +1d6 hit points permanently added to their hit point maximum, +1d4 ability score points to be distributed as desired by the player to the character (affects only Strength, Stamina, Agility, Intelligence, or Personality—not to exceed 18 in any ability score) and +1d6 Luck (may exceed starting Luck score). Performing this miracle will restore a tommyknocker to life (the player must choose a new character class for the character; this new class cannot be a tommyknocker). Additionally, the priest's fall from grace threshold is reset to 1. A specific target may only ever receive the benefits of this level of miracle casting once.

REBUKE

Level: 5 **Range:** Varies **Duration:** Varies **Casting Time:** 1 action **Save:** Varies

General: The revelator taps directly into their inner faith, momentarily weakening the barrier between the land of the living and the dead, allowing the revelator the ability to send un-dead creatures back to the maelstrom that first gave them their spark of "un-life."

Manifestation: Roll 1d4: (1) a swirling miasma of glowing purplescent energies manifest, killing all natural sources of light for the duration of the miracle; (2) the body of the revelator becomes transparent, allowing all to see the golden glow of their skeleton, temporarily blinding all un-dead types for one round; (3) the immediate area around the revelator loses all color and is instead replaced by the varying shades of gray found in the spirit world; (4) a portal opens in front of the revelator, revealing the vast ever-swirling maelstrom of negative energy serving to give un-life to the creatures that prey upon man—creatures walking the Path of The Damned are temporarily stunned for 1 round as they stand mesmerized by the beauty of their creator.

1 **Fall from grace!** Roll on the Atonement chart. Additionally, increase the revelator's *fall from grace* threshold by +1.

2-19 **Failure.** Potential *fall from grace* if the roll is at or below the current *fall from grace* threshold. Increase the revelator's *fall from grace* threshold by +1.

20-21 With a bolt of lightning that splits the sky, the clouds part revealing the malevolent tornado of negative energy that's found deep within the farthest reaches of the spirit world. The revelator calls each un-dead creature by its true name, ordering it back to the miasma that created it. Up to 1d6 un-dead creatures of 4 HD or less are immediately pulled screeching back to annihilation with no save allowed.

22-25 In addition to the result from 20-21, 1d8 un-dead creatures of 5 HD or less are pulled back into the spirit world. Creatures of 5HD are granted a Willpower save vs. a DC equal to the Miracle check to resist the effect. Passing the save allows the creatures to resist the pull but at the expense of suffering 1d8 per CL in damage each round from the effects of discorporation as the creature feels its form being pulled apart. The miracle lasts 1d8 rounds.

26-27 The priest serves as the origination point for a flaming force sphere made of divine energy. The sphere extends in a 5' radius centered on the priest and allows one ally to benefit from the effect. Any un-dead creature attacking those protected by the sphere suffer 1d10 damage per CL from divine fire and immediately bursts into flames. Affected creatures may attempt a Reflex save vs. a DC equal to the result of the Miracle check to suffer half damage. In addition to the protective effects of the sphere, 1d8 rays of holy light strike out at un-dead targets chosen by the priest. Each ray banishes un-dead creatures of up to 6 HD. The miracle lasts 1d10 rounds.

28-29 In addition to the result from 26-27, the size of the sphere grows to 10' in radius, offering up to four additional allies protection. In addition to the larger sphere, up to 1d10 rays of holy light strike out at un-dead creatures of 7 HD or less, banishing them to the maelstrom. Creatures of less than 7 HD gain no save while 7HD creatures must pass a Willpower save vs. a DC equal to the result of the Miracle check to avoid banishment. Creatures passing the save suffer 1d10 fire damage each round from searing flames of judgment while the miracle is in effect. The miracle lasts for 1d12 rounds.

30-35 The priest creates a tear in the fabric of reality, forming a miniature wormhole leading directly into the eye of the storm that feeds all things un-dead. Long ebon-tainted tentacles reach from the storm and through the hole grasping for its "children." Any un-dead of less than 4HD are immediately pulled screeching back to the maelstrom and absorbed, while up to 1d8 of those that remain are attacked by the draining tentacles (one per un-dead remaining), feeding upon the negative energy of the creatures. Un-dead 4HD or higher must immediately pass a Reflex save versus a DC 15 to avoid being grappled. Grappled targets suffer 2d12 damage in crushing damage while grappled and must use their next available full action to break the tentacle's hold by way of a DC 18 Strength check. Only one tentacle may be used to attack a creature at a time. Any living being possessed by the un-dead (such as ghosts) are immediately freed from the creature and considered stunned for one round. The miracle lasts for 1 turn.

36-37 In addition to the result from 30-35, only un-dead creatures of 7HD or more may save against being immediately pulled into the maelstrom. Grappling damage is increased to 2d14 per round from the crushing attack of the tentacles. The miracle lasts for 1d3 turns.

38-39 The righteous fury of the revelator causes the ground beneath their feet to fissure and crack, reaching outwards 200' from the revelator. The opening reveals the hellish vision of specters riding the winds of the legendary maelstrom—the source of creation for all things fueled by negative energy. Simultaneously, divine angels manifest to lift the priest and all chosen allies

safely into the air (making them immune to all melee attacks) as the sentient storm sends its minions to reclaim those that have failed in their task. All un-dead of less than 8 HD are immediately sucked screaming into the maelstrom, while those of 8HD or higher must pass a DC 16 Willpower save to avoid being pulled into the maelstrom by a storm wraith. Each round gives witness to storm-specters flying from the cracks of the earth to attack those resisting "Mother's calling." Targeted un-dead creatures must pass a DC 16 Reflex save to avoid instant destruction. Failing the save results in the targeted un-dead immediately being thrown into the maelstrom and absorbed, while passing means the creature has avoided death for the current round. The miracle lasts for 1d4 turns.

40+ In addition to the result from 38-39, creatures of less than 10HD are automatically sucked into the maelstrom, while those of 10HD or higher must pass a DC 17 Willpower save to avoid being instantly sucked into the storm and absorbed. Each subsequent round requires a DC 17 Reflex save to avoid a storm wraith grabbing the target and casting it into the storm, suffering instant death. Additionally, the revelator gains a reputation amongst the kingdom of un-death as being the one who brought the maelstrom to earth. The revelator gains a +2d modifier to intimidation rolls dealing with the un-dead, as the creatures fear you as much as they hate you. The miracle lasts 1d4 rounds.

REGENERATE AND BANISH

Level: 5 **Range:** Varies **Duration:** Varies **Casting Time:** 1 action **Save:** N/A

General: The revelator opens themselves up wholly to the divine, channeling the full healing nature of their savior. The results of the undertaking range from lost limbs regrowing all the way to the dead reforming and taking breath as well as banishing beings that are not on their home plane of existence with higher results.

Manifestation: Roll 1d4: (1) the chosen ally feels their wounds opening up, bubbling and shuddering as the healing act begins; (2) the chosen ally's skin around the wound becomes transparent, visibly showing the regenerative process occurring; (3) the revelator's hands glow with unearthly light as they touch the affected wound; (4) the revelator and chosen allies' bodies exhibit a synchronous, pulsating, golden glow around their bodies.

1 **Fall from grace!** Roll on the Atonement chart. Additionally, increase the revelator's *fall from grace* threshold by +1.

2-19 **Failure.** Potential *fall from grace* if the roll is at or below the current *fall from grace* threshold. Increase the revelator's *fall from grace* threshold by +1.

20-21 The caster touches one ally (which may be themselves) and they begin to regenerate damage and heal at an accelerated rate. The recipient of the healing recovers 1 point of damage at the end of each round as their body knits itself back together rapidly. This will not heal or regenerate a target who is dead at the time of administration, and regeneration of any damage from magic-based attacks will not heal. By the end of the miracle, the ally will regrow one missing limb. Miracle lasts 1d10 rounds.

22-25 In addition to the result from 20-21, the regeneration increases to 2 points of damage

recovered at the end of each round and up to two lost limbs or organs can be regrown. The miracle lasts for 1d10+CL rounds.

26-27 In addition to the result from 22-25, the caster may designate up to four targets in a 30' radius of the caster and up to three lost limbs or organs can be regrown. In addition, the preacher may "cure" a single target of 5HD or less within 50' that is not of this plane of existence, "healing" them by sending them back to their native plane. The miracle lasts for 1d10+CL rounds.

28-29 In addition to the result from 26-27, the caster may designate up to four targets in a 60' radius of the revelator. The miracle will heal any type of wound (including magical). The revelator can now banish 1d3 beings of 8HD or less back to their home plane. The miracle lasts for 1d12+CL rounds.

30-35 The revelator gains a limited form of constant regeneration—regenerating 1d4 points of damage at the end of each round, including the round in which they are killed. The revelator can still be killed by either reducing their hit points to 0 using fire or acid damage or bring them to such a negative value that the final regenerative burst fails to raise the hit point total above 0. Any lost limbs or organs will regrow at the rate of one per 6 rounds. Up to 1d6 beings of 8HD or less or one being of up to 10HD may be banished back to their home realm now. The miracle lasts for 1 turn.

36-37 In addition to the result from 30-35, the revelator and one ally within 30' gains a regenerative ability—regenerating 1d8 points of damage at the end of each round, including the round they are killed. Any lost limbs or organs now regrow at the rate of one per 4 rounds. The miracle lasts 2 turns.

38-39 In addition to the result from 36-37, the revelator and up to 1d4 allies benefit from the effects of the miracle. The banishing distance now becomes a 100' radius centered on the priest. The miracle lasts 2 turns.

40+ In addition to the result from 36-37, the revelator may also impart the effects of the miracle on 1d6 allies. Each ally regenerates 1d10 hit points per round in addition to regrowing lost limbs and organs at the rate of one per 2 rounds. Additionally, bodies not completely burned will return in 1d4 hours. The revelator may now banish all extra-planar creatures of any HD back to their home plane within a radius of 150'. The miracle lasts 24 hours.

RISING SUN

Level: 5 **Range:** Varies **Duration:** Varies **Casting Time:** 1 action **Save:** Fort

General: The revelator calls forth a pure radiance within the area of effect, bathing it in the purest sunlight. The air also smells of the freshness of a bright spring morning. Targets who walk the Path of The Damned and unnatural NPC creatures (un-dead, demons, supernatural entities), creatures with greater corruption, and tommyknockers are all affected. See below for additional effects and their ability to save.

- *Unnatural NPC creatures (un-dead, demons, supernatural entities):* Targets must pass a Fortitude save vs. a DC equal to the Miracle check; they suffer half damage on a save but suffer all other effects unless they are allied to the priest and are spared the additional negative effects but do

not gain any beneficial effects either.

- *The Path of The Damned:* Targets must pass a Fortitude save vs. a DC equal to the Miracle check; they suffer half damage on a save but suffer all other effects. If they are allied to the priest, they may simultaneously gain positive effects from the miracle.
- *Greater Corruption:* Targets must pass a Fortitude save vs. a DC equal to the Miracle check; they suffer half damage on a save but suffer all other effects unless they are allied to the priest, in which case they are spared the additional negative effects and gain the positive effects.
- *Tommyknockers:* Targets must pass a Fortitude save vs. a DC equal to the Miracle check; they suffer half damage on a save but suffer all other effects. If they are allied with the priest, they suffer no damage or other negative effects and gain the beneficial effects.

Manifestation: Roll 1d4: (1) the ground cracks open, and sunlight pours from the rent earth, bathing the area in a holy light; (2) the revelator's body explodes into motes of light, blazing forth a divine radiance which persists in the area as their body reforms at the end of the round once the miracle's effects occur; (3) the revelator's holy symbol blazes forth radiant light; (4) the unnatural creatures are encircled by a luminous glow which stays with them for the duration.

1 **Fall from grace!** Roll on the Atonement chart. Additionally, increase the revelator's *fall from grace* threshold by +1.

2-19 **Failure.** Potential *fall from grace* if the roll is at or below the current *fall from grace* threshold. Increase the revelator's *fall from grace* threshold by +1.

20-21 Divine light and the aroma of a spring day bathe a 50' radius centered on the revelator, ignoring all cover as it permeates through into the smallest crevices. Un-dead, demons, creatures not native to the earth, and those walking the Path of The Damned within the affected area suffer 1d7 damage per caster level per round they are exposed. The miracle lasts 1d6 rounds.

22-25 The revelator causes a giant glowing gate to appear; opening it allows the light of Heaven to permeate all things within 100'. Un-dead, demons, creatures not native to the earth, and those walking the Path of The Damned within the affected area suffer 1d8 damage per CL unless a save is passed to reduce damage by half each round they are exposed. In addition to the effects of the light, affected creatures must immediately pass a DC 18 Grit check or suffer the effects of fear and madness from coming face to face with proof of their damnation. The miracle lasts 1d8 rounds.

26-27 In addition to the result from 22-25, The revelator increases the damage inflicted to 1d10 per CL each round and targets have a 50% of catching fire. Targets on fire must use their next full action to extinguish the flames. Affected targets must pass a save to reduce damage by half each round including the first. The DC for Grit checks increases to 20. The miracle lasts for 1d10 rounds.

28-29 The revelator reaches high to the sun and pulls down a 200' radius (centered upon the revelator) ray of cleansing heat to earth, bathing those on the Path of the Righteous with healing warmth, while un-dead, demons, creatures not native to the earth, and those walking the Path of The Damned within the affected area suffer 1d14 damage per caster level each round from the searing heat. Affected targets must save to reduce damage by half each round

including the first. Affected targets catch fire 50% of the time and must spend their next available action extinguishing the flames. Witnessing fellow allies catch fire or finding oneself catch fire is terrifying and all affected targets must immediately pass a DC 21 Grit check. As a side effect of the miracle, allies of the revelator are instantly healed of 3d8 hit points up to their starting total. The miracle lasts for 1d10+CL rounds.

30-35 In addition to the result from 28-29, the revelator is possessed by a war angel which grants flight (90') and a fiery sword and shield with which to brandish against un-dead, demons, creatures not native to the earth, and those walking the Path of the Damned. The shield grants a +4 AC bonus and inflicts 1d6 fire damage against any enemy successful at attacking the revelator. The sword inflicts 1d12 damage and scores a critical hit with a natural attack roll of 19-20. Both items catch targets on fire 50% of the time when struck, forcing them to spend their next action doing nothing but extinguishing the flames. The miracle lasts 1 turn.

36-39 In addition to the result from 30-35, the searing heat of the ray affects a 300' area and increases damage to 1d16 per caster level each round, with targets automatically catching fire. Allies of the revelator instantly heal 4d8+CL hit points and become immune to the effects of fear-based attacks. The revelator gains a +6 bonus to AC from the shield and the sword damage increases to 1d14 with an improved critical threshold of 18-20. The miracle lasts 1d3 turns.

40+ The revelator calls down the heavens as a shimmering portal opens high above the scene, covering a 500' area in the warmth of the sun. Un-dead, demons, creatures not native to the earth, and those walking the Path of The Damned have but a moment to make their peace before feeling the searing heat unleashed from the portal. All affected creatures must immediately pass a DC 20 Fortitude save to avoid being turned into mounds of ash instantly. Those passing the save must pass a new save each round or suffer 5d20 damage per round, and immediately catch fire. Affected targets are flooded with fear and must pass a DC 25 Grit check. Allies receive the benefits of being completely restored of all lost hit points, ability points, and lost Grit points and any phobias or derangements they may be afflicted with.

SUMMON ELEMENTAL

Level: 5 **Range:** 100' **Duration:** Varies **Casting Time:** Varies **Save:** N/A

General: The revelator can summon elemental spirits from the very elements around them (much like the ancient faiths which created such fantastic creatures as golems). The summoning time is equal to a number of rounds equal to half the elemental's HD minus the CL of the summoning revelator (to a minimum 1 round). These elemental creatures are extraplanar in origin, but due to the divine nature of the summoning, they cannot be controlled by those other than the caster and become free-willed after being summoned if the priest can not command them. They can be banished back to their home plane. The revelator need not have direct access to base materials at hand related to the elemental force being summoned. Statistics and details on elementals may be found below:

All elementals summoned by the revelator share these traits:

- As extraplanar creatures, they are impervious to normal attacks. They can only be wounded by magic weapons, spells, other extraplanar denizens, or creatures with naturally magical attacks (including paralysis, sleep, poison, acid, breath weapon, etc.). Creatures of at least 4 HD are

powerful enough to wound an elemental for half damage, and creatures of at least 6 HD can cause normal damage with their attacks.

Elemental Traits

- A summoned or conjured elemental must be controlled by the revelator in order for its actions to be directed. The controlling revelator must concentrate. If their concentration is broken, they may lose control of the elemental. If the priest is attacked and dealt damage, they must make a Willpower save vs. a DC equal to the attack roll to maintain control of the elemental. Free-willed elementals attack in a rage, targeting the creatures that have dealt them damage or that controlled them. Control may be regained by making another Miracle check of at least the level obtained when first summoned.
- Elementals that appear on the material plane have 8, 12, or 16 HD; elementals on their native planes are even more powerful and may possess 20 or more HD. Elementals of 12 or 16 HD receive one extra action die. Elementals of 20+ HD receive two extra action dice.
- Elementals are immune from attacks and effects from the element they represent.
- Elementals may be banished back to their home plane by certain spells and miracles.

Types

Elemental, air: Init +8; Atk slam +8 melee (2d6) or hurled object +8 missile fire (1d6, range 100'); AC 16; HD 8d8, 12d8, or 16d8; MV 50' (flight); Act 1d20 (or more); SP cyclone, pick up and drop, elemental traits; SV Fort +6, Ref +10, Will +6; Path WtL.

Air elementals always fly and can carry man-sized creatures within their winds.

Cyclone: Once per hour, an air elemental can take a round to whip its winds into a full-fledged cyclone. On the second round, after the cyclone is formed, the elemental transforms into a reverse cone, 10' wide at the bottom and up to 50' tall, with a width equal to its height. The cyclone lasts only 1 round, but during that time, everything touched by the elemental's normal course of motion takes 8d6 buffeting damage.

Pick up and drop: They are known to pick up their opponents (opposed Strength check, treating elemental as Strength 22) and drop them from great heights (1d6 damage per 10' fallen).

Elemental, earth: Init +4; Atk slam +12 melee (4d6); AC 20; HD 8d8, 12d8, or 16d8; MV 30' or dig 30'; Act 1d20 (or more); SP elemental traits; SV Fort +10, Ref +4, Will +8; Path WtL.

Earth elementals are stolid, plodding masses of earth and stone. The largest ones resemble living hills. They attack with methodical, ponderous punches of their stone-hardened fists. They can dig through solid earth and stone at a rate of 30', and their stony hide is difficult to penetrate.

Elemental, fire: Init +6; Atk burning touch +12 melee (3d6) or flaming bolt +8 missile (2d6, range 40'); AC 18; HD 8d8, 12d8, or 16d8; MV 40'; Act 1d20 (or more); SP burning touch, vulnerable to cold and water, elemental traits; SV Fort +8, Ref +8, Will +8; Path WtL.

Fire elementals are living towers of flame, showers of sparks, or roaring bonfires. The air around them is unbearably hot, and they set fire to anything they touch, scorching or melting even the toughest metals.

Burning touch: Any creature which touches a fire elemental—whether wounded in combat or initiating a melee attack—may catch fire. Targets on fire must make a DC 16 Ref save or take 1d6 damage each round until the fire is extinguished with another DC 16 Ref save (+4 if "stop, drop, and roll" +2 if aided by allies).

Vulnerable to cold and water: They cannot bear the touch of water and will not pursue prey under water, through streams, across lakes, or into waterfalls. They take double damage from cold and water attacks.

Elemental, Water: Init +6; Atk slam +10 melee (2d6); AC 16; HD 8d8, 12d8, or 16d8; MV 40' or swim 80'; Act 1d20 (or more); SP engulf and drown, vulnerable to fire and heat, elemental traits; SV Fort +8, Ref +8, Will +8; Path WtL.

Water elementals appear as living, ambulatory ocean waves. When calm they are soft and flowing; when angered, they are churning whitecaps.

Engulf and drown: A water elemental attempts to move over its opponents, engulfing them within its space. It can still slam engulfed targets as it buffets them within its waves, and when a target is engulfed, it may begin to drown. An engulfed target attacks at -4 and must make an opposed Strength check (against Str 20) to push its way out. For each round it starts engulfed, the target must succeed in a DC 16 Stamina check. When the first check fails, the target is drowning. Once drowning, the creature loses 1d6 points of Stamina per round.

Vulnerable to fire and heat: They cannot bear heat and fire and take double damage from those attacks.

Manifestation: Manifestation (effects depend on the nature of the elemental summoned): Roll 1d4: (1) a 60' area is beset by brisk breezes, dust devils, increased temperature, or high levels of humidity; (2) the revelator's body is surrounded by a nimbus of whirling flames, pebbles, tornadic vortexes, or seaspray; (3) a portal opens behind the revelator, spewing forth raw elemental energies (fire, water, earth, or air); (4) the revelator's body temporarily turns into the raw elemental material from which they are summoning the extraplanar entity, returning to normal once the summoning is complete.

1	**Fall from grace!** Roll on the Atonement chart. Additionally, increase the revelator's *fall from grace* threshold by +1.
2-19	**Failure.** Potential *fall from grace* if the roll is at or below the current *fall from grace* threshold. Increase the revelator's *fall from grace* threshold by +1.
20-21	The revelator beseeches their deity for the power to bring forth a single 8 HD elemental of their choice. It can take the shape of whatever the revelator wishes, as long as its total size is man-sized or smaller. The elemental obeys the revelator's commands for a number of rounds equal to CL before being summoned back to its home elemental plane.
22-25	The revelator beseeches their deity for the power to bring forth up to two 8 HD elementals of their choice; they may be of different types if so desired. They can take the shape of whatever the revelator wishes, as long as their total size is man-sized or smaller. The elementals obey the revelator's commands for a number of rounds equal to 5+CL before being summoned back to their home elemental plane.
26-27	The revelator beseeches their deity for the power to bring forth a single 12 HD elemental of their choice. It can take the shape of whatever the revelator wishes, as long as its total size is man-sized or smaller. The elemental obeys the revelator's commands for 1 turn before being summoned back to its home elemental plane.
28-29	The revelator beseeches their deity for the power to bring forth up to 1d3 12 HD elementals of their choice; they may be of different types if so desired. They can take the shape of whatever the revelator wishes, as long as their total size is man-sized or smaller. The elementals obey

the revelator's commands for CL turns before being summoned back to their home elemental plane.

30-35 The revelator beseeches their deity for the power to bring forth up to 1d3 16 HD elementals of their choice. They can take the shape of whatever the revelator wishes, as long as their total size is twice man-sized or smaller. The elementals obey the revelator's commands for 24 hours before being summoned back to their home elemental plane.

36-37 The revelator beseeches their deity for the power to bring forth up to 1d6 16 HD elementals of their choice; they may be of different types if so desired. They can take the shape of whatever the revelator wishes, as long as their total size is twice man-sized or smaller. The elementals obey the revelator's commands for 24 hours before being summoned back to their home elemental plane.

38+ The revelator beseeches their deity for the power to bring forth up to 1d12 16 HD elementals of their choice; they may be of different types if so desired. They can take the shape of whatever the revelator wishes. Additionally, the elementals are much larger than the other elementals of their type. Each receives a +6 bonus to all attack, damage, and AC due to larger size and strength and an additional 20 hp. The elementals obey the revelator's commands for 24 hours before being summoned back to their home elemental plane.



LEVEL ONE SPELLS

AXLE GREASE

Level: 1 **Range:** Varies **Duration:** Varies **Casting Time:** 1 round **Save:** N/A

General: A greasy mixture of ectoplasmic residue is pulled directly from the spirit world, offering many uses.

Manifestation: Roll 1d4: (1) a swirling portal opens to the spirit world as a stream of glowing "grease" is channeled by the caster; (2) the caster's skin momentarily melts off their bones, forming the mass of ghostly grease; (3) a ghostly spirit steps through a temporary rip in reality only to be shot by a pursuant on the other side (the shot causes the spirit to burst into the greasy mass forming the spell); (4) the caster's palms grow two mouths that vomit the material essence of the spell.

Corruption: Roll 1d10 modified by Luck: (0-1) the caster's palms always seemed to be greasy, resulting in an object falling out of their hands anytime a natural 2 is rolled during a physical action; (2-3) caster finds residue constantly oozing from their pores—if left unchecked, the caster's entire body is covered in a ghostly grease within eight hours (as a result of the corruption, the caster always looks unwashed and oily, suffering -1d to all social based rolls—in addition, caster gains a +6 bonus vs. all grapple checks); (4-5) caster constantly finds their eyes glazing over with a greasy film and gains the ability to see into the Near of the spirit world, while normal vision is halved; (6-7) caster leaves a trail (much like a snail leaves) when walking by foot (wearing shoes does not prevent the effect, and all attempts to track the caster gain +6); (8-9) caster develops a feint glow to their skin only noticeable in darkness and shadow (the illumination matches the strength of a torch, possibly attracting unwanted attention and spoiling any stealth related rolls); (10+) the caster's face becomes disfigured and resembles constantly roiling grease with their eyes and mouth changing places before righting themselves (the effect disturbs all who gaze upon the caster, making all social based rolls near impossible with a -3d penalty—animals will not allow the caster to approach, and infants scream uncontrollably—yeah, yer pretty damn ugly!).

Misfire: Roll 1d4: (1) one ally is randomly coated in grease—making any physical actions nearly impossible (the affected ally suffers a -2d penalty to any physical-based rolls and drops anything held on a natural d20 roll of 1-3); (2) a 10' radius of grease forms at the feet of the caster, making movement impossible (caster must crawl from the spot and pass a DC 15 Reflex save to stand on their feet); (3) the caster feels their lungs filling up with the substance and must pass a DC 12 Fortitude save to avoid temporary Stamina damage from drowning (1d4 damage each round until the save is passed); (4) 1d6 allies trip from the small areas of ghostly grease forming under their boots (those affected must spend their next action getting up by passing a DC 12 Reflex save or remain prone).

1 **Lost, failure, and worse!** Roll 1d6 modified by Luck: (0 or less) corruption + misfire; (1-2) corruption; (3+) misfire.

2-11 **Lost. Failure.**

12-13 Caster creates a gallon of ghostly grease. The grease can be used to coat up to a 10' area. Objects coated are impossible to pick up or hold and grants any living creature coated with it a +6 bonus to evade grappling. The grease remains for 2 turns or until dispelled by the caster.

14-17 A 15' radius of ghostly grease is summoned, centered on the caster. The summoned substance moves with the caster and does not hinder any movement, but any target trying to make contact with the caster must pass a Reflex save with a DC matching the total spell result or fall prone. Prone targets must spend their entire action to regain footing and must continue passing Reflex saves until out of the affected area. The spell lasts for 1 turn.

18-19 The caster summons 1d4, 8' in radius circles of ghostly grease at the feet of any chosen targets within eyesight. Targets must immediately pass a Reflex save with a DC matching the total spell check to avoid falling prone. Prone targets must continue to pass a Reflex save each round to stand and remain on their feet. The spell lasts for 1 turn.

20-23 The caster summons 1d6, 8' in radius circles of ghostly grease at the feet of any chosen targets within eyesight. Targets must immediately pass a Reflex save with a DC matching the total spell check to avoid falling prone. Prone targets must continue to pass a Reflex save each round to stand and remain on their feet. Each area of ghostly grease follows the affected targets as long they remain on the ground (flight, for example, would negate the spell effect). The spell lasts for 1 turn or until dispelled by the caster.

24-27 The caster summons enough ghostly grease to fill a 40' area. Friends and foes alike caught in the area must immediately pass a Reflex save with a DC matching the total spell check to avoid falling prone. Prone targets must continue to pass a Reflex save each round to stand and remain on their feet. The spell lasts for 1 turn or until dispelled by the caster.

28-31 The caster summons enough ghostly grease to fill a 100' area. Friends and foes alike caught in the area must immediately pass a Reflex save with a DC matching the total spell check to avoid falling prone. Prone targets must continue to pass a Reflex save each round to stand and remain on their feet. The spell lasts for 1 turn or until dispelled by the caster.

32+ In addition to gaining the result from 28-31, the caster may manipulate the grease to cause it to clog the lungs and nasal passages of any chosen prone targets, who suffer drowning damage (1d6 Stamina damage) unless an additional Fortitude save is passed with a DC matching the total of the spell check. Targets reaching 0 Stamina die from lack of oxygen. Spell lasts for 2 turns or until dispelled by the caster.

BRANDING IRON

Level: 1 **Range:** Touch **Duration:** Special **Casting Time:** 1 action **Save:** Special

General: Originally copied from the tattered pages of H. P. Snodbottom's Prairie Home Survival Guide, this incantation allows an occultist to create a potent magical tool that can be used as a weapon. Creating the branding iron requires $50 in arcane materials and a half-hour ritual that involves heating the brand and committing 2 points of spellburn (taken from Stamina) as they plunge the red-hot brand onto exposed skin. One of these points of spellburn will heal normally, but the other is lost

permanently to register the occultist's "brand" in the halls of Hell. The hell-pact can be broken and the lost Stamina point regained through normal means if acid is applied and causes sufficient damage (at least 2 points) to destroy the mark.

The magical branding iron is impervious to mundane fire and will not melt (or even heat up) unless exposed to magical or extra-dimensional flame or when this spell is activated. Boons are granted to aid any of the occultist's allies willing to allow the brand and harmful powers are used to torment the occultist's enemies. An occultist can choose to use the result from their casting check or from any lesser result. The occultist chooses which special ability to apply to a victim at the time of branding, and a victim can only carry one brand. Those willing to carry the brand only suffer minimum damage (1 point) that heals normally without affecting the brand, which lasts for one week per level of the creator of the branding iron. Those unwilling to be branded, or who have been damaged by the use of the brand, suffer their affliction for four days per level of the occultist who made the brand. Attempts to use this spell on a creature already branded will still inflict damage but will fail to leave a new brand mark or cause further boons or harmful effects.

Hitting a target with a branding iron is a touch attack that ignores mundane armor and shield modifiers to inflict heat/fire damage; an attacker must meet or beat the target's natural AC to leave a brand. At least 1 point of damage must be caused to leave the brand on a target; damage reduction of any sort that would reduce the damage inflicted to less than 1 point means the mark is not left.

Branding irons created by this incantation retain & share the following traits even after the duration expires:

> Anyone using mundane or magical tracking to find a branded creature will gain a +2 on their skill or casting checks.
>
> Anyone branded by this incantation has a +1 modifier on all casting and tracking checks needed to find their way back to the branding iron's location.
>
> A branding iron is a magic weapon with a +1 magical modifier to hit and damage for every 5 levels of its creator.
>
> Only the registered owner of a branding iron can hold or use it—all others must succeed at a DC15 Fortitude save or suffer 2 points of fire damage per round of contact. This will leave the victim with a -1 penalty to any checks that involve the use of the burned hand until it can be healed.

Manifestation: Roll 1d6: (1) during the ritual to create the branding iron, nothing especially dramatic appears to happen, but afterwards the occultist finds their mark has been transcribed permanently upon the earth below the ritual's location (the symbol is 10' in diameter and no amount of erosion, construction, or vegetation will ever successfully hide it from anyone looking for it); (2-5) during the ritual to create the branding iron, a devil's hand reaches out from the fire and invites the occultist to brand its palm—this devil carries the occultist's mark to the Hall of Records; (6+) during the ritual to create the branding iron, a small flock of tiny devils swarm out of the fire to take detailed measurements, and by the end of the ritual they have created a duplicate that can be carried back to the Hall of Records.

Corruption: Each time this result is achieved, the bungling occultist takes on a physical characteristic (purely cosmetic) that makes them look more and more like a devil. This imparts a permanent -1 penalty on all checks to interact with people or animals each time a corruption result is achieved. Roll 1d6: (1) a twisted horn grows from the caster's head; (2) one of the caster's fingers grows extra joints and a thick

talon sprouts at the end; (3) the caster grows a prehensile tail with a spade-shaped end; (4) the caster's skin takes on a red hue (growing darker with each corruption result); (5) the caster's feet become hooves (if this result is rolled a second time, the caster's legs will change to resemble a goat's—reroll if this result comes up more than twice); (6) the caster grows a set of feeble, twisted wings that can not support flight (if this result is rolled again, have the caster sprout other bestial limbs from their body).

Misfire: The branding iron burns the hand of its master. Roll 1d4: (0-1) inflicts 1d6 points of fire damage; (2) inflicts 1d5 points of fire damage; (3) inflicts 1d4 points of fire damage; (4) inflicts 1d3 points of fire damage.

1	**Lost, failure, and worse!** Roll 1d6 modified by Luck: (0 or less) major corruption + misfire; (1-2) corruption, (3+) misfire.
2-11	**Lost. Failure.**
12-13	The occultist awakens the hellfire stored within their branding iron for 1d3 rounds, and on a successful touch attack, it inflicts fire damage equal to 1d4 + Strength modifier + the iron's magical modifier (+1 for every 5 caster levels).
14-17	In addition to the result from 12-13, harm: damage rolls against the recipient inflict 1 extra point of damage on each die that was rolled. The hellfire is active for 1d3+1 rounds.
18-19	The occultist awakens the hellfire stored within their branding iron for 1d3+1 rounds, and on a successful touch attack, it inflicts fire damage equal to 1d5 + Strength modifier + the iron's magical modifier, and *Boon:* recipient is granted a +1 modifier to armor class or *harm:* recipient gains a -1 pain penalty on attack and damage rolls.
20-23	The occultist awakens the hellfire stored within their branding iron for 2d3+1 rounds, and on a successful touch attack, it inflicts fire damage equal to 1d6 + Strength modifier + the iron's magical modifier, and *Boon:* recipient is granted a +1 modifier to armor class and all save rolls or *harm:* recipient gains a -1 pain penalty on attack, damage, and initiative rolls.
24-27	In addition to the result from 20-23, hellfire lasts 3d3+1 rounds, inflicts 1d8 + Strength modifier + the iron's magical modifier, and *Boon:* recipient is granted a +2 modifier to armor class and all save rolls or *harm:* recipient gains a -2 pain penalty to attack, damage, and initiative rolls.
28-30	The occultist reawakens the hellfire stored within their branding iron for 3d3+2 rounds, and on a successful touch attack, it inflicts fire damage equal to 1d8 + Strength modifier + the iron's magical modifier, and *Boon:* recipient is granted a damage reduction of 3 points (which does not apply to magical damage) in addition to a +1 modifier to armor class as well as all rolls for saves and initiative checks or *harm:* recipient suffers 1d3 points of Stamina damage and gains a -2 pain penalty on attack, damage, and initiative rolls.
31-33	In addition to the result from 28-30, hellfire now lasts 4d3 rounds, inflicts 1d10 + Strength modifier + the iron's magical modifier, and *Boon:* recipient is granted a damage reduction of 5 points (which does not apply to magical damage) in addition to a +2 modifier to armor class, saves, and initiative checks or *harm:* recipient suffers 1d4 points of Stamina damage and gains a -3 pain penalty on attack, damage, and initiative rolls.

34-35 The hellfire now lasts until the end of the current combat, inflicting 1d10 + Strength modifier + the iron's magical modifier, and *Boon:* recipient is granted a damage reduction of 5 points (which does not apply to magical damage), a +2 modifier to armor class, saves, and initiative checks as well as being immune to non-magical fire or heat-based damage or *harm:* recipient suffers 1d4 points of Stamina damage and is stunned from the unbearable pain of the brand for 1d6 rounds (only movement actions are possible) as well as a -3 modifier to all attack, damage, and initiative rolls.

36+ The brand burns brightly with hellfire that lasts for the entire combat scene and automatically inflicts 2d6+1 + Strength modifier + the iron's magical modifier in damage upon the occultist's target (a touch-attack roll is no longer required as long as the target is within line of sight), and *Boon:* recipient is granted a damage reduction of 5 points (which does apply to magical damage) in addition to a +3 modifier to armor class, saves, and initiative checks or *harm:* recipient suffers 1d6 points of Stamina and Intelligence damage and is stunned from the unbearable pain of the brand for 1d6+1 rounds (only movement actions are possible), as well as a -3 modifier to all attack, damage, and initiative rolls.

INCOMPREHENSIBLE BABBLING

Level: 1 **Range:** 50'+10'/CL **Duration:** Varies **Casting Time:** 1 round **Save:** Will

General: This spell confounds speech much like the Lord did to those erecting the Tower of Babel. Another gem from *H.P. Snodbottom's Prairie Home Survival Guide*, this spell can be used on foes that use language and renders them incapable of understanding or communicating with others to varying degrees for the duration of the incantation. The spell does not keep other occultists or users of magical languages from casting their spells or reading from their books. A successful DC 15 Intelligence check is required to attempt any communications with those affected by the spell. As a small twist, the magical link in casting this spell creates an understanding between the caster and target and communications between them are not confounded.

Manifestation: Roll 1d8: (1-7) beams of light shoot from the occultist's fingers to the target's throat, causing them to lose control of their voices; (8) the victim's tongue splits into 2d12 tentacles that are not under their control for the duration of the incantation.

Corruption: The occultist is incapable of casting any incantation that has a verbal component for 1d7 days because: Roll 1d8 modified by Luck: (0-1) caster's tongue splits into 2d12 tentacles that are not under their control and must make a Willpower save at DC 10 to master these tentacles long enough to make the casting attempt; (2-3) caster's mouth seals shut for 1d3 days and no verbalization, eating, or drinking is possible (1d3 Stamina damage each day without food or water) without self-inflicting a 1d6 damage wound by cutting out a new pie-hole; (4-7) caster is incapable of making anything other than random animal noises whenever they try to speak for 2d7 days unless they succeed at a DC13 Willpower save (success creates the ability to speak normally and cast spells that require a verbal component for five minutes); (8+) caster's normal voice is replaced by a painful, high-pitched squeak that lasts 1d7 days and is barely audible to humans but irritates dogs and other creatures with sensitive hearing, provoking an attack if they are within 50' while the occultist is speaking.

Misfire: Roll 1d4: (1) one ally has their tongue split into 2d12 tentacles that are not under their control

for 1d3+CL rounds (a DC 10 Willpower check is needed to be understood); (2) one ally has their mouth sealed shut for 1d3+CL rounds and is unable to speak, eat, or drink for the duration; (3-4) one ally is incapable of making anything other than random animal noises whenever they try to speak for 1d3+CL rounds, causing dogs and other creatures with sensitive hearing within 50' to attack when they are speaking.

1 **Lost, failure, and worse!** Roll 1d6 modified by Luck: (0 or lower) major corruption + misfire; (1) corruption + misfire; (2) corruption; (3+) misfire.

2-10 **Lost. Failure.**

11 If the target of this incantation fails their Willpower save, they are prevented from speaking in any normal languages for 1d6 rounds; they may still write and understand any languages that they know.

12-13 If the target fails their Willpower save, they are prevented from speaking in any normal languages for 1d6 minutes; they can still write and understand any languages that they know.

14-17 If the target fails their Willpower save, they are prevented from speaking in any normal languages for 10 minutes; they can still write and understand any languages that they know.

18-19 The occultist may select one target for every two levels. Targets who fail their Willpower saves are prevented from speaking in any normal languages for 1d3 turns; they may still write with any languages that they know and can still understand the words of others.

20-23 The occultist may select one target per level. Targets who fail their Willpower saves are prevented from speaking in any normal languages for 1d3+CL turns; they may still write with any languages that they know and can still understand the words of others.

24-27 The occultist may target 1d3 creatures per level. Targets who fail their Willpower saves are prevented from writing and speaking in any normal languages for 2d3+CL turns. Victims cannot understand the words of anyone but the occultist who cast this incantation.

28-29 The occultist may select 2d3+CL targets. Targets who fail their Willpower saves are prevented from writing and speaking in any normal languages for 2d4+CL hours. Victims cannot understand the words of anyone but the occultist who cast this incantation.

30-31 The occultist may select 3d3+CL targets. Targets who fail their Willpower saves are prevented from writing and speaking in any normal languages for 2d4+CL days. Victims cannot understand the words of anyone but the occultist who cast this incantation.

32+ The occultist may select 4d4 +2 per CL targets. Targets who fail their Willpower saves are prevented from writing and speaking in any normal languages for 2d4+CL weeks. Victims cannot understand the words of anyone but the occultist who cast this incantation.

INSOMNIA

Level: 1 **Range:** 60' **Duration:** Varies **Casting Time:** 1 action **Save:** Will

General: This incantation prevents the target from sleeping, even if they desperately need the rest. The occultist can choose any lesser casting result on the results table. *Insomnia* does have the added benefit of protecting recipients from other mundane or magical effects that induce sleep (but not unconsciousness). Most mortal beings suffer gradually increasing levels of impairment based on how long they have gone without rest. For game purposes, this is set at a -1 penalty to all actions that applies to the target as soon as they hit 12 hours of being awake, then a cumulative -1 penalty on all actions for every additional six hours they have gone without normal, natural rest. In addition, after three days without natural sleep, the target will lose -1 Stamina per day until they can sleep naturally or they die as their Stamina reaches 0. The incantation's result may only add a few hours of enforced wakefulness, but it is the total number of hours the victim has been awake that is tallied for determining their action penalty. A victim that is knocked out or drugged into unconsciousness merely resets their insomnia penalty to -1 and 1 point of lost Stamina returns as soon as they regain consciousness or the drug wears off, assuming there is still effect time left on the *insomnia* spell.

Manifestation: Roll 1d6: (1) the target feels like their skin is crawling with ants that bite and sting any time they start to fall asleep; (2) every time the victim starts to fall asleep, an invisible imp or pixie hits them someplace painful enough to rouse the victim to wakefulness; (3-4) a sad, scraggly parrot appears upon the target's shoulder (only the target can see and hear this annoying little pest) and squawks loudly and sings offensive songs into the victim's ears, forcing them awake—these parrots cannot be dislodged, neither can they be slain, nor banished before the incantation has ended; (5) every time the target start to fall asleep, there is a loud screeching noise similar to the sound of a machine wailing like an angry injured child that only they can hear; (6) the target hears spirited music that they enjoy that never gets tiresome or tedious and keeps them going in spite of how tired they are (only the recipients can hear the music).

Corruption: The first time this corruption result occurs the occultist must succeed at a DC 8 Willpower save every time they try to sleep. The DC increases by 1 each time corruption is rolled. Failing this save means their sleep is poor and fragmented and does not allow for natural healing or recuperation; they do not regain lost spells until natural sleep is obtained.

Misfire: Any time this spell misfires, every living thing within 30' that has a need for sleep must succeed at a DC12 Willpower save or instantly fall asleep. This is normal and natural sleep and will disappear as soon as something happens to waken the sleeper (such as taking damage).

1	**Lost, failure, and worse!** Roll 1d6 modified by Luck: (0 or lower) major corruption + misfire; (1) corruption + misfire; (2) corruption; (3+) misfire.
2-10	**Lost. Failure.**
11	**Failure.**
12-13	One target within range must make a Willpower save with a DC equal to the spell check or they awake from sleep (if asleep) and are prevented from returning to sleep for 1d6 hours. The target can still be drugged or knocked into unconsciousness via normal means. When casting

the spell, the occultist must specify an interrupt condition which automatically releases the target from the incantation. For example, being kissed by a prince, smelling the fragrance of a rose, or hearing a clock strike midnight.

14-17 Up to two targets within range must make a Willpower save with a DC equal to the spell check or they are instantly awake (if asleep) and are prevented from returning to sleep for 2d6 hours. Targets can still be drugged or knocked into unconsciousness via normal means. When casting the spell, the occultist must specify an interrupt condition which automatically releases the targets from the incantation. For example, being kissed by a prince, smelling the fragrance of a rose, or hearing a clock strike midnight.

18-19 Up to three targets within range must make a Willpower save with a DC equal to the spell check or they are instantly awake (if asleep) and are prevented from returning to sleep for 4d6 hours. Targets can still be drugged or knocked into unconsciousness via normal means. When casting the spell, the occultist must specify an interrupt condition which automatically releases the targets from the incantation. For example, being kissed by a prince, smelling the fragrance of a rose, or hearing a clock strike midnight.

20-23 In addition to the result from 18-19, up to four targets are affected, and the time of wakefulness increased to 1d3 days. A single target may be chosen with effects lasting 1d7 days.

24-27 Up to eight targets within range must make a Willpower save with a DC equal to the spell check or they are instantly awake (if asleep) and are prevented from returning to sleep for 1d7 days, or one target can be placed in a supernatural state of insomnia for 2d7 days. Targets prevented from normal sleep can still be drugged or knocked into unconsciousness via normal means. When casting the spell, the occultist must specify an interrupt condition which automatically releases the targets from the incantation. For example, being kissed by a prince, smelling the fragrance of a rose, or hearing a clock strike midnight.

28-29 Up to 16 targets within range must make a Willpower save with a DC equal to the spell check or they are instantly awake (if asleep) and are prevented from returning to sleep for 2d7 days. Alternatively, one target can be placed in a supernatural state of insomnia with no save possible for 4d7 days. Targets suffering from non-supernatural insomnia can still be drugged or knocked into unconsciousness via normal means. When casting the spell, the occultist must specify an interrupt condition which automatically releases the targets from the incantation. For example, being kissed by a prince, smelling the fragrance of a rose, or hearing a clock strike midnight.

30-33 All chosen targets within range are instantly awake (if sleeping) and are prevented from returning to sleep for 2d7 days with no save possible. When casting the spell, the occultist must specify an interrupt condition which automatically releases the targets from the incantation. For example, being kissed by a prince, smelling the fragrance of a rose, or hearing a clock strike midnight.

34-35 All selected targets within sight are instantly awake (if sleeping) and are placed in a supernatural state of insomnia for 3d7 days with no save possible. When casting the spell, the occultist must specify an interrupt condition which automatically releases the targets from the incantation. For example, being kissed by a prince, smelling the fragrance of a rose, or hearing a clock strike midnight.

36+ Supernatural insomnia to all things: The occultist causes the world around them to remain

awake. All creatures within one mile are jolted into wakefulness, whether they want to be awake or not. Targets of 4 or fewer HD receive no save. The affected creatures include animals as well as people; both friendly and unfriendly creatures are affected. Plants are also affected. Those that close their petals or retract flowers at night behave as if it is daytime. The effect is supernatural in aspect and cannot be disturbed. At the judge's discretion, the incantation might even wake the dead within its area of effect. The affected world continues to remain awake until a specific interrupt condition occurs (e.g., the new moon rises, or 100 years have passed). Only powerful magic can end the effect sooner. If left in this state, victims die eventually, plants wither, and whole sections of the local biome will collapse.

INSTANT CACTUS

Level: 1 **Range:** Varies **Duration:** Permanent **Casting Time:** 1 round **Save:** Special

General: Through this incantation, an occultist can point to any appropriate patch of dirt within range and call forth one or more fully grown and mature cacti. The summoned plants are the same with each casting and are otherwise normal, permanent, and firmly rooted to their location. Shifting or moving them requires a minimum DC 20 Strength check and the determination to suffer a good deal of damage and pain. How the manifestation of this new cactus or patch of cacti affects the situation varies with the ingenuity of the occultist, but in general this incantation can create an instant obstacle or even a substantial barrier with a powerful manifestation. The ground at the feet of an opponent can be chosen by the occultist, forcing a Reflex save to avoid damage and painful entanglement. A failed save inflicts a minimum of 1d4 points of damage + the victim's Strength modifier. If the victim was moving at the time of contact, the impact is treated as a fall but without any broken bones. A failed Reflex save means the victim has become entangled with a cactus; holding still avoids further damage but immobilizes the victim with the threat of pain and a deep desire to not inflict further damage. Extrication from the cactus without further damage requires 2d6 rounds, a successful DC15 Reflex save, and still inflicts a -2 pain penalty on all actions until the victim can receive medical care.

Manifestation: When an occultist learns this spell, roll 1d8 to determine the type of cactus that manifests each time this spell is cast (roll 1d12+1 to determine its number of limbs): (1) Prickly Pear; (2) Organ Pipe; (3) Blue Myrtle-cactus; (4) Teddy Bear Cholla; (5) Fishhook Barrel; (6) Ocotillo; (7) Tree Cholla; (8) Saguaro.

Corruption: A corruption result causes one cactus of the type the occultist normally summons to sprout between their own feet, no matter what the type of ground they stand upon. The occultist must succeed at a DC15 Reflex save to avoid minimal damage (1d4) and entanglement with the cactus. The cactus is also animated, angry, and won't be satisfied until it has killed or at least severely injured the fumble-fingered occultist. It will persist until it succeeds at killing its creator or is itself destroyed, sufficiently impeded, or detained. It draws its nourishment from another dimension, and if it succeeds at killing its creator, it will go on to become a roaming monster.

Angry Cactus(1): Init +4; Atk wallop +4 melee (1d4+3 piercing); AC 12; hp 3x as much as the caster; MV 30'; Act 2d20; SP blindsight 60', no need to sleep or eat; SV Fort as the caster, Ref as the caster, Will as the caster; Path WtL

Misfire: A misfire causes the occultist to incur a permanent -1 penalty to any action roll (including

the casting of this incantation) and save rolls when dealing with or trying to avoid interacting with a cactus of any kind. The penalty increases by 1 each time misfire is rolled.

1 **Lost, failure, and worse!** Roll 1d6 modified by Luck: (0 or lower) major corruption + misfire; (1) corruption + misfire; (2) corruption; (3+) misfire.

2-10 **Lost. Failure.**

11 **Failure.**

12-14 The incantation calls forth one cactus of the type normally summoned by the occultist.

15-17 The incantation calls forth 1d3 cacti of the type normally summoned by the occultist; each additional cactus sprouts up randomly within 10' of the first.

18-19 The incantation calls forth 1d3+1 cacti of the type normally summoned by the occultist; each additional cactus sprouts up randomly within 15' of the first.

20-23 The incantation calls forth 1d5+1 cacti of the type normally summoned by the occultist; each additional cactus sprouts up where the occultist wants them, but additional cacti must be within 20' of the first.

24-27 The incantation calls forth a number of cacti equal to 1d7+CL of the occultist. They are of the type normally summoned by the occultist; each additional cactus sprouts up where the occultist wants them, but additional cacti must be within 25' of the first.

28-29 The normal range of the incantation is doubled and it calls forth a number of cacti equal to 2d8+CL of the occultist. They are of the type normally summoned by the occultist; each additional cactus sprouts up where the occultist wants them, as long as they are within the incantation's range.

30-31 The normal range of the incantation is doubled and the occultist calls forth enough cacti to form a number of 30' long "hedge walls" equal to their CL+3. These walls of cacti are anchored and self-supporting and any damage inflicted by these cacti is increased by +1d; the DC for extrication and the lingering pain penalty are increased by 1.

32-33 The normal range of the incantation is tripled and the occultist calls forth enough cacti to form a number of 60' long "hedge walls" equal to their CL+5. These walls of cacti are anchored and self-supporting and any damage inflicted by these cacti is increased by +2d; the DC for extrication and the lingering pain penalty are increased by 2.

34-35 The normal range of the incantation is tripled and the occultist calls forth enough cacti to form a number of 90' long "hedge walls" equal to their CL+8. These walls of cacti are anchored and self-supporting and any damage inflicted by these cacti is increased by +3d; the DC for extrication and the lingering pain penalty are increased by 3.

36+ Cactus maze! The normal range of the incantation is quadrupled and the occultist calls forth enough cacti to form a maze that fits within the confines of the incantation's maximum range. The walls of cacti that form the maze are anchored and self-supporting. Any damage dice used by these cacti are increased by +3d, and the DC for extrication and the lingering pain penalty are increased by 3. The maze can have halls, doorways, defined spaces for rooms, but is open to the sky and must have at least one entrance and exit to qualify as a maze. The

Intelligence check DC for victims to pick the right direction to find their way to an exit from within the maze or to find a specific point within the maze is equal to the Intelligence score of the occultist that designed the maze + 5.

MAGIC LASSO

Level: 1 **Range:** Varies **Duration:** Varies **Casting Time:** 1 round **Save:** Varies

General: The caster pulls energies from the winds of magic and shapes the raw essence into a lasso.

Manifestation: Roll 1d4: (1) a small glowing spiral appears before the caster, growing in length and thickness until resembling a glowing lasso; (2) the caster reaches towards the sky just as a stroke of lightning strikes from the heavens, leaving the caster with a lasso crackling with arcane energy (caster takes 1 point of damage from the discharge); (3) caster's belt comes to life, unraveling itself to allow for growth (if no belt is worn, some other article of clothing heeds the call); (4) the lasso arrives through a dimensional portal, finding the caster's hand (unfortunately, the creature currently attached to the lasso isn't feeling agreeable and attacks randomly for 1d6 rounds [init +0; HD 1d8; hp 6; MV 20'; Act 1d20; SV Fort +1, Ref +1, Will +0; WtL] until it discorporate and returns home).

Corruption: Roll 1d10 modified by Luck: (0-1) caster's body unravels like cloth for the duration of the spell (roll d%, on a 51-00 the caster loses any actions but gains a +6 to AC) losing all actions; (2-3) caster finds their hair growing at such a rate that it blinds or trips them unless a DC 10 Reflex save is passed for each round of the spell; (4-5) caster is caught in a dimensional anomaly and vomits rope at the rate of 5' per round for 1d10 rounds (the caster suffers a -1d penalty to all actions for the duration); (6-7) a giant net formed from arcane energy drops on all within 50', entangling any failing a DC 12 Reflex save (entangled targets can do nothing until the save is passed and count as being prone); (8-9) caster's hair is used as the main component for the spell, leaving them permanently bald; (10+) an inky-black portal to one of the lower planes opens up to allow a demon to step through and lasso the caster, pulling them back into their lair, with the caster returning 1d4 rounds later, finding their Grit score permanently reduced by half (round down) due to the unspeakable horrors witnessed over the span of several years (time is measured differently in Hell, after all).

Misfire: Roll 1d4: (1) caster trips and is prone as the lasso dances at their feet; (2) the lasso manifests over the caster's head, just before cinching down on their neck, and they are jerked off their feet and held mid-air at the height of 10' for 1d4 rounds (each round inflicts 1d4 Stamina damage from choking); (3) the lasso momentarily forms, moving with lightning-quick speed as it attempts to entangle as many of the caster's allies as possible (each ally must pass a DC 14 Reflex save or immediately land prone from being tripped); (4) Several arcane lassos manifest, attempting to lasso any arms currently holding melee or ranged weapons (all targets within a 30' area are affected and must pass a DC 16 Reflex save to avoid having all weapons being held jerked free and slung 1d20' away).

1 **Lost, failure, and worse!** Roll 1d6 modified by Luck: (0 or lower) major corruption + misfire; (1) corruption + misfire; (2) corruption; (3+) misfire.

2-11 **Lost. Failure.**

12-13 A glowing 50' lasso appears coiled in the caster's hand. Caster counts the lasso as a "signature

weapon" for the duration of the spell, and it may be thrown up to 40' away. Targets struck are considered grappled until a DC 12 Strength check is passed. The lasso remains for 1 turn.

14-17 A glowing 50' lasso appears coiled in the caster's hand. Caster counts the lasso as a "signature weapon" for the duration of the spell, and it may be thrown up to 40' away. Targets struck are considered grappled until a DC 14 Strength check is passed. As an additional effect, the lasso may be used to trip targets. Tripped targets must pass a DC 14 Reflex save or become prone until a full action is spent to stand. The lasso remains for 1 turn.

18-19 A glowing 100' lasso appears coiled in the caster's hand. Caster counts the lasso as a "signature weapon" for the duration of the spell, and it may be thrown up to 80' away. Up to 1d4 targets may be struck as the lasso falls wide before cinching tight. Struck targets are considered grappled until a DC 15 Strength check is passed. The lasso remains for 1d2 turns.

20-23 A glowing 150' lasso appears coiled in the caster's hand. Caster counts the lasso as a "signature weapon" for the duration of the spell, and it may be thrown up to 120' away. Up to 1d6 targets may be struck as the lasso falls wide before cinching tight. Struck targets are considered grappled until a DC 16 Strength check is passed. In addition, the rope may be commanded to do basic rope tricks. For the duration of the spell, the caster gains a Rope die starting at a d3 and is increasing +1d per CL. Before using the rope for some cowboy "trickery" the caster rolls the Rope die; a result of 3 or higher results in a success ("I'll send the rope down the canyon to lasso my falling companion and bring her back to the ledge!"). The lasso remains for 1d3 turns.

24-27 In addition to the results from 20-23, the rope will catch ranged attacks directed at the caster. To catch projectiles, the caster makes a ranged-attack roll (with a +6 bonus) to match or beat the enemy's attack roll. Any object may be caught, including bullets. Snagged objects fall harmlessly to the ground. The lasso remains for 1d4 turns.

28-31 In addition to the results from 24-27, the rope will return caught projectiles back towards the source. Caster must make an out-of-turn, ranged-attack roll with a +4 bonus (this takes the place of their next action by initiative). Targets struck suffer standard damage for the type of weapon they used, and any natural 19-20 result is considered a critical hit using a d6 crit die. The lasso remains for 1d5 turns.

32+ Caster's body transforms, becoming 200' of coiled, glowing rope. Caster may use any of the previous listed abilities; in addition to scaling cliff walls effortlessly. The caster is considered to have two lassos and the Rope die is improved to a d5 +1d/CL. DC's to avoid tripping and grappling are increased to 18, and snatched weapons sent back towards their source gain a +8 bonus to catch and return the projectiles. The lasso-transformation remains for 1d6 turns.

NINE LIVES

Level: 1 **Range:** Varies **Duration:** Varies **Casting Time:** 1 round **Save:** N/A

General: The caster forms an arcane field of protective energy that serves as a buffer from fatal blows.

Manifestation: Roll 1d4: (1) indigo smoke pours from the mouth of the caster, moving to protect the caster; (2) arcane energy crackles and forms around the caster, resembling medieval armor; (3)

ghostly cats appear around the caster, screeching and howling in anger from being pulled from their den located in other-dimensional Uthar; (4) caster doubles over on all fours and hacks up a shadow duplicate of themselves that helps deflect attacks.

Corruption: Roll 1d10 modified by Luck: (0-1) caster's eyes become cat-like, granting night vision (during moments of stress, a DC 8 Willpower save must be passed to avoid hissing and doing nothing but cleaning oneself, much like a cat for 1d6 rounds); (2-3) caster grows a feline tail that constantly twitches and sways dependent upon their mood; (4-5) caster develops a major phobia of water and hates getting wet; (6-7) caster's hands morph into the paws of a cat (the claws inflict 1d5 damage and add +4 to climb checks), all physical actions involving handling objects are made at -1; (8-9) caster grows long white whiskers, imposing a -1 to all interaction rolls (trimming the whiskers causes 24 hours of vertigo, leaving the caster unable to function until they grow back 1d4 days later); (10+) caster grows a set of feline canines, gaining a bite attack (1d5 damage) and a taste for live rats (spotting a juicy morsel calls for a DC 12 Willpower save to avoid dropping everything and chasing the future snack).

Misfire: Roll 1d4: (1) the arcane energy summoned works against the caster, granting all attacks aimed at the source of the spell a +2; (2) 1d6 angry black cats are summoned and immediately attack the caster (the cats inflict no real damage but distract the caster so much that all physical actions are made at -1d); (3) all damage absorbed is reflected into a random ally instead; (4) caster is temporarily transformed into a normal-sized black cat—while retaining hit points, all other stats are reduced accordingly; the change lasts for 1d6 rounds.

1	**Lost, failure, and worse!** Roll 1d6 modified by Luck: (0 or lower) major corruption + misfire; (1) corruption + misfire; (2) corruption; (3+) misfire.
2-11	**Lost. Failure.**
12-13	The caster is protected by an arcane barrier that reduces all damage suffered by -1d (for example, a sword that would normally inflict 1d8 now inflicts 1d6 damage). The spell lasts for 1d4 + CL rounds.
14-17	The caster is protected by an arcane barrier that reduces all damage suffered by -2d. The spell lasts for 1d6 + CL rounds.
18-19	Nine shadowy felines appear and serve to block attacks aimed at the caster. On any successful attack, the felines leap to intercept the attack, reducing damage suffered by half. Each time an attack is intercepted, a cat vanishes in a poof and hiss. The spell lasts until no felines remain or 1 turn has passed.
20-23	Nine shadowy felines appear and serve to block attacks aimed at the caster and any ally within 10' of the caster. On any successful attack, the felines leap to intercept the attack, reducing damage suffered by half. Each time an attack is intercepted, a cat vanishes in a poof and hiss. The spell lasts until no felines remain or 1 turn has passed.
24-27	Nine shadowy felines appear and serve to block attacks aimed at the caster and all allies within 20' of the caster. On any successful attack, the felines leap to intercept the attack, reducing damage suffered by half. Each time an attack is intercepted, a cat vanishes in a poof and hiss. The spell lasts until no felines remain or 1 turn has passed.
28-31	In addition to the result from 24-27, the caster gains the ability to cheat death. If any attack

would result in reducing the caster's hp to 0, they will instead be reduced to 1 hp and immediately be teleported 1d100' away in a random direction. The spell lasts for 2 turns or until all shadow cats have been used.

32+ In addition to the result from 28-31, attacks have a 50% chance of rebounding on their attacker.

OBSCURING MIST

Level: 1 **Range:** 150'+50'/CL **Duration:** Varies **Casting Time:** 1 round **Save:** Varies

General: This incantation generates a thick and heavy mist that erupts from the center of the effect to fill the area for the spell's duration. Spells with wind effects will disperse the mists in 1d4 rounds. The mist is magical by nature and blocks all vision to enemies within (but not for allies or the caster).

Manifestation: *(roll again every time the incantation manifests)* Mists appear with the sound of… Roll 1d6: (1) flatulence; (2) ghostly moans; (3) eerie organ music; (4) silvery chimes; (5) a thunderclap; (6) screams of anguish—the sounds continue periodically as the cloud replenishes itself during the spell's duration—roll 1d8 to determine the color of the mist: (1) red; (2) orange; (3) yellow; (4) green; (5) blue; (6) indigo; (7) violet; (8) purple.

Corruption: Roll 1d10 modified by Luck: (0-1) caster's eyes begin to billow a black mist that takes a demonic shape (caster is effectively blinded for 1d4 rounds, and all allies suffer a -1 to rolls due to the malevolent force in the mists); (2-3) spell will go off with a d12+5 result at some random point down the road (judges should roll randomly for remaining encounters to determine when the mists appear—all living targets are affected, and the spell will be centered at a point that will affect the most targets); (4-5) mists are semi-sentient and cling to the caster, making them the center point of the spell; (6-7) caster momentarily turns into a mist for 1d10 rounds (while in mist form the caster can only drift at 10' per round); (8-9) mist is semi-sentient and angry at being pulled from the elemental realms and attacks the caster each round, choking them for 1d4 temporary Stamina damage per round for 1d6 rounds or until a DC 15 Willpower save can be passed; (10+) one of the caster's arms permanently transforms into a crimson mist (the appendage can be used for nothing but spellcasting).

Misfire: Roll 1d4: (1) mists are acidic to the caster and inflict 1d4 damage per round for 1d6 rounds; (2) mist takes a humanoid form and follows the caster for the next d7 days (the mist constantly tries to distract the caster causing a -1 penalty to all spell checks while the mist is present); (3) temporal phlogiston fills the area for 1d8 rounds (for each round, roll randomly to determine one ally who turns into a helpless mist that can do nothing but drift 10' the round they're affected); (4) mist manifests, taking the form of a squidlike head with reaching tentacles (up to eight allies must immediately pass a DC 16 Grit check as each tentacle wraps a separate ally, including the caster—failed Grit checks result in an immediate loss of 1d6 Grit points and a Hex token as characters see what awaits them with the inevitable release of the Elder Gods).

1 **Lost, failure, and worse!** Roll 1d6 modified by Luck: (0 or lower) major corruption + misfire; (1) corruption + misfire; (2) corruption; (3+) misfire.

2-11 **Lost. Failure.**

12-13 The occultist summons a mist with a volume of 10' + 5' per CL. All within the mists suffer a -2 penalty on ranged attacks or skill rolls that require sight. The mists last for 1d8+CL rounds.

14-17 The occultist summons forth a mist with a volume of 20' + 10' per CL. All within the mists suffer a -4 penalty on ranged attacks or skill rolls requiring sight. The mists last for 1d10+CL rounds.

18-19 The occultist summons forth a mist with a volume of 30' + 15' per CL. All within the mists suffer a -1d penalty on ranged attacks or skill rolls requiring sight. The mists last for 1d10+CL rounds.

20-23 The occultist summons forth a mist with a volume of 30' + 10' per CL. All within the mists suffer a -1d penalty on ranged attacks or skill rolls requiring sight. Additionally, enemies within the mists suffer from the acidic nature of the mists with a successful DC 12 Fortitude save halving damage otherwise targets suffer 1d6 damage each round. The mists last for 1d10+CL rounds.

24-27 The occultist summons forth a mist with a volume of 40' + 10' per CL. All within the mists suffer a -1d penalty on ranged attacks or skill rolls requiring sight. Additionally, enemies within the mist suffer from the acidic nature of the mists with a successful DC 12 Fortitude save halving damage otherwise targets suffer 1d8 damage each round. The mists last for 1d10+CL rounds.

28-29 The occultist summons forth a mist with a volume of 50' + 10' per CL. All enemies in the mists suffer a -1d penalty on ranged attacks or skill rolls requiring sight. Additionally, enemies within the mist suffer from the acidic nature of the mists with a successful DC 12 Fortitude save halving damage otherwise targets suffer 1d8 damage each round. The mists last for 1turn.

30-31 In addition to the result from 28-29, they can now "blink" in and out each round and move the mist by 30' a round. Blinking allows the caster to vanish and pick any spot within the mists to reappear on the following round. The mists last for 1 turn.

32+ Caster summons forth mist covering one mile per CL. The caster is linked to the mists and may listen or watch any specific point within the mist they desire. Additionally, the caster may blink to any spot where the mists touch. Blinking takes one round with the caster reappearing on the following round. All enemies suffer a -1d to actions requiring sight in addition to Willpower saves with a DC equal to the spell check as they're overcome with a feeling of dread. Allies of the caster are unaffected by the mists and can communicate verbally with the caster as long as they remain in the mists. Mists last 1d3 turns.

RENDING

Level: 1 **Range:** Varies **Duration:** Permanent **Casting Time:** 1 round **Save:** Special

General: An occultist can use this incantation to damage objects, generally of a simple and mundane nature. At greater levels of power, this incantation can affect complex and even magical objects at great range. Once rended, the object imposes a penalty upon any armor class, skill checks, attacks, and damage made using the damaged item. The judge determines any additional side effects from

the damage done to the item where necessary. The occultist must concentrate upon the target for 1 round per size category of the item (which is determined by the judge): tiny- 1 round, small- 2 rounds, medium- 3 rounds, large- 4 rounds, huge- 5 rounds, gargantuan- 6 rounds. If attacked or interrupted, the caster must succeed at a DC 15 Intelligence check or the incantation misfires. Damage caused or systems disrupted by the spell are permanent but can be repaired normally.

Manifestation: Roll 1d8: (1) the target is pelted by scores of tiny meteors; (2) the target is assaulted by a flock of demonic geese that bite and peck with violent abandon; (3) the object glows violent-pink, then melts or is otherwise damaged slightly; (4) target is enveloped momentarily in an acidic cloud that leaves it pitted and damaged; (5-6) the object disappears, then reappears in worn and shabby condition; (7) a swarm of clockwork bugs attacks the item, leaving it torn and battered; (8) the targeted item fragments with bits falling apart and reforming poorly in a matter of moments.

Corruption: All of the occultist's equipment suffers a -1 penalty to any roll they would provide a bonus for. Magic items are entitled to a DC15 Fortitude save roll with a bonus equal to their attack modifier or the level of incantation that created the item. This penalty is cumulative with further corruptions and is applied immediately to any new equipment. Furthermore, this damage is permanent and remains even if the occultist sells their equipment.

Misfire: Roll 1d6: (1) one randomly targeted item no larger than a house-cat is restored to pristine condition; (2) all enemies within 20' have their equipment polished and repaired to maximum effectiveness, granting them a +1 bonus to attacks, armor class, and damage for the next hour; (3) all of the (non magical) equipment of one of the occultist's allies within 20' suffers a permanent -1 penalty when used for skill checks, attacks, damage, or armor class until repaired; (4) all precious metals and gems owned by the occultist and their allies within 20' have their impurities and flaws enhanced, which decreases their value by 20%; (5) one of the occultist's allies has all of their (non magical) equipment glow with sickly green light as the items each split into two identical sets of items (the new items all impose a -1 to all actions they are used in and worst of all, the new items are nearly impossible to distinguish from the character's original items); (6) occultist suffers a minor but aggravating wound as their flesh rends, which causes no damage but inflicts a -2 penalty to all rolls for 10 minutes per CL.

1 **Lost, failure, and worse!** Roll 1d6 modified by Luck: (0 or lower) major corruption + misfire; (1) corruption + misfire; (2) corruption; (3+) misfire.

2-10 **Lost. Failure.**

11 **Failure.**

12-17 The occultist causes a minor defect in a simple object of non-magical, non-sentient nature. The object impaired must be of a single material, is no more than one cubic foot in volume, and contains no moving parts or complex mechanisms. The defect imposes a -1 penalty to its use. *Examples: torn shirt, dent in a cannon causing the aim to be off, cause a fracture in a normal sword, or snap a bow or bow string.*

18-19 The occultist causes a major defect in a simple object of non-magical, non-sentient nature. The item must be of a single material, is no more than one cubic foot in volume, and contains no moving parts or complex mechanisms. The object is rendered useless until it is repaired or replaced.

20-24 The occultist breaks up to one normal, complex, non-magical, non-sentient object with moving parts and multiple elements. Trying to use the object will impose a -1d penalty to any roll that it is used in until it is replaced or repaired. *Examples: guns, locks, clocks, safe.*

25-27 The occultist sabotages up to a large, complex object of mundane origin, with moving parts and multiple elements within 100'. Objects can have a weight or volume up to four times the occultist's person. Objects of this size receive a Fortitude save with a DC equal to the spell check and receive no damage if passed; on a failure the object imparts a -3d penalty to any roll made with the item until it is repaired. *For example: the occultist could crumble a statue to chunks, shatter a wagon to pieces, or cause a steam engine to seize.*

28-29 The occultist renders useless up to a very large, complex object of mundane origin, even if it has moving parts and multiple elements at a range of up to 120'. Objects of this size receive a Fortitude save with a DC equal to the spell check and receive no damage if passed; on a failure, the object can not be repaired but could be rebuilt. *For example: the occultist could tear chunks from the battlements of a tower with this incantation or cause a train to fall apart.*

30-31 The occultist destroys up to huge objects of great complexity at a range of 150', even if they are magical in nature or sentient. This incantation will affect magical or sentient objects up to a +1 magical enhancement (or similar properties as decided by the judge) with a DC 15 Fortitude save negating the effects of the spell. The object affected by the spell can not be repaired or rebuilt. *For example: the occultist could tear apart a large sailing vessel, the walls of a fort, or level a small town with this incantation.*

32+ The occultist permanently destroys up to gargantuan objects, even if they are complex, magical, or sentient in nature, at a range of 250'. This incantation will affect magical or sentient objects up to a +2 magical enhancement (or similar properties as decided by the judge) with a DC 13 Fortitude save negating the effects of the spell. The object affected by the spell can not be repaired or rebuilt. *For example: the occultist could collapse a mountain or level a large city.*

RICOCHET

Level: 1 **Range:** Varies **Duration:** Varies **Casting Time:** 1 round **Save:** Varies

General: The caster weaves a mystic barrier specifically attuned to lead and other compounds used to create ammunition. The barrier acts to repel gun shots fired at the caster, often with chaotic results.

Manifestation: Roll 1d4: (1) a shimmering field appears around the caster; (2) caster's skin changes to lead, improving AC by +6 and reducing movement by 20'; (3) a swarm of organic-metal wasps arrive and deflect shots fired at the caster, but they distract your allies, causing a -1 to all their rolls while the spell is in effect; (4) storm clouds with charged, arcane lightning form in the area above the caster as the lightning bolts strike out in response to shots fired at the caster, disintegrating the rounds in mid-air.

Corruption: Roll 1d4 modified by Luck: (0-1) bad luck follows the caster during any time they are around gunfire—during any misfire the caster is involved with, the caster must roll 1d10 and on a 1 the attacker strikes the caster instead of the standard roll on the misfire chart; (2) the caster finds any attack rolls made with a firearm actually misfire on a natural 1 or 2 instead of the usual natural 1; (3)

a gun spirit takes offense to the use of this spell and follows the caster around for the rest of their life (any firearms that successfully strike the caster gain a +1d modifier to the damage roll); (4+) An electrically charged field causes all ammunition within a 30' area to spontaneously fire, causing 1d4 damage for every five bullets (round down) carried by those affected.

Misfire: Roll 1d4: (1) the field is reversed, attracting bullets, even those not aimed at the caster (if any ranged-attack roll is an odd-numbered result, the bullet strays towards the caster, calling for another attack roll to determine if the caster is struck); (2) one of the caster's fingers turns to lead each time this result is rolled (the finger is useless and imposes a cumulative -1 penalty to all physical rolls, including spell checks that use the hand); (3) arcane interference permeates a 30' area surrounding the caster, and all firearms discharged in the area flip two cards from a Gun deck to determine misfires; (4) A crackling field of indigo energy surrounds the caster, and the first shot aimed at the caster will automatically hit, after which the field dissipates.

1	**Lost, failure, and worse!** Roll 1d6 modified by Luck: (0 or lower) major corruption + misfire; (1) corruption + misfire; (2) corruption; (3+) misfire.
2-11	**Lost. Failure.**
12-13	The first bullet in each round to successfully strike the caster is redirected at a randomly determined target, be it friend or foe. If the attack roll from the initial shot is high enough to strike the new target's AC, determine damage as normal. Any sort of ammunition for firearms can be affected. Spell lasts 1d6 rounds.
14-17	The caster can deflect up to 1d4 bullets each round that would normally strike true. Redirected bullets potentially hit random targets, be it friend or foe. If the attack roll from the initial shot is high enough to strike the new target's AC, determine damage as normal. Any sort of ammunition for firearms can be affected. The spell lasts 1d6 rounds.
18-19	In addition to the result from 14-17, the caster may choose the targets for any bullets deflected from the arcane barrier. The caster must roll to strike the chosen target using any Intelligence modifier in place of any ranged attack bonus to simulate forcing their will on redirecting the bullets. The spell lasts for 1d6+CL rounds.
20-23	The arcane barrier will deflect the first bullet to successfully strike the caster and those directed at up to 1d4 allies chosen by the caster for each round of the spell's duration. Deflected bullets will strike a randomly determined friend or foe if the original attack roll matches or beats the new target's AC. Roll for standard damage if the deflected bullet finds its new mark. The spell lasts for 1d8 rounds.
24-27	In addition to the result from 20-23, 1d4 bullets may be deflected by each protected ally per round. The spell lasts for 1d10 rounds.
28-31	In addition to the result from 24-27, larger weapons can be affected and redirected. Rounds up to the size of a cannonball can be redirected using the same mechanics as for bullets.
32+	All shots that successfully strike the caster or any ally within a 30' area are automatically redirected to new targets chosen by the caster. No attack roll is needed, and any sized metal-based ammunition can be affected. The spell lasts for 1 turn.

ARMOR OF DARKNESS

Level: 2 **Range:** Self **Duration:** 1d6+CL turns **Casting Time:** 1 round **Save:** N/A

General: This incantation shrouds the caster in a shifting array of dense, black shadows that hide them, and on command, will obscure their face as well. These shifting shadows grant the caster a +3 modifier to any *stealth* or *hiding* checks and reduces any damage or penalties from sunlight by 1 point per level of the occultist. Frequently used by creatures sensitive to sunlight, the incantation is also a favorite of folks that must spend time in a desert and are in need of protection from the sun. The armor doesn't impede the wearer in any way, grants a modifier to armor class, and bestows other tertiary benefits based on the spell check results.

Manifestation: Roll 1d6: (1) the ground opens beneath the caster, dunking them in a pool of sticky, black swirling shadows, before they are ejected from the pool with a rude noise and are covered head-to-toe in rubbery, tough shadows that form a spiky armor; (2) the caster steals the shadows (which will be returned when the spell ends) from their local environment to create the armor; (3-4) a strange being that resembles a prairie-dog, but nearly 3' tall, pops out of the ground with a hose that sprays a black, viscous goop onto the caster; (5) all of the shadows within a 20' radius expand and stretch to enwrap the caster, then retreat, leaving the armor in place; (6) the armor is of a style and design preferred by the caster that creates it and appears on the caster at the end of the casting time.

Corruption: The first time this corruption manifests it causes the caster to suffer 1d3 points of damage from sunlight for each hour exposed for the next 1d24 hours. Thereafter, each time this incantation is rolled it increases the amount of damage and time the caster suffers from sunlight by an additional die (1d3 damage for 1d24 hours the first time, 2d3 damage for 2d24 hours the second time, 3d3 damage for 3d24 hours the third time, etc.).

Misfire: Each time this incantation misfires there is a tremendous flash of bright light; all within a designated radius must succeed at a Luck check to have closed their eyes in time to avoid the flash. Roll 1d6 modified by Luck to determine the radius of the light and effect: (0-1) 100' and inflicts a -5 penalty on ranged combat and actions that require vision or Agility; (2) 75' and inflicts a -4 penalty on ranged combat and any actions that require vision or Agility; (3-4) 50' and inflicts a -3 penalty on ranged combat and any actions that require vision or Agility; (5) 25' and inflicts a -2 penalty on ranged combat and any actions that require vision or Agility; (6+) 15' and inflicts a -1 penalty on ranged combat and on actions that require vision or Agility.

1	**Lost, failure, and worse!** Roll 1d6 modified by Luck: (0 or less) corruption + misfire; (1-2) corruption; (3+) misfire.
2-11	**Lost. Failure.**
12-13	**Failure.**
14-15	The spell provides a +3 bonus to stealth and hiding checks, reduces damage and penalties from sunlight by 1 point, grants a +1 to the caster's Armor Class, and the wearer can see in the dark out to 60'.

16-19 In addition to the result from 14-15, it now grants a +2 to the caster's Armor Class and reduces their damage or penalties from sunlight by 2 points per CL.

20-21 In addition to the result from 16-19, the ability to see in the dark is extended to 70', and they are granted a +1 bonus to saves against the spells cast by revelators on the Path of the Righteous as well as from the spell-like powers from similarly aligned supernatural or extraplanar beings.

22-25 In addition to the result from 20-21, it now grants a +3 to the caster's Armor Class and reduces their damage or penalties from sunlight by 3 points per CL.

26-29 In addition to the result from 22-25, the ability to see in the dark is extended to 80', and they are granted a +2 bonus to saves against the spells cast by revelators on the Path of the Righteous as well as from the spell-like powers from similarly aligned supernatural or extraplanar beings.

30-33 The spell provides a +3 bonus to stealth and hiding checks, reduces damage and penalties from sunlight by 3 points, grants a +4 to the caster's Armor Class, and the wearer can see in the dark out to 80'. They have a +2 bonus to saves against the spells cast by revelators on the Path of the Righteous as well as from the spell-like powers from similarly aligned supernatural or extraplanar beings. The effects are granted to allies within a 10' radius of the caster.

34-35 In addition to the result from 30-33, the caster's armor class increases to +5, and the spell effects extends to all allies within a 20' radius of the caster.

36+ The ultimate casting of this spell has the effects from result 34-35 with the ability to see in the dark extended to 100', and spell effects are now granted to all allies within 50'. The caster is now immune to all damage and penalties from sunlight that grants a lesser effect to allies within 50' (who now reduce damage and penalties from sunlight by 3 points).

CACTUS JACK

Level: 2 **Range:** Varies **Duration:** Varies **Casting Time:** 1 round **Save:** Varies

General: A cactus spirit from the Near of the spirit world bonds with the caster, allowing the mortal to assume some of the spirit's traits.

Manifestation: Roll 1d4: (1) caster's skin immediately takes on an emerald hue that lasts for 1d24 hours; (2) caster's blood is transformed into a nourishing cactus milk that may be bled out and imbibed for healing (for each hit point sacrificed, up to three doses can be made that heals 1d3 hit points each) and lasts for 1d10 rounds; (3) caster's skin immediately grows thousands of painful cactus needles (caster takes 1d3 damage) that are unleashed in a spray, causing 1d3 damage to all within a 20' radius (pass a DC 15 Reflex save to negate); (4) 1d10 cacti sprout from the ground at the caster's feet and provide a dose of cactus milk each if harvested.

Corruption: Roll 1d10 modified by Luck: (0-1) caster's skin takes on a permanent green hue, causing a -1d penalty to all human interaction rolls; (2-3) caster becomes rooted to the spot for 1 turn; (4-5) caster absorbs a portion of the plant's intelligence permanently and becomes "alien" with emotional

responses, often seeming cold and uncaring (any human interaction roll is made at a -1d penalty), and as a side effect, the caster gains a permanent +2 Willpower save bonus against all attacks affecting the mind from non plant-based sources; (6-7) for 1d8 days, one of the caster's arms is replaced by a cactus arm that may be used in melee and counts as a signature weapon that inflicts 1d8 damage from painful needles—however, spellcasting suffers a -1d penalty; (8-9) caster's limbs begin to swell with cactus milk, causing obvious deformity and an embarrassing sloshing sound (caster's Movement is reduced to 10' and all physical actions suffer a -2d penalty) that lasts for 1d6 hours; (10+) caster is transformed into a pod of cactus seeds and must be planted in suitable soil to regrow (each day roll 1d4 as the cactus begins an accelerated growth pattern, slowly taking the form of the caster over the time it takes for the accumulated roll to equal their Stamina).

Misfire: Roll 1d4: (1) caster immediately begins vomiting cactus milk for 1d6 rounds and is stunned for the spell duration; (2) several cacti sprout from the ground to unleash a volley of sharp needles, all directed at the caster who is struck by 1d10 needles, suffering 1d3 damage per needle; (3) an unquenchable thirst overcomes the caster who must spend their following actions drinking the equivalent of two canteens worth of water before any normal action may be performed; (4) for 1 turn, the caster is plagued by random, sprouting patches of needles that push through their skin and inflict 1 point of damage each round (the distraction causes a -3 penalty to all rolls for the turn).

1 **Lost, failure, and worse!** Roll 1d6 modified by Luck: (0 or less) major corruption + misfire; (1-2) corruption, (3+) misfire.

2-11 **Lost. Failure.**

12-13 **Failure.**

14-17 Caster's skin develops a thick, wax-like texture that grants a +4 AC bonus. The spell lasts 1 turn.

18-19 Caster sprouts large needles from both arms. The needles can be used as a vicious melee weapon (1d8 piercing damage) or 1d6 needles can be shot at a range of 30' (1d3 piercing damage per needle). Melee and missile attacks are made at a +4 bonus when using the needles. Their skin's wax-like texture grants a +4 AC bonus. The spell lasts for 1 turn.

20-23 In addition to the result from 18-19, their entire body sprouts needles. Any target successfully striking the caster in melee suffers 1d8 piercing damage and must pass a DC 13 Willpower save to strike the caster in the first place. Note, even animals with a low intelligence will recognize the threat of attacking the caster. The spell lasts for 2 turns.

24-27 In addition to the result from 20-23, the caster's armor bonus is increased to +6, and 1d10 needles are fired to a range of 50' (1d3 piercing damage per needle). In addition, needles store the hallucinogen mescaline. Targets suffering damage from a needle must immediately pass a DC 12 Fortitude save or fall victim to a psychedelic trip. Affected are stunned for 1d3 turns. The spell lasts for 2 turns.

28-31 In addition to the result from 24-27, gain the ability to use cacti in the area as a form of dimensional travel called "cactus jumping." By stepping through a cactus, the caster may re-appear from a different cactus within 300'. The spell lasts for 3 turns.

32+ Their entire body sprouts needles. Any target successfully striking the caster in melee suffers 1d8 piercing damage and must pass a DC 13 Willpower save to strike the caster in the first place. Note, even animals with a low intelligence will recognize the threat of attacking the caster. The needles can be used as a vicious melee weapon (1d8 piercing damage) or 1d12 needles can be shot at a range of 50' (1d8 piercing damage per needle). In addition, needles store the hallucinogen mescaline. Targets suffering damage from a needle must immediately pass a DC 16 Fortitude save or fall victim to a psychedelic trip. Affected are considered stunned for 1d3 turns. Melee and missile attacks are made at a +4 bonus when using the needles. Their skin's wax-like texture grants a +10 AC bonus. They gain the ability to use cacti in the area as a form of dimensional travel called "cactus jumping." By stepping through a cactus, the caster may re-appear from a different cactus within one mile. The spell lasts for 3 turns. The spell lasts for 4 turns.

GHOST IRONS

Level: 2 **Range:** Varies **Duration:** Varies **Casting Time:** 1 round **Save:** Varies

General: The caster shapes arcane energies into floating firearms controlled by thought alone.

Manifestation: The firearm floats in the air, glowing with colorful energies. The type of firearm is determined by the spell check result. The glowing colors are determined by the caster.

Corruption: Roll 1d8 modified by Luck: (0-1) caster always smells of discharged gunpowder; (2-3) one of the caster's teeth are replaced by a brass cartridge that will magically fit any type of firearm (pulling the tooth will leave a hole that regrows the cartridge in 24 hours and causes 1 point of damage) and is startling enough to cause a -1d penalty to human interaction rolls; (4-5) for 1d10 days, one of the caster's hands turns ghostly, resembling the same appearance of the firearm summoned and can no longer hold physical objects (but can grasp ghostly items or spirits); (6-7) roll on the Minor Corruption table; (8+) roll on the Major Corruption table.

Misfire: Roll 1d4: (1) the spell backfires, sending a random gun shot towards a random ally (use result 14-17 for the effects); (2) a pistol forms mid-air but explodes after the first shot, doing 1d10 damage to the caster who is stunned for 1 round; (3) all normal bullets in a 30' radius centered on the caster are emptied of their gunpowder and will not fire; (4) a ghostly Gatling gun appears with a minor demon manning the crank (every living target within a 60' radius must immediately pass a Luck check or be struck by 1d3 bullets, doing 1d6 damage each) who quickly packs up the gun and vanishes in a cloud of brimstone after firing one volley.

1 **Lost, failure, and worse!** Roll 1d6 modified by Luck: (0 or lower) major corruption + misfire; (1) corruption + misfire; (2) corruption; (3+) misfire.

2-10 **Lost. Failure.**

11 **Failure.**

12-17 A ghostly pistol manifests with the following stats [single action, 1d6 damage, load of 6 shots, rate of fire 3, range 15/50/100]. The caster substitutes their Intelligence modifier as a bonus to

hit and damage and may *fan the hammer*. Bullets from the pistol will harm mortal targets and targets needing magic to be damaged. The ghost irons never misfire (draw from the Gun deck as normal, but ignore any misfire result). Once the six shots have been spent, the pistol will vanish.

18-19 Two ghostly pistols manifest with the following stats [single action, 1d6 damage, load of 6 shots, rate of fire 3, range 15/50/100]. The caster substitutes their Intelligence modifier as a bonus to hit and damage and may *fan the hammer*. Bullets from the pistol will harm mortal targets and targets needing magic to be damaged. The ghost irons never misfire (draw from the Gun deck as normal, but ignore any misfire result). Once the six shots (each) have been spent, the pistol will vanish.

20-23 Two ghostly pistols manifest with the following stats [single action, 1d10 damage, load of 6 shots, rate of fire 3, range 30/60/120]. The caster substitutes their Intelligence modifier as a bonus to hit and damage and may *fan the hammer*. Bullets from the pistol will harm mortal targets and targets needing magic to be damaged. The ghost irons never misfire (draw from the Gun deck as normal, but ignore any misfire result). Once the six shots (each) have been spent, the pistol will vanish.

24-27 Two pistols composed of flames and frost form in front of the caster. Both guns fire rounds of elemental consistency, matching their element. Shots from the flaming pistol are considered fire damage and have a 50% chance to catch the target on fire. Shots fired from the frost pistol strike with a mind numbing cold, granting the next attack to hit a +1d modifier to damage rolls. The normal stats for the pistol are [single action, 1d8 damage, load of 10 shots, rate of fire 3, range 60/120/240]. The caster substitutes their Intelligence modifier as a bonus to hit and damage and may *fan the hammer*. Bullets from the pistol will harm mortal targets and targets needing magic to be damaged. The ghost irons never misfire (draw from the Gun deck as normal, but ignore any misfire result). Once the ten shots (each) have been spent, the pistol will vanish.

28-31 1d4 pistols manifest in thin air in front of the caster. The caster may choose flame or frost in any combination. Shots from the flaming pistol are considered fire damage and have a 50% chance to catch the target on fire. Shots fired from the frost pistol strike with a mind numbing cold, granting the next attack to hit a +1d modifier to damage rolls. The normal stats for the pistol are [single action, 1d8 damage, load of 10 shots, rate of fire 3, range 60/120/240]. The caster substitutes their Intelligence modifier as a bonus to hit and damage and may *fan the hammer*. Bullets from the pistol will harm mortal targets and targets needing magic to be damaged. The ghost irons never misfire (draw from the Gun deck as normal, but ignore any misfire result). Once the ten shots (each) have been spent, the pistol will vanish.

32+ A ghostly Gatling gun materializes at the caster's feet and begins peppering the area with either flame or frost based ammo (as above). All targets in a 90' area are struck by 1d5 bullets, each doing 1d10 + fire/frost special effects each round for the duration of the spell. The spell lasts for 1d10 rounds.

HOEDOWN

Level: 2 **Range:** Varies **Duration:** Varies **Casting Time:** 1 round **Save:** Varies

General: Arcane energies combine with a ghostly melody to make even the most stubborn soul take to the floor and dance.

Manifestation: Roll 1d4: (1) a ghostly band of musicians materialize and begin playing tunes to perfection; (2) musical instruments appear, floating in midair, joining in harmony for the song at hand; (3) the caster begins to sing with the beautiful voice of a channeled spirit; (4) a glowing hallucinogenic mist flows from the mouth of the caster, enveloping the chosen targets, producing the illusion of a dancehall filled with wonderful music.

Corruption: Roll 1d8 modified by Luck: (0-1) the caster must resist the urge to dance to the constant melodies playing in their mind during moments of stress (a DC 8 Willpower save must be passed to avoid dancing for 1d3 rounds with no further actions possible while the caster is perfecting their clogging skills); (2) caster is compelled to learn music as a hobby and chooses an instrument that must be practiced for one hour each day or suffers 1d4 Personality damage for each day they are kept from it (permanent insanity is reached if Personality reaches 0 but is restored to full when they are able to practice); (3) caster's skin becomes tattooed with glowing musical notes composing a long-forgotten song (anyone attempting to play the notes of the song inflicts 1d8 in searing-pain damage on the caster but offers a +1 bonus to all spell checks for 24 hours); (4) caster constantly hums their favorite tune, even during moments when silence is necessary and must pass a DC 10 Willpower save to avoid humming (failure imposes a -4 penalty to all related stealth or hiding rolls); (5) caster must dance any time music is played and will continue dancing to the point of physical exhaustion (d3 Stamina loss each round), passing out when Stamina reaches zero—a DC 15 Willpower save will allow the caster to stop dancing; (6-7) roll on the Minor Corruption chart; (8+) roll on the Major Corruption chart.

Misfire: Roll 1d4: (1) a banshee appears and begins singing to all within listening range of the caster (the ghostly wail causes 1d6 sonic damage to friend and foe alike); (2) the ghostly band providing the music takes offense to the caster's request and attacks with their instruments, causing 1d3 damage for 1d3 rounds; (3) a major demon with a golden fiddle appears to play a song that all within 100' find irresistible (for 1 turn, friend and foe alike suffer a -2d penalty to all actions as they struggle to act instead of dancing); (4) a spectral host of musicians manifest, angry from being pulled from a square dance in the spirit world and focus their music on the caster, forcing them to dance for 1d10 rounds (the caster suffers -1d to all rolls for the duration as they dance their best jig).

1 **Lost, failure, and worse!** Roll 1d6 modified by Luck: (0 or lower) major corruption + misfire; (1) corruption + misfire; (2) corruption; (3+) misfire.

2-11 **Lost. Failure.**

12-13 **Failure.**

14-17 One target chosen by the caster succumbs to the music being played. Failing a Willpower save with a DC equal to the spell check results in a compulsion to dance. During each round, the target must choose to move or take a standard action while under the effect. The spell lasts for 1d6 rounds.

18-19 Ghostly music overpowers 1d3 targets, forcing an immediate Willpower save with a DC equal to the result of the spell check. Failure results in the affected only being able to move or take a standard action. The spell lasts for 1d6 rounds.

20-23 1d6 targets must immediately pass a Willpower save with a DC equal to the result of the spell check. Failing the save results in the target being unable to do anything but dance to the sounds of the music. The spell lasts for 1d8 rounds.

24-27 In addition to the result from 20-23, targets begin to dance with such force that physical trauma causes 1d6 in damage per round. Targets literally feel their bones snap or joints tear. The spell lasts for 1d10 rounds.

28-31 The music filling the air is addictive but painful to the ears. 1d10 targets chosen by the caster must immediately pass a Willpower save with a DC equal to the result of the spell check. Failure means being unable to do anything but dance while suffering piercing pain to the inner ear (1d8 damage). Targets affected by the spell remain deaf for 1d4 hours after the spell has ended. The spell lasts for 1 turn.

32+ All enemies within hearing range must immediately pass a Willpower save with a DC equal to the result of the spell check. Failure results in a morbid version of a square dance where the affected slam violently into each other as the music escalates—causing permanent ear damage from ear drums rupturing and heavy internal bleeding from the constant bludgeoning. Affected targets suffer 1d10 damage each round the spell is active and are able to take no action other than to dance. Survivors find their hearing permanently destroyed unless magical healing can be administered. The spell lasts for 1 turn + 1 round per CL

LEECH

Level: 2 **Range:** Varies **Duration:** Varies **Casting Time:** 1 round **Save:** Varies

General: The target's body is invaded by extradimensional parasitic worms intent on dining upon their favorite delicacy, human organs.

Manifestation: Roll 1d4: (1) the caster's stomach quivers and twitches as thousands of parasitic worms arrive and are vomited onto the chosen target; (2) caster opens a dimensional portal to a host of writhing, squirming worms in the vague form of a humanoid; (3) caster gates in their dimensional "pets" through a concentrated blood rain containing a colony of parasitic eggs; (4) the ground beneath the target's feet erupts with a mass of full grown parasitic worms that slither up boot legs to exposed flesh.

Corruption: Roll 1d8 modified by Luck: (0-1) the caster's skin always gives the appearance that worms are nesting/squirming in their body, unnerving those observing and imposes a -1d penalty to human interaction rolls; (2-3) for 1d7 days, all worms in a 300' radius will surface and crawl towards the caster; (4-5) caster's tongue transforms into a similarly sized parasitic worm that squirms out of the caster's mouth during inappropriate times, often resulting in vomiting from those keeping company with the caster (judges feel free to impose penalties dependent upon the situation); (6-7) caster's eyeballs are replaced by a similarly sized mass of parasitic worms that "peek" out of the orbit of the skull, making for a terrifying countenance (caster gains 360° vision, but suffers a -2d penalty to all interaction

rolls); (8+) for 1d7 days, one of the caster's arms is transformed into an appropriately sized worm that constantly writhes and squirms while secreting an ectoplasmic slime that has a mouth and tongue with five digitlike tendrils that may be used as fingers (1d5 finger will latch onto any flesh touched, inflicting 1 point of damage per "finger" with each point of damage inflicted healing the caster up to their maximum original total, but they suffer a -3d penalty to all human-interaction rolls and animals will treat them as hostile if the arm is displayed).

Misfire: Roll 1d4: (1) caster feels thousands of worms squirming around, trapped inside their skull, that quickly die off, but for 1d3 rounds, all spell or Intelligence-based checks are made at -3; (2) the voracious worms find a more suitable target and instead infect one random ally (reroll the spell check to determine the effect with a +2 bonus to the roll); (3) worms force their way out of the caster's orifices (yes, all of 'em!) causing the caster to fall prone and writhe in pain for 1d4 rounds while suffering 1d3 damage for each round of effect; (4) caster's mouth becomes the portal for summoned worms, but the arcane energies used to summon the creatures also kills them as soon as they touch air (caster is unable to spellcast for 1d4 rounds and all human allies and enemies within sight must pass a Grit check to avoid succumbing to fear or disgust).

1 **Lost, failure, and worse!** Roll 1d6 modified by Luck: (0 or lower) major corruption + misfire; (1) corruption + misfire; (2) corruption; (3+) misfire.

2-11 **Lost. Failure.**

12-13 **Failure.**

14-17 One target chosen by the caster within 30' becomes the host for the parasitic worms. The target must immediately pass a Fortitude save with a DC equal to the spell check to avoid infection. The infected target immediately feels squirming under their skin as the worms manifest before beginning to burrow in search of harvestable organs. For the duration of the spell, the target suffers internal bleeding for 1d3 damage each round, in addition to a -1d penalty to all physical and mental based rolls. Spell lasts for 1d6 rounds.

18-19 One target chosen by the caster within 40' becomes the host for the parasitic worms. The target must immediately pass a Fortitude save with a DC equal to the spell check to avoid infection. The infected target immediately feels squirming under their skin as the worms manifest before beginning to burrow in search of harvestable organs. For the duration of the spell, the target suffers internal bleeding for 1d4 damage each round, in addition to a -2d penalty to all physical and mental based rolls. Spell lasts for 1d8 rounds.

20-23 1d6 targets chosen by the caster within 50' become the hosts for the parasitic worms. Targets must immediately pass a Fortitude save with a DC equal to the spell check to avoid infection. Infected targets immediately feel squirming under their skin as the worms manifest before beginning to burrow in search of harvestable organs. For the duration of the spell, the targets suffer internal bleeding for 1d5 damage each round, in addition to a -2d penalty to all physical and mental based rolls. Spell lasts for 1d8 rounds.

24-27 In addition to the result from 20-23, each affected target is also partially blinded as the worms squirm into the vitreous body of the eye. Those affected suffer a -2 to all physical-based rolls and must immediately pass a Grit check with any phobia or disorder acquired being worm-related. Spell lasts for 1d10 rounds.

28-31 In addition to the result from 24-27, the caster develops a limited telepathy with the feeding worms. Should an affected target be capable of casting spells, the caster finds they are able to use the target for spellburn purposes. The caster may leech up to 1d3 Stat points from each of the target's physical abilities to add to their next casting attempt. Spell lasts for 1d10 rounds.

32+ In addition to the result from 28-31, the caster may affect all chosen targets within a 100' area. Spell lasts for 1 turn.

LIQUID COURAGE

Level: 2 **Range:** Varies **Duration:** Varies **Casting Time:** 1 round **Save:** N/A

General: A ghostly flask grants access to a mentally fortifying hooch. Guaranteed to shake the "yellow" out!

Manifestation: Roll 1d4: (1) caster leaks whiskey from their pores for 1 round, leaving clothing soaked in alcohol; (2) caster belches loudly and uncontrollably for 1d3 rounds, destroying any attempts to use stealth; (3) a small spout of whiskey bursts from the ground at the caster's feet and is enough to fill a small cask; (4) a ghostly "barfly" manifests to hand the caster their flask of "sauce."

Corruption: Roll 1d10 modified by Luck: (0-1) caster becomes intoxicated for 1d4 turns and suffers a -1d penalty to all physical and mental rolls; (2-3) caster's liver is overloaded with hooch and they must vomit for 1d4 rounds—no other actions are possible; (4-5) caster permanently sweats whiskey, giving the appearance of a drunkard (-1d to all social-based rolls); (6-7) caster permanently slurs and stammers like a drunkard when trying to speak rapidly, making relaying urgent messages impossible; (8-9) caster's eyes are permanently transformed to resemble a glass filled with whiskey, which exudes an unnerving effect on those they encounter (-2d to all social interaction rolls); (10+) caster finds their saliva has been replaced by whiskey, and every 12 hours, the caster must pass a DC 12 Fortitude save to avoid becoming intoxicated (failure results in a -1d penalty to all mental and physical actions until they can sleep for 8 hours).

Misfire: Roll 1d4: (1) caster feels their stomach fill with whiskey and immediately vomits for 1d3 rounds—no other actions are possible for the duration; (2) a minor demon appears on the caster's shoulder and dumps the contents of a drinking horn onto the caster, touches its cigar to the alcohol, and catches the caster on fire (caster suffers 1d6 fire damage and must spend the next full-round action patting the flames out); (3) caster is overcome with a thirst for whiskey and will go to any means to quench the unnatural thirst (until an entire flask of spirits is imbibed, no other actions are possible); (4) A 30' area centered on the caster begins raining whiskey, and all living beings depending on sight find their eyes burning (suffering a -4 penalty to rolls dependent upon sight) for 1 turn.

1 **Lost, failure, and worse!** Roll 1d6 modified by Luck: (0 or lower) major corruption + misfire; (1) corruption + misfire; (2) corruption; (3+) misfire.

2-11 **Lost. Failure.**

12-13 **Failure.**

14-17 Caster benefits from a strong wave of confidence. Grit checks are modified by +1d (roll 1d24

instead of 1d20). Spell lasts for 1d6 rounds.

18-19 Waves of confidence bolster the caster allowing them +1d to Grit checks. In addition, the caster doubles their Willpower save modifier (use a +2 if the modifier is negative or 0). Spell lasts for 1d10 rounds.

20-23 The caster is instilled with the courage of 10 men, becoming immune to all fear-based attacks (treat any Grit roll called for as a success)! In addition, the caster makes all rolls related to the source of the fear with a +1d bonus (attacks, damage, saves, etc.). Spell lasts for 1 turn.

24-27 In addition to the result from 20-23, the caster grants all allies within eyesight a +2 bonus to Grit checks. Caster also gains a total of a +2d bonus to all rolls related to the source of the fear. Spell lasts for 1 round.

28-31 The caster and up to 1d6 allies are affected by the spell, becoming immune to all fear-based attacks. In addition, the caster gains a +2d bonus to all rolls related to the source of the fear. Spell lasts for 2 turns.

32+ The spell affects all chosen targets within 50' of the caster. While in effect, all chosen become immune to fear-related effects and gain a +2d bonus to all rolls related to the source of the fear. Physical attacks also have their Crit range increased by +1 against fear causing enemies.

MESSAGE IN A BOTTLE

Level: 2 **Range:** Varies **Duration:** Varies **Casting Time:** 1 round **Save:** N/A

General: This incantation allows the caster to create a tiny portal to the Near, through which they can send messages and small items that are whisked away by a spirit to be delivered to the addressee. Messages usually take six seconds per mile to traverse their way to the target (10 minutes per 100 miles). This spell can deliver the effects of another spell that has a range of touch (as agreed to by the judge) when it is cast upon at least one full sheet of paper. Used in this way, the recipient attempts any save allowed by the spell cast upon the paper with a DC equal to the casting check of the delivered arcane effect. On results of 26 or more, the sender can use any pre-arranged passwords with their intended recipient that allows safe access to the message. If the recipient is further away than the rolled result would allow, the package is returned to the sender.

The incantation only delivers messages and non-living matter unless the results table indicates otherwise. Attempting to deliver any substance in an inappropriate shipping container is treated as a result roll of 1, as it angers the delivering spirit greatly.

Manifestation: Roll 1d6: (1) a dark swirling portal opens up, and a charred and burned skeletal arm reaches through and takes the package for delivery; (2) the container distorts and elongates as it is sucked down an invisible drain, and when delivered, it lands with a horrible squelching noise at the recipient's feet, oscillating like gelatin for a moment; (3) the package disappears and arrives with the sound of galloping hooves and the smell of fresh horse manure; (4) a glowing, supernatural portal opens and the package is taken by a charred, skeletal bird of appropriate size; (5) a smartly dressed spirit takes the package upon a silver platter to the required destination; (6) the package simply disappears and reappears at its destination with an appropriately loud displacement of air and the smell of fresh-cut lemons.

Corruption: The ineptitude of the caster is so outrageous that a spirit of vengeance is immediately dispatched to incarcerate the offending occultist and all nearby allies. The caster (and perhaps their party) are detained in the Near for 1d7 days. The judge may use this to weave a courtroom drama played out in the spirit world, play out a jail break, or simply bring the offender back with the number of incarceration days having passed.

Misfire: Roll 1d6: (1) the carrier arrives as normal to pick up the package, but they decide they've had enough of their crappy job, and in a fit of rage, they attack the caster and their allies; (2) the carrier arrives as normal to inform the caster that they are under investigation for mail fraud and will follow the caster until they arrive at the nearest magistrate for a resolution to the dispute (the spirit will harasses and generally make mayhem that imposes a -2 penalty on the dice rolls of the accused and all nearby allies until they set foot before an officer of the law); (3-4) the carrier arrives as they normally would but insists they can do nothing until the caster pays all past due charges for insufficient postage on several previous items (the invoice is calculated at 2d5 X $10 and this spell cannot be used until the charges are paid in full—installments are allowed); (5) the carrier arrives as usual but seems to be shabby and disreputable, demanding a fee of $2d5 to NOT spread vicious rumors about the embarrassing nature of the caster's mistakes (failure to pay means the occultist gets laughed at and made fun of by any occultist they meet for the next 1d3+1 months, refusing to render any aid to the caster); (6) the carrier shows up as normal, makes one surprise attack at the bumbling caster, makes an incredibly rude gesture, and disappears.

1	**Lost, failure, and worse!** Roll 1d6 modified by Luck: (0 or lower) major corruption + misfire; (1) corruption + misfire; (2) corruption; (3+) misfire.
2-12	**Lost. Failure.**
13	**Failure.**
14-15	The caster sends an item or brief message written on a tiny strip of paper holding 15-20 words in a tiny capsule. The spirit will accurately deliver the message to a recipient whose name the caster speaks clearly as they hold forth the message capsule. The recipient of a message must be on the same plane of existence as and no farther than 20 miles from the sender.
16-19	The caster sends an item or brief message written on up to three tiny strips of paper that hold about 15-20 words each in a tiny capsule. The spirit will accurately deliver the message to a recipient whose name the caster speaks clearly as they hold forth the message capsule. The recipient of a message must be on the same plane of existence as and no farther than 40 miles from the sender.
20-21	The caster sends an item or brief message written on up to one sheet of parchment that holds 150-250 words on each side in a container no larger than a teacup. The spirit will accurately deliver the message to a recipient whose name the caster speaks clearly as they hold forth the message container. The recipient of a message must be on the same plane of existence as and no farther than 80 miles from the sender.
22-25	The caster sends an item or message written on up to three full sheets of parchment, each holding 150-250 words on each side in a container no larger than a Mason jar. The spirit will accurately deliver the message to a recipient whose name the occultist whispers clearly as they hold forth the message container. The recipient of a message must be on the same plane

of existence as and no farther than 150 miles from the sender.

26-29 The caster sends an item or message written on up to seven sheets of parchment, each holding about 150-250 words on each side in a container no larger than a Mason jar. The spirit will accurately deliver the message to a recipient whose name the occultist whispers clearly as they hold forth the message container. The recipient of a message must be on the same plane of existence as and no farther than 300 miles from the sender. If directed, the message or container will protect itself with a simple trap that can be detected and deactivated on a DC 13 check each (one roll to detect and one to disarm). Failure to notice, deactivate, or know the safe words will cause 1d6 in energy damage (acid, fire, cold, etc.) that also destroys the message.

30-31 The caster sends an item or message written on up to nine sheets of parchment, each holding about 150-250 words on each side in a container the size of a shoe box (about 1 gallon). The spirit will accurately deliver the message to a recipient whose name the caster whispers clearly as they hold forth the message capsule. The recipient of a message must be on the same plane of existence as and no farther than 400 miles from the sender. If directed, the message or container will protect itself with a simple trap that can be detected and deactivated on a DC 15 check each (one roll to detect and one to disarm). Failure to notice, deactivate, or know the safe words will cause 2d6 in poison or energy damage (acid, fire, cold, etc.) that also destroys the message.

32-34 Using a container up to the size of a pony-keg (7.5 gallons), the caster sends items or messages written on up to three bound books of 300 pages each. Alternately, a carefully packaged living creature capable of easily fitting within the container can be sent. The spirit will accurately deliver the message to a recipient whose name the occultist thinks clearly to themselves as they hold forth the message container. The recipient of a message must be on the same or adjacent plane of existence, as well as no farther than 800 miles from the occultist sending it. If directed, the message or bottle will protect itself with a trap that can be detected and deactivated on a DC 15 check each (one roll to detect and one to disarm). Failure to notice, deactivate, or know the safe words will cause 3d6 in poison, acid, or energy damage (acid, fire, cold, etc.) that also destroys the message.

35-37 Using a container up to the size of a half-barrel (15 gallons), the caster sends items or written messages of a length not to exceed that of a complete set of encyclopedias (approximately 28 volumes of 300 pages each). Alternatively, a carefully packaged living or corporeal un-dead creature capable of easily fitting within the container can be sent. The spirit will accurately deliver the message to a recipient whose name the occultist thinks clearly to themselves as they point at the message container. The recipient of a message must be on the same or an adjacent plane of existence, as well as no farther than 1600 miles from the sender. If directed, the message container will protect itself with a trap that can be detected and deactivated on a DC 17 check each (one roll to detect and one to disarm). Failure to notice, deactivate, or know the safe words will cause 5d6 in damage of the caster's choosing that also destroys the message.

38+ Using a container up to the size of dome-top steamer trunk (60 gallons), the caster ends items or written messages of a length not to exceed four complete sets of encyclopedias (approximately 112 volumes of 300 pages each). The interior of the container can be custom designed to suit nearly any organizational needs, multiple drawers, etc., each of which may

be separately locked and trapped. The traps can be detected and deactivated on a DC 20 check each (one roll to detect and one to disarm). Failure to notice, deactivate, or know the safe words will cause 10d6 in damage of the caster's choosing that also destroys the message. Alternatively, the message can deliver a carefully packaged living creature capable of easily fitting within the container, even if incorporeal or supernatural in origin. The incantation will accurately deliver the message to a recipient whose name the occultist thinks clearly to themselves as they point at the message container. The recipient of a message can be on the same or another plane of existence as the sender with no limit to the distance required for delivery and the time to delivery is never longer than 1 turn.

SNAKE PIT

Level: 2 **Range:** Varies **Duration:** Varies **Casting Time:** 1 action **Save:** Reflex

General: This incantation allows the caster to create one pit of variable dimensions with at least one snake in residence. The caster causes the pit to form at any designated point they can see that is within range of the incantation—even if that location is under a stationary target or in front of a moving target. ***A target is allowed a Reflex save with a DC equal to the spell check*** to avoid tumbling in and suffering falling damage (including a chance of broken bones). They also get a Fortitude save appropriate to the venom of the snake should it successfully bite the victim. The pit will close and bury anyone caught inside when its duration expires; successful climbing checks are required to avoid this unmarked grave. Each successful strike by a venomous snake will force the specified save.

Manifestation: Roll 1d6: (1) an impossibly large, spectral prairie-dog pops up from the designated spot and creates a pit in just a few fractions of a second as it makes its escape from the snake that appears; (2) a strange circular craft covered in blinking lights and making random pinging noises drops down out of the heavens, fires a purple light beam at the indicated location while a snake appears in the air next to the craft before the surprised and irritated reptile is dropped into position as the craft flies away; (3-4) the dirt and debris within the designated area glows brightly and shifts randomly and quickly through the visible light spectrum for a couple of seconds, then disappears without a trace, revealing a confused snake at the bottom of the finished pit; (5) the designated areas boils with steam and the resulting mud drains farther down into the earth, revealing the pit and an overheated snake; (6) with the sounding of a distant siren signaling a warning, a controlled explosion at the point designated by the caster sends dirt and debris from within the pit into the air.

Corruption: The caster now generates a scent that snakes find deliciously attractive; the caster has a 20% chance of encountering a snake or snakelike creature anytime they move to a new location. Outdoors, this can be rolled as often as every turn. The roll is also made anytime they open a container or closet, as well as when entering rooms that haven't been occupied for some time. Hereafter, each time corruption occurs it increases the encounter chance by 5%.

Misfire: An enraged version (+1d bite damage) of the rattler described in result 14-19 appears 6' in the air and lands with a solid thump in the midst of the greatest number of the caster's nearby allies. Roll 1d10+1 to determine how many rounds it remains before disappearing; it will always chase and try to envenom as many targets as possible.

1 **Lost, failure, and worse!** Roll 1d6 modified by Luck: (0 or lower) major corruption + misfire; (1) corruption + misfire; (2) corruption; (3+) misfire.

2-12 **Lost. Failure.**

13 The incantation creates a pit that is 5' wide x 5' across x 5' deep. Within the pit there is a 7' boa constrictor. Snake and pit lasts for 2 turns.

Boa Constrictor (1): Init +4; Atk constrict +1 melee (1d6+1); AC 12; HD 1d4; hp 5; MV 15'; Act 1d20; SP grapple (snake must grapple with a Strength of 14 before it can constrict); SV Fort +1, Ref+2, Will+0; Path WtL.

14-19 The snake in residence is a 5' rattler. The pit measures 10' wide x 10' across x 10' deep, and the spell lasts 1d8 turns.

Rattler (1): Init +6; Atk bite +3 melee (1d6 + poison); AC 16; HD 1d8; hp 6; MV 30'; Act 1d20; SP hemotoxic poison (DC 14 Stamina check or 1d4 poison damage per round until cured or dead); SV Fort+2, Ref+3, Will+1; Path WtL.

20-24 The snake in residence is an 8' rattler. The pit measures 20' wide x 20' across x 20' deep, and the spell lasts for 2d8 turns.

Larger Rattler (1): Init +6; Atk bite +3 melee (1d8 + poison); AC 16; HD 2d8; hp 12; MV 30'; Act 1d20; SP strong hemotoxic poison (DC 15 Stamina check or 1d6 poison damage per round until cured or dead); SV Fort+3, Ref+4, Will+2; Path WtL.

25-29 The snake in residence is an 8' viper. The pit measures 20' wide x 20' across x 40' deep, and the spell lasts for 3d8 turns.

Viper (1): Init +8; Atk bite +5 melee (2d6 + poison); AC 16; HD 3d8; hp 18; MV 30'; Act 1d20; SP strong neurotoxic poison (DC 18 Stamina check or 1d3 Agility damage per round until cured or Agility reaches zero where the victim is unable to move or control their limbs, can take no actions, and will die in 1d4 rounds as the muscles that keep their lungs moving fail); SV Fort+4, Ref+6, Will+2; Path WtL.

30-31 In addition to the result from 25-29, 2d4 snakes are present, and one dimension of the pit may be up to 60' with the spell now lasting 1d12 hours.

32-35 2d4 cobras are present. Each of the pit's dimensions can be up to 60' per the caster's choosing, and the spell lasts for 1d24 hours.

Cobra (2d4): Init +8; Atk bite +5 melee (2d8 + poison) or spit +6 ranged (1d6 + blindness that becomes permanent if the toxin is not washed out in 1d8 rounds, range up to 8'); AC 16; HD 3d8; hp 19; MV 60'; Act 1d20; SP strong cytotoxic, neurotoxic, and cardiotoxic poison (DC 18 Stamina check or 1d3 Agility and 1d3 Stamina loss per turn until cured of each or death occurs when either Stat reaches 0); SV Fort +4, Ref +6, Will +2; Path WtL.

36+ In addition to the result from 32-35, 1d4+CL pits—each holding up to 4d4 cobras—are created by the spell. The caster may choose the dimensions of each pit, with no dimension being more than 60'.

WAR CRY

Level: 2 **Range:** Varies **Duration:** Varies **Casting Time:** 1 round **Save:** Special

General: The caster summons a ghostly contingent of fallen Native American Dog Soldiers, drawn to the emotional energies of those about to participate in combat. The spirits bolster the resolve of the caster and allies if the spell result is high enough.

Manifestation: Roll 1d4: (1) a ghostly white buffalo manifests to bestow upon the caster the benefits of the spell; (2) caster is temporarily possessed by a Dog Soldier as a ghostly outline of the warrior can be seen just on the outside of the caster; (3) a small warband of ghostly Dog Soldiers cross from the Near, wailing their war cry while dancing amidst those engaged in the honorable act of combat; (4) ghostly drums and war cries can be heard as a mock battle takes place in the air above the caster—re-enacting the battle that claimed the lives of the brave warriors summoned to aid the caster.

Corruption: Roll 1d6 modified by Luck: (0-1) a ghostly owl permanently follows the caster and acts as a bad omen (caster receives 2 hex tokens for each hex gained); (2) caster finds their face tattooed with tribal markings, revealing them to be an abomination to Native Americans, often resulting in being attacked on sight or hunted; (3) caster's presence often instills violence in those around them, and if there is a chance for a fight during any encounter, someone involved will lash out in anger; (4) caster finds that they are ill-at-ease when in towns, cities, or even buildings and prefers to sleep outdoors with minimal shelter (if forced to stay within a building, town, or city, the caster must make a DC 15 willpower save or be unable to sleep from anxiety); (5) caster must spend the first round of combat in melee to satisfy the blood lust of the angry spirits drawn to the battle; (6+) a ghostly sash appears around the waist of the caster that is pierced with an arrow, and they are compelled to stake the long sash to the ground, refusing to leave battle or move from the spot until all foes are slain or they meet an honorable end.

Misfire: 1d4: (1) a ghostly, white buffalo manifests and charges the caster, slamming them prone before disappearing (the caster takes 1d5 damage and must spend an action to catch their breath and stand); (2) the spiritual warriors deem the opposition to be more brave and deserving of their aid and give all enemies to the caster a +1 to hit and damage; (3) the summoned warriors are angry at being pulled from the Near and unleash a war cry that chills everyone within 50' to the bone (every creature in the area must make a Grit check); (4) the caster's scalp is needed to fuel a ritual in the spirit world, and the warriors will claim their prize using spectral tomahawks, leaving the caster bald and scarred (caster takes 1d5 damage and suffers a -1d penalty to Personality-based rolls for 1d12 months as the skin heals and the hair regrows).

1	**Lost, failure, and worse!** Roll 1d6 modified by Luck: (0 or lower) major corruption + misfire; (1) corruption + misfire; (2) corruption; (3+) misfire.
2-11	**Lost. Failure.**
12-13	The sound of tribal drums and a war cry fills a 100' area, granting bravery to allies of the caster and instilling fear in their enemies. All allies receive +1 to attack and damage rolls while enemies suffer -1 to attack and damage rolls. The spell lasts for 1d8 rounds.
14-17	In addition to the result from 12-13, allies now receiving a +2 to attack and damage rolls while

enemies now suffer a -2 to attack and damage rolls. The spell now lasts for 1d10 rounds.

18-22 In addition to the result from 14-17, the caster is surrounded by the ghostly imagery of the Dog Soldiers. The warriors perform a war dance that offers a magical AC bonus of +4. The spell lasts for 1 turn.

23-27 A spectral white buffalo appears, bolstering the courage of the caster and 1d6 allies. Affected are immune to all fear-based attacks and need not make Grit checks for the duration. The spell lasts for 1 turn.

28-31 Ghostly Dog Soldiers manifest and temporarily possess the caster and up to eight allies within 20'. While possessed, affected are immune to fear (they need not make Grit checks) and gain a +1d modifier to both attack and damage rolls. Any enemy slain by a possessed ally must have their scalp taken (if possible). One round must immediately be spent to claim it. Scalps will return to the spirit world with the Dog Soldiers as the price for their aid. The spell lasts for 1 turn +1 round per CL.

32+ In addition to the result from 28-31, a +2d modifier to attack and damage rolls is granted. In addition, all allies in a 60' area are possessed. All enemies must immediately pass a Grit check and suffer a -2d penalty to attack and damage rolls. The spell lasts through the current battle.

WILAMINA'S DOWSING RODS

Level: 2 **Range:** Varies **Duration:** Varies **Casting Time:** 1 action **Save:** N/A

General: This incantation calls into existence a pair of bent, "L" shaped rods. Properly holding them loosely, one in each hand, they pivot and triangulate to point at a desired item or location. These dowsing rods aid the caster in finding water, lost items, animals, and people or it can be used to divine the answers to simple yes/no questions. The rods cross each other to indicate when the location or object is reached or indicates "yes" for divinations, uncrossing and pointing in opposite directions for a "no." It only works properly if the occultist can succeed at an Agility check to keep themselves from influencing the outcome each time they take a reading; this check is always rolled secretly by the judge. The base DC for the check is 12 + any situational modifiers the judge deems appropriate (like weather, moving quickly, or impending danger that makes the caster anxious. When used for divination, the caster is limited to asking small-scale questions where the information is available from their local environment. They automatically get false information if their questions are too grandiose or too generalized. Only the caster can use the summoned rods. Accuracy increases with higher casting results.

Manifestation: Roll 1d6: (1) a corroded pair of copper dowsing rods appear at the caster's feet that function adequately but add a -2 penalty on all saves against electricity attacks while carried; (2) two willow branches, perfectly formed for dowsing, poke up through the ground at the caster's feet; (3-4) two rusty iron rods materialise a few feet above and to the left of the caster before falling to the ground with a clatter; (5) a friendly woods-spirit steps out of the nearest wooden object or tree to briefly give the caster a pair of oak dowsing rods from its home-tree; (6) a black crow drops a beautifully carved and decorated set of hawthorn dowsing rods and caws a stern admonishment not to lose, damage, or desecrate these valuable items.

Corruption: Each time this result is rolled, mischief-causing spirits will attempt to twist the power of the rods—which will now provide tainted information. Starting at a 10% chance and increasing by 10% each time a corruption result is rolled, the rods will provide wrong or misleading information. The judge will make this roll in secret. If mischief does occur, the judge is encouraged to not give only opposite or bad information. *For example: have the rods cross, then uncross multiple times, giving both "yes" and "no" results or have the rods change the normal method of relaying information (both rods pointing up now mean yes, both rods pointing down now means no, or left rod up mean yes, right rod down mean no, etc.).*

Misfire: Roll 1d4: (1) the caster and all allies within 10' are drained of 1d3 points of Luck that are taken to appease the angry, oracle spirits bound to the rods, which disappear in a flaming burst of air; (2) the summoned rods momentarily open a conduit into the spirit world, directly to the icy waters of the river Styx and become so cold that they cause 1d6 frost damage to the caster before disappearing in a flurry of cold air; (3) the summoned rods are bent and cracked if metal or rotten and brittle if wood—regardless they do not function and the caster is drained of 1d4 points of Luck; (4) all of possibility is opened to the caster in a quick, mind-destroying vision that shows every choice and forking path of all things, in all times (the caster must pass a DC 15 Willpower save or be left unable to act or move, eyes staring wide, tears streaming down their face, as their mind is shattered for 1d6 rounds—after which they may try and save again as the mental onslaught continues until a save is made).

1	**Lost, failure, and worse!** Roll 1d6 modified by Luck: (0 or lower) major corruption + misfire; (1) corruption + misfire; (2) corruption; (3+) misfire.
2-12	**Lost. Failure.**
13	**Failure.**
14-15	The summoned set of dowsing rods last for 30 minutes and have a search range of 30' + 10' per CL.
16-19	The summoned set of dowsing rods last for one hour and have a search range of 60' + 10' per CL and grants a +1 bonus to their Agility checks for accuracy.
20-22	The summoned set of dowsing rods last for one hour, + 30 minutes per CL and have a search range of 120' + 10' per CL and grants a +2 bonus to their Agility checks for accuracy.
23-26	The summoned set of dowsing rods last for 1d3 hours + 30 minutes per CL and have a search range of 240' + 20' per CL and grants a +3 bonus to their Agility checks for accuracy.
27-30	The summoned set of dowsing rods last for 1d3 days + 1 day per CL and have a search range of one mile + one mile per CL and grants a +4 bonus to their Agility checks for accuracy.
31-35	The summoned set of dowsing rods last for 1d4 weeks + 1 week per CL and have a search range of 10 miles + one mile per CL and the Agility checks for accuracy are no longer required.
36+	In addition to the result from 31-35, the rods can now give more than "yes" or "no" answers if the caster provides a spirit board (also called a Ouija board or talking board) or a suitable grid of letters and numbers that the rod can point to. The spirits inhabiting the rods may not know the answer to every question, but the judge should allow either a truthful answer to the caster's question, obscure hints towards the correct answer, or outright lie if the rods have been tainted with a mischief-spirit from a previous corruption result.

BANDOLEER OF PLENTIFUL BULLETS

Level: 3 **Range:** Self **Duration:** Varies **Casting Time:** 1 day **Save:** N/A

General: Translated from the *Book of Saint Cyprian* from the original Portuguese, this spell enchants a bandoleer to always have ammunition available to the wearer—as long as the enchantment lasts. The casting time for this incantation is a full 24 hours during which the caster cannot eat, drink, or ingest drugs of any kind (alcohol and tobacco included). The time is spent cleaning and decorating one bullet for each of the bandoleer's empty loops. These ritual bullets must be made of gold, silver, and crushed precious stones for a total cost of at least $200.

The incantation makes bullets for a handgun, shotgun, or rifle; more exotic ammunition requires some luck and a powerful spell check. The ammunition must be loaded by hand, thus a *bandoleer of plentiful bullets* cannot make belt- or strip-fed ammo. The *bandoleer* is usable by anyone once enchanted.

Manifestation: Roll 1d20 modified by Luck: (1-2) at the end of the ritual, a puff of foul, sulfurous smoke clears to reveal the bandoleer which is always grimy and makes poor quality ammo (damage is reduced by -1d for each bullet); (3-13) the ritual is concluded, but nothing seems to happen as the bandoleer appears normal, the bullets it summons function as written and in accordance with the casting result; (14-15) at the end of the ritual, the bandoleer is covered in glowing mystical runes which increase the damage from each bullet by +1d; (16) at the conclusion of the ritual, the bandoleer turns dark green and has a waxy, glossy look, and the bullets it makes don't feel like they are made of metal (these bullets can ricochet once before hitting a target—after missing a target, the bullet bounces, and if the shooter succeeds at a Luck check, strikes the target fired upon); (17) at the conclusion of the ritual, the bandoleer is struck by lightning, the energy gets absorbed, and the bandoleer and its bullets crackle constantly with little static discharges (damage for each bullet is increased by +2d); (18) at the conclusion of the ritual, a playful air elemental steals the bandoleer and tweaks the ritual formula in subtle ways before leaving the bandoleer 25' up a nearby tree (the bullets produced are lighter and give a 50% greater range bonus with the damage being reduced by -1d); (19) for a few minutes after the completion of the ritual, the bandoleer shimmers through every color of the rainbow several times, in quick succession, before stopping and revealing encrusted glittering sequins and rhinestones (impose a -3 penalty to stealth and concealment checks) with ammo that can phase through magical and non-magical barriers (negates cover modifiers, armor, and magical protection that takes the form of a barrier); (20+) at the conclusion of the ritual, the ground shakes and swallows the bandoleer, leaving in its place a note with several cryptic riddles leading to the location of the bandoleer that require 1d4 hours of diligent scrutiny to solve (the bullets will seek their targets, who do not have to be in line of sight, following any route necessary to connect, giving a +5 to the shooting roll and negating any cover the target is using).

Corruption: ***Bullet Sponge!!*** This result hereafter causes the bungling caster to become more susceptible to damage from projectile weapons. Weapons fired at the caster have a +1 to hit. Shots that miss allies that are fired upon and are within 10' of the caster, strike the caster 10% of the time. Each additional corruption result increases the bonus given to the caster's foes by +1, and the chance that missed shots, aimed at nearby allies, hits the caster increases by 10%.

Misfire: As this spell takes a great deal of preparation and time to achieve, a misfire results in the loss

of the bandoleer, the money invested, the time invested, and severely shakes the confidence of the caster, resulting in a -1d penalty to spell checks for the next 1d24 hours.

1 **Lost, failure, and worse!** Roll 1d6 modified by Luck: (0 or less) major corruption + misfire; (1) corruption + misfire; (2-3) minor corruption + misfire; (4+) misfire.

2-11 **Lost. Failure.**

12-15 **Failure.**

16-18 Bandoleer lasts for 1d3 days +1 day per CL. On command, a single bullet appears in hand and does not deplete bullets in the bandoleer. Bullets created this way must be used before they disappear in 5 minutes.

19-22 Bandoleer lasts for 1d6 days +1 day per CL. On command, a single bullet appears in hand and does not deplete bullets in the bandoleer. Bullets created by this way must be used before they disappear in 5 minutes +1 minute per CL.

23-25 Bandoleer lasts for 2d7 days +1 day per CL. On command, the firearm is filled to capacity with bullets and does not deplete bullets in the bandoleer. Bullets created by this bandoleer must be used before they disappear in 1 hour + 1 hour per CL.

26-28 Bandoleer lasts for 1d4 weeks +1 week per CL. On command, the firearm is filled to capacity with bullets and does not deplete bullets in the bandoleer. These bullets act as +1 magic weapons for the purpose of hitting supernatural critters and spirits. Bullets created by this bandoleer must be used before they disappear in 1 hour +1 hour per CL.

29-31 Bandoleer lasts for 1d3 months +1 month per CL. On command, the firearm and the firearms of all allies within 20' are filled to capacity with the correct ammo. These bullets act as +1 magic weapons for the purpose of hitting supernatural critters and spirits. The bullets do not disappear until after being fired. A single bullet that fits any type of firearm can be produced upon command that has the same bonuses.

32+ The bandoleer is now permanent. On command, the firearm and the firearms of all allies within 40' are not only filled to capacity with the correct ammo, but will also continue to be filled for the duration of the combat. These bullets act as +1 magic weapons for the purpose of hitting supernatural critters, spirits, and extra-planar beings. The bullets do not disappear until after being fired. A single bullet that fits any type of firearm can be produced upon command that has the same bonuses.

CTHUTHONIC EMBRACE

Level: 3 **Range:** Varies **Duration:** Varies **Casting Time:** 1 round **Save:** Varies

General: Roused, but still confined to its prison, the old god Cthulhu can send slivers of power to petitioners willing to make dark pacts. It's through the lending of power through these channels, these little insignificant gifts, that Cthulhu has slowly punched holes in its prison and will one day return.

Manifestation: Roll 1d4: (1) the caster's face is overlaid with the horrific image of a tentacle-ringed maw that causes those within eyesight to suffer a -1 to their next action; (2) caster's arms transform

into tentacles that may be used to grapple or trip foes at a range of 15' with a Strength of 18 (1d6 damage) that lasts for 1d4 rounds; (3) caster vomits violently upon uttering the final words of the spell as thousands of tiny octopi are spewed onto the ground and crawl about feebly for 1d4 rounds before expiring (this forces a DC 12 Grit check from all observers); (4) caster is cocooned by a mass of writhing tentacles that protects them from harm for the duration of the spell (+2 AC and the tentacles will lash out against any attackers within 15' that do damage to the caster as a free retaliatory strike that does 1d8 bludgeoning damage with a melee attack roll of +3).

Corruption: The caster's body changes to resemble an avatar of Cthulhu each time corruption is rolled. The effects and penalties are additive, and if the same result is rolled twice, choose the next higher or lower result that the caster does not already have. Each time corruption is rolled, the caster's Path moves one step towards the Path of Darkness and will continue as bonuses on the PoD once that Path is reached. Once all effects are gained, further corruption just adds an additional step to the PoD. Roll 1d10 modified by Luck: (0-1) caster's skin takes on a rubbery texture that increases their natural AC by +1, but all healing attempts (magical or not) suffer a -2 penalty to the roll; (2-3) caster's eyes change, taking on the appearance of blank white orbs (caster suffers -1 to action rolls made in full daylight, but can now see in the dark); (4-5) caster exudes a scent that is both sweet and repulsive that animals and humans find disturbing (-1d on all social interaction rolls but oddly grants a +2 bonus to any type of charm or mental domination checks); (6-7) pustules and a spreading rash grow to cover the caster over the course of a month (imposing a -1d on all human interaction rolls), and on the next waxing crescent moon, the pustules will burst as small writhing tentacles sprout from the sores (caster gains +3 to all spell checks until the next waxing crescent moon when the tentacles will die off and the pustules and rash will reform over the course of a new month); (8-9) each finger of the caster's hand elongates and becomes tentacular with tiny suckers covering their length (this creates a superior grip on any held item which will never be dropped unless the caster wishes it, but they seem to have a mind of their own and doing any intricate or delicate hand work requires a DC 15 Willpower check to even try and perform); (10+) slowly, over the course of a month, the caster will undergo a transformation that will radically change their countenance (causing a -2d on all interaction rolls): all body hair falls off as the caster's skin turns an increasingly deeper shade of red—teeth fall out as tentacles sprout on the caster's face, surrounding their mouth, which has widened and become beaklike; finally, their skull elongates taking on a squid shape.

Misfire: Roll 1d4: (1) caster feels their tongue transform into a black tentacle, making any additional spell checks or verbal communication suffer a -2 penalty for 1d3 rounds; (2) black, writhing tentacles sprout from the ground, tripping any unwary target within 30' (DC 13 Reflex save or become prone); (3) the spell backfires: roll another spell check at +1, and apply all new effects to the caster and allies within 10'; (4) caster is mentally pulled from the field of battle and now faces the prison holding the exiled god Cthulhu, who whispers a forbidden secret "man is not meant to know" before being sent back to their mortal shell (Grit is permanently reduced by 1 point each time this result is rolled, and the caster now has a major phobia—nyctophobia is recommended).

1	**Lost, failure, and worse!** Roll 1d6 modified by Luck: (0 or less) major corruption + misfire; (1-2) corruption, (3+) misfire.
2-11	**Lost. Failure.**
12-13	**Failure.**

14-17 A pool of ebon-taint manifests on the ground within a 30' area centered on the caster. For the duration of the spell, tentacles reach out at any targets in the area of effect aschosen by the caster. Targets must pass a Reflex save versus a DC equaling the spell check total, with failure resulting in the targets being knocked prone, after which they must continue to try and pass the save (this represents the constant harassment by the summoned tentacles) before they can stand. The spell lasts for 1d10 rounds.

18-19 A pool of ebon-taint manifests on the ground within a 40' area centered on the caster. For the duration of the spell, tentacles reach out at any targets in the area of effect as chosen by the caster. Targets must pass a Reflex save versus a DC equaling the spell check total + CL, with failure resulting in the targets being knocked prone. After which, they must continue to try and pass the save (this represents the constant harassment by the summoned tentacles) before they can stand. The spell lasts for 1d10 rounds.

20-23 A pool of ebon-taint manifests on the ground within a 50' area centered on the caster. For the duration of the spell, tentacles reach out at any targets in the area of effect as chosen by the caster. Targets must pass a Reflex save versus a DC equaling the spell check total + CL, with failure resulting in the targets being knocked prone. After which, they must continue to try and pass the save (this represents the constant harassment by the summoned tentacles) before they can stand. In addition, each target failing the save suffers 1d8+CL in piercing damage from the thorny growths on the tentacle. The spell lasts for 1 turn.

24-27 In addition to the result from 20-23, the caster may command a giant viridian-hued tentacle to burst from the ground beneath, delicately lifting them into the air as the tentacle continues to grow 20' per round. The effect can be used to escape danger, reach items or locations that were out of reach, etc. The tentacle is AC 12 with 80 hp. Each successful melee attack upon the tentacle will cause a sickly sweet aromatic ichor to spray the attacker (1d4 damage + DC 12 Fortitude save or paralysis for 1d8 rounds) as a self-defense mechanism. The spell now lasts for 1+CL turns.

28-31 In addition to the result from 20-23, the caster may command 1d4 giant viridian-hued tentacles to burst from the ground, covering a 60' area centered on the caster. Each round, including the round the spell is cast, the tentacles will attempt to slam or crush targets in the area of effect that are chosen by the caster. Targets may attempt a Reflex save with a target DC matching the original spell check result or take 1d10+CL in bludgeoning damage. Suffering any amount of damage results in the target being knocked prone. The tentacles may be attacked directly and have an AC of 12 with 80 hp. Each successful melee attack upon the tentacle will cause a sickly sweet aromatic ichor to spray the attacker (1d4 damage + DC 12 Fortitude save or paralysis for 1d8 rounds) as a self-defense mechanism. The spell lasts 1+CL turns.

32-35 In addition to the result from 20-23, each round, including the round the spell is cast, a giant viridian-hued tentacle can be commanded to burst from the ground and lash out towards one target as chosen by the caster within 50'. The target is automatically grabbed (no hit roll is needed and it can not be avoided) and 1d20 crushing damage is applied as the target is lifted into the air to meet the dread gaze of Cthulhu. The target must pass a DC 18 Grit check or permanently lose half (round down) of their current Grit. The target is then thrown 1d30' away, suffering falling damage upon contacting the ground, and is prone. The spell lasts for 1+CL turns.

36+ A dark pool of liquid, 12' in diameter, forms near the caster, and 1d6 giant, viridian-hued tentacles burst from the ground to surround the pool. Each round, including the round the spell is cast, the tentacles lash out towards a target chosen by the caster within 50'. Targets are automatically grabbed (no roll is needed, there is no chance to escape) and are dropped into the black pool, which serves as a temporary gate to a pocket dimension. 1d10 years pass within the pocket dimension while the target suffers horrors unimaginable—though only mere seconds pass on the earth. The next round, targets are ejected out from the portal and return horribly altered. Arms are replaced by tentacles, heads covered in screaming mouths, etc. Targets make a Grit check at DC 20; a passing check causes a permanent loss of half the target's Grit. Failing the check causes a loss of all Grit. Targets reduced to 0 Grit are useless abominations, fit only to be destroyed. Sacrificing one such victim during a spell attempt will grant an automatic natural 20 to the spell check but moves the caster four steps towards the Path of Darkness. Spell lasts for 1+CL round.

DUST DEVIL

Level: 3 **Range:** Varies **Duration:** Varies **Casting Time:** 1 round **Save:** Varies

General: The caster temporarily summons (or becomes one with) a dust elemental that manifests as a funnel cloud of dust, sand, and other debris.

Manifestation: Roll 1d4: (1) a strong wind accompanied by a ghostly howl blows through the area the caster currently inhabits; (2) caster momentarily crumbles to dust during the round of casting before being reformed on the following round; (3) caster is lifted in midair and spun violently by the elemental as it arrives, leaving the caster disoriented (-1d to all rolls) on the following round; (4) the skin of the caster begins to crack as wind and sand escape from the wounds (caster suffers 1 hit point of damage).

Corruption: Roll 1d10 modified by Luck: (0-1) the skin of the caster gains a gritlike texture, giving the appearance of always looking dirty (-1 to social interaction rolls); (2-3) caster finds themselves a magnet for dirt and all things dusty, requiring the removal of outer clothing every eight hours or the caster will suffer from fits of sneezing (neglecting the dusting causes -1d on all physical rolls due to the dust being kicked up); (4-5) the voice of the caster takes on a dry raspy sound, unsettling animals and small children (-1d to social interaction rolls); (6-7) caster vomits plumes of dust and debris during times of stress (a DC 8 Willpower save is needed during stressful situations or the caster is unable to act for 1d3 rounds); (8-9) a strong breeze follows the caster, often knocking small objects over, or stirring wind chimes on a breezeless day (any attempt at stealth or concealment is made at -1d); (10+) caster develops an aversion for water (the elemental opposite to wind) and is unable to consciously cross running bodies of water and avoids baths (any action rolled that involves the caster being in or very near water is penalized by -1d).

Misfire: Roll 1d3: (1) caster is swept 10' up in a miniature whirlwind before being dropped to the ground prone (1d6 fall damage with a chance of broken bone); (2) a blast of searing desert wind spreads out from the caster in a 30' radius (any living creature in the area must make a DC 12 Fortitude save to avoid 1d8 blistering heat damage; (3) caster crumbles to dust and is blown 1d100' away in a random direction before reforming, prone on the ground, at the end of the round.

1 **Lost, failure, and worse!** Roll 1d6 modified by Luck: (0 or lower) major corruption + misfire; (1) corruption + misfire; (2) corruption; (3+) misfire.

2-10 **Lost. Failure.**

11 **Failure.**

12-17 Caster gains the ability to create gusts of wind strong enough to knock 1d4 man-sized targets within 30' prone. Targets must make a Fortitude save with a DC matching the result of the spell check each round the spell (a single save is not sufficient, a new save is made every round) is in effect. Failure results in the targets being knocked prone and tumbled 20' away each round the save is failed. Spell lasts for 1d8 rounds.

18-19 In addition to the result from 14-17, the caster stirs up any loose debris into the air that has additional effects. Half-cover (+2 to AC) is granted to the caster, and all within a 50' radius of the caster are potentially blinded (friends and foes within the area of effect must make a DC 12 Reflex save for each turn the spell is in effect or are temporarily blinded and suffer -2 to melee attacks and -4 to missile attacks). Spell lasts for 1d8 rounds.

20-23 Caster is enveloped in a whirlwind of dirt, sand, and loose debris. Caster gains +6 to AC and flies above the ground with a movement of 60'. Melee attacks that miss the caster instead catch and sling the attacker 1d4x10' into the air (causing falling damage). Ranged attacks that miss the caster are instead deflected randomly with a 50% chance of striking a friend or foe. Spell lasts for 1 turn.

24-27 Caster summons 1d3 man-sized whirlwind dust-devils, each with the ability to attack by mental command (the command takes up 1 action for the caster and commands all summoned dust-devils at once). Targets attacked must make a Reflex save with a DC matching the result of the spell check to avoid being enveloped. Failure results in the targets being enveloped and suffer 1d4 Stamina damage each round they remain enveloped as they choke on the dust (Stamina of 0 is death). Those enveloped must make a Fortitude save with a DC matching the result of the spell check each round to pull free, landing prone if successful. Spell lasts for 1 turn.

28-31 Caster summons and controls a dust-devil that envelops all targets within 30' centered on the dust-devil (that has a MV of 60'). It takes 1 action for the caster to control the dust-devil to move each round. All targets must make a Fortitude save with a DC matching the result of the spell check to avoid being thrown 1d6x10' into the air, suffering falling damage when they land prone. Those passing the save find vision totally obscured, suffering a -6 to all attacks. Re-entering or remaining in the affected area forces a new save to avoid being thrown each round, and any who succeed at remaining in the area must make a Fortitude save with a DC matching the result of the spell check. Failure results in the targets suffering 1d4 Stamina damage each round they remain enveloped as they choke on the dust (Stamina of 0 is death). Spell lasts for 1 turn.

32-33 In addition to the result from 28-31, the caster's body crumbles, becoming the dust-devil instead of summoning one. While in this form, they are immune to all non-magical attacks and gain a movement of 90'. In addition, the caster gains +2 action dice and may envelope and throw targets (see result 28-31). Spell lasts 2 turns.

34-35 In addition to the result from 32-33, the caster gains a movement of 120', is given +3 action

dice, and may envelope and throw targets (see result 28-31) within a 60' area centered on the caster. Spell lasts 2 turns.

36+ In addition to the result from 34-35, the caster gains +4 action dice and may envelope and throw targets (see result 28-31) within a 90' area centered on the caster. Spell lasts for 2 turns.

GALLOWS

Level: 3 **Range:** Line of sight **Duration:** Varies **Casting Time:** 1 round **Save:** Varies

General: Spectral hangmen cross the veil to dole out vigilante justice for the target's past transgressions by way of a just hanging at the ghostly gallows.

Manifestation: Roll 1d4: (1) a hangman's noose materializes and begins stretching to reveal a dimensional portal into the Near of the spirit world; (2) caster becomes a conduit to the spirit world, allowing the spirits to step out of their body; (3) a crack of thunder signals the coming of judgement as the sky darkens with storm clouds blown in by a burst of cold wind; (4) a section of hangman's rope bursts from the ground, pulling the spirit hanging on to the free end out of the earth.

Corruption: Roll 1d8 modified by Luck: (0-1) caster's eyes lose all color, leaving only milky orbs (bright sunlight results in a -1d penalty to all actions requiring eyesight, but once per day, the caster can see the sins of one target in a vision); (2-3) caster's neck is left with a permanent rope burn as a reminder that they will one day face judgement for their own sins; (4-5) all who encounter the caster sense something peculiar about them and feel as if they're being judged (social interaction rolls are made with a -1d penalty); (6-7) a short piece of rope that glows faintly in darkness is tied in a noose and hangs from the caster's neck, and upon removal, the spell is lost for 24 hours and a roll is made on the Minor Corruption table; (8+) a roll on the Major Corruption table is made and the caster develops a strong compulsion for hunting down, and passing judgement on, wanted criminals.

Misfire: Roll 1d4: (1) summoned spirits find the caster to be a worse blight on mankind than the original targets (reroll the spell check with a +1 or use 1d24+1 if the caster is not on the PoR— apply the spell's effects on the caster and any allies not on the PoR should the spell affect multiple targets); (2) a spectral hangman's noose materializes around the caster's neck, cinching down for 1d6 rounds, causing 1d3 temporary Stamina damage per round until the rope can be pulled free (DC 10 Strength check, and once the rope is removed, lost Stamina returns with a Stamina that reaches 0 being death by suffocation); (3) a portal appears above the caster, sending a powerful gust of wind downward which, knocks them prone; (4) waves of regret wash over the caster as they are forced to relive past sins and possible crimes (a DC 13 Willpower save must be made each round to act normally, or the caster stands motionless, an unwilling witness to past transgressions for 1d8 rounds).

1 **Lost, failure, and worse!** Roll 1d6 modified by Luck: (0 or lower) major corruption + misfire; (1) corruption + misfire; (2) corruption; (3+) misfire.

2-11 **Lost. Failure.**

12-13 **Failure.**

14-18 A spectral gallows explodes from the ground along with a hangman's spirit. The hangman

immediately attacks with the noose, attempting to grapple the caster's chosen target within eyesight. Once grappled, the target is considered pinned. If the target cannot escape the grapple (the gallows spirit has a Strength of 18, 2d10 HD, and 15 hp but can not otherwise be harmed unlessed banished or magic is used and will perform no other action than the hanging) before the end of their next round, the spectral noose cinches tighter and drags the target towards the gallows where they are strung up. While the noose is attached, the target begins reliving past sins and crimes and suffers 1d3 points of temporary Stamina damage from choking for each round of the spell. Once hung, the target may only attempt to escape by passing a DC 15+CL Strength check while suffering a -1d penalty from being off balance. Should the target be reduced to 0 Stamina, both gallows and vengeful spirit vanish. Freeing the target returns Stamina damage at the rate of 1d3 points per round due to the ghostly nature of the attack. Spell lasts for 1d8 rounds.

19-23 In addition to the result from 14-18, 1d4+CL gallows and hangmen are summoned with the spell lasting 1d10+CL rounds.

24-28 In addition to the result from 14-18, 1d6+CL gallows and hangmen are summoned with the spell lasting 1 turn.

29+ An entire spectral courtroom appears with a judge, jury, and executioners. All foes that are in the current combat are seized by the spectral executioners and made to kneel before the judge. The judge "reads" the targets, enumerating all their sins before the jury who will vote on their final dispensation. Targets are not permitted a save against this drama, nor can they fight back (even with magical weapons as any spirit struck down is replaced instantly), but a single *turn back the night* attempt can be made prior to sentencing if a revelator is present (treat the ghostly assembly as a 3HD creature). Sentencing will progress in this way: For every step a target is on the PoR, add a +1 bonus to the roll. For every step a target is on the PoD, add a -1 penalty to the roll. If a target has class effects that relate to the un-dead, add a +1 to the roll (calavera, sin eater, and tommyknocker). If a target is truly innocent of any wrongdoing, add a +5 to the roll. If a target is truly guilty of wrongdoing, add a -5 to the roll. Each target adds their Personality modifier to the roll. Once the roll modifiers are calculated, the judge will roll 1d20 + calculated modifiers vs. a DC of 15+CL. Each target that fails, has their spirit torn from their body and dragged into the spirit world as the ghostly court pronounces their verdict, leaving behind a lifeless husk. Each target that succeeds is granted a pardon from the court, released, and now gains +1d to all actions against the caster for 1d12 months. The court and all condemned souls vanish once the verdict is given.

GUN BUTTER

Level: 3 **Range:** 60' **Duration:** 1+CL rounds **Casting Time:** 1 round **Save:** Varies

General: A simple (but effective) spell that causes metal objects to heat up.

Manifestation: Roll 1d4: (1) invisible microwaves radiate from the caster, heating up a specific metal object on or held by the target; (2) the holder of the item has their own body heat stolen (causing them to shiver and become more sluggish, causing a -1d to all actions) and conductively transferred to the item held; (3) invisible microwaves radiate from the caster's hands, directed at a metal object on or held by the target; (4) ambient heat from around the target is transferred to a specific object on or held by

the target, increasing its internal energy, and noticeably decreasing the local temperature around the target.

Corruption: Roll 1d4 modified by Luck: (0-1) caster's body pulls heat from their surroundings to stay warm, causing all temperatures within 15' of them to be 15° cooler at all times; (2) caster's body temperature drops to 94°F, causing them to shake and shiver as they enter a state of mild hypothermia (caster suffer -1 on all spell checks and Agility checks from the trembling); (3) minor corruption; (4+) major corruption.

Misfire: Roll 1d4: (1) spell randomly targets an object on an ally (reroll the spell check with a +1 bonus and apply the results to a random item on your closest ally); (2) a random object on the caster suffers the result from 16-17; (3) reroll the spell check with a +15 bonus, the spell works as normal, but the caster's body provides the necessary heat, causing them to become hypothermic and suffer -2d to all actions for the spell duration; (4) all metal objects within 60' of the caster become too hot to hold or carry, causing 1d6 damage to those carrying or holding such objects for the spell duration.

1 **Lost, failure, and worse!** Roll 1d6 modified by Luck: (0 or lower) major corruption + misfire; (1) corruption + misfire; (2) corruption; (3+) misfire.

2-11 **Lost. Failure.**

12-15 **Failure.**

16-17 Caster chooses one mundane (non-magical or non-mystical), inanimate metal object within range, which becomes increasingly hotter over time. The first round of the spell, the item becomes scalding hot, causing 1d4 damage to anyone holding or carrying the object near their skin. Subsequent rounds find the object becoming so hot that having it anywhere near living tissue causes second-degree burns and 1d8 damage each round it is near the creature carrying or holding the object.

18-21 In addition to the result from 16-17, the damage to living beings changes to 1d8 immediately and 1d10 each subsequent round; the spell inflicts damage to the object, moving it 1 step up the ladder to being destroyed (see Catching Fire) as it begins to melt and deform. If the object chosen is a firearm, any loaded ammo will immediately discharge and damage the wielder (roll damage for each bullet present, take half damage if the weapon was dropped).

22-23 In addition to the result from 18-21, magical and mystical inanimate metal objects may be targeted. Furthermore, the damage to living beings changes to 1d10 immediately and 1d12 each subsequent round. The damage to a mundane, inanimate, metal object moves 2 steps up the ladder (see Catching Fire), but does not damage magical or supernatural objects.

24-26 In addition to the result from 22-23, the number of objects which may be targeted changes to 1d3, the damage to living beings changes to 1d14 immediately and 1d16 each subsequent round; the damage to mundane, inanimate metal objects moves 4 steps up the ladder (see Catching Fire).

27-31 1d5 targeted, inanimate metal objects within range, become increasingly hotter over time. The first round of the spell, the item becomes scalding hot, causing 1d16 damage to anyone holding or carrying the object near their skin. Subsequent rounds find the object becoming so hot that having it anywhere near living tissue causes second-degree burns and

1d20 damage each round it is near the creature carrying or holding the object. Mundane, inanimate metal objects melt and are destroyed (but clings to the wielder and takes 1d6 rounds to remove the burning material), and inanimate, magical or supernatural objects must make a save (Fortitude + magical bonus modifier vs. a DC equal to the spell check) or catch on fire, starting 2 steps up the burn ladder to being destroyed (animate or bonded magical items such as a gunslinger's ghost irons or a sin eater's soul-aegis for example, are immune to this damage).

32-33 In addition to the result from 27-31, the number of objects which may be targeted changes to 1d7, the damage to living beings changes to 1d20 immediately and 1d24 each subsequent round. The melted mass of metal now takes 1d6+CL rounds to remove. Inanimate, magical or supernatural objects now take 4 steps of damage (animate or bonded magical items such as a gunslinger's ghost irons or a sin eater's soul-aegis for example, are immune to this damage).

34-35 In addition to the result from 32-33, the number of objects which may be targeted changes to 1d10+CL, the damage to living beings changes to 1d24 immediately and 1d30 each subsequent round until the melted mass of metal is removed. Inanimate, magical or supernatural objects are now destroyed (animate or bonded magical items such as a gunslinger's ghost irons or a sin eater's soul-aegis for example, are immune to this damage).

36+ In a 60' radius centered on the caster, all metal objects (other than the caster's, but does include any allies caught in the effect) superheat by pulling the energy from the affected area, dropping the temperature by 40°. Mundane and magical (animate and bonded magic excluded) objects glow a bright red before melting into slag. Anyone wearing or holding said objects takes 2d14 points of damage immediately and 2d20 for each round they stay in the area of effect, any clothing worn bursts into fire (1d6 damage increasing by +1d each round until the clothing is removed or fire put out by taking an action), and all ammunition carried explodes. Everyone in the area of effect must make a Luck check (including the caster). If the roll succeeds, take a mear 1d6 damage from all the flying shrapnel; if the roll fails, multiply the amount the roll failed by 10 and take this much damage from direct bullet strikes. Example: A poor shopkeeper caught in the effect has a Luck score of 12 and rolls a 15. The hapless shopkeep failed his roll by 3 and now takes 30 points of damage!

NECROTIZING TOUCH

Level: 3 **Range:** Touch or 20' **Duration:** Varies **Casting Time:** 1 round **Save:** Fort

General: The caster's hands become anathema to life itself, draining the life-force from living things within its range.

Manifestation: Roll 1d4: (1) caster's hands take on the pallor and appearance of a rotting corpse while casting the spell; (2) caster exudes a malefic aura in a 20' radius, causing animals to shy away from them; (3) all native plant life within a 20' radius of the caster begins to wither; (4) caster's eyes have the appearance of hourglasses, seeing all beauty fade as their vision depicts the rapid decay of all living and non-living matter for the spell's duration.

Corruption: Roll 1d10 modified by Luck: (0-1) caster's hands take on the pallor and appearance of a rotting corpse, forcing them to either hide their disfigurement or suffer -2d on social interaction rolls;

(2-3) caster's body begins to resemble a decaying corpse (lose 1d4 points of Personality and suffer -2d on all social interaction rolls); (4-5) caster's body begins to exude a foul miasma which is noticeable up to a 20' radius from the caster (lose 2 points of Personality and suffer -1d on social interaction rolls); (6-7) caster generates a fear-aura and forces a Grit check when they are first encountered in this form (the character's level is the number of HD used to calculate the Grit check modifier); (8) minor corruption; (9) major corruption; (10+) greater corruption.

Misfire: Roll 1d4: (1) caster and all allies suddenly feel as if rigor mortis had set in, causing -1d on all Agility-related rolls and a Movement reduction of -5' (to a minimum of 5') for 1d4 rounds; (2) the spell backfires and applies to one random ally within 50' of the caster (reroll the spell check at a +1 and apply the results to the poor ally); (3) caster suffers visions of the evils done by any creature within 50' (make a DC 10 Willpower save or is unable to act for 1d4 rounds as the evils witnessed distract their focus); (4) caster's body begins to undergo an accelerated aging process (for 1d4 rounds, caster must make a DC 10 Fortitude save each round or suffer 1 point of permanent Stamina loss and age 5 years for each failed check).

1 **Lost, failure, and worse!** Roll 1d6 modified by Luck: (0 or lower) major corruption + misfire; (1) corruption + misfire; (2) corruption; (3+) misfire.

2-11 **Lost. Failure.**

12-13 **Failure.**

14-17 Caster's touch initiates a process of cellular degeneration. Any living being touched by the caster must make a Fortitude save vs. a DC equal to the spell check or lose 1d6 points of Stamina or Fortitude. The caster restores an equal amount of Stamina (treat a Fortitude drain as if it were Stamina) as that drained. Caster's Stamina score cannot be increased higher than the caster's original maximum.

18-20 The touch causes either 1d8 points of Stamina loss (Fortitude if a creature) or 1d8 hp loss. An equal amount of either Stamina (treat a Fortitude drain like Stamina) or hit points are transferred to the caster. Stamina cannot be increased higher than the caster's original, but hit points can (additional hp over character maximum will drain away if not used in 1d4 turns). Additionally, the caster begins to drain the moisture from a target's body, causing them to have to make an additional Willpower save with a DC matching the result of the spell check; failure results in the target becoming extremely dehydrated and suffering dizziness and confusion (-1d to all actions for 1d4 rounds).

21-23 In addition to the result from 18-20, the Stamina and hit point losses are increased to 1d10 points (Fortitude from a creature). Additionally, the target's skin begins to blacken and slough off in places as the effects of the touch spread throughout the target's system (-1d on Personality checks due to the disgusting effects). Spell lasts for 1d4 rounds.

24-26 The cellular degeneration becomes increasingly severe. In addition to the result from 21-23, instead of just suffering Stamina or hp loss, the target must make a Fortitude save or lose 1d4 points each of Stamina, Strength, and Agility (Fortitude, Reflex, and Willpower if a creature) and the hit point loss is increased to 2d6.

27-28 In addition to the result from 24-26, the Stamina, Strength, and Agility (Fortitude, Reflex, and Willpower if a creature) loss is increased to 1d6 and the hit point loss is increased to

3d6. Additionally, the target must make an additional Willpower save with a DC equal to the result of the spell check; failure results in the target losing 1d4 points of Intelligence as the necrotizing infection spreads to their brain and begins to destroy the target's neural pathways.

29-31 A malefic aura radiates out in a 20' radius from the caster, which initiates a process of cellular degeneration. Any creature (including allies) within the aura exuded by the caster must make a Fortitude save or lose either 1d5 points each of Stamina, Strength, and Agility (Fortitude, Reflex, and Willpower if a creature) or 1d6 hit points. The caster restores an equal amount of Stamina, Strength and Agility or hit points as that drained. Caster's ability scores cannot be increased higher than the caster's original maximum. Hit points may exceed caster's maximum and are lost at a rate of 1d6 hp per turn following acquisition if not lost prior to then in another manner. Spell lasts for 1d4 rounds.

32+ The caster's corruption aura strengthens. In addition to the result from 29-31, the Stamina, Strength, and Agility loss is increased to 1d7 (Fortitude, Reflex, and Willpower if a creature) and the hit point loss is increased to 2d6. Additionally, the spread of the necrotizing aura is so debilitating that each target affected must make an additional Fortitude save with a DC matching the result of the spell check; failure results in one of the target's limbs (randomly determined) becoming withered and desiccated and completely useless. This effect may not be reversed short of divine healing or intervention.

PAROXYSM

Level: 3 **Range:** Varies **Duration:** Varies **Casting Time:** 1 round **Save:** Fort

General: Excellent for home defense, this is another chestnut originally copied from the tattered pages of *H. P. Snodbottom's Prairie Home Survival Guide*. Until the incantation is discharged, one of the occultist's hands, a melee weapon, or several pieces of ammunition are charged with energy and are coated with a sticky layer of neurotoxic venom. This layer of venom causes no problems with gripping, climbing, or fine manipulation, but the caster does need to be careful not to discharge the incantation accidentally upon an ally or innocent bystander. A glove may be donned to alleviate the risk and most of the manifestation effects, but the glove must be removed before the caster can discharge the incantation. The spell ends after the caster succeeds with their first attack within the time granted by the incantation. Any enchanted ammunition created can be shared with others, but only the one who cast this incantation is immune to the incantation's effects. Care must be taken by others using these missiles, and a thief may apply their bonus for handling poisons when using these items. Unless indicated by the casting check, the effects of this incantation are normal, non-magical, and heal with rest or magical aid.

Manifestation: Roll 1d8: (1-2) the ammo or hand glows with a dim, purple light equivalent to a candle and is constantly dripping with slime of the same hue; (3-5) the ammo or hand sheds sparks and makes little whizzing noises; (6-7) the ammo or hand smolders and crackles, trailing red smoke that quickly dissipates; (8) the ammo or hand glows with a neon-yellow light equivalent to a torch and is constantly dripping slime of the same hue.

Corruption: Roll 1d6 modified by Luck: (0-1) the caster must succeed at a Luck check for their hand

or any ammunition that was to be affected by the incantation, with failure indicating the caster's hand is broken in multiple places or the ammo is destroyed (the broken hand will only heal with magical aid and imposes a -1d to all physical actions or spell checks until healed); (2-4) the caster must succeed at a DC15 Fortitude save or permanently lose 1d4+1 points of Stamina (only magical intervention will heal the Stamina loss); (5+) all the ammunition (including magical varieties) within 50' of the failed spell becomes dull, tarnished, and covered with rust or rot (damage is reduced by -2d until they can be repaired).

Misfire: Roll 1d6: (1) two randomly chosen targets within 40' must succeed at a DC14 Fortitude save or are overcome by seizures (targets are unable to move or take physical actions for 1d6+CL rounds); (2-5) one randomly chosen target within 20' must succeed at a DC12 Fortitude save or be overcome by seizures (target is unable to move or take physical actions for 1d4+CL rounds); (6) the inept caster must succeed at a DC16 Fortitude save or be overcome by seizures which renders them unable to move or take physical actions for 1d3+CL rounds.

1 **Lost, failure, and worse!** Roll 1d6 modified by Luck: (0 or less) greater corruption + misfire; (1) major corruption + misfire; (2-3) corruption + misfire; (4+) misfire.

2-14 **Lost. Failure.**

15 One of the caster's hands is charged with chaotic energy. The caster can make a normal melee attack on their next round, trying to strike their target. If successful, the attack inflicts any normal damage and the victim must succeed at a Fortitude save with a DC equal to the spell check result, or they are overcome by seizures. The convulsing target is unable to move or take any actions for 1 round. The spell ends after a successful strike.

16-17 One of the caster's hands is charged with chaotic energy. The occultist can make a normal melee attack on their next round, trying to strike their target. If successful, the attack may inflict any normal damage and the target must succeed at a Fortitude save with a DC equal to the spell check result, or they are overcome by seizures. The convulsing target is unable to move or take any actions for 1d6+CL rounds. Incantation ends after one successful strike.

18-21 One of the caster's hands or 1d6+CL bullets are charged with chaotic energy for 1d4+CL turns. The occultist makes normal attacks trying to touch or shoot their targets. If successful, the attack may inflict any normal damage and the victims must succeed at a Fortitude save with a DC equal to the spell check result, or they are overcome by seizures. The convulsing targets are unable to move or take any physical actions for 1d8+CL rounds. Incantation ends after 1 successful strike by hand or per bullet, or the spell duration expires.

22-23 One of the caster's hands, a melee weapon, or 2d4+CL bullets can be charged with chaotic energy for 1d4+CL turns. The caster makes normal attacks on their targets. If successful, the attack may inflict any normal damage, and the victims must succeed at a Fortitude save with a DC equal to the spell check result, or they are overcome by seizures. The convulsing targets are unable to move or take any actions for 1d10+CL rounds. Incantation ends after a successful strike by melee or missile fire, or the spell duration expires.

24-26 For the next 1d3 rounds, the caster designates one creature within 30' and with a word causes the indicated target to become overwhelmed by seizures of such violence that the victim causes themselves 1 point of damage per round they are in the grip of the seizure. If the creature is 2HD or less, it is affected automatically. If 3HD or greater, it receives a DC 20

Fortitude save to resist. Victims are unable to move or take any actions, and the seizure lasts for 1d10+CL rounds.

27-31 For the next 2d3 rounds, the caster designates 1d4+CL targets within 30' and causes them to become overwhelmed by seizures of such violence that they cause themselves 1d3 points of damage per round they are in the grip of the seizure. Any creature of 4HD or less is automatically affected. Creatures of 5HD or greater receive a DC 20 Fortitude save. Victims are unable to move or take any actions, and the seizure lasts for 1d10+CL rounds.

32+ The caster is imbued with the power to kill their enemies by invoking a terrible paroxysm within their victims. For the next 24 hours the caster may point at one target per hour that is within eyesight. Creatures are automatically affected if they have less than 6HD. Creatures of 6HD or greater receive a DC 20 Fortitude save. Victims are unable to move or take any actions and the seizure lasts for 4d6+CL rounds, suffering 2 points of damage per round until the spell expires or they are dead.

RESISTANCE

Level: 3 **Range:** Varies **Duration:** Varies **Casting Time:** 1 round **Save:** Varies

General: The caster grants the target resistance to various forms of energies and potentially even magic! When a random form of energy is asked for: Roll 1d10: (1) sonic; (2) chemical; (3) electromagnetic; (4) kinetic; (5) nuclear; (6) ionization; (7) thermal; (8) gravitational; (9) magic; or (10) roll twice and combine.

Manifestation: Roll 1d4: (1) targets are surrounded by a nimbus of non-damaging energies of the forms to which they are granted protection; (2) caster's hands are wreathed in non-damaging energies to which they are providing resistance; (3) caster's body takes on the visual aspect of the energies to which they are providing resistance; (4) lines of non-damaging energies connect the caster to those provided resistance.

Corruption: Roll 1d5 modified by Luck: (0-1) caster becomes vulnerable to one or more forms of energy and suffers double damage when exposed (roll 1d10: 1- sonic, 2- chemical, 3- electromagnetic, 4- kinetic, 5- nuclear, 6- ionization, 7- thermal, 8- gravitational, 9- magic, or 10- roll twice and combine); (2) the area within 30' of the caster is constantly deluged with minor amounts of one or more forms of energy described above; (3) greater corruption; (4) major corruption; (5+) minor corruption.

Misfire: Roll 1d4: (1) spell randomly targets an opposing enemy (reroll with a +1 bonus and apply the result); (2) one random inanimate object in range begins to emit one or more forms of energy; (3) caster suffers +1d to all energy-based damage for the spell duration; (4) all enemies within 120' of the caster are resistant to damage from all forms of energy, gaining -1d to all energy-based damage rolls.

1 **Lost, failure, and worse!** Roll 1d6 modified by Luck: (0 or less) corruption + misfire; (1-2) corruption; (3) minor corruption; (4+) misfire.

2-11 **Lost. Failure.**

12-15 **Failure.**

16-17 The caster gains limited resistance to a random form of energy and ignores 2 hit points of damage from that form of energy each round they would take damage from it. The effect lasts for 1 turn.

18-22 In addition to the result from 16-17, the resistance to damage changes to 5 hp of damage each round, and the caster gains +2 to all saving throws to resist the specific form of energy when required. The effect lasts for 1 turn.

23-25 In addition to the result from 18-22, the number of targets affected changes to 1d3, the resistance to damage changes to 10 hp of damage each round, and all affected targets gain +4 to all saving throws to resist damage by the specific form of energy. The effect lasts for 1 turn.

26-31 The caster creates a shield of energy resistance around themselves. All energy damage of one type, chosen by the caster and within a 10' radius, is suppressed. The caster and targets within a 10' radius of the caster ignore a collective 40 hp of energy damage each round from the chosen energy type. As the energy is absorbed, the caster selects where any overflow damage is directed. *For example: If everyone within the 10' radius takes 17 hp of kinetic damage total in a round, it is completely absorbed. However, if the next round produces a total of 44 points of kinetic damage, then 4 points of damage overflow. The caster selects which strikes are completely resisted, partially resisted, and which bypass the shield to inflict those 4 points of overflow damage, and to who. The effect lasts for 1 turn.*

32-33 In addition to the result from 26-31, any sources of the chosen energy within a 30' radius of the caster are extinguished (any magical effects or items get a save vs. the DC of the spell check or are either dispelled, if it had a duration of use, or temporarily suppressed for magic items) for the spell duration and the amount of energy damage collectively absorbed increases to 50 hp. The effect lasts for 1 turn.

34-35 The caster and all allies within a 60' radius centered on the caster are completely immune to damage and effects from a randomly rolled energy type. The effect lasts for 1 turn.

36+ The caster and all allies within a 60' radius centered on the caster are completely immune to the damage and effects from 1d6 randomly rolled energy types. The effect lasts for 1 turn.

SHADOW STRIDE

Level: 3 **Range:** Touch or 25' radius **Duration:** 1 round **Casting Time:** 1 round **Save:** Will

General: The caster works with the darkness inherent in shadows that connects the mortal world with that of the spirit, forging a spirit-path used for quick travel. With the proper spell check, up to five miles can be crossed in 1 round.

Manifestation: Roll 1d4: (1) caster's body becomes a living shadow (+1 to Fortitude saves and can see 120' in darkness with no penalties) that needs to stay away from direct sunlight for the duration of the spell or will start dissolving at the rate of -1 Stamina per round until death is reached at 0 Stamina; (2) a swirling of dark mist bubbles up in front of the caster, engulfing them from the waist down as they step onto a shadowy path that leads into the spirit world; (3) tendrils of semi-solid blackness reach out from the nearest collection of shadows and grasp the caster, pulling them rapidly into the shadows and ejecting them out at their destination (a Grit check at DC 10 must be made as the experience is

unsettling); (4) the caster's body merges with their own shadow just before that shadow is sucked into the spirit world.

Corruption: Roll 1d8 modified by Luck: (0-1) caster finds their skin has become very sensitive to sunlight (direct sunlight on exposed skin causes 1 point of damage each round), making heavy clothing a must; (2-3) caster's skin begins to turn more translucent as swirling whorls of constantly moving shadow is glimpsed beneath (+1d to stealth-related rolls but suffers -2d on all social interactions due to the unnerving tattoos); (4-5) caster's shadow begins to move independently of their physical form, japing and cavorting behind the caster constantly which distracts the caster's allies (who suffer -1 to all rolls during combat as their peripheral vision constantly catches the movement) when it is visible; (6-7) caster's eyes turn completely black and leak a smoky mist, causing them to view a world which appears cloudy and somehow less substantial (vision-related rolls gain +1d in the spirit world and a -1d penalty on earth); (8+) caster's lower extremities turn to swirling shadows, making movement difficult on earth and much easier in the spirit world (-10' MV to a minimum of 5' on earth, +10' MV in the spirit world).

Misfire: Roll 1d4: (1) caster's tongue turns into shadow substance, making any additional spell checks suffer a -2 penalty for 1d3 rounds as forming words are difficult; (2) a 10' deep, 5' radius pit of shadows, centered on the caster, comes into existence and turns solid again in 1d4 rounds, trapping those that fell in who have not made their way out in time (a DC 12 Fortitude check saves for half damage or suffer 3d8 damage from the crushing ground that pushes those trapped to the surface the next round); (3) the spell backfires and instantly transports the caster to the spirit world, trapping them for 1d4 turns unless they have another way to return; (4) for 1d8 turns, the caster casts no shadow—which has gone missing—a sensation which causes mental strain (make a DC 12 Grit check).

1	**Lost, failure, and worse!** Roll 1d6 modified by Luck: (0 or lower) major corruption + misfire; (1) corruption + misfire; (2) corruption; (3+) misfire.
2-11	**Lost. Failure.**
12-13	**Failure.**
14-16	The caster fades into the shadows and is transported bodily through the spirit world, along a shadowy path, to a maximum distance of 60' where they step through into the plane they just left, up to 60' away from where they were. The caster returns to his starting plane ready for action the next round. If they choose not to leave the spirit world, they will be ejected the next round as the spell ends.
17-19	In addition to the result from 4-16, the maximum distance increases to 120'.
20-22	In addition to the result from 17-19, the caster may take up to one willing target they are touching with them along for the ride, to a maximum distance of 240'.
23-25	In addition to the result from 20-22, the caster may take up to 1d4+CL willing targets they are touching with them along for the ride, to a maximum distance of 480'.
26-28	The caster and 1d4+CL willing targets—that can be touched—fade into the shadows and are transported bodily through the spirit world, along a shadowy path, to a maximum distance of one mile. The group returns to their starting plane ready for action the next round up to one mile away from their starting location. If they choose not to leave the spirit world, they will be ejected the next round as the spell ends.

29-31 In addition to the result from 26-28, the caster may take up to 1d6+CL willing targets they are touching with them along for the ride, to a maximum distance of five miles.

32+ All willing targets within a 25' radius of the caster are pulled bodily into nearby shadows and are transported to the spirit world. Up to five miles can be crossed in one round before the spell ends and the targets are cast out of the closest shadow. If the targets are not willing ones, they may make a Willpower save with a DC equal to the result of the spell check to avoid being transported and possibly suffering mental trauma from the spirit world, as its strange environs toy with their sanity. Unwilling targets that are pulled along must make a Grit check at DC 15 when the spell ends and they return.

TUMBLEWEED

Level: 3 **Range:** 30' **Duration:** Varies **Casting Time:** 1 round **Save:** Fort

General: The spell's effect either changes the structure of a body or surrounds a body in a field that is extremely pliant and bouncy, allowing the ability to roll in a controlled fashion, bounce off structures, absorb kinetic energy, and gain some measure of protection against damage.

Manifestation: Roll 1d4: (1) target's body balloons into a spherical shape, allowing them to roll and bounce; (2) target is surrounded by floating, gyrating, rubbery bubbles granting a certain lubricity and the ability to float in the bubbly mass; (3) target's physical appearances are unchanged, but their body becomes extremely pliable; (4) target is surrounded by a completely transparent, kinetic force field of unknown energy and can control the motion of the rubbery containment field with their thoughts.

Corruption: Roll 1d5 modified by Luck: (0-1) caster's body begins to lose cohesion, causing them to suffer 2 points of Strength loss permanently; (2) caster's body becomes permanently pliant and rubbery, with a high surface tension that repels all fluids (+2 to all swim checks but may cause other issues as directed by the judge); (3) greater corruption; (4) major corruption; (5+) minor corruption.

Misfire: Roll 1d4: (1) spell randomly targets an opposing enemy (reroll the spell check with a +1 modifier and apply the result); (2) caster's own physical attacks bounce slightly, causing them to suffer 1d5 damage for each melee attack they make during the spell duration; (3) spell takes effect as normal, but targets are not able to control the direction of their movement—roll 1d4 each time they suffer an outside force acting on them or try to move: 1- up, 2- lateral, 3- directly away from acting force, or 4- stays where they are; (4) spell takes effect, but all numbers within the spell description are reversed in terms of effect (e.g., Movement is decreased, physical damage is increased, and melee attack damage is reduced).

1 **Lost, failure, and worse!** Roll 1d6 modified by Luck: (0 or less) corruption + misfire; (1-2) corruption; (3) minor corruption; (4+) misfire.

2-12 **Lost. Failure.**

13 **Failure.**

14-17 One chosen target increases their base Movement by +10' and gains a limited damage resistance (all physical damage is reduced by 1d3 points to a minimum of 0). If they are able

to rebound within an enclosed space or off a relatively large surface (a wall, a large tree trunk, train car, etc.) during their movement, they can increase the damage from their very next melee attack by +1d6 points of damage. Unwilling targets may make a Fortitude save with a DC equal to the spell check. The spell effects last for 1d6 rounds.

18-21 In addition to the result from 14-17, with a Movement increase of +15', damage resistance of 1d4 points, and the rebound, melee attack damage is changed to 1d7 points. The spell effects last for 1d7 rounds.

22-23 1d3 chosen targets increase their base Movement by +20' and gain a limited damage resistance (all physical damage is reduced by 1d5 points to a minimum of 0). If they are able to rebound within an enclosed space or off a relatively large surface (a wall, a large tree trunk, train car, etc.) during their movement, they can increase the damage from their very next melee attack by 1d8 points. Unwilling targets may make a Fortitude save with a DC equal to the spell check. The spell effects last for 1d8 rounds.

24-26 In addition to the result from 22-23, the number of targets affected is 1d5, the base Movement speed increase is +25', damage resistance is 1d7 points, and rebound, melee attack damage is 2d6 points+1d6 additional damage for each 10' of rebound travel before making the attack. The spell effects last for 1d10 rounds.

27-31 In addition to the result from 24-26, the number of targets affected is 1d7, the base Movement speed increase is +30', damage resistance is 1d10 points, and rebound, melee attack damage is 2d8 points+1d8 additional damage for each 10' of rebound travel before making the attack. The spell effects last for 1d12 rounds.

32-33 1d8 chosen targets increase their base Movement by +35' and gain a limited damage resistance (all physical damage is reduced by 1d12 points to a minimum of 0). If they are able to rebound within an enclosed space or off a relatively large surface (a wall, a large tree trunk, train car, etc.) during their movement, they can increase the damage from their very next melee attack by 2d10 points+1D10 additional damage for each 10' of rebound travel before making the attack. Unwilling targets may make a Fortitude save with a DC equal to the spell check. The spell effects last for 1d14 rounds.

34-35 As the result gained from 32-33, but the number of targets affected is 1d10, the base Movement speed increase is +40', damage resistance is 1d14 points, and rebound, melee attack damage is 2d12 points+1d12 additional damage for each 10' of rebound travel before making the attack. The spell effects last for 1d16 rounds.

36+ 1d12 chosen targets increase their base Movement by +50' and gain a limited damage resistance (all physical damage is reduced by 1d16 points to a minimum of 0). If they are able to rebound within an enclosed space or off a relatively large surface (a wall, a large tree trunk, train car, etc.) during their movement, they can increase the damage from their very next melee attack by 2d14 points+1d14 additional damage for each 10' of rebound travel before making the attack. Unwilling targets may make a Fortitude save with a DC equal to the spell check. The spell effects last for 1d24 rounds.

AIRIN' THE LUNGS

Level: 4 **Range:** 30' **Duration:** Varies **Casting Time:** 1 round **Save:** Will

General: This spell causes targets to become extremely ornery and blasphemous, venting and cussin' uncontrollably any and all frustrations in the most foul and uncouth way possible. This affects their social interactions with those witnessing or hearing first-hand about the tirade. Those who walk the Path of The Righteous gain a +1d to Willpower saves to resist the spell effects, while those who walk the Path of The Damned suffer a -1d penalty to the Willpower saves. Those who Walk the Line gain no bonus nor suffer any penalty to the rolls.

Manifestation: Roll 1d4: (1) target begins to drool at the mouth and spittle flies as they vent forcibly their frustrations; (2) target uncontrollably gesticulates with rude and blasphemous gestures; (3) targets begins cussin' uncontrollably at the top of their lungs at any nearby sentient beings; (4) target begins to flatulate loudly and speak the most foul cussin' based on anything that the closest person finds offensive.

Corruption: Roll 1d5 modified by Luck: (0-1) target's speech patterns are permanently altered, requiring a cuss word to be used multiple times per statement spoken and causing a -1d to all social interaction rolls; (2) one of the target's hands are permanently twisted into a rude gesture; (3) greater corruption; (4) major corruption; (5) minor corruption.

Misfire: Roll 1d4: (1) caster must reroll their spell check at a +11 and suffer the consequences of the roll; (2) caster's eyes bug out, and their face turns an ugly purplish-blue as they can do nothing for 1d3 rounds except cast vitriolic statements at the closest person; (3) caster's own cussin' and foul mouth causes all rolls related to social interactions to suffer a -1d penalty for the duration; (4) for one week, the caster is compelled to speak in the most vile terms each time they meet someone new (-2d to interaction rolls when encountering a new person).

1	**Lost, failure, and worse!** Roll 1d6 modified by Luck: (0 or less) corruption + misfire; (1-2) corruption; (3) minor corruption; (4+) misfire.
2-11	**Lost. Failure.**
12-17	**Failure.**
18-19	One chosen target is forced to begin cussin' uncontrollably and extremely loudly for the duration unless a Willpower save with a DC equal to the spell check is made. This will interrupt spell casting efforts, eliminates all chances at stealth, and causes hard feelings in those who Walk the Line or are on the Path of The Righteous who hear their foul mouth (-2 to all Personality rolls related to social interactions). The spell effects last 1+CL rounds.
20-23	In addition to the result gained from 18-19, the target is forced to gesticulate wildly, causing them to suffer a -2 on all rolls requiring a physical skill check for the duration.
24-25	In addition to the result gained from 20-23, the number of targets which may be affected is increased to 1d3 and the Personality penalty changes to -4 due to the extreme vitriolic cussin'.

26-28 1d3 chosen targets are forced to begin cussin' uncontrollably and extremely loudly for the duration unless a Willpower save with a DC equal to the spell check is made. The effects will interrupt spell casting efforts, eliminate all chances at stealth, and cause hard feelings in those who Walk the Line or are on the Path of The Righteous who hear their foul mouths (-4 to all Personality rolls related to social interactions). In addition, affected targets must make a DC 18 Willpower save or be unable to perform any actions for 1d3+CL rounds as they stand and holler at the top of their lungs at the closest person available.

29-35 In addition to the result gained from 26-28, the number of targets which may be affected is 1d8, the Personality roll penalty is -6, and the secondary Willpower save is now DC 22, lasting 1d6+CL rounds.

36+ 1d10 chosen targets are forced to begin cussin' uncontrollably and extremely loudly for the duration unless a Willpower save with a DC equal to the spell check is made. The effects will interrupt spell casting efforts, eliminate all chances at stealth, and cause hard feelings in those who Walk the Line or are on the Path of The Righteous who hear their foul mouths (-6 to all Personality rolls related to social interactions). In addition, affected targets must make a DC 22 Willpower save or be unable to perform any actions for 1d8+CL rounds as they stand and holler at the top of their lungs at the closest person available. Additionally, the targets suffer a minor curse as their voices are supernaturally amplified and can be heard for up to 1d6 miles distant. Their voices are so distinct that any NPCs who hear them will forever recognize their voice should they hear it again. Any NPCs who walk the Path of The Righteous who recognize the target's voice are hostile immediately, while those who walk the Path of The Damned are more friendly. Those who Walk the Line are not affected. The curse can be removed in any way the judge deems appropriate.

BALOR'S EVIL EYE

Level: 4 **Range:** Varies **Duration:** 1 round **Casting Time:** 1 round **Save:** Varies

General: The lore states that Balor, the King of the Formorians, was possessed of a third eye, high on his forehead, that had the power to curse and destroy his enemies. While not as powerful, this spell replicates some of the abilities of Balor's fabled weapon.

Manifestation: For the duration of the spell, the caster displays: Roll 1d4: (1) an eye that bulges several inches beyond the eye-socket, is rimmed in red, broken veins, and has no discernable cornea; (2) a third eye that opens on the caster's forehead, centered between and two inches above their other eyes; (3) a gigantic, lidless eye that is revealed as the caster opens their mouth so wide that it unhinges over the top of their head, drops to the back of their neck, as the eye emerges from within the gaping throat-hole; (4) a single eye, made from the merging of the normal two.

Corruption: The spirit of the long-dead King of the Formorians finds a suitable vessel in the occultist. Balor's evil mantle falls upon the caster who is overcome with bloodlust and must attack every living being within 50' until they (or the caster) are destroyed. Balor's mantle invigorates the caster and grants them: +5 to AC, Strength, Agility, and Stamina; and +2d20 temporary hit points that last until reduced by damage or the possession ends. In addition, the caster makes another spell check with a +10 bonus to see what powers *Balor's eye* grants while they are possessed. The caster may only

attack with their bare hands, a melee weapon, or the power of *Balor's eye* while the rage lasts. After 1d4 rounds of battle, the caster may attempt a Willpower save vs. a DC equal to 10 + the number of rounds they have been possessed so far. The only other way for the possession to end is if the caster is rendered unconscious or killed.

Misfire: Roll 1d4: (1) the caster is rendered temporarily blind for 1d3 turns; (2) all within 10' of the caster (including the caster) are rendered temporarily blind for 1d4 turns; (3) Balor's eye activates but something goes wrong—instead of creating fear in their enemies, the spell causes all enemies within 50' of the caster to focus their aggression and attacks solely on them; (4) all within 20' of the caster must make a Grit check vs. a DC of 20 as the fierce spirit of Balor instills absolute terror.

1	**Lost, failure, and worse!** Roll 1d6 modified by Luck: (0 or less) major corruption + misfire; (1-2) corruption, (3+) misfire.
2-11	**Lost. Failure.**
12-17	**Failure.**
18-20	Balor's eye opens and forces all that view the caster to make a Grit check vs. a DC equal to the spell check.
21-25	The evil eye curses 1d6+CL targets. Each target selected by the caster receives 1d6 Hex tokens.
26-29	The evil eye causes the foes of the caster to quake in their boots and lose all desire to fight! All enemies within eyesight must make a Willpower save vs. a DC equal to the spell check; failure results in 1d4 rounds where they can take no action as they shake in fear, rooted to the spot. This mystical power works regardless if the enemies are actually looking at the caster. Waves of fear roll forth from the eye causing the effect.
30-31	One target chosen by the caster receives the full brunt of Balor's rage. That target must make a Fortitude save vs. a DC equal to the spell check or suffers a stroke. The target drops to the ground, unable to move or take action as their nervous system misfires. Each round, the target can make another Fortitude test with the DC reducing by 1 for each round after the first until they succeed. Once the target recovers, they must make a Luck check; on a failure, the unfortunate lose 1d6 points from their physical Stats (they may spread the loss across all three Stats as they wish).
32-34	Entire armies can be cowed by the awful majesty of Balor's gaze. All living beings within 100' of the caster receive 1d10 Hex tokens each and must make a Grit check vs. a DC equal to the spell check. If allies of the caster are warned in advance, they can close their eyes and avoid Balor's gaze (those warned must make a Willpower save vs. a DC of 10 to not look).
35+	1d6 living targets are singled out for the full might of the evil eye. These unfortunate beings must make a Fortitude save vs. a DC equal to the spell check or die. The waves of fear that roil off the caster are so strong that the targets have massive heart attacks and drop where they stand. Roll the body checks can still be made. Those that pass their Fortitude save still experience painful heart palpitations and take 1d6 points of Stamina damage. A Stamina score of zero is death.

BONE CALLER

Level: 4 **Range:** 30' **Duration:** 1+CL rounds **Casting Time:** 1 round **Save:** Fort

General: The spell grants the caster the ability to pull a singular appendicular bone (the ones that support the appendages) from living targets. Bones pulled from living targets can then be used either as a talisman or spell focus targeting the bone's original owner or to generate an entirely new skeleton under the caster's control. The spell may be somewhat resisted by making a Fortitude save vs. a DC equal to the spell check.

Manifestation: Roll 1d4: (1) target's body overlying the bone turns transparent and jelly like as the bone is telekinetically pulled out; (2) caster's bones become visible as the target's bone disappears, rematerializing inside the caster, where it can then be removed freely; (3) target's bone becomes soft and malleable and is forcefully coughed up and lands in the caster's hand; (4) target's bone is removed via psychoportation by the caster, appearing in the caster's chosen hand.

Corruption: Roll 1d5 modified by Luck: (0-1) the small bones (phalanges) in the digits of a random affected limb suffer skeletal deformity, causing the caster to suffer -2 to all Agility rolls that use the affected appendage; (2) caster suffers -1d to Agility rolls and Reflex saves, as a bone is forcibly yanked from their body, causing them to lose structural integrity in an affected limb; (3) greater corruption; (4) major corruption; (5) minor corruption.

Misfire: Roll 1d4: (1) the caster removes their own bone by mistake, suffering the result of a spell check reroll made with a +1 bonus; (2) caster's bones become more dense, granting them a +2 AC bonus and a -10' Move penalty (to a minimum of 5') for the duration; (3) caster's own bones become brittle, causing them to increase all damage suffered by +1d for the duration; (4) target's bones enlarge and grow large spurs, causing them to suffer 1d6 damage as their bones tear painfully through their skin, but it increases all unarmed damage done by the target by +1d for the duration.

1	**Lost, failure, and worse!** Roll 1d6 modified by Luck: (0 or less) corruption + misfire; (1-2) corruption; (3) minor corruption; (4+) misfire.
2-11	**Lost. Failure.**
12-17	**Failure.**
18-19	The bone talisman magnifies all other spells cast by the caster which affect the target, causing them to be cast as if the CL was one higher. The target also suffers wracking pain from the missing bone, suffering 1d6+CL damage (Fortitude save with a DC equal to the spell check for half damage on a success).
20-23	In addition to the result from 18-19, the spell magnification effect is increased by 2 levels, the damage to the target is increased to 1d8+CL (Fortitude save with a DC equal to the spell check for half damage on a success), and the caster gains some protection from attacks by the target, reducing all damage dealt to them by the target by 2 (to a minimum of 1 damage).
24-25	In addition to the result from 20-23, the spell magnification effect is increased by 3 levels, the damage to the target is increased to 1d10+CL (Fortitude save with a DC equal to the spell check for half damage on a success), and the protection gained from attacks by the target

reduces all damage dealt to them by the target by 4 (to a minimum of 1 damage). The caster may also create a single skeleton from the target's bone which is under the caster's control; it acts independently from the caster on the caster's initiative count for the spell's duration.

Skeleton (1): Init -1d; Atk fist +0 melee (1d4+2), bite +0 melee (1d6); AC 10; HD 1d8+2; MV 20'; Act 1d20/1d16; SP un-dead traits (immune to sleep, charm, and paralysis type spells as well as other mental effects and cold damage); SV Fort +4, Ref -4, Will +2; Path PoD +1]

26-28 In addition to the result from 24-25, the created skeleton increases to a 3 HD creature, its melee attack bonus increases to +3, and it gains one random skeleton trait from the table below.

1d6	Skeleton Trait
1	Carrier of grave rot. Any creature damaged by the skeleton must make a DC 12 Fort save or contract grave rot. Grave rot can take one of many forms: Roll 1d4: (1) loss of 1 hp per day, and no natural healing; (2) temporary loss of 1d4 Strength; (3) temporary loss of 1d4 Stamina; (4) loss of touch sensation, resulting in a -2 penalty to all attack rolls. Grave rot can be healed only through magical means.
2	Animated by harnessed lightning. Electricity courses through the skeleton's body, giving off brief sparks periodically. A lightning-charged skeleton inflicts an additional 1d4 points of shock damage on each hit.
3	Reanimated with gemstones in its eye socket. Roll 1d5 to determine gemstone: (1) ruby eyes- creates a 20' fire bolt that does 1d6 damage and will catch the target on fire 50% of the time (+1d damage each round until extinguished); (2) black agate eyes radiate darkness in a 20' radius centered on the skeleton which normal light can not penetrate (foes in the area of effect are at -2 to melee attacks as if blinded); (3) emerald eyes cause an enfeebling effect in a 20' radius centered on the skeleton (-2 temporary Strength and Fortitude while within the area of effect); (4) amethyst eyes create a chilling effect in a 20' radius centered on the skeleton (-2 temporary Agility and Reflex while within the area of effect); (5) diamond eyes accelerate the skeleton's speed such that it gains an extra 1d20 action each round.
4	When this skeleton is killed, it will reform in 1d3 rounds and will continue to do so until the spell ends.
5	Chilling touch. Any creature touched by the skeleton takes an additional 1d3 points of cold damage.
6	Necromantic touch. Any creature touched by the skeleton loses 1d3 points of temporary Strength (a Strength of 0 will not allow any physical action other than a Move at half the normal rating).

29-33 The bone talisman magnifies all other spells cast by the caster which affect the target, causing them to be cast as if the CL was three higher. The target also suffers wracking pain from the missing bone, suffering 1d12+CL damage (Fortitude save for half). The caster gains some protection from attacks by the target, reducing all damage dealt to them by the target by 10 (to a minimum of 1 damage). Additionally, the caster can create two 5 HD skeletons with one random skeleton trait each (see the Skeleton Trait chart from result 26-28).

Skeletons (2): Init -1d; Atk fist +5 melee (1d4+2), bite +0 melee (1d6); AC 10; HD 5d8+2; MV 20'; Act 1d20/1d16; SP un-dead traits (immune to sleep, charm, and paralysis type spells as well as other mental effects and cold damage); SV Fort +4, Ref -4, Will +2; Path PoD +1.

34-35 In addition to the result from 29-33, the damage to the target is increased to 2d8+CL (Fortitude save for half). The caster gains some protection from attacks by the target, reducing all damage dealt to them by the target by 12 (to a minimum of 1 damage), and the caster can create three 5 HD skeletons with an increased melee attack bonus of +5 and each has two random skeleton traits.

36+ In addition to the result from 34-35, the caster creates a veritable army of 7 HD skeletons equal to twice their CL with increased melee attack bonuses of +7. Each has a single random skeleton trait. Additionally, the caster can choose to permanently enchant his own bones with a random skeleton trait. This last effect can only ever be granted once and requires the caster to spellburn 4 points of Stamina.

CALABOOSE

Level: 4 **Range:** 120' **Duration:** 1+CL rounds **Casting Time:** 1 round **Save:** Varies

General: The spell encases the targets inside a colored "jail" of sorts that moves with the target. Various additional effects, based on the casing coloration, appear with higher spell checks.

Manifestation: Roll 1d4: (1) the casing is gelatinous in nature; (2) the casing appears as a series of closely spaced, jail-cell bars encircling the targets; (3) the casing is formed from a gemstone; (4) the casing is made of solidified light.

Corruption: If result 1-2 is ever duplicated, reroll the corruption check at +2 and apply that result instead. Roll 1d5 modified by Luck: (0-1) caster's skin becomes translucent, and anytime they are in a confined space (judge's discretion), they must make a DC 10 Grit check; (2) caster will not enter into a jail or other space used for confinement under their own free will, fighting vehemently if they are forced to do so; (3) greater corruption; (4) major corruption; (5+) minor corruption.

Misfire: Roll 1d4: (1) the spell backfires and the caster must reroll their spell check with a +1 bonus and suffer the most negative results if given a choice; (2) a random ally suffers the effects of the spell (a DC 15 Reflex save will avoid the effect); (3) target is magically unable to be constrained by any effects, including magical or physical restraints, for the spell duration; (4) caster is unable to move from their immediate location for the spell duration (their Movement becomes 0').

1 **Lost, failure, and worse!** Roll 1d6 modified by Luck: (0 or less) corruption + misfire; (1-2) corruption; (3) minor corruption; (4+) misfire.

2-11 **Lost. Failure.**

12-17 **Failure.**

18-19 The caster chooses one of the following results for the spell duration: (1) a white casing encompasses a single target, enhancing their life-force, granting the target 1d6 temporary hit points (that last for the duration of the spell) and increases their AC by 2 OR (2) a black casing

encompasses a single target, draining their life-force, causing 1d6 hit points of damage, and lowers their AC by 2.

20-23 A red casing encompasses a single target, causing the target to become enraged, and granting the target a bonus of +2 to melee attack rolls, and a +4 bonus to Strength and Stamina for the spell duration.

24-25 An orange casing encompasses a single target, causing the target to suffer avarice and become enamored of anything valuable for the duration (the caster may designate what the valuable item is). The target must make a DC 18 Willpower save each round to avoid trying to obtain the focus of their desires to the exclusion of all else for the spell duration.

26-28 A yellow casing encompasses a single target, granting the target the ability to inspire fear in those around them. Each round, enemies must make a DC 18 Willpower save to be able to attack or interact with the target; on a failure, they must choose an alternate target.

29-33 A blue casing encompasses a single target, granting the target the ability to inspire their allies. Allies who can see the target are awed and inspired, receiving a +2d bonus to all rolls (attack, damage, saves, skills, etc.) for the spell duration.

34-35 Lower results may now affect 1d4 targets OR an indigo casing encompasses up to 1d4 targets, granting the ability to sense the emotions of others. Any Personality rolls during social interactions by the targets are increased by +3d and those the targets interact with are treated as if they were walking the same Path as the targets (possibly gaining additional bonuses as well).

36+ Lower results may now affect 1d6 targets OR a violet casing encompasses up to 1d6 targets, granting the ability to quell hatred and dissent in those around them. Any creatures with ill-intent focussing on the affected targets must make a DC 22 Willpower save or suffer a -3d penalty on all violent actions directed at the targets (attack rolls, spell checks, etc.) for the spell duration.

CHICKABIDDY LEGS

Level: 4 **Range:** Varies **Duration:** Varies **Casting Time:** 1 round **Save:** N/A

General: The spell grants inanimate objects leglike, bipedal appendages which provide locomotion and will take direction from the caster and can be ridden.

Manifestation: Roll 1d4: (1) object's bipedal legs are enlarged versions of a chosen natural animal; (2) object's bipedal legs are enlarged versions of a chosen natural animal and wreathed in glowing, violet flames which do not burn, but provide illumination out to 30'; (3) object's bipedal legs are an amalgamation of enlarged versions of two chosen natural animals, unnatural in their merging, and obviously weird; (4) object's bipedal legs are human in form: Roll 1d3: 1- male, 2- female, 3- one of each gender.

Corruption: Roll 1d5 modified by Luck: (0-1) caster gains an extra set of vestigial legs which protrude from their torso (-1d on interactions rolls if they are kept visible); (2) caster's legs now resemble the manifestation result; (3) greater corruption; (4) major corruption; (5+) minor corruption.

Misfire: Roll 1d4: (1) object grows legs, but they are only 2" long, unusable, and do not animate the target; (2) object grows hundreds of millipede-like legs and scuttles away from the caster; (3) caster's own legs wither slightly, causing 1d6 Agility loss for 1d12 hours; (4) reroll the spell check with a +15 modifier, if the result succeeds, the caster's legs are amputated and appear on the object for the duration of the spell (the effect causes no damage, but the caster's Move is reduced to 5' as they can only pull their torso along the ground with their arms).

1	**Lost, failure, and worse!** Roll 1d6 modified by Luck: (0 or less) corruption + misfire; (1-2) corruption; (3) minor corruption; (4+) misfire.
2-11	**Lost. Failure.**
12-17	**Failure.**
18-19	One inanimate object of no larger than human-sized dimensions grows bipedal legs, granting a Movement speed of 40' for a duration of 1d6+CL rounds. It can carry roughly 100lbs. in weight.
20-23	In addition to the result from 18-19, the object's leg musculature is massive, increasing the Movement speed to 60' for 1d8+CL rounds. It can carry roughly 150lbs. In weight.
24-25	In addition to the result from 20-23, the object's Movement speed is increased to 80' for 1d3 turns. It can carry roughly 200lbs. In weight.
26-28	One inanimate object of no larger than human-sized dimensions grows bipedal legs, granting a Movement speed of 100' for a duration of 1d6 turns. It can carry roughly 250lbs.
29-33	In addition to the result from 26-28, the spell can affect up to 1d3 objects and these object's now teleport as an action, limited in distance to anywhere on the current plane of existence that the caster can see or has physically been to before, for a duration of 1d7 turns. The object and any riders arrives with a margin of error of 1d10-CL miles to a minimum of 0 miles off target. The items can carry roughly 300lbs. in weight each.
34-35	In addition to the result from 29-33, the teleportation distance changes to limited interplanar travel to a location that the caster has physically been and allows transport of a rider through the veil and into the Near. The spell lasts 1d5 days and the items can carry roughly 350lbs. in weight each.
36-37	1d7 inanimate objects of no larger than horse-sized dimensions grow bipedal legs, granting a Movement speed of 100', and can teleport as an action, only limited in distance to anywhere on this plane, other planes, or the Near of the spirit world to a point where the caster has physically been before. The spell lasts for 1d7 days and the items can carry roughly 400lbs. in weight each.
38+	In addition to the result from 36-37, the spell can affect up to 1d10 objects which become permanently enchanted and can now teleport to any location that the caster has heard of, read of, or seen a picture of (that actually exists). The objects can carry up to 500lbs. each.

ETIOLATED PSYCHE

Level: 4 **Range:** 150' **Duration:** Special **Casting Time:** 1 action **Save:** Will

General: The caster's hands become anathema to life itself, draining the life-force from living things within its range.

Manifestation: Roll 1d4: (1) caster's eyes emit beams of white scintillating light which strike the targets; (2) caster's cranium physically expands to abnormal proportions for 1d4 rounds as they blast their target with invisible psychic energy waves; (3) target's cranium shrivels and shrinks for 1d6 rounds as the caster bombard's it with their tremendous psychic energies; (4) ropelike strands of wispy colorful energy extend from the caster's cranium and bury themselves in their target.

Corruption: Roll 1d6 modified by Luck: (0-3) greater corruption; (4-5) major corruption; (6+) minor corruption.

Misfire: Roll 1d4: (1) caster loses 1d4 points of Intelligence, and any hair on their head falls out immediately; (2) caster and all their allies within 20' are barraged by waves of unfocused psychic energy (each must make a DC 10 Willpower save or suffer -1d to all actions for 1d8 rounds as their minds wail under the assault); (3) one randomly determined ally within range is stricken with a psychic malaise and temporarily loses 1d6 Intelligence points (no save); (4) roll on the Generic Spell Misfire table found in the **Magic** section.

1	**Lost, failure, and worse!** Roll 1d6 modified by Luck: (0 or lower) major corruption + misfire; (1) corruption + misfire; (2) corruption; (3+) misfire.
2-11	**Lost. Failure.**
12-13	**Failure.**
14-15	Caster targets a single sentient creature within range. The target must make a Willpower save with a DC equal to the spell check or suffers 1d4 points of temporary Intelligence loss as their mind struggles to deal with the psychic barrage. If Intelligence reaches 0 or less, the target can perform no actions and simply drools until the Stat loss can be healed naturally or magically.
16-19	In addition to the result from 14-15, the target suffers 1d7 points of temporary Intelligence loss.
20-21	In addition to the result from 16-19, the target suffers 1d10 points of temporary Intelligence loss. Targets of 1 HD or less receive no save. Additionally, the caster gains 2 points of Intelligence for 1 turn (does not stack with multiple castings of this spell).
22-25	Caster targets up to two sentient creatures within range. The targets must make a Willpower save with a DC equal to the spell check or suffer 1d16 points of temporary Intelligence loss as their mind struggles to deal with the psychic barrage. Targets of 2 HD or less receive no save, and the caster gains 3 points of Intelligence for 1 turn (does not stack with multiple castings of this spell). If Intelligence reaches 0 or less, the target can perform no actions and simply drools until the Stat loss can be healed naturally or magically.

26-29 In addition to the result from 22-25, the caster can select up to three targets, the temporary Intelligence loss is increased to 2d10, targets of 2 HD or less receive no save, and the caster gains 4 points of Intelligence for 1d4 turns.

30-31 In addition to the result from 26-29, the caster can select up to four targets, the temporary Intelligence loss is increased to 2d16, targets of 3 HD or less receive no save, and the caster gains 5 points of Intelligence for 1d24 hours.

32-33 Caster targets up to five sentient creatures within range. The targets must make a Willpower save with a DC equal to the spell check or suffer 2d20 points of temporary Intelligence loss as their mind struggles to deal with the psychic barrage. Targets of 3 HD or less receive no save, and the caster gains 6 points of Intelligence for 1d7 days. (does not stack with multiple castings of this spell). If Intelligence reaches 0 or less, the target can perform no actions and simply drools until the Stat loss can be healed naturally or magically.

34+ In addition to the result from 32-33, the caster targets all enemies within range, the Intelligence loss is increased to 2d24 and is now permanent, targets of 4 HD or less receive no save, and the caster gains 1 point of Intelligence permanently.

FOLKLORE

Level: 4 **Range:** Self **Duration:** 1d4 turns **Casting Time:** 1 turn **Save:** N/A

General: The spell provides the caster with varying degrees of information regarding local legends or lore pertinent to a defined subject.

Manifestation: Roll 1d4: (1) caster's eyes turn milky-white for 1d4 rounds; (2) caster's becomes catatonic for 1d4 rounds while they glean the information; (3) wispy images of hefty tomes whirling slowly around the caster appear, and a peaceful aura exudes from the caster (hostile creature within 30' of the caster must make a Willpower save matching the DC of the spell or be unable to attack the caster during the spell's duration); (4) a physical tome resting on an ornate pedestal appears in front of the caster who must read its pages to obtain the information they seek.

Corruption: Roll 1d8 modified by Luck: (0-1) caster's eyes, nose, and ears leak trickling, bloody rivulets constantly (caster suffers -1d to social interaction rolls); (2-3) caster's mind becomes addled and they must make a DC 8 Willpower save once each day or suffer the effects of dissociative amnesia, forgetting personal memories and identity (judge's call as to effects on their game); (4-5) minor corruption; (6-7) major corruption; (8+) greater corruption.

Misfire: Roll 1d4: (1) the information data stream is completely alien to the caster and their mind cannot process it (caster is stunned for 1d4 rounds); (2) caster and all their allies within 50' are inundated with flashing mental images of strange, alien landscapes (each must make a DC 10 Willpower save or suffer -2d to all actions for 1d6 rounds as their minds come to grips with the data); (3) caster transports the contents of the closest library to their location as manuscripts, tomes, and shelving come crashing down into a 100' area centered on the caster, causing 2d12 damage to all within the area (half damage on a successful DC 12 Reflex save); (4) roll on the Generic Spell Misfire table in the **Magic** section.

1 **Lost, failure, and worse!** Roll 1d6 modified by Luck: (0 or lower) major corruption + misfire; (1) corruption + misfire; (2) corruption; (3+) misfire.

2-11 **Lost. Failure.**

12-17 **Lost. Failure.**

18-21 Caster names or describes a person, place, object or other focus of inquiry. Lore might include current tales, forgotten lore, or potentially relatively obscure information regarding the subject at hand. The caster instantly knows a single non-specific piece of information regarding the focus of the inquiry (judge's discretion as to the exact information available). Such information may be couched in figurative language, such as metaphor, simile, hyperbole, or other forms of symbolism. Additionally, unusual constructions or archaic combinations of words that provide a new perspective on the topic are common results of the information download.

22-25 In addition to the result from 18-21, the caster now gleans 1d3 pieces of information regarding the inquiry's focus instead. Additionally, this information has a chance to contain information of significant import to the caster or their current circumstances or desires (20%).

26-29 In addition to the result from 22-25, the caster now gleans 1d4 pieces of information regarding the inquiry's focus. Additionally, this information has an increased chance to contain information of significant import to the caster or their current circumstances or desires and is more likely to obtain obscure or little-known information related to the subject (40%).

30-33 In addition to the result from 26-29, the caster now gleans 1d7 pieces of information regarding the inquiry's focus. Additionally, the chance to know particularly pertinent information is increased to 60%, and the information found contains knowledge of one thing which is hidden regarding the inquiry's focus.

34-37 Caster names or describes two items they wish to know more about (a person, place, object, or other focus of inquiry). Lore might include current tales, forgotten lore, or potentially obscure information regarding the subject at hand. The caster instantly knows 1d7 non-specific pieces of information regarding the focus of the inquiry (judge's discretion as to the exact information available) with a 60% chance that such information is little-known, hidden, or of vast importance. Such information may be couched in figurative language, such as metaphor, simile, hyperbole, or other forms of symbolism. Additionally, unusual constructions or archaic combinations of words that provide a new perspective on the topic are common results of the information download.

38+ The caster has absolute knowledge of all details pertinent to one subject in question, including hidden or lost knowledge (to the judge's discretion). The caster also gains +2d to any use of this knowledge when a related skill roll is made.

KNUCKLE BONES

Level: 4 **Range:** Varies **Duration:** Instant **Casting Time:** 1 action **Save:** Will

General: Another chestnut from the pages of H. P. Snodbottom's Prairie Home Survival Guide, this incantation allows the caster a chance to steal Luck from others by getting them to roll the knuckle bones against Fate—metaphorically speaking. A psychic game of chance is entered with the winner receiving Luck from the loser. Using this incantation is an evil act. Any caster using it with regularity may gain steps along the Path of The Damned (the judge will determine when it has been used enough for this to occur).

Manifestation: Roll 1d6: (1) a small imp pops into existence next to each intended target and bounces a couple of decorated knuckle bones off their foreheads and reads off the results to determine the winners and losers according to the casting result; (2) a gigantic, translucent coin spins over the target's head then passes through the length of their body before hitting the ground with a soul-trembling thud, determining the outcome of the incantation; (3) as the caster's gaze settles upon their target, twin rays of crackling, indigo energy strikes; (4) a strange wormlike creature bursts out of the ground and latches onto the victim and caster, gulping down Luck and transferring it to the winner; (5) deep-purple lightning bolts pass from the loser to the winner; (6) an emerald-green beam of light shoots from the finger of the caster and strikes their target.

Corruption: The caster loses 1 point of their Luck score at sunset each day for the rest of their lives; each subsequent corruption result increases this daily drain by 1 point. If the Luck stat reaches 0, the judge should make the caster the target of every bad-luck encounter for every session Luck remains at 0.

Misfire: The Luck score of everyone within 15' of the clumsy caster (who is included) has their Luck score temporarily reduced by 3. Each victim rolls 1d6 to determine how long this affliction will last: (1) 1d12 hours, (2) 1d10 hours, (3) 1d8 turns, (4) 1d6 turns, (5) 1d5 turns, (6) 1d4 rounds.

1	**Lost, failure, and worse!** Roll 1d6 modified by Luck: (0 or lower) major corruption + misfire; (1) corruption + misfire; (2) corruption; (3+) misfire.
2-11	**Lost. Failure.**
12-17	**Failure.**
18-19	The spell affects the caster and one target within 25'; each rolls a Willpower save modified by Luck with a DC equal to the spell check—the highest successful roll is the winner. Tied rolls or mutual failure results in the spell failing as per the 12-17 result. The loser transfers 1 point of permanent Luck from the victim to the winner. The point taken by the winner does not increase their natural maximum and is gone once used or 18 total points of Luck are reached.
20-23	Two targets within 25' can now be affected; a failed Willpower save with a DC equal to the spell check transfers 1 point of permanent Luck from each victim to the winner. The highest successful roll is the winner. Tied rolls or mutual failure results in the spell failing as per the 12-17 result. The points taken by the winner do not increase their natural maximum and are gone once used or 18 total points of Luck are reached.

24-25 In addition to the result from 20-23, the spell's range is now increased to 50'.

26-31 In addition to the result from 24-25, the spell's range is now increased to 75' and 1d3 points of permanent Luck are drained from the losers.

32-33 In addition to the result from 26-31, the spell now affects three targets and the range is increased to 100'.

34-35 Four targets within 150' can now be affected. A failed Willpower save with a DC equal to the spell check transfers 1d4 points of permanent Luck from each victim to the winner. The highest successful roll is the winner. Tied rolls or mutual failure results in the spell failing as per the 12-17 result. The points taken by the winner do not increase their natural maximum and are gone once used or 18 total points of Luck are reached.

36-37 In addition to the result from 34-35, the spell's range is now increased to 200' and 1d5 points of permanent Luck are drained from the losers. Any stolen Luck points beyond 18 can now be shared with the winner's allies by touch if they are within 10' during the casting. Luck in excess of 18 points is otherwise lost.

38-39 In addition to the result from 36-37, the spell's range is now increased to 250' and 2d3 points of permanent Luck are drained from the losers. The winner can now move up to 15' after the spell effects take place to grant Luck in excess of 18 points to allies by touch.

40+ Five targets within 200' can now be affected. A failed Willpower save with a DC equal to the spell check transfers 2d4 points of permanent Luck from each victim to the winner. The highest successful roll is the winner. Tied rolls or mutual failure results in the spell failing as per the 12-17 result. The points taken by the winner do not increase their natural maximum and are gone once used or 18 total points of Luck are reached. Any stolen Luck points beyond 18 can be shared with the winner's allies that are within 25' (touch is no longer required). Luck in excess of 18 points is otherwise lost.

REPEL GRAVITATION

Level: 4 **Range:** Varies **Duration:** Varies **Casting Time:** 1 action **Save:** Reflex

General: The spell causes gravitational forces to be reversed, repelling the target away from the earth.

Manifestation: Roll 1d4: (1) a translucent cylinder of light beams down, centered on the target; (2) beams of scintillating colors shoot in a rainbow pattern from the caster's fingers, striking the target; (3) caster's mass and girth increases an amount equal to that of the target who likewise decreases in mass and girth, negating the target's gravitational attraction; (4) puppet-strings of light-blue energy lash themselves to the target, pulling it away from the ground.

Corruption: Roll 1d8 modified by Luck: (0-1) caster's mass permanently increases ten-fold (musculature and bones compensates for this change, giving a +2 AC bonus), possibly causing floors or other structures to break or collapse, unable to handle the increased mass; (2-3) caster's mass doubles but without any compensation from their muscular or skeletal frame (caster suffers -1d to all physical actions permanently); (4-5) minor corruption; (6-7) major corruption; (8+) greater corruption.

Misfire: Roll 1d4: (1) caster feels themselves pulled down under increased gravity, halving all Movement speed for 1 turn; (2) caster suffers 1d12 damage as a wave of gravitational force slams into them, breaking bones and rending soft tissue; (3) one randomly determined ally within range suddenly experiences a loss of half their mass, throwing off their coordination (ally suffers -1d to Agility-related rolls for 1d6 rounds); (4) roll on the Generic Spell Misfire table found in the **Magic** section.

1	**Lost, failure, and worse!** Roll 1d6 modified by Luck: (0 or lower) major corruption + misfire; (1) corruption + misfire; (2) corruption; (3+) misfire.
2-11	**Lost. Failure.**
12-13	**Failure.**
14-17	Caster selects a single target, either a creature or object, within range. On a failed Reflex save with a DC equal to the spell check result, if the target is not anchored to the ground or some other structure, they fall upward to a maximum height of 20'. If a solid object, such as a ceiling, is encountered while they are falling, they suffer normal falling damage based on the height traveled to that point. The target continues to fall upwards for 1d4 rounds, ending an upwards trajectory only if encountering a solid object blocking their path or upon reaching the maximum 20' height, where they hover for the spell's duration. After the spell's duration, gravity returns to normal around the target and they fall back towards the ground, possibly suffering additional falling damage based on their current height.
18-21	In addition to the result from 14-17, the target's height maximum increases to 40' and the duration of fall increases to 1d6 rounds.
22-25	In addition to the result from 18-21, the target's height maximum increases to 60' and the duration of fall increases to 1d8 rounds.
26-29	Caster selects 1d4 targets, either creatures or objects, within range. On a failed Reflex save with a DC equal to the spell check result, if the targets are not anchored to the ground or some other structure, they fall upward to a maximum height of 80'. If a solid object, such as a ceiling, is encountered while they are falling, they suffer normal falling damage based on the height traveled to that point. The targets continue to fall upwards for 1d8 rounds, ending an upwards trajectory only if encountering a solid object blocking their path or upon reaching the maximum 80' height, where they hover for the spell's duration. After the spell's duration, gravity returns to normal around the targets and they fall back towards the ground, possibly suffering additional falling damage based on their current height. Additionally, targets suffer from vertigo, and are unable to focus on anything as they suffer bouts of dizziness and nausea. Each target suffers -1d to all actions while under the spell's effect.
30-33	In addition to the result from 26-29, the caster may target up to 1d6+CL targets at a time, the maximum height of the fall increases to 100', and the action penalty increases to -2d.
34+	In addition to the result from 30-33, the caster may target all enemies within a 50' radius centered on themselves and the action penalty increases to -3d as the mass of all targets also increases enough to distort time locally around them, causing them to additionally age 1d10 years.

TOTEM

Level: 4 **Range:** Self **Duration:** Varies **Casting Time:** 1 round **Save:** N/A

General: The spell summons and channels various lesser animal spirits to the Near of the spirit world where they offer aid by the lending of various traits.

Manifestation: Roll 1d4: (1) caster's hair instantly changes to a fiery plume of flaming feathers for the duration of the spell; (2) caster's eyes vanish, replaced by hollow sockets that emit a thick violescent smoke that obscures vision and offers cover (+2 AC bonus) to all within a 30' area for the duration of the spell; (3) caster begins to morph as various parts of their body change into animalistic variations (claws, tails, wings, etc.) that offer no additional benefit for the duration of the spell; (4) caster's skin is transformed into a wooden hide, carved with Native American symbols (gain +4 AC, but Movement is halved and any action requiring Agility is made with a -4 penalty) for the duration of the spell.

Corruption: Roll 1d10 modified by Luck: (0-1) caster's fingernails are replaced by claws (d4 damage, but impose a -2 penalty to all mundane physical tasks); (2-3) caster's voice becomes low and guttural, much like a bear (imposes a -2 penalty to all social interactions, but adds +2 to any intimidation checks); (4-5) caster begins to smell like a wild animal, easily recognizable by animals with a keen sense of smell, and makes hiding almost impossible; (6-7) caster's hair is replaced by long colorful feathers that grow back when plucked, and the visual effect often distracts those the caster engages in conversation (-1d to social interactions); (8-9) caster permanently harnesses an animal spirit that desperately wishes to return to the spirit world, causing the caster to dream of roaming the spirit world and sleep walk (a +2 bonus to cast this spell is granted while the spirit animal is trapped but the sleepwalking should cause issues); (10+) painful permanent carvings, tribal in design, manifest on the caster's skin, causing 1d16 damage and the caster is stunned for 1d4 rounds.

Misfire: Roll 1d4: (1) spirits channeled are of alien origin and seek to short-circuit the caster's mind, causing them to be stunned for 1d4 rounds, and take 1d16 damage in the form of a crackling bolt of eldritch feedback; (2) flying spirit animals manifest, grabbing the caster and soaring into the air before dropping them 1d50' to the ground (caster suffers falling damage); (3) the spell backfires—roll once again with a +1 modifier and apply all effects to the nearest ally; (4) the air around the caster is suddenly filled with angry animal spirits that howl and crackle with primal energies and randomly lash out for 1d10 rounds (each living being within a 50' area centered on the caster must make a DC 14 Reflex save to avoid being struck for 1d8 damage).

1	**Lost, failure, and worse!** Roll 1d6 modified by Luck: (0 or lower) major corruption + misfire; (1) corruption + misfire; (2) corruption; (3+) misfire.
2-11	**Lost. Failure.**
12-17	**Failure.**
18-19	The caster is possessed by the spirit of a grizzly bear, gaining two claw attacks (1d10 damage each, second attack action is at 1d20) and the ability to track by smell (+6 to all tracking rolls). In addition, the scent of honey forces the caster to make a DC 15 Willpower save to avoid going straight to the source (300' radius). Spell lasts for 1+CL turns.
20-23	The caster channels the spirit of a great cat, gaining two claw attacks (1d8 damage each),

a bite attack (1d8 damage), and the ability to see up to 60' in the dark. While the spell is in effect, the caster will attack any hound on sight. When using the gifts, the caster gains two additional 1d20 action dice for use with claw and bite attacks only (they still have their normal action dice as well). Spell lasts for 1+CL turns.

24-25 The caster channels an eagle spirit. This gives the caster a flying Movement of 40', in addition to their visual acuity being extended to 3x the normal limit. The effect manifests as two giant wings consisting of wisps of smoke. Spell lasts for 1+CL turns.

26-28 The caster channels a turtle spirit. The caster gains a natural AC bonus of +6 for the duration of the spell. As a side effect, the caster finds they lose all Agility bonuses due to the slow nature of the spirit (this affects Reflex saves). Spell lasts for 1+CL turns.

29-33 The caster channels a bull spirit. The caster gains 5d8 temporary hit points as well as an additional charge attack (additional 1d20 action die for the attack, 1d12 damage and slams opponents to the ground, prone). As a hindrance, the caster charges anything red unless a successful DC 13 Willpower save is made to resist. Spell lasts for 1+CL turns.

34-35 The caster attracts the spirit of a long forgotten mystical beast, temporarily transforming into a ghostly version of a basilisk. The caster gains the following traits for the duration of the spell: gain 5d8 temporary hp; gain +6 to Fort, +1 to Ref, +1 to Will saves; gain an additional 2d20 action dice; gain bite +5 melee (1d10), claw +3 melee (1d4), or gaze (DC 14 Will save or be paralyzed for 2d6 turns). Spell lasts for 2+CL turns.

36+ The caster attracts the spirit of a long forgotten mystical beast, temporarily transforming into a ghostly version of a chimera. The caster gains the following traits for the duration of the spell: gain 5d8+8 temporary hp; gain +4 to Fort, +2 to Ref, and +2 to Will saves; gain an additional 3d20 action dice; gain lion bite +5 melee (2d4), goat gore +4 melee (2d4), snake bite +6 melee (1d10+2), claws +4 melee (1d3), and breathe fire (90'x30' cone for 3d8 damage DC 15 Ref save for half) 3/day. As a hindrance, the caster must make a DC 16 Willpower save or spend one of their next action dice to attack a random ally. Spell lasts for 2+CL turns.



ALL-FIRED RESTRAINT

Level: 5 **Range:** Varies **Duration:** Varies **Casting Time:** 1 round **Save:** Will

General: The spell creates a restraint that renders targets bound within a specific location until the spell's duration ends or a specified trigger releases them or dispels the effects.

Manifestation: Roll 1d4: (1) invisible force waves radiate out from the caster, causing small vibrational effects for 1d4 rounds; (2) light bends around the caster, causing the area within 5' centered on the caster, to be covered in a rainbow pattern for 1d4 rounds; (3) ground within a 5' area centered on the caster begins to float upwards and swirl gently around the caster for 1d4 rounds; (4) air around the caster begins to generate mild wind effects for the duration of the spell.

Corruption: Roll 1d8 modified by Luck: (0-1) caster's Movement is permanently halved due to the manifestation of unbreakable and irremovable chained, spherical ankle weights; (2-3) allies within 10' of the caster suffer a time dilation effect which slows them down while they are within range (lose 1 action die, to a minimum 1); (4-5) greater corruption; (6-7) major corruption; (8+) minor corruption.

Misfire: Roll 1d4: (1) one randomly determined object weighing less than 20lbs. on the ground within 30' of the caster becomes stuck in place for the spell's duration; (2) one randomly determined object on the caster's person becomes stuck to them for 1d6 rounds; (3) the spell backfires; roll once again with a +1 bonus and apply all effects to the nearest ally; (4) caster is sucked into an extradimensional pocket dimension, reappearing 1d8 rounds later in the spot where they disappeared.

1 **Lost, failure, and worse!** Roll 1d6 modified by Luck: (0 or less) corruption + misfire; (1-2) corruption; (3+) misfire.

2-11 **Lost. Failure.**

12-13 **Failure.**

14-17 Caster creates an invisible and immobile 10' radius hemi-spherical containment dome which manifests at a desired location within 30' of the caster. The dome traps any targets within, preventing any physical matter (other than air) from moving through it, blocks any spells which are aimed at targets on the other side of the barrier, and prevents any astral or ethereal travel through it as well. Should the retrained targets attempt a magical means of egress from the *all-fired restraint*, they must make a Willpower save matching the spell check result; failure means they cannot pass the barrier and the magical attempt is wasted. Spell lasts for 1d4 rounds.

18-21 In addition to the result from 14-17, the dome is now 20' radius in size and may be centered at a location within 60' of the caster. Willpower saves to magically breach or circumvent the *all-fired restraint* are made at -2. Spell lasts for 1d8 rounds.

22-25 In addition to the result from 18-21, the dome is now 40' radius in size and may be centered at a location within 100' of the caster. The Willpower save to magically breach or circumvent the *all-fired restraint* is now made at -4. Spell lasts for 1 turn.

26-29 Caster creates a mystical force restraint around a single target within 30' which extends 1" from the target's physical form. Target must make a Willpower save matching the spell check; failure results in the restraint sinking deep into the ground, pulling the target along and entombing them. While entombed, the target does not need to eat, drink, breathe, and ceases to age. Magical methods of divination or tracking cannot find the target. The restraint prevents anything from passing through its field and prevents any magical egress from it. Spell is permanent unless dispelled (-4 to the check) or the spell is released via a specific trigger (judge's call on viability of the trigger set) established by the caster at the time of casting. Once released, the target rematerializes at the closest safe area on the ground above where they were entombed. Caster must possess a material component worth $500 per HD of the target, and the component can only be used to entomb one target at a time. If the spell is cast again using an in-use material component, the target of the first casting is immediately freed from its entombment.

30-33 Caster creates heavy chains of force which root deep within the ground, lashing themselves around up to 1d4 targets within 30', immobilizing them. Targets must make a Willpower save matching the spell check; failure results in them becoming restrained and held immobile. The immobile targets cannot be moved from their location by any means while the spell is in effect. While restrained, the targets do not need to eat, drink, breathe, and cease to age. Magical methods of divination or tracking cannot find the targets. Spell is permanent unless dispelled (-8 to the check) or the spell is released via a specific trigger (judge's call on viability of the trigger set) established by the caster at the time of casting. Caster must possess a specific material component for each target worth $500 per HD of each target and each component can only be used to create one restraint at a time per target. If the spell is cast again using an in-use material component, the target of the first casting is immediately freed from its restraint.

34+ Caster shrinks 1d6 targets within 60' to 1" in height and entraps them within specialized gemstones. Targets must make a Willpower save matching the spell check; failure results in them becoming entrapped within a specific gemstone. Nothing (except light, allowing the entrapped targets within to be seen) can pass through the gemstone in either direction by any means. The gemstones cannot be broken, cut or destroyed while the spell is in effect. While entrapped, the targets do not need to eat, drink, breathe, and cease to age. Magical methods of divination or tracking cannot find the targets. Spell is permanent unless dispelled (-10 to the check) or the spell is released via a specific trigger (judge's call on viability of the trigger set) established by the caster at the time of casting. Caster must possess a gemstone for each target worth $500 per HD of each target and each gemstone can only be used to trap one target at a time. If the spell is cast again using an in-use gemstone, the target of the first casting is immediately freed from its entrapment.

ALTERNATE IDENTITY

Level: 5 **Range:** Varies **Duration:** 1+CL turns **Casting Time:** 1 round **Save:** Fort

General: The spell grants the caster the ability to alter their form to mimic the form of other humanoids, even specific ones!

Manifestation: Roll 1d4: (1) target's body flows like wet, muddy clay and rearranges itself to the desired form; (2) target's body is completely obscured by a crimson, smokey haze and a strong breeze blows by, clearing the haze and revealing the target's transformation into the new form; (3) target's body turns to pure shadow as it morphs into the new form and rematerializes; (4) target emits a blinding, bright light, which then fades, leaving the target in their new form.

Corruption: Roll 1d5 modified by Luck: (0-1) caster's facial features are permanently altered and develop different characteristics that stand out in a crowd (elongated face, pointy ears, unibrow, etc.); (2) caster's general build changes (short to tall, stout to slim, etc.) which will, at a minimum, require new clothing and perhaps new gear; (3) greater corruption; (4) major corruption; (5+) minor corruption.

Misfire: Roll 1d4: (1) spell effects target a random ally or enemy (reroll the spell check with a +1 modifier and apply the result to the new random target within 50'; (2) partial transformation leaves the caster with a changed head but a normal body for 1d4 hours; (3) target's skin and hair coloration changes for 1d4 hours; (4) caster's feet and hands change to be one size smaller or larger than what would fit their body (-1d on actions that require fine manipulation) for 1d7 days.

1 **Lost, failure, and worse!** Roll 1d6 modified by Luck: (0 or less) major corruption + misfire; (1-2) corruption, (3+) misfire.

2-11 **Lost. Failure.**

12-17 **Failure.**

18-19 Caster can transform themselves in minor ways to resemble someone of the same basic age, gender, and physical dimensions. The features are not specific to any particular individual, but features such as hair color, eye color, skin tone, scars, etc. can be modified for the duration of the spell.

20-23 In addition to the result from 18-19, significant facial features, and gender can be modified.

24-25 In addition to the result from 20-23, the caster can (by touch) affect up to 1d3 targets and height, mass, and age can be changed by up to 25% of their norm. Unwilling targets must first be 'struck' by a touch attack and can then make a Fortitude save vs. a DC equal to the spell check result to resist the spell.

26-28 In addition to the result from 24-25, the number of targets affected changes to 1d6 and height, mass and age can be changed by up to 50% of their norm.

29-33 For the duration of the spell, the caster can transform 1d12 targets in major ways. Hair color, eye color, skin tone, and gender can all be readily changed. Height, mass, and age can be modified by up to 75% of the original features. In addition, the forms chosen can resemble

identically another person the caster has met. The range of the spell has extended from touch to 30' and unwilling targets must now make a Fortitude save with a DC equal to the spell check + CL. Fooling someone that knows or is close to the person being copied requires a DC 20 Personality check.

34-35 In addition to the result from 29-33, the range increases to 120', and the number of targets affected changes to 1d24; height, mass, and age can be changed by up to 85%. If mimicking a specific person, it is now easier to pass as the original. Mannerisms, speech patterns, and other identifying characteristics are magically mimicked as well. Fooling friends and acquaintances now only require a DC 15 Personality check.

36+ In addition to the result from 34-35, the range increases to 200', and the number of targets affected changes to 1d30; height, mass, and age can be changed by up to 95%. Any person the caster has met or any of the targets has met, can now be mimicked. Fooling someone now only requires a DC 10 Personality check.

BOOT SHAKER

Level: 5 **Range:** Varies **Duration:** Varies **Casting Time:** 1 round **Save:** Varies

General: The spell summons powerful earth spirits, giving the caster the ability to harness primal energies for the purposes of manipulating and controlling the ground beneath their feet.

Manifestation: Roll 1d4: (1) for 1d7 days, the caster's skin develops a permanent dirt-sheen that even washing with soap only removes for a few hours before returning; (2) all fist-sized rocks within 30' levitate briefly in the air before dropping to the ground at the end of the round the spell is cast; (3) caster's skin takes the form of stone, granting a +6 to AC for the next 1d3 rounds but slows Movement by -20' for the duration; (4) the ground cracks beneath the caster's feet as slight tremors in the ground are felt by all within 300'.

Corruption: Roll 1d10 modified by Luck: (0-1) caster's eyes are replaced by black onyx stones which grant the ability to see in the dark, but they suffer a -1 to all rolls made under direct sunlight (each time this result is rolled, the negative modifier grows worse by 1 point); (2-3) minor corruption; (4-5) caster's skin begins to take on the appearance of stone and small painful cracks come and go, making movement a chore (gain a permanent +1 AC bonus but suffers -5' Movement for each time the result is rolled, to a minimum Move of 5'); (6-7) major corruption; (8-9) small rocks begin to grow from beneath the caster's skin, granting a monstrous visage (all slashing weapons inflict -1d damage, while social interactions are reduced by -1d each time this result appears); (10+) painful esoteric carvings manifest on the caster's skin (doing 1d16 damage) and the caster is stunned for 1d4 rounds.

Misfire: Roll 1d4: (1) for 24 hours, the caster's skin resembles that of a man crawling from a grave, in addition to smelling like freshly plowed soil and results in a -1d penalty to all social interaction rolls; (2) for 1d6 turns caster's voice changes to a deep, gravel-tinged rasp, making the finer nuances of speech difficulty (further spell checks are at -1); (3) the summoned elemental is in no mood to help and sequesters the caster in an all-encompassing earthen jail (20 hp) before shouting obscenities and leaving; (4) the misfire causes the caster and all within a 20' radius centered on the caster to fall prone (no save possible) as the earth shakes violently beneath their feet.

1 **Lost, failure, and worse!** Roll 1d6 modified by Luck: (0 or less) corruption + misfire; (1-2) corruption; (3+) misfire.

2-11 **Lost. Failure.**

12-17 **Failure.**

18-19 A slight ground-tremor originates from the caster out to a 100' radius, lasting for the spell duration. All standing creatures must make a Reflex save with a DC matching the result of the spell check to avoid falling prone each round. Spell lasts for 1+CL rounds.

20-23 The caster gains temporary control over the earth's magnetic field, allowing for a form of levitation. The caster may ascend 20' per round up to a maximum of 80' and non-vertical movement is limited to 20' per round. The caster may levitate one additional target per caster level, and non-willing targets must make a Fortitude save with a DC matching the result of the spell check to resist the effects. The caster may cancel the spell effects on one or more targets anytime during the duration of the spell, causing them to fall and suffer falling damage. Spell lasts for 1 turn.

24-25 The ground begins to roll in waves towards the caster, much like an ocean wave, and rises to form an immovable 10' tall x 5' wide wall of tightly packed soil and stone in a direction specified by the caster. The wall is 1" thick per caster level and can absorb 20 hit points of damage per caster level. Once reduced to zero hit points, the wall crumbles back into the ground. Spell lasts for 1 turn.

26-28 Caster causes random steam vents to burst from the ground. All targets within 50' of the caster must immediately make a Reflex save with a DC matching the result of the spell check to avoid scalding jets of steam (3d6 damage and fall prone). Spell lasts for 1 turn.

29-33 Minor earth elementals heed the call of the caster. For the duration, the caster causes the ground to shudder violently under 1d6+CL targets within 100'. Targets must make a Reflex save each round of the spell duration with a DC matching the result of the spell check to avoid falling prone. Spell lasts for 1 turn.

34-35 Caster gains momentary control of the ground beneath their feet, causing 1d4 cracks in the ground to form, originating from the caster out to a 100' radius. Any target in the affected area must make a Reflex save with a DC matching the result of the spell check to avoid falling into the cracks (1d6 x 10' fall and suffer falling damage). Structures within affected areas will begin to crumble and collapse in 1d6 rounds, and unfortunates caught in the collapse suffer 1d10 damage per round. Spell lasts for 1 turn.

36-37 Caster gains momentary control of the ground beneath their feet, causing 1d4 cracks in the ground to form, originating from the caster out to a 200' radius. Any target in the affected area must make a Reflex save with a DC matching the result of the spell check to avoid falling into the cracks (1d8 x 10' fall and suffer falling damage). Structures within affected areas will begin to crumble and collapse in 1d4 rounds, and unfortunates caught in the collapse suffer 1d10 damage per round. Spell lasts for 2 turns.

38-39 Caster gains momentary control of the ground beneath their feet, causing 1d6 cracks in the ground to form, originating from the caster out to a one mile radius. Any target in the affected area must make a Reflex save with a DC matching the result of the spell check to avoid falling into the cracks (1d12 x 10' fall and suffer falling damage). Structures within

affected areas will begin to crumble and collapse in 1d3 rounds, and unfortunates caught in the collapse suffer 1d12 damage per round. Spell lasts for 2 turns.

40+ In addition to the result of 38-39, the caster also gains the ability to close the cracks. At the end of 5 rounds after initiating the closure process, targets unable to escape in that time are crushed and destroyed (no save, instant death). Spell lasts for 2 turns.

BOULDER DASH

Level: 5 **Range:** 200'+10'/CL' **Duration:** Till sunrise or sunset **Casting Time:** 1 turn **Save:** N/A

General: This incantation summons up a bunch of boulders from the local environment and empowers them to roll about and act with all the creativity and independence of a herd of annoyed, trail-weary, foot-sore, longhorn cattle. They are under the caster's command for as long as the caster continues to succeed at Personality checks with each order given. The base DC for these checks is 8, modified by +1 for every hour the incantation has been active and by the size of the herd (+1 for every 10 full stones).

The caster adds their Personality score modifier and CL to command checks when giving directions to the herd, but things can quickly get out of hand—especially with larger herds. Since the incantation always lasts until sunrise or sunset, uncontrolled boulders bashing and dashing around the landscape is no laughing matter. Boulders become uncontrolled when they leave the spell range and attack anything within 15' that moves or makes noise. Any occultist can work to help bring the herd back under control with a successful DC15 Personality check, but this only applies to boulders within 10' per CL of the occultist making the check.

Manifestation: Roll 1d6: (1) the caster must be barefooted and standing on natural ground before calling the boulders that slowly work their way out of the ground (taking 1d6 rounds before they can be useful); (2) when cast, this spell causes the boulders to spray clods of earth indiscriminately as they rise to the surface in 1d5 rounds; (3-4) the caster must perform an intricate tap-dance as part of a successful casting check to attract the boulders in 1d4 rounds; (5) the boulders silently and suddenly appear within 1d3 rounds—one moment there are no boulders, the next they are covering the landscape as if they had always been there; (6) the summoned boulders appear instantly within range, 15' off the ground, before they fall and bombard everything within range that is not the caster and their allies (DC 13 Reflex save to avoid the falling stones which will do 1d10 crushing damage otherwise).

Corruption: Each time corruption is rolled, the occultist suffers a permanent loss of 1 Agility point. When zero Agility is reached, the caster has turned into a perfect statue—dressed in all of their normal equipment which remains unaffected. Whether this kills the caster or not requires a DC20 Fortitude save; failure is instant death while a success allows magical intervention to return them to living flesh.

Misfire: When this incantation misfires, the caster's nose and mouth are filled with fine dust. Roll 2d12 modified by Luck to see how many rounds they spend sneezing, coughing, and possibly attracting unwanted attention. At the end of this time, the caster must succeed at a DC 5 + rounds spent coughing Fortitude save, or they fall unconscious for 1d20+10 rounds. If the victim is somehow immune to asphyxiation or smothering, they instead suffer involuntary convulsions for the same amount of time.

1 **Lost, failure, and worse!** Roll 1d6 modified by Luck: (0 or less) greater corruption + misfire; (1-2) major corruption + misfire; (3-4) corruption + misfire; (5+) misfire.

2-11 **Lost. Failure.**

12-17 **Failure.**

18-19 The caster summons 1d12+1 per 2 CL small sandstone boulders. **Small sandstone boulder:** Init: +0; Atk slam +3 melee (1d3+2, Ref save DC 9 or knocked prone); AC 14; HD 3d10; MV 65'; SP trample (prone targets suffer 3d3+6 damage); Act 1d20; SV Fort +1, Ref +0, Will +0; Path WtL.

20-23 The caster summons 2d6 +1 per 2 CL small limestone boulders. **Small limestone boulder:** Init: +0; Atk slam +3 melee (1d3+2, Ref save DC 9 or knocked prone); AC 14; HD 2d10; MV 70'; SP trample (prone targets suffer 3d3+6 damage); Act 1d20; SV Fort +1, Ref +1, Will +0; Path WtL.

24-25 The caster summons 2d8 +1 per 2 CL medium mudstone boulders. **Medium mudstone boulder:** Init: +1; Atk slam +4 melee (1d5+3, Ref save DC 10 or knocked prone); AC 12; HD 6d10; MV 45'; SP trample (prone targets suffer 3d5+9 damage); Act 1d20; SV Fort+2, Ref +2, Will +2; Path WtL.

26-31 The caster summons 2d10 +1 per 2 CL medium marble boulders. **Medium marble boulder:** Init: +2; Atk slam +4 melee (1d6+3, Ref save DC 10 or knocked prone); AC 12; HD 6d10; MV 40'; SP trample (prone targets suffer 3d6+9 damage); Act 1d20; SV Fort+2, Ref +2, Will +2; Path WtL.

32-33 The caster summons 2d12 +1 per 2 CL large marble boulders. **Large marble boulder:** Init: +2; Atk slam +5 melee (1d7+4, Ref save DC 12 or knocked prone); AC 13; HD 9d10; MV 35'; SP trample (prone targets suffer 3d7+12 damage), mystic (damage from the boulder is considered magical and will affect those creatures vulnerable to magic); Act 2d20; SV Fort+3, Ref +3, Will +3; Path WtL.

34-35 The caster summons 2d12 +1 per 2 CL large granite boulders. **Large granite boulder:** Init: +2; Atk slam +5 melee (1d10+4, Ref save DC 12 or knocked prone); AC 15; HD 9d10; MV 25'; SP trample (prone targets suffer 3d10+12 damage), mystic (damage from the boulder is considered magical and will affect those creatures vulnerable to magic); Act 2d20; SV Fort+3, Ref +3, Will +3; Path WtL.

36+ The caster summons 3d12 + 1 per 2 CL huge granite boulders. **Huge granite boulder:** Init: +3; Atk slam +6 melee (1d10+5, Ref save DC 14 or knocked prone); AC 16; HD 12d10; MV 25'; SP trample (prone targets suffer 3d10+115 damage), mystic (damage from the boulder is considered magical and will affect those creatures vulnerable to magic); Act 3d20; SV Fort+4, Ref +4, Will +4; Path WtL.

CRYSTAL BALL

Level: 5 **Range:** Special **Duration:** Permanent **Casting Time:** At least 1 week **Save:** Will

General: This incantation creates a permanent magic item—the crystal ball. It requires $1500 worth of gold dust and assorted powdered crystals of all kinds to be mixed into a plaster made with holy water and enough of the caster's blood to constitute 3 points of temporary spellburn that grants no modifiers to their casting check. The caster spends a week shaping the mass into as perfect a sphere as possible, but drying time can take another 2d3 days, -1 day per positive point of the caster's Luck modifier (+1 day for each negative Luck modifier). The casting result determines the crystal ball's range and any other capabilities. ***A successful Willpower save with a DC equal to the spell check prevents the scrying attempt on a subject and allows them to be aware that they are being spied upon.*** A crystal ball has the same hit points as its creator and increases with the creator's.

A crystal ball has enough inherent power that it can be used by anything with an Intelligence score of 3 or more. Their basic function is to allow their user to see and hear things at long distances, but powerful incantations can attune the crystal to additional powers. ***A scrying check to utilize these items is an Intelligence check with a basic DC of 10, modified by the situation at hand.*** Failure means they cannot activate the item, critical failure means it activates and gives them false information. On a successful Intelligence check the scryer has their point-of-view transferred to their chosen location and they have a 120o field of vision that can be rotated to look in a desired direction as a standard action. They can perceive the new location with their normal modes of vision and range of hearing, but they cannot move to a new location without making another scrying check unless their casting result for the orb states otherwise. ***Maintaining the scrying magic uses the first action die of each round, so they must use secondary action dice for casting additional incantations and activating the crystal's other abilities.***

Another basic function of a scrying device allows the casting of spells at greatly enhanced range. Any appropriate spell with either line-of-sight targeting or which has a fixed radius that normally emanates from the caster can be sent out to (or launched from) the point they are viewing with their scrying efforts.

The downside of using a crystal ball: the item and its user must remain stationary, often for long periods of time. Anyone using a crystal ball can also be targeted by incantations and other powers of a visual and auditory nature. To actively fight against the scryer; those who are being spied upon must first succeed at a Willpower save to know they are under observation. If the save is successful, a spell may be cast through the link to harm the crystal ball itself or to harm the viewer. The distance is considered "touch." Destruction of a crystal ball causes it to explode; inflicting 6d10 damage to their creator and anything within 25', DC20 Fortitude save for half damage.

Manifestation: Roll 1d6: (1) the orb is slightly oblong, shaped like an egg; (2) the orb produced is lustrous and shines like a diamond; (3-4) it's spherical, smooth, and totally without noteworthy merit; (5) the orb is dark, so dark that it seems to draw all the light away from the room, and on occasion, a flaming eye can be seen in its depths; (6) the orb, though smooth, appears to be faceted and reflects light in the multi-colored hues of the rainbow.

Corruption: If the attempt to create a crystal ball ever results in corruption, future attempts to create one are made at -1 to the spell check for each time corruption is rolled. In addition, there is a higher chance each time the crystal ball is used to scrye on another spell caster that they are aware of the

connection and can then use the connection to cast a harmful spell through (their Willpower save is only DC 10 to know they are being observed).

Misfire: The plaster sphere the caster has been shaping and to which they have been whispering incantations, leaps off the workbench to hover a few inches off the ground. It has a wide mouth full of razor sharp teeth that serves as the aperture for a bottomless inter-dimensional stomach [Init +1; Atk bite melee +10 (1d10+10); AC 16; HD 3d8; MV 50'; Act 1d20; SV Fort +3, Ref +3, Will +3; Path PoD]. It eats any living matter and living beings become ghosts if slain by this creature.

1 **Lost, failure, and worse!** Roll 1d6 modified by Luck: (0-1) greater corruption + misfire; (2-3) major corruption + misfire; (4-5) minor corruption; (6) misfire.

2-11 **Lost. Failure.**

12-19 **Failure.**

20-25 **Minimal Function.** The lack-luster orb has a range of only 2d14+CL miles and cannot pierce the veils between dimensions. Targets must be on the same plane as the viewer.

26-33 **Basic Function.** The orb has a range of 3d16+3 miles / CL and it can pierce the veils between dimensions. Targets can be on a different plane, but this imposes a penalty of -5 to their Intelligence checks to use the crystal ball.

34-37 **Respectable Functionality.** The orb has a range of 4d20+5 miles / CL and can pierce the veils between dimensions. Scrying targets can be on a different plane, but this imposes a penalty of -3 to their Intelligence checks to use the crystal ball. A crystal ball of this quality allows the scryer to pick one person or creature with which they can have a two-way conversation, the target must be willing or have already failed their Willpower save.

38-41 **Superior functionality.** The orb has a range of 25 miles / CL and can pierce the veils between dimensions. Scrying targets can be on a different plane, but this imposes a penalty of -1 to their Intelligence checks to use the crystal ball. A crystal ball of this quality allows the scryer to pick one person or creature per CL of the scryer with which they can have a group conversation. The targets must be willing or have already failed their Willpower save. The scryer can use their Move action to not only rotate their view point, but they can move it as if walking up to 60' per round. Their point-of-view cannot pass through solid barriers, but will pass through the tiniest of cracks.

42-43 **Marvelous functionality.** The orb has a range of 50 miles / CL and can pierce the veils between dimensions with no penalty to their Intelligence checks to use the crystal ball. A crystal ball of such superb quality allows the scryer to pick one person to converse with or even a large crowd with which they can have a group conversation, whether the targets have failed their Willpower save or not. The scryer can use their Move action to not only rotate their view point, but they can move it as if walking up to 120' per round. Their point of view cannot pass through solid barriers, but will pass through the tiniest of cracks.

44+ **Legendary functionality.** In addition to the result from 42-43, the range is unlimited and the scryer can even pierce the time barrier which imposes a -1 penalty to the Intelligence check per 100 years of distance from the viewer's current time.

CURLY WOLF

Level: 5 **Range:** 25' **Duration:** Varies **Casting Time:** 1 round **Save:** N/A

General: Targets of the spell gain some protection from damage, potentially extending their life and ability to survive—possibly at a cost.

Manifestation: Roll 1d4: (1) target's skin takes on a silver-metallic sheen; (2) target's height and mass increase by 50% for the duration (clothing and worn items increase to fit, no benefits otherwise are gained); (3) a shimmering forcefield envelops the target; (4) spectral green-hued armor appears to overlay the target's body.

Corruption: Roll 1d8 modified by Luck: (0-1) caster suffers -2 to AC as any armor worn weakens and their skin becomes easier to harm; (2-3) caster's body permanently loses its ability to regenerate damage easily; all magical healing effects targeting hit points are reduced by 1 and getting a good night's rest heals no hit points. If the character gets an entire day of bed rest, they heal 1 hit point per day; (4-5) greater corruption; (6-7) major corruption; (8+) minor corruption.

Misfire: Roll 1d4: (1) the spell backfires and the caster becomes a danger magnet as all attacks are redirected to them from all enemies for 1d4 rounds; (2) caster suffers -1d on Luck checks and saves to avoid dangerous traps or other hazards for 1d4 turns; (3) caster and all allies within 60' suffer from internal hemorrhaging and cannot heal (magical or otherwise) hit point damage for 1d4 rounds; (4) reroll the spell check again with a +1 bonus and apply the results to all enemies within 60'.

1	**Lost, failure, and worse!** Roll 1d6 modified by Luck: (0 or lower) major corruption + misfire; (1) corruption + misfire; (2) corruption; (3+) misfire.
2-11	**Lost. Failure.**
12-13	**Failure.**
14-16	Caster selects a single target who gains -2 to each damage roll from non-magical melee attacks against them (to minimum of 1 damage). The spell's effects do not affect attacks or spells which apply to an area of effect, nor those which result in indirect damage to the targets. Spell effects which cause effects other than hit point damage are not affected by this spell. Spell lasts for 1 round.
17-20	In addition to the result from 14-16, the bonus is increased to -4 to each damage roll against them and it now applies to non-magical ranged attacks as well. Spell lasts for 1d4 rounds.
21-24	In addition to the result from 17-20, the caster may target 1d4 targets with the spell effects, the effects apply to non-magical and magical physical-, mental-, and spell-based damage which affects hit points, and the bonus is increased to -6. Spell lasts for 1d6 rounds.
25-28	1d4 targets of the *curly wolf* spell suffer only the minimum damage on all damage dice rolled from attacks directly targeting them (each damage dice is considered to have rolled a 1). The spell affects all types of damage except those that are area-based or indirect in dealing damage. Spell lasts for 1d8+CL rounds.
29-31	In addition to the result from 25-28, the total amount of damage that gets through is halved before being applied. Spell lasts for 1 turn.

32+ 1d4 targets are completely immune from all physical-, mental- and spell-based hit point damage for the spell's duration. At the end of the spell's duration, the targets must make a DC 20 Fort save or be reduced to 0 hit points and begin bleeding out due to physiologic system trauma caused by the spell's damage immunity side effects. The spell does not affect the damage from area-based attacks or indirect methods of damage-dealing. Spell lasts for 5+CL rounds.

DREAM

Level: 5 **Range:** Special **Duration:** Special **Casting Time:** 8 hours of sleep **Save:** Will

General: This incredibly powerful incantation manifests quazi-real creatures and objects from the caster's dreams. The casting result sets the duration and overall range of the incantation; all dream creatures and materials must remain within the fixed diameter of the incantation at the time of casting. While the occultist is casting this incantation they are not considered to be resting and cannot regain any lost spells or naturally heal damage. Anyone that interacts or would be damaged by these dream constructs and creatures is allowed a Willpower save vs. a DC equal to the spell check to disbelieve in their existence. Success means all dream creatures and materials become translucent and cannot inflict damage or interact with that person.

Manifestation: When the caster mutters the first few words of the incantation, they instantly fall asleep and finish casting from within their sleeping mind. Roll 1d8 to determine how the occultist's imaginings manifest to outside observers: (1) when the caster falls asleep, an impenetrable, spherical barrier springs into place at the edge of the incantation's range; (2) the caster falls asleep but soon begins to sleepwalk their way through the motions of designing and building the things they desire; (3-4) the area inside the radius of the incantation shifts and weaves as if by heat shimmers on desert sands; (5-6) upon falling asleep, the caster's unfortunate allies must endure eight hours of snoring so loud and cartoonish that it frightens off any would-be attackers, but they must succeed at a DC13 Willpower save to get any useful sleep; (7) after the caster falls asleep, the appearance of everything and everyone within range of the occultist's incantation changes to the quality and texture of an oil painting; (8) the caster goes to bed as usual and wakes after eight hours, nothing strange happens and everything they dreamt up just seems to fade into existence with the rising of the sun.

Corruption: The misdirected energy of the spell passes through the caster's subconscious, transforming into a copy of the caster that is thoroughly opposite in Path and attitudes. This living antithesis has all of its creator's knowledge, abilities, and equipment and will usually seek a way to kill its creator as soon as possible, but within the context of who they are. Thus a cowardly copy of a brave person would seek to cause its creator's demise at someone else's hands, and a PoR doppelganger with good tendencies will seek to imprison its creator via the local system of justice. These murderous and vengeful alternates exist until they are slain or until they can take over their creator's life. They form over 1d7 days, in the place the spell was cast. After its initial creation, any following corruption result levels the previously made creature, giving it ample reason to hold off from immediately seeking the death of its creator.

Misfire: *Insomnia!* The caster and all allies within 100' are subject to a protracted bout of insomnia. Roll 6d6 to see how many hours they must endure before they can sleep. There is a general -1 penalty

to all actions and save rolls per 6 hours spent beyond when they should have gone to sleep. Insomniacs cannot recover spells, lost hit points, or ability score damage until they can sleep. Immediately after the bout ends, they will pass out and sleep for half the time they were awake, +8 hours.

1 **Lost, failure, and worse!** Roll 1d6 modified by Luck: (0 or lower) major corruption + misfire; (1) corruption + misfire; (2) corruption; (3+) misfire.

2-11 **Lost. Failure.**

12-19 **Lost. Failure.**

20-23 The spell creates 1d4 items or creatures that last for two hours / CL that must remain within a radius of 50'+10' / CL. An object or creature created can not be larger than a horse and a creature will have 1d3 HD. The objects or creatures created will otherwise have the Stats and use of the items they emulate. Any creature created is not under the control of the caster.

24-25 In addition to the result from 20-23, the creations last for three hours / CL and must remain within a radius of 75'+15' per CL. Creatures created have 1d6 HD and may be controlled with a successful DC 20 Personality check.

26-31 In addition to the result from 24-25, the creations last for four hours / CL and must remain within a radius of 100'+20' / CL. Creatures created have 2d6 HD and may be controlled with a successful DC 15 Personality check.

32-33 1d6 objects or creatures are created that last for four days / CL and must remain within a radius of 150'+25' / CL. Creatures created have 2d8 HD and may be controlled with a successful DC 10 Personality check.

34-35 In addition to the result from 32-33, the creations last for five days / CL and must remain within a radius of 175'+30' / CL. Creatures created have a pool of 10d8 HD which can be assigned with no one creature having more than 5d8 HD and they are considered to be under control.

36-37 In addition to the result from 34-35, 2d6 objects can be created with the creations lasting for six days / CL and must remain within a radius of 250'+40' per CL. Creatures created have a pool of 10d10 HD which can be assigned with no one creature having more than 6d10 HD and they are considered to be under control.

38+ In addition to the result from 36-37, creations now last until destroyed or disbelieved, but they are still subject to range limitations, now 1000'+150' / CL.

EXFLUNCTICATED VOID

Level: 5 **Range:** Varies **Duration:** Varies **Casting Time:** 1 round **Save:** Varies

General: The spell causes a 30' radius spherical gravitational singularity to appear at a fixed point within range. The presence of the gravitational singularity begins to suck in all unsecured objects and creatures within the area of effect.

Manifestation: Roll 1d4: (1) a crimson-stained, dark, whorl-shaped blotch appears at the manifestation origin, where it expands to maximum radius; (2) a rent tears in reality at the manifestation origin, slicing through the air like a ragged wound; (3) a pitch black 1" sphere erupts from the caster's mouth and flings itself to the manifestation origin point, where it expands to maximum radius; (4) a dark cloud roils from the manifestation point out to maximum radius, stars visible within it, and coats targets in a viscous tar-like goo.

Corruption: Roll 1d8 modified by Luck: (0-1) caster's neck and face exhibit black, vein-like lines criss crossing their skin, causing them to suffer -1d to all social interaction rolls; (2-3) caster's eyes lose all color and take on the appearance of a clear, starry night sky, causing the caster to slip into random periods of disaffected interest in their surroundings as they contemplate the universal blackness of the Void (-1d to all Willpower saves); (4-5) minor corruption; (6-7) major corruption; (8+) greater corruption.

Misfire: Roll 1d4: (1) caster suffers 1d4 Stamina loss as they suffer briefly the effects of vacuum, and the air is forcibly extracted from their lungs; (2) caster becomes catatonic for 1d10 turns as their mind is overwhelmed by images from the void of chthonic creatures; (3) caster's shadow acts as a lodestone, pulling towards the caster all metal objects within 10' (this may result in being impaled or brained by various weaponry and suffering 1d6 damage per incident); (4) caster's chest forms a brief singularity, causing them to suffer heart palpitations and 1d4 damage.

1	**Lost, failure, and worse!** Roll 1d6 modified by Luck: (0 or lower) major corruption + misfire; (1) corruption + misfire; (2) corruption; (3+) misfire.
2-10	**Lost. Failure.**
11-12	**Failure.**
13-16	Caster creates a 30' radius, spherical gravitational singularity to appear at a fixed point within a 40' range. Any unsecured objects within the sphere are pulled immediately 1d10' towards the singularity's origin point. Creatures within the area of effect must make a DC 10 Strength check each round; failure means they are pulled 1d10' towards the singularity's origin point as well, and on a critical success, they manage to move 1d4' away from the origin point. Any objects or creatures which reach the origin point by being pulled in suffer 3d6 damage. Spell lasts for 1 round.
17-20	In addition to the result from 13-16, the Strength check DC increases to 12, the critical success distance to pull away from the origin is increased to 1d6', the distance pulled in increases to 1d16' and damage is increased to 4d6 by reaching the origin point. Spell lasts for 1d3 rounds.
21-24	In addition to the result from 17-20, the Strength check DC increases to 14, the critical

success distance to pull away from the origin is increased to 1d10', the distance pulled in increases to 1d24' and damage is increased to 5d6 by reaching the origin point. Additionally, any creatures being pulled in must make a DC 14 Fortitude save each round or suffer 1d6 Stamina damage (if Stamina reaches zero, the unfortunate is dead) from the increased pressures as they near or touch the origin point. Spell lasts for 1d6 rounds.

25-28 Caster creates a 30' radius, spherical gravitational singularity to appear at a fixed point within a 40' range. Any unsecured objects within the sphere are pulled immediately 1d16' towards the singularity's origin point. Creatures within the area of effect must make a DC 16 Strength check each round; failure means they are pulled 1d30' towards the singularity's origin point as well, and on a critical success, they manage to move 1d4' away from the origin point. Any objects or creatures which reach the origin point by being pulled in suffer 8d6 damage. Spell lasts for 1d8 rounds.

29-31 The caster's physical form morphs into a 40' radius singularity sphere, causing the singularity's origin point to form in their location. The caster becomes immune to harm while the spell is in effect and may not be affected in any way nor may they affect anything around them other than as the singularity effects describe. Any unsecured objects within the sphere are pulled immediately 1d30 feet towards the singularity's origin point at the center of the sphere. Creatures within the area of effect must make a DC 20 Strength check each round; failure means they are pulled 1d30' towards the singularity's origin point as well, and on a critical success they manage to move 1d20' away from the origin point. Additionally, any creatures being pulled in must make a DC 14 Fortitude save each round or suffer 1d16 Stamina damage from the increased pressures as they near or touch the origin point. Any objects or creatures which reach the manifestation origin by being pulled in suffer 10d6 damage. At the end of the spell duration, the caster's form returns to normal. Spell lasts for 1 turn.

32+ In addition to the result from 29-31, but upon returning to normal, the caster emits a final gravitational pulse outwards from their body to a range of 100'. The pulse causes 5d16 damage to all objects and creatures within the wave as they suffer a forceful blast effect (DC 20 Fortitude save for half damage); any standing creatures within the area of effect must make a DC 20 Reflex save or be knocked prone.

HANG FIRE

Level: 5 **Range:** Varies **Duration:** Varies **Casting Time:** 1 round **Save:** Varies

General: The spell causes a target to experience a suppression of all magic, whether arcane or divine. The target experiences increased difficulty in casting spells, calling for miracles, using wondrous contraptions, imbuing formulae, as well as in the use of class-related abilities that are mystical in nature.

Manifestation: Roll 1d4: (1) a dark, astral nimbus surrounds the targets of the spell, roiling and churning; (2) caster's nostrils exude a noxious green smoke which stretches out to touch the spell's area of effect; (3) a bright flash bursts from the caster, causing after-images in the vision of those around them for 1d4 rounds, causing a -1 penalty to all vision-related rolls; (4) target generates a small vacuum effect, causing small pieces of detritus to cling to them for the spell duration.

Corruption: Roll 1d8 modified by Luck: (0-1) caster angers a higher power by casting this spell and suffers -1d on all spell checks until the power can be calmed (judge may assign a quest or task from said power), as thunder and roiling clouds appear in the sky above the caster's vicinity; (2-3) caster loses all body hair and becomes skeletally gaunt, exuding a fearful effect on all within 30' (forces a Grit check at DC 10 that increases by 1 point for each time this result is rolled); (4-5) greater corruption; (6-7) major corruption; (8+) minor corruption.

Misfire: Roll 1d4: (1) the spell backfires on caster and allies within 60' (roll once again with a +1 bonus and apply all effects to the caster and all allies); (2) caster loses 1d4 points of Luck permanently, as their actions against the targets anger a higher power; (3) caster and all allies within 60' suffer a bout of misfortune—all rolls are at -1d (minimum 1d3) for 1d4 rounds; (4) for 1d4 rounds, any negative spell effects cast are suffered by the caster and their allies within 60' instead of their foes.

1	**Lost, failure, and worse!** Roll 1d6 modified by Luck: (0 or lower) major corruption + misfire; (1) corruption + misfire; (2) corruption; (3+) misfire.
2-10	**Lost. Failure.**
11-12	**Failure.**
13-16	Caster selects a single target who must make a Willpower save matching the spell check. Failure results in the target experiencing increased difficulty (-2) in all checks related to casting spells, calling for miracles, using wondrous contraptions, imbuing formulae, as well as in the use of class-related abilities that are mystical in nature. Spell lasts for 1 round.
17-20	In addition to the result from 13-16, the penalty is increased to -3. Spell lasts for 1d4 rounds. Target can repeat the saving throw at the end of each of their rounds; success means the spell effects are ended.
21-24	In addition to the result from 17-20, the penalty is increased to -4. Spell lasts for 1d6 rounds.
25-28	In addition to the result from 21-24,the caster may select 1d4 targets with the spell effects. Spell lasts for 1 turn.
29-31	Caster exudes an anti-magic field which extends in a 30' radius affecting all in range who must make a Willpower save matching the spell check. Failure results in the targets experiencing increased difficulty (-6) in all checks related to casting spells, calling for miracles, using wondrous contraptions, imbuing formulae, as well as in the use of class-related abilities that are mystical in nature. Targets can repeat the saving throw at the end of each of their rounds; success means the spell effects are ended for them. Spell lasts for 1d8+CL rounds.
32+	Caster creates a "mystical dead zone" which prevents the use of all checks related to casting spells, calling for miracles, using wondrous contraptions, imbuing formulae, as well as in the use of class-related abilities that are mystical in nature. The dead zone extends up to CL miles in radius, centered on where the caster stood when casting the spell and affects all creatures within the dead zone. Nothing short of divine intercession can negate this effect. Spell duration is permanent. Once the area of effect is left, magical abilities return unless the area is re-entered.

MELTAF'S ETHEREAL NET

Level: 5 **Range:** Special **Duration:** Special **Casting Time:** 1 hour per participant **Save:** Will

General: This spell allows one or more casters to create a net-like web of ethereal energy that has several functions based upon the strength of their casting result. Regardless of the effectiveness, an ethereal net's main purpose is to protect an area from infiltration and attacks by ghosts, spirits, shades, and other ethereal entities. The area protected varies with the number of casters and the combined might of their casting ritual. The basic coverage is calculated as one cube of 10', or (1000 ft3) per CL, and all participating casters add their levels together to calculate the total coverage area. Thus, each 9th level caster can cover a room 30' x 30' x 10'; and nine such casters could cover an area 90' x 90' x 10'. The unfortunate downside to this incantation is that revelators suffer a -1 penalty on their spell checks and the use of many of their powers for every three occultists connected to the ethereal net.

Once the net is established, only one caster is needed to maintain it, and they must remain stationary and devote all action dice to maintaining the net. The responsibility can be passed from one member to another to allow for rest periods, and once an ethereal net is established, occultists of any level can connect and add their levels to the grand total. The other participating occultists (as well as anyone else inside the net) are free to act normally within the protected space. They can communicate with each other freely and organize their defenses as if they were all in one room. The net remains active for 1 turn per total levels from all participating occultists; however, this limit can be extended.

The netting prevents passage to any spirit or ethereal being that cannot succeed at a Willpower save with a DC equal to the spell check. At any given point in time, the net can entrap a total number of spirits equal to the number of participating casters squared. Entrapped spirits provide several benefits:

** A connected caster can tap into a spirit's knowledge to learn about it and its goals, etc.*

** A connected occultist can drain a spirit's hit points to heal themselves at a similar rate; ethereal beings reduced to 0 hp are destroyed.*

** The controller of an ethereal net can choose to sacrifice a spirit's levels or Hit Dice directly to extend the duration of the ethereal net by 1 turn per HD or level sacrificed; ethereal beings reduced to 0 HD are destroyed.*

Manifestation: As the last of the chanted incantation fades to silence: Roll 1d8: (1) a skeletal chair erupts under the caster or leader of the ritual to knock them into a seated position where they are immediately grappled (no save) to become the locus of an eruption of sickly green electric arcs (the chair is the control point, and after the network is operational, the caster or leader of the circle can allow others to sit in their place as needed); (2) an oily black fog rises from the ground, it billows outward until it completely fills the space that will be the coverage area and fades quickly, but not before the caster or leader of the circle is encased in black rock and everything else in the protected area is dusted with a sooty stain that remains while the incantation is active; (3-4) something resembling a drain pipe with a screened cover lifts the caster or the leader of the circle off the ground as a horde of amber-colored translucent spiders pour out of the pipe, dashing off to the edges of the soon to be constructed ethereal net; (5-6) the grass, trees, and other vegetation at the edge of the soon-to-be-constructed network grow rapidly to create a loosely woven basket of toughened grass, branches, and roots; (7) the edges of the ethereal network take on the consistency and sheen of a soap bubble, but with magical toughness; (8) the network and its control center are designed to the specifications of the participants with the judge's approval.

Corruption: *Personal Poltergeist!* Each of the participating casters is now doomed to endure their own personal malevolent spirit that spends every moment of its existence attempting to kill the bag of flesh to which they've become anchored. This is the only way these spirits can regain the peaceful slumber of death. The caster can use any of the normally available methods for driving off and binding spirits, but even if destroyed utterly, a personal poltergeist will reform in 2d3+1 days. The spirit is incorporeal, has 30' telekinesis and a fly speed of 60' per round. It has their caster's ability scores and attack modifiers, but none of the victim's special abilities like spell casting. Any further corruption resulting from this incantation just makes the poltergeist more powerful (each additional corruption results in +1 HD, +1 AC, +1 to each save).

Misfire: *Plague of ghosts!* The incantation fails, and instead of creating a net to repel ethereal beings, and ghosts—all participating casters now act as ethereal sirens that have attracted one ghost for every 5 CL. These ghosts [Init +1; Atk rend +2 melee (2d6); AC 14; HD 4d6; MV fly 60'; Act 1d20; SV Fort +1, Ref+1, Will+1; Path PoD] are deeply offended by what the casters are trying to create. They remain for 3d10 rounds, +1 round per CL of the participating occultists—attacking everyone they can reach until destroyed or the summoning duration expires.

1 **Lost, failure, and worse!** Roll 1d6 modified by Luck: (0-1) greater corruption + misfire; (2-3) major corruption + misfire; (4-5) corruption + misfire; (6) misfire.

2-11 **Lost. Failure.**

12-19 **Failure.**

20-23 In addition to the standard benefits of connection, the linked casters gain a bonus equal to +1 per 5 casters connected to the ethereal net on all Intelligence checks, including casting and research.

24-25 In addition to the result from 20-23, the ritual casting creates 2d3 adapter units that allow non-casters to connect; adapters only provide the basic level of benefits listed in the general description. Those connected via these crude adapters do not count as occultists for calculation of any bonuses.

26-31 In addition to the result from 24-25, the linked occultists gain a bonus equal to +1 per 4 casters connected to the ethereal net on all Intelligence checks including casting, research, and similar activities like crafting and engineering checks.

32-33 In addition to the result from 26-31, the spell casting is efficient; each of the occultists can cover a volume of area equal to 10' x 10' by 20'.

34-35 In addition to the standard benefits of connection, the linked casters gain a bonus equal to +1 per 3 casters connected to the ethereal net on all Intelligence checks, including casting and research. The ritual casting creates 2d3 adapter units that allow non-casters to connect; adapters only provide the basic level of benefits listed in the general description. Those connected via these crude adapters do not count as occultists for calculation of any bonuses. In addition, the spell casting is efficient; each of the occultists can cover a volume of area equal to 10' x 10' by 20'. The occultists are no longer required to stay within the area covered by the net. The occultists connected to the net can choose to leave the area and retain the benefits of connection if they remain within one mile of the protected area and make a sacrifice (spellburn 2 points) per trip outside the area covered by the incantation.

36-37 In addition to the result from 34-35, the ritual casting creates 3d4 adapter units that allow non-casters to connect; but these superior adapters get all benefits that occultists have from a net connection, and half of the experience levels of the participating non-occultists will count towards increasing the coverage area, the duration of the net, and the calculating of any benefits. The occultists connected to the net can choose to leave the area and retain the benefits of connection if they remain within five miles of the protected area and make a sacrifice (spellburn 1 point) per trip outside the area covered by the incantation.

38+ In addition to the result from 36-37, the amazing efficiency of their casting means each of the occultists can cover a volume of area equal to 30' x 30' by 30'. Additionally, the occultists can choose to leave the area covered by the incantation and retain the benefits of connection as long as they remain on the same plane of existence as the protected area.




Torres '18

CHAPTER FIVE

JUDGE'S RULES

Eight men rode into canyon... I dug seven graves. Horse says you are spirit walker: a man who has been to the other side and returned, a man who cannot be killed at all.

— *Tonto, The Lone Ranger (2013)*



JUDGE'S RULES

By purchasing this weighty tome and making it all the way to this part of the book, you've probably decided you want to gather your posse and turn them loose against the ever-growing army of night! Should this be the case, the author asks that you place your hand on the book and raise your right hand and repeat the following using yer' best cowboy drawl.

- "Being a faithful judge sworn to uphold the tenets put forth by the honorable Judge Baity, I shall not steer from the fact that I serve as judge, jury, and if need be—executioner. I have the first pick of the vittles at the game table and last say on all matters relating to the posse and keeping order in the group."
- "I shall always try to be on the posse's side of the fence—which means I allow the roll of the bones to decide the (sometimes cruel) fate of the posse and/or those that cross their path (in other words, roll those dice in front of those players!)"
- "I aint gonna show any mercy to those fated to meet their maker at any point of the trail, no matter how short those lives may be cut. Frontier living is hard enough, but throw in varmints born of darkness, filled with nothing but bad intentions, and those that brave the perils of the trail ain't likely to see the light of day. Death can and will come callin' and when she does, I'll raise a shot of whiskey for the fallen with the deceased's posse, then tell 'em to slap leather and go get their evens'."
- "This book will serve me well at keepin' the law, and will serve as a guide that'll help keep the posse riding the trail as best they can. That being said, there will come a day when this book is not going to be enough and I'll have to make a decision that hangs the fate of my posse on my own good merits. I promise to be a fair and honorable judge that deserves to preside over the posse and all the wood-boogers out to eat their faces off."

There now! Pour a shot and take some pride in the fact that you're now an official judge over the dusty trails of the Weird Frontiers!



RUNNING WEIRD FRONTIERS

Remember to always keep your adventures based in or around towns and territories that you can easily manage. Sometimes a new judge can take too many tasks to hand while running an adventure, overwhelming both them and their posse with information. Keeping the areas an adventure takes place manageable helps make the encounters and personalities the posse will meet during the course of the adventure fun and memorable.

Current State of the Land

From the snow-capped peaks of the Rockies, to the vast sun-scorched deserts sprawling across the South West, the United States is still in its infancy, and those calling the more civilized areas home are eager to set out across the untamed West hoping to claim their own little piece of "Manifest Destiny." Prospectors work to strike it rich in pristine streams lined with gold along their winding banks. Settlers set out to find a new life, perhaps seeking refuge from their current state of affairs, praying for a fresh

start in unclaimed lands filled with mystery and adventure fueled by tall tales and dime novels filled with stories of bold heroes following their dreams and staking claim on the Western frontier against all odds. Even the events of the Seven Days of Night are rarely enough to keep a dreamer from hopping a train or loading a wagon and heading out West, oblivious to the fact that even the smallest shadows now give shelter to "things" that want nothing more than to make a snack of these new travellers.

The world of Weird Frontiers begins just as the Civil War ends and continues with an alternate history where much of the travesties that mar American history are, at least temporarily, avoided by uniting every able person of all colors and creeds against an unrelenting horde of evil. Traitorous human agents work with monstrous creatures to gain favor with a godlike race that aims to take back a throne they once held over humanity in times long forgotten. The Seven Days of Night marks the shift to these dark times. Dark rituals and sacrifices performed deep in the desolate canyons of Mexico caused an eclipse that blocked the sun for seven days—instilling a period of madness upon the land.

Though the final ritual to free the imprisoned Elder Gods failed due to the heroics of a posse of rangers, the gate remained opened long enough to allow the festering taint of chaos to seep out like pus from a wound, infecting the earth and its unsuspecting inhabitants. Stories soon pass from person to person of animals twisting into horrific versions of themselves, along with tales of isolated farmers praying to "New Gods" that listen to desperate prayers and grant good fortune and other boons. Neighbor Ned might have a fancy set of gills these days, but the crops have never been more bountiful!

Getting Around and Communications

By the middle of the 1800s, a traveler had several options for travel. Whether by wagon across countless dusty trails or aboard a train traveling along thousands of miles of tracks, only the money you carry limits your options. Below you will find a brief description of the more common means for transportation, and the average miles covered in a day by each. The information is a simple primer to help a judge get their players from point A to B—those desiring a more accurate historical account



of transportation available and how it served those trying to tame the Wild West will find it in abundance by searching the internet.

Horseback- From the sure-footed Morgans used by the U.S. Cavalry, to the thundering herds of Mustangs often captured and tamed by the Native Americans of the Western territories, no other beast is more associated with the Old West—and rightly so. Not just a mode of transportation, horses were used to help plow crops and carry the resulting produce into town by wagon besides serving as welcome companions. An average horse walking at a pace of 5mph or less could often cover 35-40 miles in a day without pushing the animal and risking its health.

Wagon train- Folks light in their pockets can always join one of the many wagon trains heading out in springtime when the grass is high and plentiful for beasts, pulling prairie schooners filled with hopeful settlers, miners, and folks believing the key to their dreams lies in the Western territories. Wagon trains bring safety through numbers and offer wagons to serve as storage for belongings and goods. Horses, oxen, and mules are all used to pull 20-30 wagons. Besides driving the wagons, several men ride

horseback to scout for hazards and offer armed protection. The average wagon train covers between 10-20 miles a day, with travel coming to an end at sundown where the animals are tended to and allowed to graze.

A family of four, traveling from Missouri to California, could expect to spend $1,000 for the six-month trip, which included a wagon, horses to pull it, and all the required goods and sundries needed to survive the journey.

Stagecoach- In addition to carrying passengers, the stagecoach is commonly used to transport mail, monies, and freight. A team of four to six horses pulls a typical coach and can transport up to four to six persons comfortably but are often overcrowded, with folks that might ought to place a stronger emphasis on good hygiene. Wagons typically travel eight miles an hour and can cover 100 miles on an average day with regular stops in towns roughly every 12 miles to change horses and allow passengers the chance to stretch their legs.

On average, a traveler could expect to pay 15 cents a mile locally or $3 a day for longer trips.

Locomotive- By the end of the century, the steam-powered locomotive became the dominant mode of transportation for cross-country travel. The Pacific Railroad Act established in 1862 led to the Union Pacific and Pacific Union rail lines racing to lay as much track as possible upon the broken backs of immigrants who were chasing their own dreams across the West. Travel by train is by far the fastest and safest means to travel the territories, typically moving 25-35 mph.

Business cars are manned by hired hands protecting cargo, while cattle cars transport steer delivered by cattle drives. Passenger cars afforded those wealthy enough to purchase a ticket travel aboard a car designed with luxury in mind, most notably the Pullman car that offers fold down beds, carpeting, and plush seats with a staff put into place to wait on those with deep enough pockets to afford such luxury. Second-class cars are more commonly used and offer far less in the way of comfort. Though considered a much safer means of transportation, the threat of robbery or Indian attack meant no guarantee of safe travel anywhere the rails may lead. A second-class ticket cost a traveler on average 75 cents a mile, with first-class tickets typically doubling in price.

Steamboat- Though rafts and keelboats are regularly used to traverse the winding waterways of the country, it is the steamboat that most folks depend on for travel upon the many rivers found across the territories. Passenger steamboats averaged 250' in length and as much as 40' wide. Besides being able to transport up to 500 tons of goods, the boats could hold up to 400 passengers tended by a crew of up to 90. Steamboats offer several decks, from those holding transported goods and livestock, to the fancy parlors for men and women that could afford such luxury. Steamboats could travel both up and down stream at a speed of 5mph.

Average costs to travel aboard a steamboat were 75 cents per mile for larger, more luxurious rooms, while medium-sized rooms dropped to 50 cents per mile, and the smallest cost 25 cents per mile.

Communication- is handled by face-to-face contact, considering the high rate of illiteracy during the time. Telegraph services are available but are costly and typically found only in larger towns or rail stops. The postal service is used mostly in Northern cities and is also costly to use. News papers are mainly printed and read in larger cities and only available by mail in more rural communities.

Land Features

Forest- Areas heavily wooded offer settlers an abundance of wood to use for construction in addition to a variety of game species to provide a steady source of food (deer, quail, and turkey for example). Streams and rivers found meandering their way through a forest provide a source of water for livestock and a means of transporting goods between settlements and towns.

Plains- Mostly composed of flatlands, settlers use the area for raising cattle and dry farming. Terrain varies at points, breaking into miles of varied terrain comprising patches of mountains, grassland, and occasional steppes or prairies. Bison, elk, moose, and rabbit are hunted along with gophers and prairie chickens. Weather typically ranges from very hot, dry summers to heavy snows during winter months.

Mountains- Rocky terrain that reaches as high as 6,000' in elevation in areas and stretch as far as 1,500 miles (like the Appalachian trail) long. Travel through these areas is unforgiving, with danger coming through the treacherous terrain, hostile Native Americans, and wild animals such as the Great American Grizzlies, wolves, and mountain lions. Along with streams and rivers, caves and forests are plentiful. Most towns are founded near precious metal mines or where gold is discovered in waters running down from higher elevations. Food is plentiful through turkey, elk, deer, and fish caught in streams and rivers.

Prairie- Typically composed of shrubs, grasses and wild herbs, prairies in the West are divided into three groups: wet, dry, and mesic. Wet prairie offers the best planting soil and often forms bogs and fens because of poor drainage from heavy rains. Dry prairies offer wet soil during the growing season as it provides good drainage and is often found on slopes and hills. Droughts often plague dry prairies, meaning less vegetation. Considered the best prairie by farmers, mesic zones offer the best farmland during the growing season, with bison, white-tailed deer, and other grazing animals providing plentiful game for settlers living in the areas.

Most towns found in prairie areas are built around the farming communities and cattlemen that drive their herds from the southern territories.

River- Countless rivers and streams dot the landscape of the United States, reaching lengths of up to 2,500 miles and depths of up to 6,000'. Rivers provide food, transportation, drinking water, and irrigation for farming. Towns typically build around major rivers to take advantage of those using it for transportation and farming. Game and fish are readily available.

Lake- From small undiscovered lakes tucked away in territories left untouched by settlers, to the vast lakes used daily for the transport of wheat, lumber, and coal, to port cities like Chicago or Milwaukee, lakes are bodies of water surrounded by land. Boats, ranging from a simple canoe piloted by local fishers to more industrious ships, use the water as a means of transportation and food gathering. Lakes are found in almost every part of the U.S., meaning the terrain and weather surrounding them vary greatly. Towns built around such geographical features take on many sizes and purposes.

Ocean- Towns found along the coast vary in size and population but often come to be to cater to those that use the sea to make a living or who have made the long journey from their native lands hoping to claim a piece of the American dream. Towns might specialize in shipbuilding or serve as a place to process and sell the catch of the day.

Desert- One of the harsher environments found in the United States, deserts are known for their unforgiving expanses of windswept sand and dust. Vegetation is sparse and limited to cacti and plants adapted to the lack of rain and extreme temperatures reached during the day. When rains occur, it is often sudden, and torrential flooding is commonplace. Animals making the desert home have also learned to adapt to the harsh landscape. Coyotes, rodents, and reptiles make up just a few of these animals.

Towns formed in such harsh extremes are rarely independent and depend upon regular supply delivery and trade to keep things running. Often towns of this sort harbor gangs and fugitives seeking a place to hide til the price on their heads drop and the wanted posters get tacked over in favor of a more current villain.

Canyon- A gorge between two mountain peaks or cliffs, a canyon is formed by erosion as rivers and streams carry sediment downstream. Prospectors often ply their skills by panning the banks of these rivers for precious minerals, while miners penetrate the actual canyon walls seeking veins of gold, silver, and copper. Cattle works also use these areas for the herd of cattle they are driving to sell in the closest rail town. Water is normally present through a stream or river, except in desert conditions, and wildlife depends upon the territory the canyons run through. Towns often form close to a canyon soon after the discovery of gold, silver, or other precious mineral.

Valley- Typically smaller than canyons, valleys are "u" or "v" shaped valleys that form between two hills or mountains. Valleys are more protected from the harsher elements of the weather and often have a river running through them. The terrain found in the valley and its climate vary according to where the terrain feature is located.

Often, towns are built in valleys to take advantage of the milder weather and by those wishing to settle or farm the surrounding land.

Wetland- Areas that remain saturated by groundwater often form swamps, bogs, and marshes. Trees and plants often flourish in these areas as do an array of animals like gators, black bear, several species of wild cats, birds, and fish to name a few. Survival in wetland areas can be harsh with stagnant areas of water serving as a perfect breeding ground to disease-carrying mosquitoes. Most settlers flatten hills to make land farmable, and the invention of the dredge allowed land to be drained more easily.

Towns forming in wetland areas often do so to support logging and farming communities, but they also serviced waterways used as a major means of transportation.

Scrubland- Often seen as a bane to farmers and settlers, scrublands are comprised of shrubs, bushes, and plants only 16" in height that impede the plow, offer no shelter for those settling the area, or lumber to build homes. Scrubland is also a fire hazard, making settling the area impossible unless the land is first cleared.

Typically, towns start on the edge of scrubland areas and continue to build up as the area is cleared by back-breaking labor and plow.

Life on the Frontier

It is important to remember that most families were self-sufficient and rarely left the farm unless traveling to the nearest town to pick up supplies and sell or trade whatever excess the crops yielded during the current harvest. The nearest neighbors might live as far as 10 miles or more away, so it's not unusual for a posse to travel for days without having folks cross their path. Traveling from farm to town, or any destination, is handled by walking or by a horse-drawn cart. Trains, ships, and other means of transportation certainly exist, but more so near areas of civilization. Settlers often live too far away or can't afford such luxuries. Emphasizing the isolation they'll often experience while riding the winding trails of the frontier only helps to build upon the suspense and dread you want players to sense during your session.

Most folks your posse encounters outside of the



average town are illiterate and suspicious of those that cross their paths. Education is oftentimes secondary when it comes to making sure the chickens are fed and the chores are done. On the flipside of the coin, folks living closer to one of the more established towns dotting the Western frontier may have the luxury of attending "school" as families begin to learn the importance of reading and writing to better prepare the young'uns for a future in a day when the West will be "tamed."

USA MAP LOCATION NOTES

One goal in creating the map that serves as a visual reference for the world of Weird Frontiers was to make one that provides a judge with plenty of creative sparks. While future supplements might provide a more in-depth reveal of the states and territories and how the taint of the Seven Days of Night has twisted them, for now you'll find a smattering of locations to provide a springboard to adventuring on the haunted frontier.



California

Despite recent calamities, San Francisco and Los Angeles are still major trade centers, but the state faces a number of paranormal threats up and down its great length. The central coast has become sparsely inhabited due to frequent incursions by hideous fish-headed creatures that kidnap victims and carry them below the waves. The name "49ers" used to be applied to ambitious prospectors who sought gold in the California hills, but now it has been co-opted by a strange new cult that worships gold—and something else. They are gaining adherents across Northern California and have erected a huge compound near Sacramento (which hosts a powerful convergence of ley lines). On a separate front, it is clear that the farmers in Gilroy, south of San Francisco, have increased production of their famous garlic, not just for export but to combat a growing vampiric threat in the Central Valley. The federal government has turned Alcatraz Island from an ordinary military outpost into a maximum security containment and research center and for the most dangerous of paranormal captives. Finally, there have been sightings of colossal sand worms amid the stands of Joshua trees near Palm Springs.

Georgia

Almost 90% of Georgia is overrun by an army of shambling deadpokes whose numbers don't seem to diminish despite the best efforts of thousands of soldiers garrisoned in former Confederate forts and extensive oil-filled trenches around the state's perimeter. The sound of Gatling guns and the sight of flames leaping into the sky are present around the clock. The state was the site of over a dozen major Civil War battles, and it's likely that all that bloodshed drew the attention of one of the more powerful tainted elder creatures awakened during the Seven Days of Night. Atlanta and its environs represent one of a handful of remaining bastions of civilization in the state. A massive emplacement of cutting edge artillery (created with the help

of bedlamite officers from the Army Corps of Engineers) sits atop Stone Mountain, protecting the city and keeping the hordes at bay. Rumors suggest that both pockets of wily, rugged hill folk and ragged bands of former soldiers have managed to survive here and there under the leadership of exceptional individuals, without going entirely feral.

Indian Territories

Following the preliminary victory over the armies of walking dead that rose during the Seven Days of Night, two separate coalitions of Native Americans formed two autonomous nations. One, in what would have been Montana and the Dakotas, is composed of the Northern Cheyenne, Arapahoe, and numerous Lakota/Sioux tribes. The second, in what would be Oklahoma, consists of the Choctaw, Cherokee, Shawnee, and other smaller tribes. Both have thrived in recent years despite world events. Some of their citizens follow the traditions of their ancestors strictly, while others embrace technology and new ways of life. The Northern nation's government brokered a lucrative deal for the construction of a railroad through its territory, which carefully avoided a number of sacred sites. Somewhere among the striated rock formations of the rugged Dakota Badlands lies a long-dormant portal to another world. Some say it's the home of the Great Spirit, while others insist it is the Dreamlands—a strange, shadowy, parallel dimension full of incomprehensible oddities. Only a handful of the wisest shamans have been trusted with the knowledge of the portal and the many challenges, both corporeal and metaphysical, that must be overcome by anyone seeking to pass through it. The Southern nation is home to vast herds of extraordinary horses which have proved highly effective in battle against the many monstrous denizens of the territory. It recently negotiated the annexation of Greer County, which was once a part of Texas, and which hosts a large community of newcomers to the ways of the First Nations. Now, however, the relentless, creeping growth of the Burning Desert just across the border threatens that very municipality.



For the judge's use in their own campaigns, here is a likely incomplete list of Native American tribes and their historical locations prior to the Seven Days of Night:

Abenaki- Maine and northern Massachusetts

Aleut- Alaska Peninsula

Apache- Arizona, New Mexico, and Texas

Arapaho- Colorado, Wyoming, Nebraska and Oklahoma

Arikara- Iowa, Kansas, Minnesota, Missouri, Nebraska, North Dakota and South Dakota

Assiniboine- Iowa, Kansas, Minnesota, Missouri, Nebraska, North Dakota and South Dakota

Bannock- Southeastern Idaho, southeastern Oregon, western Wyoming, and southwestern Montana

Blackfoot- Iowa, Kansas, Minnesota, Missouri, Nebraska, North Dakota and South Dakota

Caddo- Tennessee, Alabama, Mississippi, Texas, Georgia, Arkansas, Oklahoma and Florida

Cayuse- Northeast Oregon and Southeast Washington

Cherokee- Louisiana, Tennessee, Alabama, Georgia and Florida

Cheyenne- Minnesota, Montana, Oklahoma, and parts of Colorado, Wyoming, and South Dakota

Chickasaw- Louisiana, Tennessee, Alabama, Georgia and Florida

Chinook- Washington and parts of Oregon

Chippewa- Wisconsin, Minnesota, Michigan, Illinois, Iowa and Missouri

(Ojibwa)

Choctaw- Louisiana, Tennessee, Alabama, Georgia and Florida

Chumash- California

Clatsop- Oregon areas of Astoria, Gearhart, Seaside, or Cannon Beach

Coast Salish- Washington, Oregon, Southeast Alaska and British Columbia.

Comanche- Southwest Oklahoma, Texas, California, and New Mexico

Cowlitz- State of Washington.

Creek- Louisiana, Tennessee, Alabama, Georgia and Florida

Crow- North Dakota, Montana and Wyoming

Delaware- The New England States, lower Canada, west to Minnesota, and north of the Ohio River

(Lenape)

Fox- The New England States, lower Canada, west to Minnesota, and north of the Ohio River

(Meskwaki)

Goshute- Utah, Colorado, New Mexico, and Nevada

Gros Ventre- Iowa, Kansas, Minnesota, Missouri, Nebraska, North Dakota and South Dakota

Haida- British Columbia

Hidatsa- North Dakota and South Dakota

Hopi- Northeastern Arizona

Huron- The New England States, lower Canada, west to Minnesota, and north of the Ohio River

(Wyandot)

Inuit- Alaska, Canada

Iowa- Iowa

Iroquois Confederacy-

- *Mohawk Tribe*- Upstate New York to South Quebec and East Ontario
- *Seneca Tribe*- Minnesota, Montana, Oklahoma, and parts of Colorado, Wyoming, and South Dakota
- *Onondaga Tribe*- Minnesota, Montana, Oklahoma, and parts of Colorado, Wyoming, and South Dakota
- *Oneida Tribe*- Minnesota, Montana, Oklahoma, and parts of Colorado, Wyoming, and South Dakota
- *Cayuga Tribe*- Minnesota, Montana, Oklahoma, and parts of Colorado, Wyoming, and South Dakota

Kansa- Iowa, Kansas, Minnesota, Missouri, Nebraska, North Dakota and South Dakota

Kathlamet- Oregon

Kickapoo- Northwest Ohio and Southern Michigan

Kiowa- Iowa, Kansas, Minnesota, Missouri, Nebraska, North Dakota and South Dakota

Lenape (Delaware)- The New England States, lower Canada, west to Minnesota, and north of the Ohio River

Maidu- Northeastern California

Mandan- Iowa, Kansas, Minnesota, Missouri, Nebraska, North Dakota and South Dakota

Meskwaki (Fox)- The New England States, lower Canada, west to Minnesota, and north of the Ohio River

Missouria- Iowa, Kansas, Minnesota, Missouri, Nebraska, North Dakota and South Dakota

Miwok- California

Modoc- Northern California and in southern Oregon

Mohawk- The New England States, lower Canada, west to Minnesota, and north of the Ohio River

Mohican- The New England States, lower Canada, west to Minnesota, and north of the Ohio River

Mojave- California and Arizona along the banks of the Colorado River

Narragansett- The New England States, lower Canada, west to Minnesota, and north of the Ohio River

Natchez- Louisiana, Mississippi, Tennessee, Alabama, Texas, Georgia and Florida

Navajo- Arizona, New Mexico, Utah, and Colorado

Nez Perce- Idaho, Oregon, the state of Washington and Montana

Ojibwe (Chippewa)- Wisconsin, Minnesota, Michigan, Illinois, Iowa and Missouri

Omaha- Iowa, Kansas, Minnesota, Missouri, Nebraska, North Dakota and South Dakota

Osage- Iowa, Kansas, Minnesota, Missouri, Nebraska, North Dakota and South Dakota

Otoe (Winnebago)- Iowa, Kansas, Minnesota, Missouri, Nebraska, North Dakota and South Dakota

Paiute- Idaho, Nevada, Oregon, Utah and California

Pawnee- North Dakota and South Dakota

Pennacook- The New England States, lower Canada, west to Minnesota, and north of the Ohio River

Pequot- The New England States, lower Canada, west to Minnesota, and north of the Ohio River

Pima- Southern Arizona and northern Sonora, Mexico

Pomo- California

Ponca- South Dakota and Nebraska

Powhatan- The New England States, lower Canada, west to Minnesota, and north of the Ohio River

Pueblo- S. Utah, S. Colorado, Arizona, New Mexico and Mexico

Salish (Coast)- The coastal areas of Washington, Oregon, Southeast Alaska and British Columbia.

Sauk (Sac)- The New England States, lower Canada, west to Minnesota, and north of the Ohio River

Seminole- Louisiana, Tennessee, Alabama, Georgia and Florida

Serrano- California

Shasta- California

Shawnee- Tennessee, South Carolina, Ohio, Pennsylvania, Kansas, Oklahoma and Texas.

Shoshone- Idaho, Utah, Nevada, California and Montana

Sioux- Iowa, Kansas, Minnesota, Missouri, Nebraska, North Dakota and South Dakota

Spokane- The state of Washington

Tlingit- Southeast Alaska, British Columbia and the Yukon in Canada

Tsimshian- British Columbia, Canada and Alaska in the U.S.

Ute- Colorado, with portions of Utah, New Mexico, and Nevada

Wahkiakum- The State of Washington

(Flatheads)

Walla Walla- Northern Oregon and southern Washington State

Wampanoag- The New England States, lower Canada, west to Minnesota, and north of the Ohio River

Wappo- California

Washoe- Nevada and California

Winnebago (Otoe)- Iowa, Kansas, Minnesota, Missouri, Nebraska, North Dakota and South Dakota

Wintun- California

Wyandot (Huron)- The New England States, lower Canada, west to Minnesota, and north of the Ohio River

Yana- California

Yuchi- Louisiana, Tennessee, Alabama, Georgia and Florida

Yuma- California and Arizona along the Colorado River

Zuni- Arizona, New Mexico, and Texas.



Kentucky

The thick forests that cover most of the state (other than the north-central bluegrass region) have become a truly terrifying place. One cannot venture into the woods without hearing an ominous and ever-present clacking noise, similar to the sound of animals butting heads or antlers scraping on stone. Freakish and repulsive hybrids of man and goat—replete with hourglass pupil eyes, wicked horns, and slimy black tentacles—have been spotted at a distance. It is said by some occult scholars that the Elder Goddess Shub Niggurath herself lies in the darkest depths of the forest where she breeds ceaselessly and controls her offspring with a set of panpipes made from human bone. Many rural and mountain folk who long derided "city slickers" have flocked to urban centers like Louisville. Among them are an unusual number of powerful hellbillies who hope to rally folks to retake their ancestral mountain homelands from the forces of darkness. Also, there have been a troubling number of accidents and disappearances among miners in western Kentucky who have begun to notice a strange new crystalline material mixed in with the coal they dig up.

Louisiana

Though its people remain vibrant and undeterred, there has been a distinct lack of bon temps in Louisiana in the years since the Civil War. During the Seven Days of Night, when a great wave rose up in the Gulf of Mexico and bore down on New Orleans, Legba was riding that wave. As one of the oldest and most powerful of the beings known as "loa," he had no intention of allowing the tsunami to destroy countless loyal voodoo practitioners. His followers never wavered in their devotion during his recent absence. He caused the water to divert and transform, to feed and expand the already mighty swamps of Louisiana and Mississippi. Legba is no Elder God and has no wish for the destruction of humanity, but he can nonetheless be merciless and demands respect, worship, and obedience. So, when he learned that two caplatas and one bokor (voodoo priestesses and priest respectively) had created three powerful talismans in service of the Elder Gods (Bokrug, Cthylla, and Tsathoggua), Legba commanded his faithful to start a clandestine war that still rages across Louisiana. Meanwhile, there have been reports of long forgotten "rougarous," vicious man-wolves, hunting the marshes and sugarcane fields near New Orleans. Additionally, the spectral form of a Confederate ironclad has been menacing communities up and down the Mississippi.

Minnesota

The lore has it that an Elder God is buried deep below the state but not so deep that its putrid tendrils don't rise to lay claim to newborns under the dark of a blood moon. The tainted soil has become almost too fertile—a perverse fecundity unnatural to anyone who knows the land. A large swath of the ground near the state's center will no longer freeze, even in the depths of winter. The resulting agricultural bounty is a constant blessing in both abundance and quality, but settlers trade the wealth of good crops for their health, as strange maladies from the tainted land corrupt their bodies (not to mention taking the occasional child). Meanwhile, the lakes of which the residents are so proud have begun to show signs of Elder taint as well—reeking fumes, dead fish, and peculiar colored residue floats on the surface. Finally, logging has slowed in the north woods as a result of the emergence of packs of

what the locals call "wendigos"—huge, toothy, lanky, bipedal predators that could strike fear into the heart of Paul Bunyan himself.

Nevada

Most folks know that the southern half of Nevada has been almost entirely subsumed by a massive blighted area known as the Bone Wastes where the skeletons of animals and people roam among other more horrifying perversions, all mindlessly consumed with hatred for living things. What many do not know is that not one, but five pages of the unholy Necronomicon flew on the wind following the Seven Days of Night and buried themselves in different locations in the Nevada desert. They are what is disturbing the natural processes of life and death and sustaining the Wastes. The town of Occam, north of Fort Las Vegas, exists as a lone bastion, nearly surrounded on all sides, that has avoided being swallowed up by the Wastes. Hardy travelers who have dared to visit the area report a plethora of surreal happenings where the laws of nature and probability no longer seem to apply. A bullet shot straight into the air almost invariably lands on the head of the shooter, and flipped coins regularly land on their edges. Meanwhile, in the northern part of the state in the snowy mountains near the California border, malevolent spirits have brought back an extinct species of oversized and aggressive hominids who now plague local communities.

New Hampshire

It may not technically be the West, but you are just as likely to see people in New Hampshire with six-shooters strapped to their legs given these dark times. Since the Seven Days of Night, the old phrase "live free or die" may not be as clear a choice as it once was, even for stout-hearted New Englanders. Lately, it seems that even if a person chooses death, they may find themselves resurrected and in cosmic debt to whoever or whatever brought them back. One of the largest covens of witches on the entire Atlantic coast, once falsely persecuted but now actually wielding great power, resides in New Hampshire and is a natural target of suspicion. The truth is the witches are helping to create hundreds of new un-dead, but these corpses are vengeful warriors, each with an axe to grind with the forces of evil. Folks can't be blamed if they get confused, since there are a whole pack of other kinds of walking dead to be found among the dense birch and maple forests of the state: leaf mummies, sap ghasts, and cove crawlers among them. Although some witches have fallen under the influence of the Taint, numerous clans have formed a psychic network, which stretches from the Canadian border all the way to the Mid-Atlantic, to coordinate the fight against the Elder Gods and their minions.

Texas

The fight against the forces of evil is writ large in Texas. Citizens have to worry about not only un-dead cowpokes trying to kill them but the weather itself. The nearly successful ritual which brought about the Seven Days of Night took place in the Mexican desert just across the Rio Grande and was foiled by none other than proud Texas Rangers. The Taint which was released at that time has now begun to cross the river, transforming the land into barren red sand riddled with blood beetles which encroach upon everything from cattle ranches to oil refineries. A similar phenomenon has struck the panhandle region as the preternaturally frigid Dying Desert has expanded rapidly in all directions in recent years. The desert is actually a manifestation of the greatest of the Elder Gods, Azathoth, stirring slightly in the depths of its prison deep below the surface world. At the same time, a mysterious tsunami of unprecedented size struck the Gulf Coast, obliterating Galveston and turned hundreds of square miles into a salty, unlivable marsh. And, as if ordinary tornadoes were not enough of a problem, the storms striking central Texas these days are discharging unbelievably destructive bolts of electricity. These so-called "lightning twisters" have made telegraph service across the state spotty at best, and the number that have decimated San Antonio, which was poised to become a hub of the "new science," seems more than a coincidence. A branch of the rangers, which traces its roots all the way back to the Knights Templar, continues to investigate and battle each of these phenomena as well as coordinating with the Federal Department of Occult Affairs.

Utah Territory

The original Grand Canyon was located in Arizona and was formed by erosion over millions of years. At the end of the Seven Days of Night, a profound



rumbling shook the entire Southwest, and the Canyon was transformed into the Devil's Crack, a massive fissure whose width has tripled in places, whose length has increased tenfold, and which now cuts all the way through Utah and into Colorado. The newly formed portions are just as deep and awe-inspiring but far more jagged and inhospitable. Numerous thermal vents have been exposed along its new length, spewing heat and noxious gases into the atmosphere. No one knows if some terrible Elder God already emerged or if the Crack is still waiting to give birth to a fiery abomination. A new group of anarchist fanatics called the Voice of Death are causing problems in the northern part of the territory. They supposedly commune with, and take direction from, restless spirits. They have been accused of grave robbing, and their doctrines are heresy to the authorities in Salt Lake City who have not yet had any success in controlling them.

Washington Territory

Many of the Elder Gods inspire chaos and insanity by their very nature, but Nyarlathotep actively revels in human anguish and madness, taking a thousand different human forms to deceive and torment. It is said it twice traveled the length and breadth of the country during the Seven Days of Night but ultimately settled in the Pacific Northwest. Deep in the primeval forest east of Puget Sound lies a strange monument, the Tower of Masks, which is not easily located except by the demented and deranged. Every inch of the tower's surface is covered with an endless variety of constantly shifting faces. Those whose minds have been twisted by the Taint find themselves drawn to the tower from far and wide in a sinister sort of pilgrimage. To the south, devilish red lights have been seen flitting around Mount Rainier at night. Near the coast, missing persons are found as piles of gnawed bones surrounded by black, tarry, human footprints; stories circulate of a newly awakened primordial spirit known as a "tamanous" that tricks people into acts of cannibalism.

Wyoming Territory

Not yet a state, Wyoming is home to vast stretches of untamed wilderness and more than a few Native American tribes. The towering stone landmark in the northeast called "Bear's House" has always been a place of solemn and sacred power. (It only later came to be known as Devil's Tower due to a mistranslation.) According to tribal legend, the tower provided refuge to people from a giant bear whose claws created the distinctive vertical grooves. During the Seven Days of Night, an entirely new peak, Howling Mountain, jutted up through the earth's crust in a part of the territory not previously known to be seismically or volcanically active. Rich veins of gold were discovered on the mountain soon after it appeared, and folks gave it its name after the incessant wailing sounds and bursts of inexplicable steam that emerge from the mines dug on its slopes. Now, it appears that Bear's House is under spiritual siege by whatever dark force raised Howling Mountain, and human greed may play a part in it. The ley lines in the area, once thought an immutable feature of the planet, are sputtering and shifting, and no one knows what the end result of their transformation will be.

TOWN AND ENVIRONMENTAL GENERATION TABLES

The following is a selection of random tables to help a judge generate towns, encounters, and interesting features on the fly.

TABLE 1 - BASE TERRAIN

ROLL 1D8	TERRAIN
1	Plains or Prairie
2	Mountains
3	Hills
4	Forest—Evergreen
5	Forest—Deciduous
6	Desert
7	Swamp
8	Tundra

TABLE 2 - BODIES OF WATER

ROLL 1D12	TERRAIN
1	Coast—Bay (deep water, boat accessible)
2	Coast—Beach
3	Coast—Cove (shallow water)
4	Coast—Tidal Plain
5	River—Large
6	River—Small
7	River—Forked
8	Stream
9	Lake—Large
10	Lake—Small
11	Springs
12	Hot Springs

TABLE 3 - NATURAL LANDMARKS

ROLL 1D16	TERRAIN
1	Cliffs
2	Butte or Bluff or Mesa
3	Trees
4	Rock Formations
5	Canyon
6	Arroyo
7	Valley
8	Waterfall
9	Ford
10	Rapids
11	Sinkhole
12	Cave or Cavern
13	Salt Flats
14	Lone Peak
15	Volcano
16	Glacier

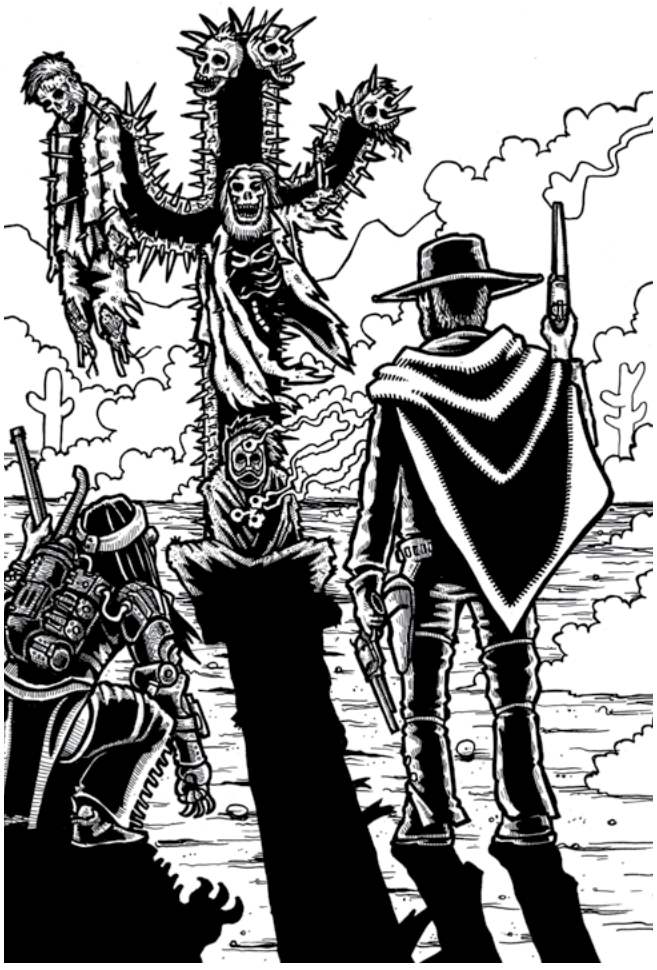


TABLE 4 - HUMAN-MADE AND WEIRD LANDMARKS

ROLL 1D30	LANDMARK
1	**Bridge - Wood, Stone or Steel:** These structures can be of recent or not-so-recent construction and provide safe transit across bodies of water when a ford just isn't nearby. They can be built so small as to only be suitable for pedestrians or made large enough to bear the mass of a loaded freight car. Knowing the location of reliable bridges can be the difference between an easy journey and an onerous one.
2	**Bridge - Rope:** Certain indigenous cultures have a time-honored tradition of weaving sturdy rope bridges across otherwise difficult-to-traverse spots. More recent settlers have adopted the practice as well, and any given bridge may be very safe or extremely perilous.
3	**Bridge - Wailing:** Some say the distinctive moaning sound made by certain elevated bridges is only a trick of the wind, but others insist it is the souls of the damned warning those who trust their lives to such precarious spans.
4	**Mine:** Mines can be full of precious or non-precious metals or gems of any kind. They can look like little more than a hole in a mountainside or they may have elaborate infrastructure built up around their entrances, including ore-processing buildings and transport rails. Although towns often spring up near productive mines, mines can also be relatively isolated.
5	**Standing Stones**: Any grouping of stones that are not naturally occurring. From massive monoliths reaching skyward, to rocks carved in strange likenesses, to vast arrangements of mundane stones whose meaning is only intelligible from high overhead—many formations are possible. The stones may have been put there by Native Americans centuries ago, by cultists preparing for a nefarious ritual, or by dark powers alien to humankind.
6	**Totem Pole:** Ornately carved and painted wooden poles commonly created by the Native Americans of the Pacific Northwest. They often incorporate one or more human, animal, or supernatural figures and serve a ceremonial or commemorative purpose. Of course, in the world of Weird Frontiers, the practice may be more widespread or may have been co-opted by evil forces.
7	**Faces in Nature:** Any kind of uncanny resemblance of a natural object to a human face. The agglomeration of rocks on the hillside could resemble the visage of a massive, grimacing giant or the knot on a moss-covered tree trunk could look strangely like a grinning calavera. They may act as signposts or warnings of other nearby phenomena.
8	**Dam:** People or animals have blocked or redirected a river or stream. Anything from a beaver's crude dam made out of branches and mud, all the way to elaborate human-crafted structures of concrete and metal, fall under this category.
9	**Blood Pool:** This body of water has an unnatural crimson hue which could be the result of a natural chemical process, the site of unspeakable past violence, or a focus of malevolent spirits. Its contents may or may not be harmful to drink.
10	**Ley Lines:** These once-dormant lines of arcane power crisscross the entire continent and surged to life during the Seven Days of Night in response to The Taint. They extend deep underground and are not normally visible, except by arcane means and to those extremely sensitive to such energies.
11	**Crossroads:** Since antiquity, crossroads have been associated with both commerce and religion—trading posts and shrines are both common near these junctures. Certain traditions see them as burial grounds, while others believe them to be places where the boundary between the physical and spiritual worlds is thin.
12	**Large Statue:** Often located on mountaintops or overlooking harbors, these colossal statues can represent figures both holy and malign. They frequently stand as religious or territorial markers.
13	**Bleeding or Crying Statue:** An otherwise ordinary statue has begun exuding blood or tears. This could be the result of benign or malevolent supernatural forces or the work of an expert huckster. Certain locations are renowned for such landmarks, drawing pilgrims from afar, though many folks take them as sinister portents.
14	**Weird Waterfall:** Something about these falls just ain't right. Maybe the water cascades upward in defiance of gravity or appears to be made of fire or some substance other than water. All kinds of mysterious objects or locations may be hidden behind such waterfalls.
15	**Haunted Forest:** Since the Seven Days of Night, people's natural fear of dark woodlands has gotten a whole lot more rational. The shadows are thicker than they should be, the trees themselves seem to be moving, and a whole mess of eerie sounds echo among the branches. Such a forest can be home to a singular evil being or an entire group of creatures or evildoers. The subjects of local woods folklore have often come to life with the reawakening of magic in the world.
16	**Mounds:** For thousands of years, Native American tribes built raised earthen mounds, especially along the Mississippi and Ohio Rivers. A single mound, between 10 and 100 feet tall, or an entire complex of differently sized and shaped mounds may be found. Some are funerary in nature and may contain a wide variety of artifacts. There may be astrological significance to the arrangement of mounds in a complex, and rumors persist about hidden catacombs under larger mound sites.

TABLE 4 - HUMAN-MADE AND WEIRD LANDMARKS (CONT.)

ROLL 1D30	LANDMARK
17	**Native American Ruins - Cliffside:** One or more indigenous cultures made elaborate homes in the cliff sides of the Southwest. These dwellings feature sophisticated stone-block architecture and can be extensive in size. Perhaps they hold the secret of what caused their builders to abandon them so long ago.
18	**Native American Ruins - Other:** Numerous Native American tribes are known to have created impressive step pyramids and other stone structures, mostly in Mexico and Central and South America—but perhaps their culture extended further into North America as well.
19	**Spanish Ruins - Fort:** Often built in a rectangular layout with thick stone walls and one or more towers, these abandoned forts are a favorite adopted home for bandits and cultists looking to hide out.
20	**Spanish Ruins - Church:** Spanish missionaries were building structures across the Southwest as long as 350 years ago, so it's not uncommon to find examples of this architecture which features stone or adobe walls, prominent arches, and red tile roofs. Some are still in use, but many others have fallen into ruin. Treasures from the conquistadors or the Church, which somehow never made it back to Europe, could still lie within—or dark forces could now fester in these formerly sanctified spots.
21	**Lightning-split Tree:** A tree that survives a lightning strike is deeply scarred, split, or hollowed out in part by the resultant fire. Although they can have a twisted or disfigured appearance, some traditions say they are good omens for a community based on the belief that lightning never strikes the same place twice. Of course, it is possible some anomaly in the earth's magnetic field or ley lines drew the strike in the first place.
22	**Ghostly Gallows:** Plenty of towns still dispense quick and lethal justice, making the sight of a gallows near a settlement not uncommon. These disturbing structures appear and disappear in remote corners of the West, a sort of mirage emanating despair instead of hope. Seeing such a gallows has been known to induce bouts of fright and remorse in the meanest of outlaws who swear they can feel the hangman's rope if they get anywhere near.
23	**Hedge Maze:** Whether built from holly, strange cacti, or even accumulated tumbleweeds, these mazes were clearly cultivated for one reason: to confuse and delay intruders into a particular location. All manner of critters can be found roaming such labyrinths, and there's nothing saying the maze can't rearrange itself just when a feller thinks he's got the layout mastered.
24	**Bog Lights:** Mysterious colored lights appear near swamps and estuaries, often moving with seeming intelligence. Some folks consider them trickster spirits, liable to lure a person to their demise.
25	**Caverns - General:** North America is home to numerous natural underground-cavern systems of varying sizes. They can represent a significant physical danger on their own, and occupants such as desperados or devilish creatures pose additional problems.
26	**Caverns - Reeking:** All manner of noxious gases are formed in or settle into caves. They can be the result of volcanic or sedimentary processes, former mining activities, or less mundane phenomena.
27	**Caverns - Monstrous Denizens:** Rumors about these caves and what dwells in them could be timeworn or have sprung up since the Seven Days of Night. In either case, vague details about the type of abomination and the horrors it inflicts on the locals is all that's widely known.
28	**Caverns - Ancient Civilization:** Buried under thousands of years of rock and soil lies evidence of heretofore unknown ancient civilizations. It could be a few artifacts from a distant past when magic first flourished on the earth or an entire lost city filled with mysteries waiting for some brave person to discover.
29	**Unusual Bloom:** These clusters of strange vegetation may exist year round, burst into existence unexpectedly after a rainstorm, or recur on a seasonal basis. Their leaves and stems can exhibit strange colors not common among normal plants, such as: fluorescent purples, blues, oranges, and pinks. They can also have toxic or intoxicating spores, strange odors, dangerous barbs, and other paranormal characteristics. Some say they indicate the presence of ley lines nearby.
30	**Ghost Ship:** These incorporeal vessels appear only on moonless nights (or only when the moon is full) gliding up and down rivers or into and out of coastal ports. They resemble real ships that sank or were lost under mysterious circumstances: old pirate galleons, Civil War ironclads, or even paddlewheel riverboats. They are manned by restless spectral figures and can lead a posse brave enough to follow them to great treasure or certain doom.

TABLE 5 - WEIRD WEATHER

ROLL 1D14	WEATHER
1	**Soul Storm:** These savagely intense thunderstorms seem to drive folks plum crazy. People see all manner of ghostly visages in the afterimages of lightning strikes, and some begin babbling in unfamiliar languages or black out entirely. More than one homicidal killing spree has taken place during a storm, and occupancy in sanitariums goes way up in their wake. Some speculate that restless spirits, unable to move on to their final rest, are to blame.
2	**Brimstone or Ash:** When a layer of ash floats in and settles on a town, it might just be the result of forest fires and wind. Then again, it does seem to happen to the most sinful of burgs. Maybe it's a sign of coming retribution or some hellish new neighbor—either way people are nervous as polecats when sweeping their porch for the umpteenth time.
3	**Acid Rain:** This isn't the mildly harmful stuff only dangerous through prolonged, cumulative exposure, but rather when the heavens open up and start pouring the kind of nasty green liquid that'll melt a person's Colt as easily as their backside. Finding cover fast is essential.
4	**Howling or Whispering Wind:** Wind blowing just right through a canyon, or some trees will produce a mournful moan from time to time, but this sounds more like a chorus of hungry demons' voices being carried on the breeze. When it whispers a cowpoke's name, it'll have them slapping leather or turning tail for sure.
5	**Colored Fog:** Fog is supposed to be white, but this has a distinctly different hue. Folks tend to see things that aren't there and act mighty strange after such a mist rolls in. It is also associated with physical illnesses and unexplained disappearances.
6	**Dust or Sand Storms:** These storms rise up with notoriously little warning and lately have been inexplicably occurring in places that don't seem dry enough. Not only can they cause a person to get thoroughly lost even at midday, some storms can flay the skin right off you.
7	**Whirlwinds or Dust Devils:** There's a reason they don't call them dust angels. These swirling masses of dust and debris, from five to fifty feet tall, sometimes seem to act with downright mischief, thwarting a posse from finding what they're looking for, spooking mounts, or endangering life and limb by obscuring dangerous terrain like cliffs or sinkholes.
8	**Phantom Tsunami:** What should be a relatively rare occurrence has been happening more frequently as of late. Coastal waters recede, and when they return as a towering wall of water, that water carries all manner of nightmares: thousands of oversized stinging jellyfish, dead crabs, or even the pale, bloated, unidentifiable bodies of unknown people.
9	**Death Flood:** Sometimes an amount of rain that hasn't caused flooding in the past now seems mysteriously augmented. No one knows where all the water comes from, but it has a faint smell of putrefaction, and there are an usual number of human and animal corpses floating in the rising waters.
10	**Animated Tornado:** Occurring mostly inland, at first they seem to be natural phenomena, but when one of them makes a beeline for the nearest town or changes direction repeatedly to outright chase a cowpoke through the wilderness, it's clear eldritch forces are at play. Those caught by such a tornado are picked up and tossed, sometimes never to be found again.
11	**Ice Storm:** These unnaturally potent storms bombard everything in their path with razor-sharp ice crystals. Cattle are killed, and people have been found thoroughly shredded and frozen a dozen paces from their door.
12	**Extreme Unseasonal Weather:** This can be any kind of weather vastly out of tune with the current season and locale—snow in Death Valley in July or an unrelenting heat wave in the Rockies in February. These events may be an overt attempt by some evildoer to inflict suffering or an inadvertent side effect of someone toying with the forces of nature.
13	**Meteor Storm:** Most meteor storms are no more than a pretty light show in the night sky. However, these meteorites are not all burning up and reach the ground in alarming numbers, causing sizable dynamitelike explosions. When they're recovered, most folks can't rightly tell what they're made of or why they seem to have inscrutable symbols carved on them.
14	**Hail of Animals:** Frogs, worms, locusts, and birds are just some of the types of critters that have fallen from the skies in places across the continent. Thousands of one type of animal will rain down in a relatively limited area. Most are dead, but some are alive and have subsequently set upon the locals. Many people see it as an echo of Old Testament stories and worry of impending punishment from a wrathful God, but it's just as likely to be the more direct work of dark forces.

TOWNS

Types of Towns

Boomtowns

When a discovery of resources (gold, silver, logging, etc.) is found in an area, a town sprouts almost overnight. Other factors that lead to the birth of a boomtown might be favorable land for farming and a pleasant climate. The town's population consists of those there to take advantage of the resources and those providing goods and services to them.

Boomtowns often start with tents and shacks, but construction is quick to follow as money begins to flow abundantly as hundreds to thousands of people begin to flock to the area. Crime usually goes unchecked in the early stages of the town, and most disputes are handled with a gun. Sooner than later, decent citizens will pull together and bring in a sheriff and a few deputies to run the shadier elements out of town.

Cattle Towns

Cattle drives involve moving large herds of cattle from the owning rancher's land hundreds of miles away to a railhead where they can be safely loaded on railcars and transported. Initially, cattle towns are built to cater to the cattlemen riding in from months on the range, ready to spend their paychecks on a hot bath and a shave, new clothes, whiskey and the general pursuit of "attention." Much like boomtowns, cattle towns suffer from lawlessness by drunken cowboys settling their differences on the street.

Some cow towns eventually attract good-natured folks that wish to settle in the area, bringing in the law to put the fear of the noose in seedier folks.

Forts

The government provides safety with the fighting soldiers and cavalry men making up the forces of the U.S. Army. To offer some level of protection, those men must be strategically based in various parts of the country. Forts come in many forms—ranging from larger operations housing several companies fortified by tall standing walls fashioned from logs, to smaller operations taking the role of an outpost and being as simple as a cluster of buildings and fortifications built to offer cover during attack.

Larger forts often resemble small towns. They offer housing and barracks in addition to small stores and a post office. Officers often live with their families in houses, while the enlisted share bunk-space in a barracks.

With the end of the Civil War and the events unfolding during the Seven Days of Night, more forts have been constructed in an increased effort to offer protection to folks running afoul of people or things infected by the taint. In addition, they serve as a base for the collecting of vital intelligence on the activities of those aligned with the unspeakable things trying to return to our world.

Ghost Towns

Every town, big or small, is built with good intentions and the hopes that the community will not only thrive as a place of commerce but also provide a measure of safety from Mother Nature and the creatures of the wild. Unfortunately, a ghost town forms after folks threw hammer to nail and the town failed for one reason or another. Maybe the glittering veins of a goldmine finally ran dry, or the Union Pacific decided on an alternate route, steering the operation away from the town being built in anticipation. Not many towns are completely safe from being abandoned, and often, the dilapidated buildings and empty streets are used as a refuge for murderous gangs and wandering cultists seeking a place far away from prying eyes.

Hog Ranches

Usually found just a few miles from most average sized towns, the hog ranch is a series of saloons, gambling parlors, and bordellos put into place when the owners are run out of town in attempts to bring decency and order to the growing community. Hog ranches typically never close and stand at the top of the ladder when it comes to the many forms of vice offered within their confines. They are lawless and often serve as a nest for the seedier vermin plaguing the good folks trying to bring civility to the wild frontier.

Mining Town

Mining claims leading to any sizable resources were usually sold to Eastern financiers, who could supply the equipment needed to strip whatever the discovered resource was from the earth. Mining would soon begin after the purchase, with machinery

and strong backs to work the mines. Gold, silver, copper, and other precious metals are then mined from sunup to sundown in dangerous conditions and at great cost to the local environment (streams were often filled with rock dust from drilling, and excess mercury used to strip gold from quartz polluted the waters). Mining towns consist mostly of just men and are built to offer shelter to those working the mines, who are often too exhausted to venture out to the one of the few existing saloons to cause a ruckus.

Mining towns rarely have lawmen, and justice is dealt out by the hands of vigilantes or the company that owns the mine when the need arises.

One-horse Town

These towns are generally found in farming areas and serve those in the area at a very basic level. One might find a church, a general store, and possibly a saloon, but for the most part, the town is about as uninteresting a place as is possible to find in the West. One-horse towns can develop from more prominent towns that have begun to decline as businesses and townsfolk eventually leave to search for greener pastures, leaving only those without the means or will to follow suit.

Rail Town

Often called "Hell on Wheels," the rail town gets its name from the temporary boomtown that spring up overnight to provide shelter for those working on the rail line in addition to purveyors of vice and businesses providing goods and services to all the above.

Rail towns begin to form as soon as the line being plotted by the railroad is revealed by officials. Businessmen and merchants of everything from the mundane to the scandalous set out to create a community along with residents. Considering the temporary nature of rail towns, most structures are tent-based or shoddy, wooden structures built to be eventually taken down. Saloons can be found in abundance—ranging from a single table and chairs to fancy tents spanning a 100' or more. Dance halls and theaters can also be found, as practically every service imaginable can be found at some point in a rail town.

Lawmen are sometimes found attempting to keep folks in line, and most rail towns even had "quasi courts" to deal with law-breakers. Rail lines often kept their own private security forces on site to make sure things run smoothly and offer added protection from hostile attacks committed by those opposing the railroad or from things seeking a quick "snack."

Though most rail towns rarely last a year, some find a way to survive without the support of those working the line, remaining to become permanent towns that thrive for years after the railroad has left—especially when they are neighbors to military forts.

Religious Town

Many see the West as an uncivilized land filled with heathens that must be shown a proper path to salvation. Religions of all denominations and faiths are represented by missionaries setting out to bring the Good Word to those founding a community built on the principles of their faith.

Most religious towns are modest in both size and what they can offer, but they can grow to rival any typical town in rare instances. Visitors willing to listen to the promise of salvation are often welcomed with open arms while those that clearly have no interest, or who are deemed to be trouble, are quickly rounded up and run out of town before the seeds of temptation can be sowed.

On the flip side of the coin, there are rumors of small towns filled with the worshipers of dark things. These towns are rarely permanent, and residents must conceal their true purpose to those who have the misfortune of wandering in to water the horses and take a break from the trail. Often, these visitors never make it to their destinations, either serving as a sacrifice in some dark ritual or worse.

Trading Post

Though not technically a town, trading posts often serve as a point of civilization when traveling the rough-and-tumble routes. Trading posts range from ramshackle cabins in the woods to rectangular buildings made of adobe and wood. They are sometimes within the confines of defensive walls. Enterprising individuals may repurpose an abandoned military fort and might offer a blacksmith, a well-stocked general store, and even a few rooms for rent.

Trappers, prospectors, and local Native Americans use the trading post to acquire supplies in exchange

for furs, gold, and other craft items designed to make survival in the wild more tolerable. In addition to stocking up on supplies, the trading post serves as a source for much needed conversation and fellowship by gaming, drinking, and catching up on current events with those passing through.

Depending on the distance between the trading post and any semblance of a town, prices often double or even triple what a person would normally pay for goods, and the word of the owner of the post is often considered the law to those paying a visit to the property.

WHAT'S IN A TOWN?

Average Population

The numbers listed on the chart at the end of this section merely offer a suggestion for the population of various towns found scattered amongst the states and territories of the West. Populations often fluctuate depending on the type, season, and what was drawing folks to settle in the area. Use the listed numbers as a guideline and change them to better fit your ideal town.

Typical Law

Existing law enforcement might consist of a lone sheriff refusing to leave those unable to head to greener pastures due to financial woes or possibly due to debilitating illness. Maybe a railroad tycoon provides a jaded version of the law by using hired goons (drawn from Civil War veterans and outlaws, perhaps). A well-run town might hire a legitimate sheriff and deputies. Law and order can be had in many ways.

U.S. Army

By the end of the Civil War, the United States counted over one million enlisted servicemen, many of them eager to go home and begin life anew while trying to move past the scars of war. The events of The Seven Days of Night would see to it that the majority of our country's soldiers would remain to fight the supernatural threats unleashed during the failed ritual. The soldier of today is based in a fort with their company, where a watchful eye is kept on neighboring territories and towns. Though an uneasy truce exists between most of the tribes of American Indians, there are those that see the white man as the source of the re-awakened evil and attack on sight. Add reconnaissance along with keeping a watchful eye on French forces in Mexico and a newly occupied South, and you have but a few of the daily responsibilities of the U.S. soldier.

Typical company sizes range from 45 to 60 souls and often contain a small cavalry unit. Ten to twelve companies often make up a regiment that also contains multiple cavalry and artillery units.

U.S. Marshals

U.S. Marshals are appointed, not elected. They serve as federal employees, and their jurisdiction covers the territories they're assigned. When not serving up justice, marshals often handle moneys generated and required to run the U.S. court system. Marshals often travel to various towns in their territory to help local sheriffs in need, in addition to taking prisoners off their hands and delivering them for their day in court. Additionally, marshals often stay on the trail, vigilant of agents of the night seeking to use unpopulated land as breeding grounds for evil.

Sheriffs

Most sheriffs are elected officials and range from those with a firm pedigree and belief in the court system, to those escaping a boring life back home in the East. Some take ownership of the badge in efforts to keep a town from drowning in vice, while others find the endowed power to be the ultimate fix for an oversized ego.

A sheriff's jurisdiction is limited to the territory they're elected to serve, and day-to-day duties range from upholding the law and maintaining the jail. Investigating supernatural threats and cultist activity also adds to the stress of the job. With so many tasks to shoulder, sheriffs also hire and swear in deputies that assist their many duties—in addition to collecting local taxes. In rare cases, the sheriff can form a posse and temporarily deputize common townsfolk when the looming threat calls for more irons in the fire.

Town Marshals

Either elected or appointed, the town marshal's jurisdiction is limited to just that—the town they're currently wearing the badge in. Town marshals often serve as the long arm of a county sheriff, working

to keep the peace and maintain the jail, while also serving as a tax collector.

Private Law Enforcement

Some communities are best served without some meddling sheriff and deputies that spend time kicking up their spurs in the local saloon. Private security ranges from a pair of burly bouncers to the elite Pinkerton Detectives hailing from Chicago. Larger, more organized companies often have their own jails, along with a mock courtroom that may or may not give a transgressor a fair shake of the stick. Private law enforcement might find themselves crossing paths with a local sheriff or possibly U.S. Marshals, who technically have jurisdiction over whatever territory the agency is operating within.

Bounty Hunters

Those making a living hunting others don't typically get invited to the table for Sunday vittles as who's saying you aren't on that wanted poster rolled up in their boot. There are those rare types that take to the trail with a streak of good in their hearts, only hunting those that have preyed upon the weak in one form or another.

Bounty hunters work outside the law, often utilizing techniques and skills a typical "badge" might frown upon. Occasionally, bounty hunters will bring the local sheriff in on a hunt, but only when the odds are stacked high and collecting the bounty is a sure thing.

Vigilantes

Sometimes, the only way to serve up justice is with a mob of like-minded individuals intent on punishing the rats that scurried into their community to sow seeds of destruction, and just because the town might claim a sheriff and their appointed deputies, doesn't mean they can't be swayed to turn the other cheek in exchange for a healthy bribe or threat of harm coming to the one wearing the badge and those they love.

Vigilante justice is often over before it even begins, with the perpetrator being rounded up and either run out of town or hung from a make-shift gallows till a death rattle signals the soul's release.

Texas and Arizona Rangers

Unless you're visiting one of the two states mentioned, you're not likely to cross paths with one of the rangers known to ride the trails of the Texas and Arizona territory. These rangers answer directly to the governor of each state and have jurisdiction anywhere within its borders. They are known for assisting in investigations, protecting life and property, and serve as officers for court. Rumor has it a new division of Texas Ranger has been commissioned and specialize in tracking and eliminating supernatural threats, freely crossing Mexican territory—the source of the dark rituals performed during the Seven Days of Night.

POINTS OF INTEREST

Providing a place of safety where travelers can stop for a rest and restock supplies not easily found while braving the territories is the primary reason towns exist. The types of businesses and establishments found vary, with some being as basic as a dirt floor with a tarp for a roof to those that rival some of the classier establishments found in the big cities back East. Larger towns will have just about anything a trail-weary posse could want for, and often, multiple establishments offer the same wares and services but in different levels of quality to match the coins in your pocket.

Below, you'll find some of the typical points of interest found in towns across the country.

Banks

Folks with cash and other valuables often turn to a bank to help safeguard those items. Banks also lend money at varying rates ranging from 5 to 50% interest depending on the dependability of the customer. This often means poor farmers must put up their land as collateral just to have a chance at keeping their gills in the water. Most banks bar their windows and operate behind "cages" that also divides the bankers from the customers. While larger facilities keep their assets in vaults for protection, smaller banks will have large safe—usually kept in a back room in a manager's office.

Behind the cage, owners are busy updating records and receipts, while clerks handle deposits and payouts, typically in a cash tray or drawer located just under the counter.

Bank proprietors often pay deputies to kick up their heels in their businesses to discourage daylight

robberies that have become more common since the end of the Civil War (many veterans joined gangs and turned to crime to keep food on the table).

Barbershop

One of the first things a cowboy will ask for after spending months on the range is where can they get a wash and a trim! Barbershops offer shaves and haircuts in addition to hot baths for those heading to the dancehall at the end of the day.

Red and white striped polls mark the establishment, and inside a customer will find the traditional adjustable chair set in front of a mirror and shelves containing various tonics and tools to keep Dan dapper! Several chairs and small tables are often found where the old codgers trade insults and gossip over checkers. A wood stove keeps customers warm in the winter months and keeps hot water on hand for the steel bathtubs kept in a separate room.

Boarding House

Folks a little light in the pockets or who plan on staying a spell in town often seek a boarding house to help make the stay more affordable. Typical boarding houses are multi-level homes of varying quality, often owned by widowed women and are seen as a respectable means to make money. The boarding house offers several bedrooms, some to be shared, while others offer privacy at a higher price. The price of a night often includes breakfast, and possibly dinner, with extra services (such as laundry) being available for a fee. Many boarding houses offer a comfortable parlor or common room filled with chairs and a fireplace for the more sociable guests.

Brothel

"Paid" companions often find safety and comradery in numbers while applying their skill to one of the oldest professions in history. Prostitution can be found anywhere lonely or vice-ridden folks gather. Facilities range from posh hotels and boarding houses, purchased and renovated with Victorian luxury, to rows of tents or crudely built shacks located in the more questionable parts of town.

Fancier locations tend to employ the most beautiful of workers and are often managed by a "madam" and her staff of caretakers and bouncers. These locations are often given a pass when it comes to vice laws against prostitution by keeping important people in town on the guest list.

A rank below the posh brothels, one might find a similar establishment decorated with cheap imitations of luxury items. Though considered second rate, the prices also drop from spending up to $60 dollars a night to a modest $3 to $5.

The lowest tier belongs to those who have fallen on hardships. Widows from the Civil War, drug addicts, and wanted criminals make up a small portion of workers who live on "the line"—a row of decrepit shacks or tents that have very little to no furnishings. The workers here have no protection from abusive clients and often suffer from malnourishment and disease, barely making enough to support their own vices.

Cattle Yard

Usually a town only has use for a cattle yard if it serves as a railhead, a stopping point for trains passing through. Cattle drives typically end with cowboys driving the herd into the yard to be separated and prepared for transport to buyers back East. The level of noise typically found in the cattle yard is only matched by the concentrated smell of manure from having up to 2,000 cattle with hooves to the ground on any given day.

Cattle yards are built to keep the beasts in and are fenced by sturdy walls reaching up to 10' in height. Bulls are separated from the herd and kept in pens (built sturdier) to house them in, while the rest are sorted and herded into standard feeding pens. Pens typically contain troughs for food and water where animals stay until ready to be loaded on railcars through loading chutes.

Church

What town would be considered "civil" without a place to visit for worship? Churches vary in construction and size depending upon the population and type of town it calls home. The average church opens to a large area of worship, furnished with rows of plush pews in the case of a well-to-do church or crudely fashioned benches in those often found in the typical hell-on-wheels tent towns. Books containing hymns are often provided for those wishing to take the lungs for a walk.

Preachers stand above the "flock" on raised platforms where they deliver the Good Word from a wooden pulpit. Windows line most of the worship area to reward those showing up on Sunday with the warmth of the rising sun, and stained glass can often be found portraying classic scenes from the Bible in churches with members filling the coffers from heavy pockets. The back area of the church contains a few rooms for Sunday school, living quarters for the residing preacher, a kitchen, bathing area, and bedroom. Well-funded churches might have a separate dwelling for the resident preacher and a small graveyard. Towns typically hold their preacher in high regard, seeking spiritual and real-world advice through the week when the priest isn't tending to the sick and needy in and around town.

Dancehall

Hitting the dance floor with another gussied-up patron awaiting the invitation to dance is one of the most popular forms of entertainment for those blowing off steam from long days on the trail. Though the establishments vary in size, they all share a large dance floor, which might be stamped and packed dirt or one of the finely polished floors found in bigger towns.

The typical dance hall also contains a bar for buying fancy drinks and a spot for some sort of musical entertainment—which is more commonly a piano. Most of the staff live in the establishments they own or work in, thus you'll also find an area in the back that contains rooms for those that live on site.

There wouldn't be much dancing if the establishment doesn't have some pretty smiles on hand to purchase dance tickets from. A typical dance ticket costs a nickel and garners four or five spins on the floor. It's also customary to buy your paid companion a drink afterwards. Dancers receive a cut of both the tickets they sell and the bar tabs they run up. In most establishments, prostitution is not allowed, and establishments caught breaking the rules are usually punished with heavy fines.

Dentist Office

Any establishment set up to offer dentistry is given a wide berth by most in town—rightly so, considering the screams that are heard from the streets. Not much in the way of painkillers exists other than a few shots of whiskey and a prayer. Excision is more times than not the only recourse for a painful toothache. A typical establishment contains a dental chair and a cabinet filled with tools of the trade. Established dentists might also have a drill that could save a patient from a painful, and sometimes deadly, extraction. Dentists rarely use opium because of the uncertainty of the proper dosage—customers might be under or over medicated, or in the worst cases, rendered dead!

Dental hygiene isn't something most folks give much thought to while staking claims in the West, and most folks lose their teeth by the time they reach middle age.

Doctors Office

There are no shortages of ways to die in the West. Animal attacks, gunshot wounds, and one of several diseases making their rounds mean a fella needs a few winks from Lady Luck to make it to his 21st birthday. Along with those who take ill to such tragedy are those with the desire to help. While there are those that claim to learn their trade from universities, most either learned by apprenticeship during the Civil War or simply declare themselves practicing physicians—with emphasis on the word "practicing."

A doctor's office has a room for those waiting to see the physician and connects to a room where exams and various procedures are performed. An exam room will have a bed next to a window for good lighting in addition to a stool, washbasin, and cabinet containing fresh towels, linens, and the tools and instruments that assist a doctor with various procedures. A wide assortment of tinctures and compounds are found for pain management and internal ailments.

Doctors may or may not live on the premise, and those that don't typically live in comfort from the steady flow of income earned from a never-ending trickle of roughnecks needing a bullet plucked from their hide.

Gambling Parlor

No town would be worth a mention without some form of gambling parlor to test your luck against others in the room, hoping for an easy score. Gambling parlors are a mainstay in the West, and

gambling is seen as an honorable profession, held in high regard right along with doctors.

Parlors may be as simple as a tent containing logs to serve as stools with a crudely fashioned whiskey-stained table. The more lavish establishments contain plush tables and chairs paired with an ornate bar carved from exotic wood imported from faraway lands. Classier parlors often have a second floor with rooms rented by sex workers, staff, or visiting gamblers (who are seen as celebrities).

The main entrance to these fancy parlors often contains several tables offering games like keno, faro, craps, and poker just to name a few. A stage might be provided for entertainers and musicians.

Tables are either rented to those running the games, or a percentage of the take will be split between the various staff members that keep the parlor in the green.

Graveyard

Folks need a place to be put to rest, and most towns have a designated spot where those who've met their end can finally rest in peace. Often, a place just outside of town will serve as the beginnings of a graveyard, perhaps near a quiet stream or ancient tree offering plenty of shade. Simple grave markers (like crosses fashioned from wood) are painted up with the unfortunates' name and often the way they met their end. Well-to-do families may have ornate tombstones or family crypts.

Other than visiting deceased friends and relatives or attending a service for a friend that's about to begin their dirt nap, you won't find much going on in this part of town unless you take to strange conversations with the undertaker.

Hotel

Considered a slight step up from a boarding house, hotels provide a safe place to rest your head at an average cost of a dollar a night. Most hotels can be found on "the strip" which is a term used to describe the main road in most towns where businesses, saloons, and hotels are built.

A hotel is generally a two-story affair, but larger establishments can be found in the big cities back East. The main floor serves as a reception area where the clerk registers the room and is furnished with comfortable couches and a fireplace. Billiard parlors are sometimes found in larger hotels and serve as a meeting place where deals are made and town politics discussed.

Rooms number from 5 to 60 on average, and range from such luxuries as a private bath, wood stoves, and large feather beds with silken sheets. For those on a budget, the accommodations include bunk beds, a washbasin, and slop jar. Hotels may offer a small saloon and restaurant where breakfast, lunch, and dinner are served daily. Every hotel has an outhouse on the back of the property or may have a service for emptying chamber pots.

Housing for the Elite

Most residents make their homes just outside of the town proper, in modest houses with a decent parcel of land. Those lucky enough to be wealthy often have houses built within the confines of the town for added safety and easy access to the services and goods offered there. Small yards traced by white picket fences are as common as large porches built to accommodate the rocking chairs used after dinner by the owner, and possibly his guests, while sipping brandy and enjoying a fine cigar.

Launderer

A lucrative venture for immigrants crossing into the country is keeping folks in clean clothes. Once a week, those that can afford it, take their clothes to be cleaned by the local launderer.

The launderer works in a long building that houses several large tubs filled with boiling water and multiple wood stoves to keep the water in ready supply. Several stations can be found for ironing and folding, and lines used to hang and dry clothes crisscross the remaining spaces.

Law Office

Smaller towns may not have an official office for the law to use for business, and many town marshals, deputies, and barristers take a chair in the local saloon or the barbershop to use as office space.

Larger towns often contain a building that holds a gun safe for spare firearms and ammunition, as well as a wood stove, desk, and possibly a bunk. Though fancier jails do exist, a criminal can be kept locked

up in an outdoor box that's usually furnished with a couple of benches and poor ventilation that leaves the roughneck at the mercy of Mother Nature.

Livery

Essentially, a hotel for your horses. A livery offers a place to board your animals while you're tending to business in town. It provides a safe shelter and offers storage for carts and buggies. Horses are stabled in a large building—usually filled with stables on both sides, while offering a central aisle that connects double doors on both ends. An upper loft is reached by a ladder and used to store hay; additional space on the lower level provides storage for saddles and tools.

Buggies and related transports are stored in a yard that's walled off and locked for security. The office is typically a small, one room building containing a desk and ledger, wood stove, and random tools and equipment.

Novelty Theater

While saloons can offer a small stage for musicians and other entertainment, the novelty theater was built to cater to folks with a taste for something different from that of the bawdy saloon or kicking up dust in the local dancehall. All types of traveling entertainment can be found from comedy acts to plays.

Along with the more tasteful entertainment, one might find bare-knuckle boxing matches or even bear wrestling. Crowds can be tough for performers, and they often find a hasty backdoor retreat more favorable than facing laughter and accompanying gunfire. Theater owners will take a percentage to provide the entertainer with a stage and to cover the staff needed to help run the show.

Entertainers winning the hearts of the audience are treated as royalty and find their stay in town to be one where food, drink, and lodging are "on the house." The town is compensated by bragging rights and advertising that the popular flavor of the month played there.

A typical theatre is a two-story building that offers balconies for the wealthy and adequate ceiling height for lighting that was used to build the desired ambiance for the nightly entertainment. A small bar area is likely to be found in the lobby.

Opium Den

The end of the Civil War resulted in over 600k casualties; it also left the curse of addiction on countless soldiers introduced to morphine to ease pain from injuries sustained on the field of battle. No one is safe from the powerful addiction to opiates, as it was frequently mixed with curatives aimed at folks of all ages, including infants.

The arrival of Chinese immigrants during the California Goldrush introduced many wonderful facets of Eastern culture to the West, but unfortunately with the good, there often comes the bad—the pastime of smoking opium. Opium dens are almost exclusively found in larger cities and towns along the west coast.

Opium dens vary in construction and décor, with fancy establishments being filled with plush sofas and furniture that accommodates "Chasing the Dragon." Higher end opium dens have a bar and private rooms used for prostitution and gambling. Lower end establishments reek of the smokers passed out on the floor in their own filth.

Restaurant

Almost every saloon and hotel offers food of some sort, it's unusual for a town to not have at least one restaurant folks visit where the food on offer is better fare. Typical foods offered depend on what is available in the area, but beef, chicken, fish, and pork are usually available and prepared with whatever is currently growing out of the ground.

Typically one-story buildings, restaurants contain a main dining area filled with tables and chairs and a kitchen area where the food is prepared.

Saloon

No town is complete without a watering hole that services folks with a hankering for "fire water." Though the purpose of all drinking establishments is the same, all of them vary in size and shape. A hell-on-wheels town might make do with a large tent filled with makeshift tables and a bar, whereas a fancy saloon may sport an ornate bar carved from imported walnut and have crystal chandeliers.

Most saloons welcome any pushing past the batwing doors to come in and take a swill, but private saloons also exist that cater to the town's elite who are wealthy enough to afford the luxury of sipping

brandy and smoking a fine cigar while discussing town affairs and hashing through the latest gossip. Most saloons offer a small section of gambling tables along with a piano to keep folks entertained and not too focused on the watered-down whiskey.

School

By 1870, only about 50% of children living with their families in the West received any education. However, more and more towns are providing some form of tutelage for the children in the area and often join together to raise a building to provide a place for children to be taught. Most school houses are single story, one-room buildings that hold 10 to 12 chairs. Lucky teachers might have a desk but often use a makeshift podium from which to teach. Other than desks and chairs, a wood stove is almost always found to keep children attending in colder climates warm.

Stagecoach Office

Towns that are even a tad bit civilized are going to claim a stagecoach office, whether it be a "swing" station or a much larger "home" station. Travel by stagecoach is slowly being edged out by the comfort and safety of the locomotive, but folks still consider it the more common and affordable means to travel and transport mail and other goods.

Home stations are found about 50 miles apart and are larger operations owned by a family. Meals are offered in the main area, while beds are provided in a separate room for those needing accommodations while waiting for their departure. Horses are kept and maintained in a separate stable area that includes a full-time blacksmith for shoeing horses and maintaining wagons.

Swing stations typically dot the line on the trail every 10 to 12 miles and consist of a cabin or small building along with a pasture or small stable area. Passengers use stops at swing stations to stretch their legs and take a break from the cramped quarters they're packed into during their journey.

Stores

Smaller towns often have one "general store" to rely on for a wide variety of goods and sundries to help accommodate life in the West, but bigger towns cater to a larger population which eventually leads to specialty stores that offer a wider variety and level of quality not always found in a general store. Though money is the preferred method of payment, bartering and trade are also an accepted means of procuring one's needs. Most store owners keep a safe on site to store profits generated by sales.

General stores are often two-story buildings filled with a bit of everything needed for day to day living. Construction tools and building materials, medicine, foodstuffs, and clothing often line shelves that reach from floor to ceiling with no concern for any sort of order. Items are priced according to how readily available they are. Towns built close to railroads offer goods at lower prices than those far off the beaten path.

Specialty shops consist of pharmacies, gun shops, hardware stores, and tailors just to name a few. These shops are usually much smaller than the general store and offer a smaller selection (but better quality) of items the store owners decide to sell.

Telegraph Office

A small side room attached to the local rail station is typically used to send telegraphs, but should the office be a separate facility, it is almost always small and basic. The telegraph machine sits atop a desk where the clerk listens to Morse code through a speaker. A wood stove and table and chairs are all the conveniences present. Messages can be sent and received and are usually delivered by a porter or the telegraph clerk in the case of an important message.

Tent Housing

Working the railroad means picking up and moving as soon as the required tracks have been built. This means living in a tent with not much but a cot, table and chairs, and a wood stove to keep you warm through the night.

While most "Hell on Wheels" towns are abandoned once the rail workers leave, in rare cases these towns would serve as a railhead or find some other way to survive. In these cases, large areas of tent housing remain until folks can get something more permanent built. Tent housing is usually set up just outside of town on the other side of the tracks or close to a water source such as a river or stream.

Train Depot

Towns of average size can claim a train depot. Not only used for folks coming in and leaving town, mail and goods are delivered by rail. The typical building

offers bench seating for those awaiting the train or to purchase tickets; a wood stove is sometimes provided to keep travelers warm in the colder months.
Train depots keep a water tower, filled by a nearby windmill, to facilitate the constant refilling of in and outbound locomotives stopping in town. The ticket clerk works from behind a counter secured with bars, much like a bank employee, and often keeps a desk and a safe to store records and ticket sales.

Random Town Generator

Below you'll find an assortment of tables a judge will find handy when designing a town for their adventure. Roll up a complete town or simply use the results as a guideline and use what best represents the vision you have in mind for one of the many points of civilization found during the period.

RANDOM TOWN GENERATOR

ROLL 1D10	TYPE OF TOWN	AVERAGE POPULATION	TYPICAL LAW	PLACES OF INTEREST
1	Boomtown	100-1500k	Sheriff & Deputies	TH, B, BR, BS, BH, CH, DH, DO, GP, G, H, TO, HE, L, LO, LV, NV, R, OD, S, SC, ST, TH
2	Cattle Town	500-2000k	Sheriff & Deputies	B, BR, BS, BH, CY, CH, DH, DM, DO, GP, G, H, TO, TD, HE, L, LO, LV, NV, R, S, SC, ST, TH
3	Fort	45-600	U.S. Army	BS, CH, DO, G, TO, L, LV, SCH, ST, LO
4	Ghost Town	0-50	Rarely Any	*
5	Hog Ranch	50-200	Private/Vigilante	BH, BR, DH, GP, H, LV, OD, S
6	Mining Town	1k-5k	Private/Vigilante	B, BR, BS, BH, CH, DH, DO, GP, G, H, HE, L, LV, NV, R, S, SC, ST, TO, TD, TH
7	One Horse Town	50-100	Sheriff/Vigilante	BS, BH, CH, DO, G, BH, LV, S, SCH, ST, TH
8	Rail Town	100-3k	Private/Vigilante	BR, BS, CH, DH, DO, DN, GP, G, TO, TD, L, LV, NV, OD, R, S, ST, TH, **
9	Religious Town	50-1k	Private	BH, BS, CH, DO, G, HE, LV, SCH, ST, TH
10	Trading Post	5-100	Owner/Vigilante	BH, GP, LV, R, S, ST

*Ghost towns can have any places of interest but are considered deserted in their current state.

** Almost all points of interest will be tent construction during initial set up with major places of interest eventually building up to more permanent structures.

Places of Interest Key- Bank (B), Barber Shop (BS), Boarding House (BH), Brothel (BR), Cattle Yard (CY), Church (CH), Dance Hall (DH), Dentist Office (DN), Doctors office (DO), Gambling Parlor (GP), Graveyard (G), Hotel (H), Telegraph Office (TO), Train Depot (TD), Housing for the Elite (HE), Launderer (L), Law Office (LO), Livery (LV), Novelty Theater (NV), Opium Den (OD), Restaurant (R), Saloon (S), School (SCH), Stagecoach (SC), Stores (ST), Tent Housing (TH).

GENERATING NPCS FOR YOUR NEW TOWN

The following tables are provided to quickly generate colorful NPCs for a town. We encourage you as the judge to roll, choose, or alter entries as you see fit. The best and most memorable non-player characters are the ones you paint with your own details and into which you breathe life.

AGE

ROLL 1D100	RESULT
01-10	Adolescent (14-18 years old)
11-25	Young (19-25 years old)
26-65	Adult (26-40 years old)
66-80	Middle Age (41-50 years old)
81-90	Over the Hill (51-60 years old)
91-100	Oldtimer (61+ years old)

HEIGHT

ROLL 1D100	RESULT
01-02	Dwarfism (4' to 4'10")
03-21	Short (4'11" to 5'7")
22-77	Average (5'8" to 5'10")
78-96	Tall (5'11" to 6'4")
97-99	Very Tall (6'5" to 6'11")
00	Gigantism (over 7' tall)

WEIGHT

ROLL 1D100	RESULT
01-10	Skin and Bones
11-30	Lean
31-70	Average
71-90	Portly
91-00	Rotund

HAIR COLOR

ROLL 1D100	RESULT
01-04	Blonde
05-07	Red
08-19	Light Brown to Brown
20-52	Dark Brown
53-85	Black
86-99	Graying, heavily Salt & Peppered
00	Other - pure white, silver, mixed, etc.

WEALTH

ROLL 1D100	
01-15	Penniless
16-35	Struggling
36-75	Getting by
76-95	Comfortable
96-00	Flush with money

HAIR STYLE

ROLL 1D100 (50/50 LONG OR SHORT)	RESULT
01-40	Straight
41-50	Tight Curls
51-60	Loose Curls
61-85	Wavy
86-00	Bald or Balding



BACKGROUND

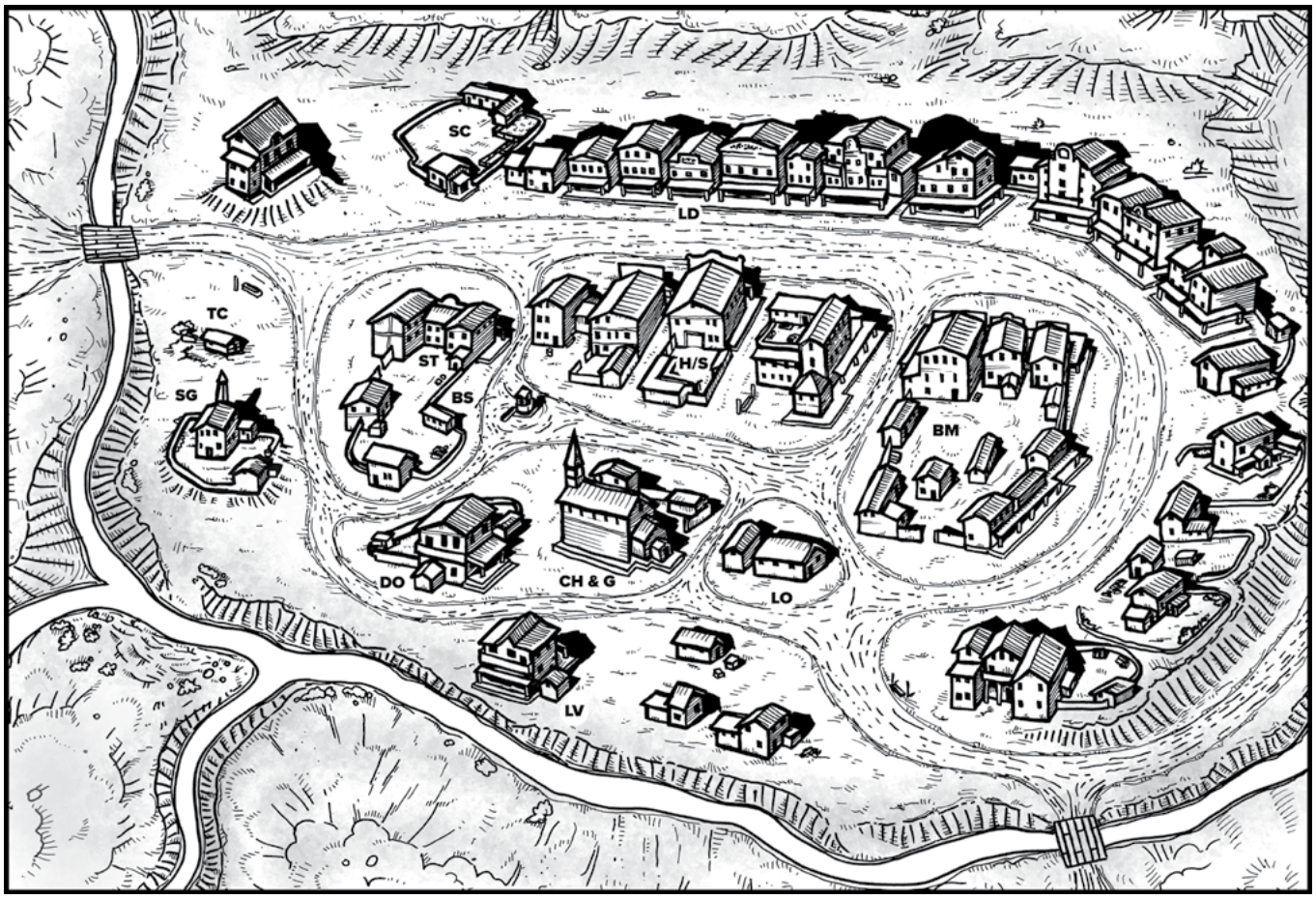
ROLL 1D10	RESULT
1	Veteran (Union)
2	Veteran (Confederate)
3	Outlaw
4	New Immigrant
5	Homesteader
6	Widowed
7	Orphaned
8	Well Educated
9	Itinerant or Traveler
10	Adventurer (has a class-level)

APPEARANCE QUIRKS

ROLL 1D24	RESULT
1	Lanky—lean and long-limbed
2	Anemic—sickly or weak of constitution
3	Strapping—well muscled
4	One-eyed—visually impaired
5	Hard of Hearing
6	Hobbled—missing or impaired limb
7	Dextrous—fast hands
8	Pockmarked skin
9	Languorous—moves slowly
10	Graceful
11	'Lunger—has respiratory problems
12	Sweaty
13	Inked—has visible tattoos
14	Weathered
15	Pale
16	Jaundiced
17	Freckled
18	Scarred
19	Red-eyed
20	Bearded or Mustached
21	Adorned—unique or plentiful jewelry evident
22	Colorful Clothing
23	Dressed All in Black
24	Dressed All in White

MENTAL & PERSONALITY QUIRKS

ROLL 1D30	RESULT
1	High-Falutin'—arrogant, pompous, elitist, overly concerned with appearance
2	Shifty—looks like they have something to hide, nervous
3	Straight Shooter—honorable, truth-teller, keeper of promises
4	Crooked—a liar, a cheater, one who would take advantage of another
5	Yellow—cowardly, fearful, one who avoids conflict
6	Mean—cruel of spirit and revels in the harm to others
7	Kindly—of pleasant demeanor, treats others fairly
8	Cantankerous—disagreeable, ill-tempered, always in a bad mood
9	Belligerent—extremely confrontational, resorts to violence quickly
10	Droll—quick with a joke or humorous
11	Dumb as a Stump—less than average intelligence
12	Sharp as a Tack—more than average intelligence
13	Fish or Drinker—drinks to get by, always has a bottle of spirits on hand
14	Hankering—addicted to a substance
15	Gluttonous—eating to excess
16	Blowhard—tall-tale teller
17	Deadbeat—lazy, avoids hard work
18	Doomsayer—pessimist with a doom-and-gloom attitude
19	City Slicker—from a big city with little experience to the rough life
20	Milktoast—spineless, cowardly
21	Bamboozler—clever-speaking conman
22	Dandy—well dressed and fastidious
23	Slovenly—disorderly, does not care for their appearance to others
24	Suspicious or Distrustful
25	Gregarious—friendly and talkative
26	Taciturn—not friendly or talkative
27	Greedy
28	Skinflint—cheap, miserly with money
29	Generous
30	Hell-bent—dedicated and determined



A SAMPLE CITY - ASH BLUFF

Ash Bluff

Circa 1870

A small prairie boomtown of perhaps 500 souls, Ash Bluff is situated at a crossroads near a large ash forest from which it derives its name. Recently a wildfire burned a swath of the several hundred acres of forest, and now the town's name has taken on a new meaning. Most of the buildings are covered in a fine layer of soot and ash from the fire which also claimed a handful of outlying farms. The town's shops and public buildings are almost all located around a central town square, including a church (**CH**) with a cemetery (**G**), hotel/saloon (**H/S**), general store (**ST**), seed and grain exchange (**SG**), barber's shop (**BS**), doctor's office (**DO**), and a city office used by the mayor and sheriffs (**LO**). In the middle of the square are a handful of large trees, a small community garden, and wood-lined flower beds with flowers in the spring and summer. Homes radiate out from the town square in a slightly irregular pattern, mostly consisting of slant-roofed one- and two-story houses made of whitewashed wood. The road connecting Ash Bluff to other towns in the region runs east and west along the south side of town (where a train station (**TD**) will eventually be located once the rails reach this far). A livery (**LV**) and stagecoach office (replete with a telegraph) (**SC**) are also situated right off the main road. A dozen farms and ranches can be found in a rough circle within five miles of town, especially along the small river that meanders northeast of Ash Bluff. Unknown to nearly all of its residents, Ash Bluff lies very near one of the ley lines that have been reawakened since the Seven Days of Night. This is perhaps the cause of many of the supernatural mysteries afoot in the town. Several residents have also reported that a small lake, deep in the woods, takes on a strange crimson appearance at times .

Optional Specific Location

Located near the southern border of the Dakota

Territory, Ash Bluff sees a fairly consistent flow of travelers (settlers, merchants, soldiers, etc.) mainly from the nearby newly minted state of Nebraska. It is far enough from the territory of the Lakota that conflicts with Native Americans are uncommon but not unheard of. The railroad boom is underway, and lines are being built north from Omaha and west from Chicago, but they haven't reached Ash Bluff yet.

Note: The judge should feel free to place the town anywhere they wish, and limiting geographic references have been kept to a minimum below.

Locations and Map Key

Each location of interest in Ash Bluff is described briefly below, but only NPCs whose names appear in **bold type** are discussed in more detail in a separate list afterward.

1. Barber Shop (key BS)

The barber shop is small and located on the east side of the main square with a stationary pole striped with red, white, and blue out front. It is exceptionally clean and orderly, with several mirrors on the walls. **Jacob McKenna** runs the place and keeps a few photographs on hand of people with different hairstyles and some newspapers for customers to peruse. There are only two barber chairs in the shop, since Jacob has no employees and performs all the work himself.

2. Mayor and Sheriffs' Office (key LO)

The sheriffs' office is dead center on the south side of the town square. A small foyer has a handful of wanted posters on the wall, including one posted by Mr. Philip Swift, offering a reward for information regarding his missing furnishings (see Adventure Hook #3). The entryway has doors leading to a cramped, three-cell jail, a medium-sized office for Mayor **Avery Callum**, and another office for **Hank and Raymond Jamison** who serve as the law in Ash Bluff. The mayor's office is a bit of a mess—his desk is stacked high with papers which are as likely to be clock schematics as related to town business. An unremarkable painting of an urban Boston landscape hangs on the wall, and a scale model clock tower tops a filing cabinet. The sheriffs' office is much more spartan. Neither of their desks has much of anything on top, each has some spare ammunition in a drawer, and Hank keeps a bottle of cheap whiskey in his.

3. Laundry (key LD)

A decent-sized building houses Terry's Laundry on the block north of the town square. It is always steamy and warm inside, and clothing or bedding can be dropped off at a front desk covered in chipping blue paint. A husband and wife, Alvin and Maggie Terry, own and run the establishment. They hire numerous temporary workers and seamstresses (including **Delia Burke**) to do mending and sewing work for customers as well.

4. Doctor's Office (key DO)

Dr. Felix Cintrón is the only physician in Ash Bluff. His office, on the southwest corner of the town square, has a small front desk and waiting area with a handful of chairs. A bookcase is filled with glass bottles with yellow labels reading "Dr. Cintrón's Authentic Cactifierous Tonic." A back room contains an examination table and glass cabinets containing drugs, bandages, and medical instruments (such as scalpels and a crude stethoscope). There is a faint smell of bodily fluids that is not strong enough to be off-putting to most. Distilling equipment and other chemistry glassware is locked in a small side room.

5. General Store (key ST)

The general store is perhaps 50' square, with narrow aisles packed with goods. Nothing is haphazard, but only the proprietor, **Mavis Clark**, fully understands the categorization system. Along the walls, the shelves reach up to 10' high, requiring the use of a ladder. Most items in the Weird Frontiers list of goods can be found here (at 10% above standard prices due to Ash Bluff's semi-remote location), except certain high-end weapons or explosives. Both Mavis' husband Darrell and a young woman named Sally Graham, who works part time, can often be found here aiding patrons or stocking shelves.

6. Church (key CH and G)

The church is of a traditional design, with a 25' spire and bell tower, located just a skip south of the town square. It looks freshly painted. The sanctuary has plain wooden pews and a simple altar draped with worn silk cloth and is flanked by a row of plain candle holders. Doors lead to Father Benton's tiny residence (which is filled with books and papers) and to a storeroom which doubles as **Sister Mary Veronica's** sleeping quarters. In the storeroom are shelves full

of blankets, clothes, Bibles, hymnals, candles, non-perishable foodstuffs, paint, building tools, and other supplies. The candles are tainted with evil energy and have been causing parishioners to become violent. See Adventure Hook #4. A well-kept, small cemetery is located on the church grounds.

7. Hotel & Saloon (key H/S)

The Big Bluff Hotel & Casino is perhaps the largest building in Ash Bluff, occupying much of the north side of the town square. It is two stories tall and well maintained. The first floor is a large main room with a bar, dining tables, card tables, a piano, and a modest stage. The second floor has nine guest rooms. The hotel serves decent food prepared by its owner/chef **Gianni Baciagalupo** and is well stocked with alcohol. Most nights, there is a show of some kind—either some visiting performer or a number put on by the half-dozen showgirls who work at the hotel. A couple of local card sharks can usually be found at the poker table, so the game is a bit tougher than characters may expect. Patrons also swear they have been wakened by music in the dead of night, though no one is about downstairs.

8. Seed & Grain Exchange (key SG)

On the far west edge of town, three grain silos sit beside a small office that serves as an exchange for local farmers. Farmers grow a wide variety of crops on their respective land, often more than their family needs. The exchange provides a convenient way of selling any excess, buying seed for next season as needed, or compensating for any lost or failed crops. Those who are members of the exchange and frequently contribute can purchase at a discount, though others such as **Ruth Green**, the local miller/baker, also buy regularly. Although no single person staffs the exchange at all times, a young man named Aaron Wilkins is most often on duty. The silos may be anywhere from empty to full, depending on the season.

9. Stagecoach Office (key SC)

The stagecoach office consists of a large stable for housing horses and coaches and a small office where **Samuel Ellsworth** sells passage for passengers, goods, and mail. Some of his extensive collection of Revolutionary and Civil War artifacts are displayed on the walls. Samuel runs about two coaches per week, usually full to capacity. He relies on a handful of trustworthy teamsters to guide the coaches and on Delbert Crowder for blacksmithing work. He can guide characters to Carl Szilenski, who drove the coach which contained the cursed candles recently delivered to the church (see Adventure Hook #4). Samuel and his memorabilia are also central to Adventure Hook #5.

10. Tanner's Cabin (key TC)

Loren Granger owns this tanning cabin which sits about 50' from a bend in the river, about a quarter mile west of the town center. Hides of various kinds are being dried and stretched on racks outside the cabin. A pit behind the structure contains bones, cartilage, and the other unusable parts of animals Loren has used for leather recently. The chemicals used to tan the leather have a powerful, unpleasant odor that can be detected some distance away. Inside, the cabin is a single room. Several tables and additional racks lie along the walls. Jugs of chemicals and very sharp skinning tools are strewn about. A few finished pieces including a saddle and a pair of chaps are stacked neatly in one corner.

11. Livery (key LV)

Delbert Crowder is the blacksmith in Ash Bluff. He works out of a livery building just south of the main road on the south side of town. His business is right next door to the stagecoach office, and he is good friends with Samuel Ellsworth. Delbert also owns a small corral on the south side of the road, where he houses and exercises horses when they are not in the livery's attached barn. Delbert often has a few horses of decent quality to sell, but if a large party of characters each wants to purchase a mount, they may have to settle for some questionable, older animals.

12. Bakery / Mill (key BM)

Ruth Green runs a very successful bakery just east of the town square. Fresh bread can be smelled baking starting at dawn each day. The shop itself has a long counter and display case showing the baked goods for sale, which include several varieties of bread, rolls, and a few pastries and sweets. A pair of large, brick ovens are constantly in use until midday. Ruth once purchased flour but now has a small mill in the back room which she uses to grind locally purchased grain during off hours.

NPCS

Notes: These NPCs were created by using the Generating NPCs for Your New Town tables found in the **Judge's** section (pgs 553-554). These NPCs illustrate how a judge can tell a story to reconcile seemingly incompatible results from the tables. A result of "Mean" and "Straight Shooter" might seem at odds, but such combinations often create compelling characters. NPCs living together in a town function best when connections are drawn between each of their stories as demonstrated below.



1. Gianni Baciagalupo (Hotel Owner & Chef)

Gianni Baciagalupo is the forty-three year old son of Italian immigrants who studied cooking in Chicago but found himself drawn to the West. He has prematurely gray hair and a full beard, which he keeps evenly trimmed. He serves up solid fare, including Italian dishes, without spending too much on ingredients. He employs bartenders, dealers, and showgirls but pays them as little as he can. Gianni has a weakness for wine and often partakes while cooking in the kitchen or supervising the main room.

Secrets: Gianni is carrying on a relationship with one of his employees, a girl named Daisy Covington whom he pays slightly more than the others but treats like an underling at all times. He suspects **Jeremiah Miller** may be stealing from him but is not sharp enough to catch the youth red-handed. Gianni keeps a small telescope on the roof of the hotel and fancies himself an amateur astronomer, though he possesses virtually no actual knowledge of the field. If he is sufficiently intoxicated, he will tell characters about a strange ball of pink light he saw hovering over the forest to the northeast a few months ago.

2. Delia Burke (Seamstress)

Delia is a middle aged, plump woman with long plain brown hair and is usually found wearing a homespun blue dress. A widow, Delia harbors resentment against the **Jamisons** for taking her husband Thomas, guilt be damned. Thomas had been the inside-man for a group of cattle rustlers, giving them information about local ranchers' herds, opening a gate or two, and divulging when the ranchers were away or least likely to put up a fight. Delia didn't exactly know, but she didn't question things when her husband, a humble tapper at the local saloon, began buying her expensive gifts. Since his trial and execution, Delia has had to sell their house, move into a rented room in town, and take work as a seamstress when she can find it. She is eager to see payback wrought upon the **Jamisons**.

Secrets: She witnessed **Hank** viciously pistol-whip a drunk vagrant who dared to give him lip. Delia might even trade her last remaining valuable possession, an ivory cameo (which was originally pawned by a relative of a German gangster in Omaha named Fritz Jaegergiven) given to her by her husband, to pay PCs who can provide evidence leading to Hank's arrest on any serious charge. The ivory cameo is worth about $75.

3. Avery Callum (Mayor / Clockmaker)

The mayor is a tall, lanky man covered in freckles and is an unlikely civil servant. Avery was happy as

a watch and clock maker in Boston, but his second wife wanted to join her family out West, so Avery made the best of it. After a year, he resigned himself to the fact that Ash Bluff just couldn't sustain a specialized craftsman such as himself, even with the steady flow of travelers through town. Having befriended **Ray Jamison** over a common love of Irish whiskey, Avery decided that the extremely modest $250 mayor's salary was just enough to keep him afloat. With the sheriff's help, he beat out an aging and corrupt incumbent and has been running an honest operation for two years now. Avery's pet project, for which he has yet to garner sufficient support or tax revenue, is a giant clock tower for Ash Bluff's main square. He will talk to characters at length about the civilizing virtues of timekeeping, hand out flyers, and discuss several designs he is weighing for the construction of the clock.

4. Felix Cintrón (Doctor)

Felix's grandfather was a Spanish military officer who married an American and settled in the U.S. after the Mexican War of Independence. Dr. Cintrón is a slightly corpulent man in his late 40's with a slight Spanish accent, constantly to be found in a white lab coat. He attended what passed for medical school in the 1850's, but his competence and ethics are average at best. Dr. Cintrón lately looks like he has something to hide.

Secrets: See Adventure Hook #1.

5. Mavis Clark (General Store Owner)

Mavis is the mixed-race daughter of an escaped slave from Missouri. In her early fifties, she has owned and operated the sundry-goods store in Ash Bluff for a decade. Mavis is a shrewd businesswoman, negotiating with both her suppliers and customers to always make a fair but profitable deal. She has mercantile contacts both inside and outside the territory/state and is well respected in town. As a female proprietor and woman of color, she has had to be tough but is still amiable by nature. Mavis is more than happy to locate harder-to-find goods within her somewhat labyrinthine store, order up things she does not have, or simply chat with the folks who come in. She and her husband Darrell live in a small house on the edge of town with their two daughters. Mavis runs a little loan and pawn service out of her shop, helping locals with cash when they need it. Her rates are high enough to cover the risk involved in such business, but lower than the sharks in the big city would charge. As a result, she has become good with a pistol and a lever-action rifle to defend her cashbox.

Secrets: Thanks to the pawn business, Mavis has a number of intriguing pieces of pawned collateral that people never reclaimed over the years. Is that silver revolver with the symbols engraved on it just an impractical showpiece that no one has been interested in paying enough for? And what of the pearly figurine of an octopus (or is it?) that a peculiar monk pawned last year? If the characters are looking for work, Mavis also occasionally needs extra security for the transport or safekeeping of particularly valuable orders.

6. Samuel Ellsworth (Stagecoach Office Manager)

Samuel Ellsworth is an older gentleman with weathered skin and medium-length white hair. He is a veteran of the French and Indian War, having been too old to fight in the Civil War, and walks with an obvious limp. Samuel has been in Ash Bluff almost since its founding and has been in the horse and coach business for a long time. He is quite knowledgeable but a man of few words. Really the only thing Samuel will happily talk about at any length is his collection of Revolutionary and Civil War artifacts. He has many such items, including a musket that was supposedly used in the Battle of Lexington, a variety of bullets (some fired and others not), uniform insignias, letters, etc.

Secrets: Among Samuel's collection is a watch he won in a poker game with a former Texas Ranger who was involved with taking down the Seven Days of Night cult. See Adventure Hook #5.

7. Loren Granger (Tanner)

Loren Granger is a wiry man in his late thirties, of medium height with thinning, brown hair. He and his family keep to themselves mostly, and although he has never been accused of any wrongdoing, he acts a bit nervous most of the time. Loren has a cabin a quarter-mile north of town, near the river, where he tans leather. He is no master craftsman, but is extremely dextrous. He can skin a deer in record time and produce good quality saddles, gun

belts, and other leather goods. He and his family live in a modest single-story, two-room house west of the town square. Loren has been sending his boy Jimmy to help Father Benton and act as an altar boy the last few months. He hopes to straighten him out and curb a tendency toward mischief in Jimmy

Secrets: When Jimmy stole a box of candles from the church, Loren scolded him but kept and used the candles. Unbeknownst to Mr. Granger, the candles are imbued with dark magic. His exposure at home and at his tanning cabin have made him increasingly psychotic, ripe for a break. (See Adventure Hook #4).

8. Ruth Green

Ruth is a large woman in her early fifties with long, braided, brown hair. She buys local grain from the exchange, grinds her own flour in the back room of her shop, and produces baked goods everyone agrees are top quality. Ruth dresses plainly, unconcerned when she has flour on her clothes and in her hair. She is cheerful, quick to laugh, and never seems to quarrel with anyone. Ruth suffers from a chronic respiratory problem, possibly as a result of breathing in the dust and flour produced in milling. She was married before she came to town, but no one here knew her husband or what became of him.

Secrets: The truth is that Ruth's husband Elias was a small-time inventor who found himself transformed into a bedlamite by the Seven Days of Night. He became more and more obsessed with his creations. As they became more powerful and outlandish, he became less and less sane. When he injured a neighbor child and didn't seem to care, Ruth left him. Unfortunately, he has invented a device which allows him to track his missing wife, and he could show up in town any day.

9. Hank and Raymond Jamison (Sheriffs)

These two are tall, broad-shouldered, strappin' twins with short-cropped auburn hair. Whether patrolling the town or in the sheriffs' office, they wear long leather dusters, a pair of six-guns, and worn brass stars that mark them as lawmen. They have cooperatively kept the peace in Ash Bluff for a decade, administering justice with a hard but fair hand. Not everyone can tell the brothers apart by sight, but lately everyone knows not to cross Hank, and to seek out Ray if they need some minor issue dealt with.



Secrets: About a year ago, the Jamison brothers gathered a posse to track down the notorious bandit, Black Bill Horner. Horner had just robbed a stage coach outside of Ash Bluff and killed one of the residents who was on board, an exceptionally bright, well-liked young woman heading East to attend a girls' school. Black Bill was rumored to have a soul darker than his name and to perpetrate horrors upon anyone who stood in his way. The posse cornered Black Bill and his gang in an abandoned mine. While Raymond and the others dealt with Bill's underlings, Hank pursued the outlaw himself deeper into the mine tunnels. Hank outdrew Black Bill, but the bandit died with a gurgling laugh, saying he would get the best of the lawman—even from the grave. Hank took a particularly fine silver pocket watch off the dead criminal, not knowing it was imbued with dark mystical energy and had been the cause of Black Bill's evil rampage in the first place. Hank, by nature a kind and honorable man, has been slowly eaten away by the evil timepiece, which he feels compelled to carry with him always. He has become callous and succumbed to small acts

of brutality. Raymond has had to restrain him from going too far on a couple occasions. He is on the brink of snapping and doing something truly cruel or unforgivable.

10. Jacob McKenna (Barber)

Jacob is a pale, lanky man of average height in his thirties with neatly oiled brown hair and mustache. Jacob wears a white smock in which he carries a straight razor, scissors, and other barber's tools. He has a pleasant, solicitous "milk toast" demeanor and provides haircuts, shaves, and minor medical services to his patrons with almost too much attention. He keeps his small shop tidy, often sweeping when no customers are about.

Secrets: Jacob has become possessed by a blood-hungry demon. Barbers in the West often served as tenders of all kinds of physical health issues, part dentists and part surgeons, so his job gives him regular access to blood. Jacob is smart enough not to prey upon Ash Bluff's permanent residents much, preferring instead to pick off strangers and lone travelers. Once he has tasted a person's blood (after an unfortunate nick during a shave, etc.), Jacob has certain powers over that person and advantages on them in combat. The demon will only leave Jacob if his death is imminent (or it is expelled with holy magic).

11. Jeremiah Miller (Card Dealer)

Jeremiah is a twenty-one year old with curly blonde hair and plentiful acne scars who came to Ash Bluff with his family as a child. He used to work as a stock boy for **Mavis Clark** but was caught stealing. He now works at the Big Bluff Hotel & Casino as a dealer. Jeremiah has a thousand stories he tells patrons as he slowly wins their money. Most of them involve him as a brave and heroic protagonist, winning gunfights, wrestling bears, wooing maidens, etc.

Secrets: Jeremiah has continued his dishonest ways and has absolutely no qualms skimming money from the house's profits when he is sure the boss is not looking. Similarly, he is more than willing to cheat on behalf of a player character if bribed sufficiently. Despite his bravado, Jeremiah is a coward and a virgin. He is infatuated with Daisy Covington, one of the showgirls/escorts working at the hotel. He constantly tries to impress her and convince her to quit and run away with him but succeeds only in wasting money on gifts.

12. Sister Mary Veronica (Nun)

Mary Veronica is the youngest daughter of a large family from New Hampshire. She felt compelled to join a convent at age 17 and moved to the West in her 20's, where she has been ministering to the poor and neglected for almost seven years. Sister Mary Veronica is always to be found in her black robes and habit, commands respect not through any overt orneriness but through her implacable conviction and general competence. She has only been in Ash Bluff for about nine months. Father Benton is a kindly priest but getting on in years, and the parish desperately needed someone to administer the practical aspects of the church (supplies, tithes, charitable events, etc.). Sister Mary Veronica was just that someone, and church attendance is up by 50%. She has begun visiting nearby smaller towns, as well as Native American communities, with a firm but gentle Christian spirit. She is at least as concerned with people's physical well being as their spiritual.

Secrets: See Adventure Hooks #2 & #4. At the judge's discretion, Sister Mary Veronica may be a revelator; that may explain her successful escape from the undead stalking the forest outside town.

ADVENTURE HOOKS

The following hooks give just enough of a story and structure to provide a judge with a starting-off point for adventures in Ash Bluff.

Note on the amount of weird: If it seems like there is a whole lot of mystical mojo in and around Ash Bluff, there are two reasons. First, it is located on a rare ley line, bursting with supernatural energy, and second, characters who visit Ash Bluff are not meant to encounter ALL of the paranormal possibilities, at least not at one time. Although the potential for many Weird West type adventures exist, characters can still have a mostly unremarkable visit and only delve into one of the town's many secrets.

1. Wacky Cacti

Premise: Old Doc Cintrón has been selling a new cure-all, "Doctor Cintrón's Authentic Cactiferous Tonic," to anyone and everyone in town, claiming it is good for anything that ails a body. There are at least a few adherents to his product in town. Sally Graham at the general store swears the tonic cured her insomnia. Lindy Wilde, formerly an employee at the saloon, will swear up and down that Cactonic, as it's become known, made her see the light and end her sinful ways (though it may be that a bribe from Doc Cintrón didn't hurt). The doctor has not shared his formula with anyone or discussed the medicine's origin. Characters may somewhat easily discover that a wandering Sioux trader sold the doctor some cactus flowers a few months ago.

The full story: The doctor experimented with the flowers which had a unique aroma and flavor. He finally settled on a potent mix of alcohol, laudanum, and the cactus extract. His initial results were promising with many people experiencing euphoria and symptom alleviation, though his methods would hardly be called scientific from a modern perspective. Lately he has had to combat growing rumors of troubling side effects. Also, he is having problems obtaining more of his secret ingredient. He paid his Sioux supplier ,Tashunka ("Horse"), to tell him where to find the cactus (almost a day's ride south into a dry open plain). His first attempt to gather the flowers resulted in a harrowing and hard-to-believe encounter. He camped near a singular large stand of low-lying, extremely prickly cacti, beside a towering rock formation, and was able to collect samples despite the plant's vicious barbs. However, the doctor swears in the middle of the night he woke from unsettling dreams of being chased by men on horseback to find himself covered in cactus needles and bleeding all over, and the cacti glowed an eerie blue. He pulled as many of the needles out as he could and hightailed it out of there, riding home by moonlight, half convinced he could hear the sound of hoofbeats following him. He has not been back since. In truth, the cacti are growing on the site of a mass grave where nearly a hundred Native Americans were buried after a battle (or more likely massacre). The righteous anger and desire for revenge from the souls of the slain drew the attention of a dark spirit of The Taint who has been keeping the spirits bound and forcing them to relive the terrifying chase and attack that preceded their death. The spirit's malevolence has been infused into the mutated cacti growing on the mass grave and therefore into the Cactonic.

Adventure potential: On one hand, Doctor Cintrón may simply hire the characters to obtain more of the cactus flower for him. How much of the potential danger he reveals is up to the judge. Or a particularly sympathetic townsperson could implore the characters to figure out what is wrong with her husband who has become increasingly delirious and crazed since trying the Cactonic. The evil spirit could manifest in one of two ways: it could be only partially corporeal, forcing characters to employ mystical means of their own, or it might coalesce into an animated giant cactus which can be filled full of lead. Either way, the resolution would involve a fight with a supernatural monster in difficult terrain, the revelation of a horrible crime perpetrated by outlaws/mercenaries/soldiers, and the restoration of the rightful afterlife for a bunch of innocent souls. Any townsfolk debilitated by exposure to the evil mojo are on the mend by the time the characters return to Ash Bluff, though perhaps a bunch of people having gotten used to taking a product with opium in it provides potential for ongoing trouble. If Dr. Cintrón is a full-fledged, albeit incompetent, mountebank, any conflict with him could prove challenging.

Tainted Cactus: Init +2; Atk flail +3 melee (1d5+1 + poison [Fort save DC 13 or delirious/enraged for one round (attack friend or sit crying)]; AC 12; HD 8d8; hp 40; MV 0'; Act 3d20; SV Fort +5, Ref + 1, Will +3; Path PoD.

2. Putting the Ash in Ash Bluff

Premise: Perhaps the fire that claimed the nearby woods last summer wasn't entirely natural. Many have heard wild stories of the dead returning, pale of skin and long of tooth and claw, to prey upon living folk. In the months since the great fire, several residents of Ash Bluff, including Sister Mary Veronica, swear they have seen corpses—not pale but blackened and burned— stalking what remains of the woods outside town. The good sister was driving the church's small one-horse wagon home

from a trip to a nearby town late one night last month when something (maybe several somethings) chased her. Only by whipping the parish's poor horse, Friar Alfalfa, does she believe she escaped with her life. It was a waning moon, and there wasn't much light, but she will swear on the Good Book that those were no simple hooligans harassing her and that their eyes and cracks in their skin glowed with the red of a forge—or maybe brimstone.

The full story: A group of wandering entertainers were tricked into spending the night in the forest east of Ash Bluff by a mysterious voice on the wind. A carelessly maintained campfire led to a horrific blaze among the dry trees. The entire troupe was consumed in the blaze, along with hundreds of forest animals. They have been reanimated by the spirit behind the voice to sow fear and destruction. Unlike normal un-dead, they are immune to fire. It's possible Sister Mary Veronica could hire the posse to explore the burned out section of the woods. Perhaps some of the former entertainers are ghoulish and have desecrated the town graveyard or made off with a hapless townsperson. A band may be holed up in the basement of one of the burned out farmsteads, unnervingly close to town.

Adventure potential: The party must explore the haunted forest, perhaps spending the night in the spooky, charred area. They have a series of encounters with increasingly powerful un-dead, culminating with the matriarch of the troupe who retains some semblance of her memory and mystical powers, even after death. Moreover, perhaps the blood-red pond in the middle of the forest is the home of the malevolent spirit that tricked the entertainers in the first place. The posse must discover its nature and confront it before others fall prey to its evil lures. Does a page from the fabled Necronomicon itself lie at the bottom of the pond, spreading corruption in every direction?

These creatures were once men and women, but their flesh has been seared black. Their hair is burned away; their noses and ears mostly gone. The gaunt remnants of their limbs move with surprising speed. They give off a pungent smell of smoke, and their eyes glow a faint red.

Burned Zombies: (6): Init +0; Atk claw +2 melee (1d4 + 1d3 fire damage, targets catch fire 50% of the time); AC 11; HD 1d8+3; hp 9; MV 40'; Act 1d20; SP un-dead traits, immune to fire; SV Fort +2, Ref + 1, Will +1; Path PoD.

Ghoul Leader: Init +3; Atk claw +4 melee (1d7 + drain life [Will Save DC 14 or -3 to all physical stats and heals creature for 9 hp]); AC 13; HD 6d8+12; hp 39; MV 30'; Act 2d20; SP spells as a 1st level occultist with a spell check of 1d20+3; SV Fort +4, Ref + 2, Will +4; Path PoD.

3. Ranch Dressing

Premise: A wealthy rancher named Philip Swift and his wife Virginia are building and decorating a new, bigger, more ostentatious house. They live outside town and maintain one of the five biggest herds in the territory. Several train cars of supplies and fancy furnishings from the East Coast have already begun to arrive in Omaha, bound for Ash Bluff. However, a stage carrying particularly rare and precious items from the port of San Francisco is more than a week overdue. Is it a simple matter of theft? Has the Acton Gang struck again? Or is the disappearance somehow related to the mysterious decorations on the furniture, reportedly antiques from all over Asia?

The full story: A group of bandits has indeed robbed a coach from Denver which contained the unique furnishings. Unfortunately, among the treasures was a cursed idol—a jade statuette of a horned figure. The bandits are busy drinking exotic liquor and wine from their haul and using bonsai trees and other cultural treasures for target practice. They are as yet unaware that they have been afflicted with a wasting disease only curable by the destruction of the idol (not an easy task).

Adventure potential: Locating and battling the well-armed bandits is a difficult task. They are hiding out in a remote cave in the hills. What's more, they have a Gatling gun they are more than happy to use on anyone approaching their hideout. Only some of the Swifts' prized goods are recoverable, but the idol is among them. Will the characters or the townsfolk be affected? Also, a small group of evil mystic monks have been tracking the idol, which was stolen from their temple. They appear and confront the characters at an inopportune time, wielding all manner of exotic weapons.

Evil Mystic Monks (5): Init +3; Atk by exotic weapon type or fist +2 (+1d4 Chi die) melee; AC 14; HD 4d8+8; hp 24; MV 40'; Act 1d20; SP as 2nd level mystic monk class; SV Fort +3, Ref + 4, Will +4; Path PoD.

4. A Tall(ow) Tale

Premise: Parishioners have recently been causing trouble during Holy Mass. The last two Sundays, fistfights have broken out among the pews. Little Jimmy Granger nearly bit the ear off a sixty-year-old deacon. The combatants repented of their sins, confessing to Father Benton, but none could explain their sudden anger beyond the usual petty details of some squabble with a neighbor or acquaintance, a jostled hymnal, or dirty look. Even those not involved in the altercations report leaving services feeling unsettled—and oddly hungry.

The full story: Sister Mary Veronica picked up a shipment of candles from Mavis at the general store, which had just arrived on the stage from [Chicago]. The candles were supposed to be from the diocese, but at some point along the way they got swapped with a shipment of candles being transported by cultists dedicated to Shub-Niggurath. The candles are made of rendered human fat from unholy sacrifices made by the cult. They give off a faintly savory aroma and are a neutral-yellowish color. When the smoke they give off is inhaled, however, it causes people to exhibit impetuous and belligerent behavior, which explains the recent church brawls. Repeated exposure intensifies the effect, ultimately leading to cannibalistic impulses. Those who have been exposed to the candle smoke are subtly marked and vulnerable to attacks by the cultists and especially their foul conjured monstrosities. Characters who investigate the crate in which the candles came find it is marked "Cabra Negra Candle & Soapworks," an allusion to the Black Goat herself. The PCs should be able to catch the stage the next time it passes through town in order to interrogate its driver Carl Szilenski about his route and what happened—they can discover that Cabra Negra operates out of Omaha or Denver.

Adventure potential: Perhaps the candles were intended for a cultist cabal living in an encampment in the hills near the Nebraska border (change that as you will to fit your own campaign). Somehow the cultists got the Catholic candles, and Ash Bluff got the evil candles. The player characters must investigate, find out where along the stage coach's path the mixup occurred, and track down the diabolical group. Maybe the cult is deliberately distributing products made with its tainted tallow far and wide, hoping to sew chaos and violence. In addition to substituting its candles for those of many churches, it is supplying tallow-based lubricant to the railroads, selling to apothecaries for use in salves, manufacturing soap, etc. The cultists wish to feed their elder goddess, ease her return, and undermine faith in the church. Characters will need to visit a factory in the big city, discover the human tallow within, and realize the factory's owner (a seemingly respectable magnate) has ties to the cult. Maybe the cult carries out its sacrifices deep in the wilderness at an unholy site fitting for Shub-Niggurath.

5. Slay 'em Again, Sam

Premise: One of the cultists who masterminded the return of the Elder Gods to the mortal world is back. He was slain by the righteous Texas Rangers years ago, but it appears he is now a kind of tommyknocker, brought back from the dead by a malevolent spirit. He is tormenting folks and causing all kinds of trouble. Ordinary officers of the law haven't been able to take him down; he is effectively immortal. The only thing that can kill him is the saber that slew him the first time. Coincidentally, Samuel Ellsworth is friends with the former ranger who originally killed the villain.

Adventure potential: The characters must track down the former ranger to enquire about his saber. Unfortunately, after all his traumatic experiences he has become a degenerate gambler and has lost almost all of his former possessions in games of chance. The hunt then begins for the latest owner of the saber. When it is finally obtained, the evil tommyknocker, who has been wreaking havoc on innocents, can finally be confronted.

Deadeye Dan (AKA Daniel Early): Init +2; Atk by weapon; AC 16; HD 6d8+12; hp 39; MV 30'; Act 2d20; SP 6th level tommyknocker traits, can't be permanently killed by anything but the saber that killed him the first time (Deadeye Dan will rise again even from his own ashes in 24 hours if not killed by the saber); SV Fort +5, Ref + 2, Will +4; Path PoD.

WORLDS OUTSIDE OF WORLDS

The rough and tumble world of Weird Frontiers exists, to one degree or another, alongside several other dimensions or planes of existence. Some lie closer (at least in theory) than others, while some can only be reached by natives of the realm. Folks and critters native to these planes vary in power, from the vile packs of dimensional ghouls manifesting in our world to satiate their cravings for human flesh, to those tentacled horrors oozing primal chaos from every pore that were once worshipped as gods during their stay on Earth.

Those who are born on the planet Earth are considered "native" to this world, which is referred to as "the Prime" by those with knowledge of the many planes and dimensions neighboring the Prime. Adventuring in worlds other than our Earth can present several challenges to the posse, from needing to find a safe means of getting there, to surviving the sometimes alien laws of nature that rule in foreign planes. Not every world existing outside our own provides the means to support human life.

Below, you'll find an example of a world that co-exists with that of the Prime, and one that characters will have regular dealings with should the group contain a calavera or sin-eater. Many other planes of existence are not only possible, but are near infinite. Such a large scope is not possible to cover in this humble tome, but judges are encouraged to find inspiration where they may and create new vistas for their players to explore.

The Spirit World

This is the realm spirits must first pass through upon experiencing the death of their mortal shell; the spirit world plays a regular role in the world of Weird Frontiers. What used to be a relatively safe passage for a mortal soul has now become a perilous journey that doesn't always end with the soul finding safe passage to whatever afterlife it is destined for. The events of the Seven Days of Night, coupled by a continual necrotic-erosion brought on by the taint of the Elder Gods, has given birth to creatures using the shadowy plains of the spirit world as a refuge—regularly preying upon souls passing through. Souls on their final sojourn not only have to worry about being devoured in the spirit world but also find routes leading to the River Styx occasionally blocked by freakish storms originating from the deepest parts of the haunted realm.

Crossing the Veil

Entering the spirit world, often called stepping sideways or crossing the veil, requires an innate ability (such as those of the calavera and sin-eater classes or certain un-dead) or the use of spells to make the journey. For centuries, the barrier dividing the Prime from the spirit world remained too strong for chaotic and other malevolent entities to cross, but the recent catastrophic changes brought about by the Seven Days of Night have made crossing over much easier for heroes with business on the other side or for creatures using the land of the dead as a staging ground to hunt the Prime for their next meal.

Those that frequent the spirit world, or who take a scholarly approach to it, typically divide it into two sections: the Near and the Far.

Mortals actively crossing over into the spirit world fade away from the Prime and manifest physically



in the Near, along with any non-living items carried. Mounts and allies not possessing the talent for side-stepping can sometimes be brought across, but it is quite taxing to do so, and a cost (represented by the extra expenditure of temporary Personality points—see the calavera and sin-eater class for additional information) must be paid.

The Near

When a soul crosses across the veil that divides the land of the living from that of the dead, the first part of the journey takes them through the shadowy wastes collectively known as the Near. The Near serves as the safest part of the spirit world and also closely resembles the Prime. Souls unable or unwilling to further their journey by crossing through to the Underworld often take refuge in the eerie ghost towns existing in obscene mockery alongside those found in the Prime. Travelers often say the Near, at least at first glance, closely resembles the land of the living but with a very somber twist. Colors are dull and muted; this is a place where even the brightest Texas sun can't illuminate the starless stygian canopy, which serves as the backdrop to the land of the dead. Manmade structures and landmarks exist alongside those found in the Prime. They mimic yet stand muted and warped by the prevailing emotions attached to their twin structures in the Prime. A shady saloon that has seen its lion's share of murder and violence might become the prevailing emotion soaked into the pores of the walls of the same saloon found in the Near. The emotions warp and twist the twin establishment, causing an array of features—a roof that constantly leaks blood or walls that contain anguished faces seeking escape from some unknown hellish fate, etc.

Travel in the Near can be distorted and unreliable to those visiting from the Prime, since the laws of nature hold little sway over the land of the dead. Navigation attempts by denizens (spirits residing in or creatures native to) of the Near are skilled checks with a standard DC of 5. Visitors to the plane are at a disadvantage and treat navigation checks as unskilled. The DC starts at 8 but is further modified by the judge depending on several factors. The time the traveler has spent "spirit-side" can give a positive modifier if they have become more adapted to the plane. The spirit world also has its own flavor of weather that can add penalties or increase the DC—the howling winds originating from the Far are equivalent to dust storms in the Prime for instance. Features and landmarks found spirit-side often shift and change, making navigation a frustrating task, and those spending any length of time in the spirit world must pass a navigation check for every 12 hours spent traveling. Failure results in a wrong turn, or missing a landmark, throwing the travelers off course. Travelers becoming lost must spend the next 12 hours attempting to find their way back to whatever trail they were following and become more vulnerable to random encounters (judges should double the chances).

Sin-eaters spend much of their time scouring the wastes of the land of the dead, finding and shepherding lost souls safely to the River Styx—thus they are considered master navigators of the spirit world (having spent countless ages finding and shepherding lost souls to their final resting place) and are treated as skilled when making navigation or survival-related rolls while visiting the spirit world at the same DC as resident beings.

The Far

Located far beyond the "safety" of the Near, the Far is more alien in nature and appearance, riddled with hazards and supernatural storms that make traveling the wailing plains a sure-fire death sentence. The Far also serves as a refuge for deadlier creatures that prey upon both man and their spirit-selves. Even monstrous horrors of moderate power know to stay away from the darkest reaches of the Far. Creatures calling both the Near and the Far home use it as a feeding ground—devouring the occasional restless spirit as a snack to supplement the negative-energy fuel found abundantly in the land of the dead.

As one journeys deeper into the spirit world, the land slowly begins to change, losing any recognizable structures and landmarks, giving way to the warped landscape created from the minds of entities that dominate the nightmarish wastes of the Far. These hellscapes are made worse by the freakish weather events called "nightmare storms." Only the foolish, or those desperate in purpose, dare venture deep into the Far, as legend has it those who delve too deeply are devoured by the maw of entropy.



Travel in the Far: Only beings of great power (or the truly deranged) would dare set foot into the nightmarish realm that is the Far. Where the Near often shares similarities with the Prime (the plane it most closely mimics), the Far is the sum of fear, desolation, and hopelessness at a primal level, taking shape in ways that erode sanity, leaving twisted mockeries of landscape blanketed by storms originating from "Mother Maw," a place found in the farthest region of the Far. The Maw serves as the source that grants all un-dead creatures the spark of un-life that stirs and fuels their soulless husks—driving them towards machinations that feed "Mother."

Navigating the Far is a precarious venture. Only those calling it home (or the truly desperate) will undertake the task. Freakish storms laced with nightmarish, mewling specters birthed by Mother Maw, often begin in the Far but weaken (thankfully) once they reach the wary denizens of the Near. Those that must dare these haunted wastes find that one wrong turn can result in a downward spiral that drops a soul deep into the thick currents of madness, or worse, the belly of some vile beast. Natives to the Far and members of the sin-eater class make checks as skilled when navigating this volatile landscape. Its constant unpredictability raises the DC of the check to a base of 10 (modified as the judge sees fit). Non-natives to the Far are considered unskilled and must pass a DC 13 navigation check (modified as the judge finds appropriate) every eight hours to avoid becoming lost for the next 24 hours, after which it is assumed the wanderer has found their way back to the starting point of their journey.

Characters spending extended time in the Far find their psyches continually "probed" by sentient rot-scented winds which carry whispers of forbidden things and the seeds of nightmare. A Grit check with a DC 10 must be passed for every 12 hours spent in the Far to avoid becoming rattled.

Combat in the spirit world

Heroes finding themselves roaming the wastes of the dead often do so in pursuit of nefarious things using the realm as a place of refuge for when things get too risky while hunting in the Prime. Most denizens of the spirit world benefit from a different physiology, consisting of a mixture of ectoplasm "charged" by whatever emotions dominate their core. This physiology renders attacks made against these

beings while manifesting in the Prime ineffectual, inflicting no damage, unless the source is magical. The attacks simply pass through their ectoplasmic forms, drawing a small slimelike essence to show they've made contact.

Mundane weapons, along with weapons crafted in the spirit world, do full damage to spirits and creatures (that do not have special resistances or protection) while the attacker is in any part of the spirit world. Spirits reduced to zero hit points must immediately pass a DC 8 Willpower save to avoid a permanent death. Success means the spirit discorporates and appears within the spirit's "soul anchor" where it must spend 1d7 days reforming.

Death in the Land of the Dead

Spirits that have crossed over only to find the path to their "just reward" blocked find themselves tethered to a "soul anchor," an object of great importance that helps the poor soul keep sanity intact until a means of passing on to the Underworld and whatever form of afterlife was earned can be found. The soul anchor also serves as a form of nourishment; the prevalent emotion tied to the object serves as a "battery" to the anchor's owner.

Soul anchors can take any form but generally are cherished items held dear while the spirit still drew breath (i.e. a beloved child or gold nugget discovered before being murdered, etc.) and serve as small bastions of hope and comfort. Should a restless spirit ever suffer enough damage to take it to zero hit points, it must immediately pass a DC 8 Willpower save to avoid permanent death. Passing the save means discorporating and reforming at the location of the spirit's soul anchor. From this point the spirit begins to draw ambient ectoplasm, charging it with the raw emotions that drive the spirit's psyche, with the end result of regaining its form. Spirits regain 1d8 hit points each day until returning to its original total, which also signifies the return of the spirit-body.

Soul anchors can exist in the Prime, and an owning spirit rarely shares the object or location of the chosen soul anchor, for destroying it prevents the owning spirit from reforming, resulting in succumbing to Mother Maw and being used to provide the spark of un-life to the legions of the dead she vomits forth into the world.

Among the denizens of the spirit world, soul anchors are highly prized and sought after by the more wicked and powerful, as possession of the soul anchor often means an eternity of servitude to avoid being "Eaten by Mother."

The Living: Those still drawing breath in the Prime who willingly travel body and soul across the veil place their mortal existence on the line. Suffering death while both body and soul are in the spirit world results in the character's spirit being severed from its fleshy husk.

The body of the deceased is ejected into the Prime on the following round that the character fails a roll the body check. In addition, a character's spirit is automatically stunned for 1d3 rounds as it tries to accept its new fate and new form. Should the character's spirit remain in play, it must immediately choose a soul anchor (see above) and follow the rules for them.

GHOSTLY TOWNS AND LANDMARKS ACROSS THE VEIL

Most landmarks and structures found in the sun-scorched lands of the Prime also exist across the veil in the shadowy reaches of the Near—though colors are often muted and bleached by more somber tones that better match the gloom found in the eternal starless sky of the spirit world. These locations serve as a dark reflection to those found in the Prime and are further changed by the most common and prominent emotions experienced by those visiting these places in the Prime.

Restless spirits converge to the locations that fuel the emotions that drive them the most, effectively becoming their "watering hole" and serving as a rather morbid social spot. For example, a spirit of a mass murderer would be drawn to locales charged with emotional anger, hatred, self-loathing, etc. A spirit seeking a sense of faith would be drawn to a house of worship. Emotions generated by those living in the Prime serve as a means of comfort in the cold expanse of the spirit world, but those that prey upon wandering spirits can use these spots for hunting grounds. Mortals traveling in the spirit

world also suffer from these curious, yet powerful, effects while visiting these locales. To determine the effect such a special location has on characters, decide on the dominant emotion, and check the chart below to find the closest listed option.

Other perceptions of the Spirit World

The information provided so far has been from a Western American point of view; however, characters from different parts of the world have different views of the spirit world and what form it takes—just as the form of afterlife the character earned while they still drew breath takes its shape from their beliefs (Valhalla, the Happy Hunting Grounds, Heaven, etc.). Judges are encouraged to work with players who assume the roles of characters that follow different religions of the world.

MAGIC

Discovering Magic

Should any of your posse be one of those particular folks that consider dabbling in magic a smart idea, you'll no doubt have these spell casters seeking new spells to add to their personal grimoire. Use the following guidelines when handling magic on the trail.

Magic should be treated as one of the most rare and mysterious things the posse will discover while riding the trail. Spells come in two different forms during the period Weird Frontiers takes place, and both should be elusive and take great effort to discover or create.

Ancient works of forgotten magic occasionally resurface to feed on the arcane energies of re-emerging ley lines. Although these wondrous items

PREVAILING EMOTION	EFFECT
Anger	Characters must pass a DC 10 Will save for each hour spent within 50' of the spot or give in to a rise of inner anger. Failure results in an eventual outburst or possible attack on an ally (50% of the time) and lasts 1d4 rounds.
Excitement	Characters must pass a DC 10 Will save for each hour within 50' of the spot, or they will begin to develop an addiction to the endorphins produced in the presence of the emotion. Failure results in the character becoming addicted to the spot, finding themselves hard pressed to focus on little else, refusing to leave for 24 hours, preferring to ride the adrenalin high. Successive saves must be passed with a DC penalty of +2 with each new check. Each 24-hour period spent in the locale means losing 2 points of Personality until zero is reached, at which point the character's spirit is permanently absorbed by the location, while their physical form crumbles to ash.
Fear	Characters must resist the spot's innate ability to draw on the innermost fears haunting their minds. Characters must pass a DC 10 Grit check for each hour spent within 50' of the location. Further Grit checks past the 1st round incur a cumulative +1 penalty to the DC of the Grit check. Should Grit be reduced to zero before the character passes the check, they die from fright and are permanently absorbed by the location, their body crumbling to ash.
Guilt	Characters begin to relive past regrets with an unbearable intensity as they reflect on moments from the past. Characters must pass a DC 10 Will save for each hour spent within 50' of the location, with failure resulting in the loss of 1 point of temporary Personality to reflect the slip into a state of tear-laden guilt. Each round a new save is allowed with a cumulative +1 penalty to the DC. Should the character reach zero Personality, they are wracked with so much guilt that they are absorbed into the locale, while their physical body crumbles to ash.
Love	The character must resist the warmth and tenderness of lost loves as figments of the past return to replay special moments that coax the release of emotions one experiences in the deepest form of love. To avoid becoming entranced, the character must pass a DC 10 Will save for each hour spent within 50' of the location, with failure resulting in the loss of 1 Personality point to represent the character refusing to leave for 24 hours as they prefer to relish the ghostly embrace of tender memories. Successive saves must be passed each round with a ccumulative DC penalty of +1 per failed check. Should the character reach zero Personality, they become overwhelmed with the feelings of love, giving themselves wholly to the spot which in turn absorbs them, while their physical body crumbles to ash.



often have no semblance of sentience, they still resonate with the fierce passion of those that created them and hunger for arcane energies that they were deprived of through the many ages of man when magic was a lost art.

Ancient tomes thought to be untranslatable and filled with meaningless diagrams suddenly begin to glow on forgotten, dusty shelves. Powerful spells, transcribed to ancient parchment centuries past, suddenly sense the energies needed to bring them to life and send out a gentle "calling" in the dreams of those capable of harnessing the gifts the works offer.

Along with the ancient antiquities slowly finding their way back to the hands of questing mortals, there exists a current age of spell work being practiced and perfected by dark cabals far away from prying eyes and those that seek to thwart their evil machinations by beating them at their own game. No matter what side of the fence is responsible for bringing a new spell into existence, neither can claim success without dedicating hundreds of hours to trial and error.

Both means of discovery come with their own risks and costs, thus newly created or rediscovered spells are guarded by those that master them, each seeking to stay one step ahead of those that share the gift. Spells are rarely shared, and when they are, it usually comes with a high cost.

Learning New Spells

When an occultist reaches a new level of experience, one of the rewards for staying the course and avoiding an early date with a pine box is learning a new spell to accompany those already contained within the pages of their grimoire. The means of discovery for the new spell can vary, but judges are encouraged to use the current adventure to "lead" to the spell. Below, you'll find a few examples for discovery.

Perhaps during play the occultist encounters a fellow practitioner of magic in passing. Maybe they have had their eye on the character and take a more benevolent master/pupil relationship with the fledgling. A new spell could be taught in exchange for a favor or at some great cost. This avenue of discovery lends itself well to story development by way of an interesting NPC.

The occultist might wish to create their own spell with the assistance of the judge. This can be as simple as picking one of the existing spells contained within the **Magic** section or one found within the pages of the DCC RPG. Experienced players might like to try their hand at creating their own unique spell, in which case the judge is encouraged to work closely with the player to make sure the spell is as balanced as it is fun.

No matter the means of discovery, once the new spell is ready to be committed to the personal grimoire of the occultist, the player must roll 1d20 + Intelligence modifiers + level. If the total rolled matches or beats a DC 10 + the spell's level, the process is a success. Failure means something has gone wrong and the occultist will have to wait until gaining a new level to make another attempt to learn this specific spell but may try to learn a different spell (an occultist never fails to learn at least one new spell per level).


Torres-19-



DARK PATRONS

One of the key story elements that serves to provide interesting antagonists for characters in the Weird Frontiers is the twisted menagerie of tentacled horrors known as Elder Gods. Whether they are powerful beings or truly gods from an alien dimension, they're frequently the center of heated debates amongst hushed esoteric circles. While opinions are varied and many, all can agree that their powers are vast and often unmatched, much like their ability to reach out from beyond their dimensional prison-crypts to take control and guide tainted minions and those foolish enough to worship them.

"What once was shall soon be again" is a phrase whispered by those taking great pleasure in attempting to bring about the return of the twisted pantheon of gods that once enslaved and ruled over humanity. Those that resist the initial temptation of having their prayers answered, often succumb to the dark promises of power and wealth delivered by way of tender whispers on the tainted winds of the frontier. The naïve recipients of these whispers are (more often than not) those in lowly states with not much else to lose. Thus, when the promise is made good by these "new gods," the notion of a god who never answers the prayers of the faithful are quickly cast aside for those that do. Each passing day results in these dark cabals growing in both size and power.

Included are four sample patrons, including spells often gifted to those who prove to be the most faithful. These twisted patrons and their spells can be used in two different ways.

1. Use the patron write-ups to add more flavor to cultists the posse encounters during their adventures. Judges can easily create entire campaigns based on any of the included patrons, using them as a spring-board for their own demented creations.

2. The dark gods included here can easily be petitioned in various ways. A chance meeting with a proselytizing cultist, stumbling upon lost volumes of forbidden lore that describe rituals to make contact with powerful beings, strange dreams that invade a character's sleep night after night, or any number of chance encounters that could lead a character to eventual enslavement to one of these dark powers. Ultimately, seeking a dark patron is a foolish venture. Brazen occultists occasionally make the mistake of falling into the temptation of bonding with a dark power (it can be assumed they are always listening, waiting for petitioners). Occultists choosing to bond with these vile creatures almost always underestimate the level of power and influence the powers wield, viewing them more akin to minor demons clever enough to lure their cults into worship and sacrifice. Others assume the arcane prisons keeping them from breaking free will hold their charges in exile indefinitely, and that the knowledge gained can be used against the machinations of those they choose to bond with, thus ensuring they never escape.

   Any doubts from allies aware of these dangerous bargains are quickly scoffed at by the "chosen" subject of the power. They cunningly "allow" the occultist to feel dominance over them by catering to the whelp's requests, with little to nothing asked in return. This mind game serves a purpose in that it allows the patron a chance to take root and grow like a nest of rotting vines, slowly strangling any vestiges of goodness the occultist's psyche might cling to. By the time the charade ends and the occultist realizes the error in their ways, it's too late, as little to no strength of humanity remains to wrest control from the writhing lords of chaos responsible for dining on their soul.

Occultists choosing an Elder God for a patron that experiences corruption while casting any type of spell must roll the specified dice twice and take the higher result when rolling for any form of corruption. In addition, the occultist must immediately pass a "roll-under" Personality check. Rolling over their current score results in a permanent loss of 1 Grit point to reflect the character's slow realization that they were never holding the reins in this relationship. Once a contract is struck with a dark power, the spell invoke patron may be cast by the newly minted cultist. The spell does not count against the number of spells a caster may have.



VOG'THULB

The mother of all slugs, snails and worms. When Vog'thulb came to this world, she burrowed below the surface of the earth, remained dormant for eons, and gave birth to the makings of all things slithering through the soil in preparation for the eventual appearance of her god-kin. Vog'thulb would eventually be imprisoned along with the other Elder Gods, and legend has it the great beast was imprisoned deep within the earth below the Salt Flats of Utah.

Vog'thulb often appears with a bulbous sea-slug body of gargantuan proportions. Her body has large skin folds covered in constantly erupting pustules. A drooling, toothless maw sits below a "beard" of many tentacles, each covered with countless eyes. She moves upon thousands of slimy feelers, while the circumference of her lower body is covered in long fleshlike roots that branch off hundreds of times. Her fear-inducing presence is accompanied by a mist of nauseating odor, produced by spores emitting from her underbody.

INVOKE PATRON

Level: 1 **Range:** Varies **Duration:** Varies **Casting Time:** 1 round **Save:** None

General: The caster must have first made contact and agreed to serve Vog'thulb to use this spell. The initial meeting and pledge to serve the Elder God could be handled in many ways. Perhaps after weeks of fever dreams where Vog'thulb has slowly entered the nightmares of the occultist, a pact was formed. Perhaps investigations into ancient metal plates filled with arcane secrets meant to be buried for all time led to a spell of contact or drew the attention of the Elder God to the occultist. If the judge wishes, the spell *patron bond* from Dungeon Crawl Classics could be used. Judges should weave the meeting of the god and the details of the contract into their ongoing storylines.

Manifestation: Varies by result.

Check	Result
1	**Lost, failure, and worse!** Roll 1d6 modified by Luck: (3 or less) major corruption + patron taint; (4-5) major corruption; (6) patron taint.
2-11	**Failure**, but the spell is not lost.
12-13	Vog'thulb spends the minimal amount of energy required to recognize the caster. A bloated slug crawls from the ground and sprays a warm, welcoming stream of slime into the caster's face, providing a +2 bonus on the next 1d3 spell checks, which must be used in the next hour or the bonus is lost.
14-17	The ground bursts from below the caster's feet with a mass of writhing invertebrates. The vile creatures cover the caster's body from head to toe in a constant writhing mass, offering a bonus of +2 to AC and Fortitude saves for 1d3 turns. During this time, all social-interaction rolls suffer a -2d penalty.
18-19	Vog'thulb hears the caster's call and summons up a large slug from the earth. The invertebrate crawls up the caster's body until reaching the head. Once there (it takes 1 round) the slug exudes an offensive smelling slime that coats the caster's head before dying. This slime increases all sensory-related checks by +2 and grants nightvision for 30' in addition to seeing things made invisible. The nauseating slime is so pungent that all within 20' of the caster suffer a -2 to all rolls as they dry heave and gag. The effect lasts 1d3 turns, at which point the slime hardens, falls away, and breaks into six pieces. Each piece may be eaten, which heals 1d3 lost hit points to any follower of Vog'thulb.

20-23 The caster gains the ability to vomit forth slime and slugs as a standard action, every-other round for 1 turn. This vomit attack has a range of 15' and affects a 5' area, inflicting 2d8 points of acid damage and forces the targets to pass a DC 16 Fortitude save or begin vomiting uncontrollably for 1d3 rounds (becoming stunned for the duration).

24-27 The caster vomits a sticky slime into their open palm. The caster may then absorb (without taking damage) all ranged attacks (including ranged spells and area-of-effect attacks) if a DC 10 Reflex save is made. On a failure, a successful ranged attack does normal damage. After being struck and absorbing damage, the next melee attack with the slime covered hand deals 1d6 of damage for each ranged attack absorbed.

28-29 The ground opens up in front of the caster and a writhing ball made of thousands of mealworms pushes up from the crevice. Anyone that consumes a hand sized scope of mealworms heals 2d4+1 hit points of damage. There are enough mealworms for 2d3 handfuls. After consuming the worms, the person is at - 2 to all actions for 6 turns from nausea for each handful consumed. A person can only eat as many handfuls as their Stamina modifier, with a minimum of 1.

30-31 The caster's skin is covered in snail shells all over their body for the next 24 hours. The caster gains +4 to AC and takes no damage from fire, cold, acid, or lightning damage. Each hour the caster sleeps, they heal 1HD of damage. For the duration, the caster is at -4 to Personality checks and -10' to Movement (to a minimum of 5'). They may not be moved by strong wind or water if their feet are planted firmly on a surface.

32+ Vog'thulb blesses the caster with a slimy, moist skin that takes on a snail-like appearance. They permanently gain +1 to AC and heal 1 hit point of damage each turn while submerged in water or mud. The caster can also consume moist dirt or mud for nourishment. Due to the strange look of their new skin, the caster loses 2 points of Personality permanently.

PATRON TAINT: VOG'THULB

Vog'thulb cares greatly for those casters that worship her. Her gifts of physical transformation are reflections of a twisted alien mind, which she believes will help transcend those that worship into a form she feels all of humanity should embrace. When patron taint is indicated for Vog'thulb, roll 1d6 on the table below. When a caster has acquired all six taints at all levels of effect, there is no need to continue rolling.

Roll 1D6	Result
1	Vog'thulb is only active during the night, and her followers eventually acquire this nocturnal trait. The caster suffers a -2 to attack rolls, skill checks, and spell checks when these actions are made in full daylight. During an overcast sky or under the benefit of some cover, the caster suffers a -1 to these rolls. As a side benefit, the caster gains night vision up to 60'.
2	When first rolled, the caster's feet begin to feel clammy and sweat considerably. If this taint is rolled a second time, the feet become much broader, and the skin on top of each foot bulges over the toes and sides. No shoes may be worn, and those viewing the caster are troubled by the sight (the caster suffers a -2 penalty to any social-interaction rolls while their feet are exposed). If this result is rolled a second time, both feet bond together in a disgusting fusion of skin and fat, which constantly secrete a slimy mucus. Base Movement is lowered by 5', but the caster may now "glide" and adhere upon any surface, even upside down. The reaction to this increasingly horrific disfigurement raises the penalty to -4 with any social-interaction rolls.
3	The caster develops slimy stalks that protrude from the sockets of their skill. The eyestalks can stretch out up to 1' higher than the caster and can move independently of each other. The caster gains +2 to any sight-based checks as well as to initiative. If severed, the eye stalks

will regenerate in 2d6+2 days. The eyestalks cause the caster to permanently lose 3 points of Personality.

4 The caster's back begins to harden into a circular exoskeleton over the next 1d3 days, taking on the characteristics of a snail's shell. Clothing worn on the torso must be altered to accommodate the protruding shell. The caster gains a +4 to AC against all attacks targeted from their rear. The weight of the shell lowers their base Movement rate by 5' and they permanently lose 2 points of Personality.

5 When this taint is first rolled, the caster must choose an organic matter that they normally would not eat. This should be something such as moss, lichen, carrion, leaves, rotten fruit, or vegetables. The caster must eat one of these items each day or become nauseas, suffering a -1 to all actions until they do. If this taint is rolled a second time, another item must be consumed daily or they suffer an additional -1 to all actions, for a total of -2. This continues until this taint is rolled five times, at which point their entire diet consists only of the chosen items. Normal food is no longer appealing to them, nor can they consume it as they will vomit it up immediately. A Personality check penalty of -1 may be assigned if the act of eating such food is witnessed.

6 The greatest gift bestowed by Vog'thulb is complete transformation into an invertebrate. The caster's skin becomes malleable, and their bones partially dissolve, becoming extremely flexible. The caster loses 2 points of Strength permanently but gains +2 to Fortitude saving throws. The caster may perform acts of extreme contortionism, gaining a +4 to checks involving fitting into tight spaces, escaping bonds, and grappling. Any melee attack using a blunt weapon, including hand-to-hand attacks, that strikes the caster will deform the struck part of the body, which will take 2d3 rounds to reshape. Each such successful attack causes a -1 to all actions until the body part can be reshaped. Clothes no longer fit correctly, causing shirts to sag and belts to be cinched tight. The caster loses 1 point of Personality permanently.

SPELLBURN: VOG'THULB

Vog'thulb sees only weakness in those that do not possess her physical qualities, her desire to alter those that *spellburn* is clearly evident. When a caster utilizes spellburn, roll 1d4 and consult the following table.

Roll 1D4	Spellburn Result
1	Moisture from the caster's body secretes too rapidly and with great intensity, causing exhaustion and weakness (expressed as Strength, Stamina, or Agility loss). Clothing will become soaked from perspiration.
2	The fingers on one of the caster's hands fuse together, making the hand take on a sluglike appearance. This is expressed as Strength, Stamina, or Agility loss. The caster suffers -2 to all attack rolls and the hand must be doused with water or submerged in mud once per hour until the ability loss is healed. Failing to do so causes 1d2 points of damage due to desiccation.
3	Whatever digested food the caster consumed early in the day causes extreme nausea. This is expressed as Strength, Stamina, or Agility loss. Vomiting and diarrhea happen very frequently, causing the caster to be at -2 for all actions until the ability loss is healed.
4	The mind of the caster is altered by the will of Vog'thulb. The caster's speech becomes incoherent and they will hesitate to decide a course of action, causing the caster to suffer -2 to Initiative rolls until the ability is healed. This manifests as Intelligence and Personality loss, rather than loss of physical statistics.

PATRON SPELLS: VOG'THULB

Vog'thulb grants three unique spells (that do not count towards the caster's known-spell total), as follows:

At level 1: *Moisture Drain*

At level 2: *Glorious Glistening Slime of the Slug God*

At level 3: *The Cosmic Will of Vog'thulb*

MOISTURE DRAIN

Level: 1 **Range:** Varies **Duration:** Varies **Casting Time:** 1 round **Save:** Varies

General: The caster pulls the moisture from a living creature (that has water in its body) causing various effects for their own use.

Manifestation: Roll 1d3: (1) the target's moisture is pulled from their mouth into the caster's mouth in a steady stream of liquid; (2) the caster causes the creature's moisture to explode from their body in a mist of liquid that floats over to and is absorbed by the caster; (3) the target vomits forward a huge ball of moisture from their mouth which floats over to and is sucked up by the caster's mouth.

Check	Result
1	**Lost, failure, and *patron taint*.**
2-11	**Lost. Failure.**
12-15	The caster can pull moisture from one target at a range of 10'. The target must make a DC 16 Fortitude save or take 1d6 points of damage and be at -1 to all actions for 1d3 rounds.
16-17	The caster can pull moisture from up to two targets at a range of 20'. The targets must make a DC 18 Fortitude save or take 2d4 points of damage and be at -2 to all actions for 1d6 rounds.
18-21	The caster can pull moisture from up to four targets at a range of 40'. The targets must make a DC 20 Fortitude save or take 2d6 points of damage and be at -3 to all actions for 1d8 rounds.
22-23	The caster can pull moisture from one target at a range of 40'. The target must make a DC 20 Fortitude save or take 1d6 points of damage and be at -1 to all actions for 1d3 rounds. The caster also heals 2 HD worth of hit points as Vog'thulb changes the bodily luid to a life-giving liquid.
24-27	The caster can pull moisture from one target at a range of 50'. The target must make a DC 22 Fortitude save or take 3d6 points of damage and be at -4 to all actions for 1 turn. The caster heals 2 HD worth of hit points and their AC is increased by +2 for 1 turn as the liquid heals and creates a healing barrier on the caster's skin.
28-29	The caster can pull a small amount of concentrated moisture from one target at a range of 30'. The target must make a DC 22 Fortitude save or be struck with extreme lethargy for 1 turn. The target takes 1d6 points of damage and is at -4 to all actions, AC, and Initiative. The caster can then use the moisture to heal up to 3 HD of hit points to themselves or the Hit Dice may be split up between three allies within 10' of the caster.
30+	The caster can pull every drop of moisture from one target at a range of 50'. The target must make a DC 24 Fortitude save or be instantly killed. The caster regains all of their lost hit points.

GLORIOUS GLISTENING SLIME OF THE SLUG GOD

Level: 2 **Range:** Touch or Self **Duration:** Varies **Casting Time:** Varies **Save:** None

General: Vog'thulb changes the body's moisture into a beneficial slime of various effects. The caster may use any lower spell result than the spell check rolled.

Manifestation: Roll 1d3: (1) a thick green slime is excreted from the pores and clings to the skin; (2) a milky-white slime pours from the skin, drips off, and is flung about with sudden movements; (3) the slime is thin and transparent and can pass for normal, but heavy, perspiration.

Check	Result
1	**Lost, failure, and *patron taint*.**
2-11	**Lost. Failure.**
12-15	The slime protects and heals the flesh. The target gains +2 to AC for 1d3+3 rounds and heals 2d4+CL hit points of damage.
16-17	The slime protects, absorbs damage, and heals the flesh. The target gains +3 to AC, absorbs the first 10 points of damage for 1d6+2 rounds, and heals 2d6+CL hit points of damage.
18-21	The slime becomes acidic and electric to the touch. Anyone within melee range that touches or attacks the target must make a DC 20 Fortitude save or take 2d6+CL acid and electric damage, then 1d6+CL damage the following round. Applying water does not remove the slime.
22-23	The target may move through soil at their normal Movement speed, as their footsteps and hands part the soil like a liquid at will. During this time they do not have to breathe. This may also allow the target to breath underwater. The duration is one hour.
24-26	The slime takes on its most protective ward against harm. The target takes half damage (rounded down) from all sources except falling damage, for 6 turns.
27-31	The slime regenerates all lost body parts, except the head, over the next 24 hours. This causes the permanent loss of 1 point of either Strength, Stamina, or Agility.
32+	The slime hardens like an amber cocoon, during which time the target enters a catatonic state where they no longer need to breathe or eat. The amber cocoon can absorb 200 points of damage before cracking open, which negates the cocoon's power. This cocoon heals all hit points and regenerates all lost body parts (except the head) at the end of its duration, which is one week. During this time the target may still see but may not cast any spells.

THE COSMIC WILL OF VOG'THULB

Level: 3 **Range:** Caster **Duration:** Varies **Casting Time:** Varies **Save:** None

General: Vog'thulb manifests unique powers onto the caster that are outside the scope of just the physical as it harnesses the powers of the cosmos Vog'thulb once traversed. The caster may use any lower spell result than the spell check rolled.

Manifestation: As below.

Check	Result
1	**Lost, failure, and *patron taint*.**
2-11	**Lost. Failure.**
12-15	Failure, but the spell is not lost.
16-17	The caster taps into the darkness of the cosmos to enhance their spell casting ability. The next spell cast has a +2 to its spell check. Until the enhanced spell check is made, the caster's eyes become entirely jet black and secrete a black ooze that stains the skin.
18-21	The caster becomes a mass of black bubbles which pop and reappear in a different location. This new location must be within one mile of the caster and be known to the caster.
22-23	As result 18-21, but the range is up to 10 miles.
24-26	The caster must be in a heavily grown area of flora and then must thrust their bare feet into the ground which, after 1 turn, kills all vegetation within 100', turning it black and withered as the caster absorbs their life. The caster gains +4 to the next spell check and heals 1 HD+CL worth of hit points. The ground will grow sickly black fungi on the dead vegetation over the next night, which will attract snails, slugs, and worms.
27-31	Vog'thulb enhances the mind of the caster to understand the language and minds of all invertebrates for the next 24 hours. Invertebrates experience the world in an alien way that simple communication does not convey. Vog'thulb blesses the caster to understand their unique minds.
32-33	The caster is covered in a black tarlike slime mixed with large bubbles and tendril-like shadows for six hours. During this time, they may fly at a Movement speed of 40', endure the vacuum of space, and no longer needs to breathe oxygen. All spell checks are made at +2 and any lost spells are regained for the duration.
34-35	Vog'thulb thrusts her Will fully into the caster's mind for 3 rounds. The caster's head pours slime from all orifices and they scream an inhuman yell, unrecognizable except to the Elder Gods. The next spell cast has a +4 to its spell check, but the caster falls into a catatonic state after the spell is cast until either one hour passes or the caster makes a DC 24 Fortitude save for each of the 3 rounds.
36+	The caster succumbs to the power of Vog'thulb. The caster grows 50' tall and their body explodes with tendrils, feelers, eyestalks, slime-spouting orifices, and oily bubbles. They spew a cosmic energy spray from their mouth and every step they take burns the ground with destructive slime. The caster heals all damage and then doubles their Hit Dice and Movement speed. They may not cast any spells for the duration but may make an additional action at -1d. An energy spray may be made, as an action, once every-other round and has a range of 100', does 4d6+CL points of damage (a DC 24 Reflex saves for half damage—rounded down). The target of the energy spray takes 1d6 damage less each consecutive round. Melee attacks now cause +2d6 points of damage, and anything flammable on the target catches fire. Unless clothing and flammable items (that are non-magical) are removed before being hit, they are destroyed. The duration is 1 turn, after this time the caster must make a DC 24 Willpower save or they will stay transformed for another 1d3 rounds and lose control, attacking friend and foe alike each round as long as they are within range. At the end of this duration they may attempt the check again. They must continue to make this save until they succeed. Succeeding stops the transformation and they return to their normal state.

SHUB-NIGGURATH

Known also as "The Black Goat of the Woods with a Thousand Young" or simply "The Lord of the Woods," Shub-Niggurath is one of the Great Old Ones who has aided mortals at times against the depredations of the Elder Gods from beyond the Outer Dark. Despite being an occasional protector of mortals, she is also the wife of "One Who May Not Be Named" and the mother of the evil twins, Nug and Yeb. She is the All-Mother, goddess of fertility and wild spaces, who revels in human sacrifice even as she protects men from beings far more malignant. Her true visage has never been recorded; it is not even known if she is always female or if her gender is as fluid as the forms of many outer beings. To see her is to lose all sanity.

It is said by the high priest in her copper temple that Shub-Niggurath protects mortals like a goatherd protects their charges from lions in the night—not from a sense of compassion as much as from a desire that their milk and their flesh continue to belong to the goatherd. Many hereditary cults worship Shub-Niggurath just as the goat places its trust in the herdsman. Even those cultists and sorcerers who dare seek power from the most malevolent of Elder Gods may call upon the Lord of the Woods for protection.

Iä! Shub-Niggurath! The Black Goat of the Woods with a Thousand Young!

INVOKE PATRON

Level: 1 **Range:** Varies **Duration:** Varies **Casting Time:** 1 round **Save:** None

General: The caster must have first made contact and agreed to serve Shub-Niggurath to use this spell. Any who would bond with Shub-Niggurath must perform her ceremony either in some wild place or in a building that has been consecrated to her cult's use. The sacrifice of an innocent is required as the petitioner chants their praises to the Black Goat of the Woods. *Iä! Shub-Niggurath!* If the judge wishes, the spell *patron bond* from Dungeon Crawl Classics could be used. Judges should weave the meeting of the god and the details of the contract into their ongoing storylines.

Manifestation: Varies by result.

Check	Result
1	**Lost, failure, and worse!** Roll 1d6 modified by Luck: (3 or less) major corruption + patron taint; (4-5) major corruption; (6) patron taint.
2-11	**Failure**, but the spell is not lost.
12-13	Shub-Niggurath spares but a moment's attention for the caster. Still, that moment offers some protection, and the caster gains a +2 bonus to Armor Class and all saving throws for the next 10 minutes.
14-17	*Iä! Shub-Niggurath!* Shadows from unseen sources flicker like the traces of clouds in a cloudless sky. All foes within 50' of the caster must succeed in a DC 10 Willpower save or suffer a -2 penalty to attack rolls, damage rolls, and saves for the next turn. Mythos creatures within 50' must also succeed in a DC 5 Willpower save or be temporarily banished from the caster's vicinity and are unable to approach within 50' of the caster for a full hour.
18-19	There is a barely audible thrumming in the air. The direction is impossible to determine; it seems to come sometimes from above the listener, sometimes from one side or another, and sometimes from within their own head. The sky grows heavy, pressing downward like the oppression before a sudden storm. Hundreds of conical pits or divots appear in the flesh of the caster's greatest foe within 100', causing that foe to sustain 4d6 damage (Fortitude save DC 15 for half). Mythos creatures within 50'



must also succeed in a DC 10 Willpower save or be temporarily banished from the caster's vicinity and are unable to approach within 50' of the caster for a full hour. The effect otherwise lasts only 1 round.

20-23 There is a barely audible thrumming in the air, as though from thousands of invisible bees. This sound bolsters the caster and their allies within 100', while unnerving their enemies. The caster and all allies within range gain a +1d bonus to all rolls, and enemies within 100' take a -1d penalty to all rolls. This effect lasts for 1d6 rounds plus 1 round per caster level. In addition, Mythos creatures within 100' must succeed in a DC 15 Willpower save or be temporarily banished from the caster's vicinity and are unable to approach within 100' of the caster for 1d6 hours.

24-27 The shadows of the willows dance, even where there is no light nor trees to cast a shadow. Conical pits or divots appear in sand, soil, or any loose surface within 100' of the caster. The evil twins Nug and Yeb approach as dark, almost-human shadows. The caster may direct each against a target within sight, and that target takes 5d6 damage (no save) when the dispatched twin reaches them. The twins move at 80' per round. In addition, Mythos creatures within 100' must succeed in a DC 20 Willpower save or be temporarily banished from the caster's vicinity and are unable to approach within 500' of the caster for 1d6 hours.

28-29 There is a humming, which is impossible to ignore. The wind picks up within a 500' radius around the caster, becoming a constant force that picks up small objects or creatures (5 lbs. or less), swirling them around and impacting targets for 1d6 damage each round, unless they take cover. Attack rolls for any ranged combat targeting the caster suffer a -2d penalty. For some reason, the negative effects of the winds do not affect the caster or their allies. Each foe reduced to 0 hp by the effects of the winds grants the caster 1 point of temporary Stamina (which may be spellburned as normal); foes slain by other means offer no benefit. The winds last for 1d5 minutes; the temporary Stamina is lost at a rate of 1 point per day unless used. In addition, Mythos creatures within 500' must succeed in a DC 25 Willpower save or be temporarily banished from the caster's vicinity and are unable to approach within 500' of the caster for 2d7 hours.

30-31 Shub-Niggurath sends 1d5+CL night gaunts to serve the caster. These creatures arrive in 1d5 rounds and serve until the caster next sleeps. The night gaunts will not expose themselves to sunlight but will otherwise perform any command given. The caster may also choose any lower result from this table, and that effect occurs. Regardless of which result is selected, Mythos creatures within 500' must succeed in a DC 30 Willpower save or be temporarily banished from the caster's vicinity and are unable to approach within 500' of the caster for 4d24 hours.

32+ There is a humming vibration in the air and a great pressure from above. Shub-Niggurath herself takes part in affairs. All Mythos creatures within a mile are banished for a full month (no save), unless they are as powerful as she. One foe, selected by the caster, is taken by Shub-Niggurath into the Outer Dark, and is in all likelihood (95%) never seen again. Every enemy of the caster within 500' takes 5d6 damage as conical pits appear in their flesh. Allies of the caster within 500' must succeed in a DC 10 Willpower save or lose 1d3 points of Grit.

PATRON TAINT: SHUB-NIGGURATH

Shub-Niggurath protects mortal beings from the Elder Gods, the Old Ones, and creatures of the Outer Dark. Even so, her nature is as incomprehensible to mortal beings as is that of any other Elder God. Worse, long association with Shub-Niggurath contaminates individuals, warping them physically and mentally. Once all patron taints are gained at all levels, the caster needs to roll no further.

Roll 1d6	Result
1	**Preparing for Motherhood:** Agents of Shub-Niggurath are extraordinarily fecund and are eventually able to give birth, regardless of their nominal gender. When this patron taint is first rolled, the caster gains a womb and the physical aperture required for birth (if male) or a secondary womb if female. This may appear anywhere on the body but is typically in some area where the caster can easily conceal it. When this patron taint is rolled a second time, the new womb becomes impregnated by congress with Shub-Niggurath herself. This occurs in dreams when the caster sleeps. Thereafter, the area of the womb grows rapidly, and shapes can be seen to writhe or move within it. Concealment is possible but more difficult—as determined by the judge. When this taint is rolled a third and final time, the womb immediately and painfully gives birth to a thousand tiny monstrosities. The caster takes 1d3 points of temporary Strength, Agility, and Stamina damage, and every other living creature within 500' takes 1d7 damage per round from the newly born as they attempt to bite and feed off of all creatures around them. The newborn monstrosities are AC 17 and have 1 hp each. They remain in the immediate vicinity for 1d3 rounds before scattering. Thereafter, there is a cumulative 1 in 7 chance per adventure that the caster encounters a creature which they gave birth to and which knows the caster for its parent. These creatures are not necessarily friendly and can take any form the judge wishes. Once this patron taint has been rolled three times, ignore future instances of this taint.
2	**Non-Euclidean Perception:** As the caster's mind becomes more attuned to the higher dimensions where Shub-Niggurath makes her home, their brain is rewired to accept the non-Euclidean geometry of those dimensions. When this patron taint is first rolled, the character becomes aware of liminal motion at the edge of their perception. When this patron taint is rolled a second time, the caster becomes so distracted by these visions that they suffer an increased chance of being surprised by creatures in their actual frame of reference. This starts as a 1 in 3 chance, in addition to whatever normal chance for surprise the judge assigns. Each time the caster is surprised because of this chance, the die increases by +1d until, finally, there is a 1 in 30 additional chance of surprise. After this, the additional chance for surprise goes away. When this patron taint is rolled a second time, the caster gains insight into the complex multi-dimensional mathematics of a single spell. The caster chooses a spell that they can cast; from now on, the caster gains a +1d bonus to casting that spell. However, each time they cast it, they lose 1d3 Grit per spell level. When this patron taint is rolled a third and final time, the caster gains the ability to see invisible (but not hidden) creatures and objects, including those which are non-corporeal. The creature also becomes instantly aware of the caster's ability to see them. Not only can the caster neither surprise nor be surprised by such creatures, if it is hostile, they focus their attacks on the caster. Once this patron taint has been rolled three times, ignore future instances of this taint.
3	**Call of the Abyss:** As the caster looks into the abyss, the Outer Darkness looks back into their soul. Eventually, the caster becomes desensitized to the normal world and spends increasing amounts of time contemplating the dark spaces not meant for mortal knowledge. Although this lassitude appears similar to melancholia to outsiders, it is not. Rather, the caster's mind and soul are engaged with the abyss of the Outer Darkness itself. When this patron taint is first rolled,

there is a 1 in 7 chance that the character enters such a state each day, with the contemplation lasting 1d3 days. When this patron taint is rolled a second time, the chance of entering this state increases to 1 in 5, and the lassitude remains for 1d5 days. When rolled a third time, there is a 1 in 3 chance per day of entering the state of contemplation, and this state lasts 1d7 days. When in a state of contemplation, the caster has a -1d penalty to all rolls. The caster may spellburn a number of points equal to the days remaining in a contemplative state in order to end it prematurely; this doesn't prevent the chance of entering the same state on the next day (or subsequent days). Once this patron taint has been rolled three times, ignore future instances of this taint.

4 **Sacrifice is Required:** Shub-Niggurath requires a sacrifice, which must be completed by the next new moon. The first time this patron taint is rolled, any large animal (the size of a mastiff or larger) is all that is required. The second time, a human sacrifice is necessary to appease the Lord of the Woods. The third and final time, the caster must sacrifice a human child. These ritual sacrifices take one hour to complete and must be performed in secret, either in a wood outdoors or in any area dedicated to Shub-Niggurath. Normal folk will generally try to prevent such sacrifices if they get wind of them. If a sacrifice is missed, the caster loses all spellcasting ability until the sacrifice is performed. Once this patron taint has been rolled three times, ignore future instances of this taint.

5 **Evolution of the Outer Dark:** Exposure to the forces of the Outer Dark changes the caster. Each time this *patron taint* is rolled, roll 1d7 and consult the following. Once this *patron taint* is rolled three times, ignore future instances of this patron taint. If a potential change has already been rolled, shift the results up until the next new result is reached. If necessary, shift back to "1." The potential changes are:

1. The caster's flesh becomes noticeably cool to the touch, like a cadaver; this is obvious to creatures with infravision. Intelligent un-dead now view the caster as a fellow, and the caster reduces any damage from cold by 2 points. However, the caster's Personality is also permanently reduced by 1 point.

2. The caster's pineal gland erupts from their forehead, adding a third eye on a flexible three-inch stalk. It is possible to conceal this eye with a low bandanna, an oversized hat, etc. When this eye is uncovered, the caster gains a +1d bonus to any perception-based check and is impossible to surprise. However, they also suffer a -2d penalty to any reaction rolls or similar Personality-based checks (but not Willpower saves).

3. The caster gains the ability to understand the speech of one type of animal. The creatures are spying on or conspiring against the caster. Roll 1d5: [1] cats; [2] sparrows; [3] ravens and crows; [4] snakes; [5] cattle. What action such creatures might take against the caster is left to the judge's discretion.

4. The caster's sweat gives off a scent that attracts goats and sheep. Every week, 1d5-1 of these creatures is attracted to the caster's location. The caster has no ability to control the creatures, which follow the caster everywhere they can unless physically barred. Undoubtedly, many are branded livestock belonging to others, which will surely cause problems. If not reduced, the flock continues to grow week by week. If the flock ever reaches 30 or more members, they attack and attempt to consume the caster.

Flock members: Init +0; Atk bite +0 melee (1d3) or trample +2 melee (1d5); AC 12; HD 1d5; hp 3 each; MV 40'; Act 1d16; SP trample prone targets; SV Fort +1, Ref +2, Will +0; Path WtL.

5. The caster's bones become flexible, permanently increasing Agility by 1d3 points, to a maximum of 18. This painful transformation causes a penalty to Fortitude saves equal to the Agility points gained.

6. The caster gains infravision to 30', but their eyes become pained by sunlight, causing a -1d penalty to all ranged attacks made outside during daylight hours – the judge may increase this penalty if the caster takes no steps to shade their eyes (such as a wide-brimmed hat or dark glasses).

7. Those meeting the caster gain the inexplicable sense that their body is merely a shell disguising something altogether stranger. The caster suffers a permanent loss of 1d3 Personality, to a minimum of 3.

6 **Dreams of Other Worlds:** The caster's sleep is interrupted by dreams of other worlds. When this *patron taint* is rolled the first time, the caster dreams of Haïta the Shepherd being worshiped in lost Carcosa. The caster must choose between joining in the worship (gaining 1d3 Luck to a maximum or 18 but permanently losing 1d3 hp to a minimum of 1) or withdrawing from the sacrifice (permanently gaining 1d3 hp but losing 1d3 Luck to a minimum of 3). The second time this *patron taint* is rolled, the caster dreams of mist-shrouded Lake Hali on a world circling the distant orange giant star, Aldebaran. Non-human nymphs of fungal kind entice the caster's dream-self to bathe in the alien lake. The caster must choose to bathe (permanently gaining 1d3 hp but losing 1d3 Personality to a minimum of 3) or to resist (permanently losing 1d3 hp to a minimum of 1 but gaining 1d3 Personality to a maximum of 18). When this patron taint is rolled a third and final time, there is a 1 in 5 chance each night that the caster will dream of unspeakable Hastur, the husband-shepherd of Shub-Niggurath, and of the Yellow Sign. The caster gains no benefit from sleep, neither healing nor regaining lost spells. The night is spent trying to avoid the dread attention of One Who Must Not Be Named. Further rolls of this patron taint have no effect.

SPELLBURN: SHUB-NIGGURATH

When a caster utilizes spellburn, roll 1d4 on the table below or build off the ideas presented therein to create an event specific to your home campaign.

Roll 1D4	Spellburn Result
1	Thousands of miniscule creatures are born from the caster's pores, which then seek to escape immediately. This manifests as Strength, Agility, or Stamina damage. The creatures appear to be: Roll 1d5: (1) black tadpoles; (2) white pinworms; (3) miniscule locusts; (4) minute gray moths; (5) almost microscopic human babies. There is no repercussion (usually) for releasing these creatures into the world—they quickly become prey to other beings—but the judge may rule otherwise.
2	The caster experiences a moment of the Black Goat's constant birthing pains, manifesting as Strength, Agility, or Stamina loss. As the spellburn is healed, the birthing pains ease.
3	The caster experiences an encounter which might end in their death. The judge chooses an encounter in the current adventure or in the adventuring area if no formal adventure is being played and then describes a vision of that encounter killing the caster. The caster may choose up to 6 points of spellburn without any immediate ability score loss but suffers *twice* the chosen spellburn loss immediately if they take *any* damage in that encounter.
4	The caster feels the winds of the Outer Dark blow through their soul and tastes the strange fruits of Lake Hali and Carcosa upon their lips. This burns their shrinking spirit even as it calls to them, manifesting as Stamina or Personality loss.

PATRON SPELLS: SHUB-NIGGURATH

Shub-Niggurath grants three unique spells (that do not count towards the caster's known-spell total), as follows:

At level 1: *The Elder Sign.*

At level 2: *The Gaze of the Abyss.*

At level 3: *One Thousand Young.*

THE ELDER SIGN

Level: 1 **Range:** Touch **Duration:** Varies **Casting Time:** Varies **Save:** Special

General: The *Elder Sign* is a runelike mark that guards against Elder Gods, Old Ones, and other Mythos beings. It has significant, although lesser, effects against other supernatural creatures. In its most potent form, even natural animals may shun an area protected by the *Elder Sign*. The area protected, the strength of the sign, and its duration are all determined by the spell check. The *Elder Sign* must be carved upon a solid object, such as wood or stone, unless otherwise indicated.

Manifestation: The *Elder Sign* appears as: Roll 1d3: (1) a warped five-pointed star with a flaming lozenge, similar to an eye or a pillar, in the center; (2) a bent cross with five arms; (3) a leaflike structure consisting of a stem and five branches.

Roll **Result**

1 **Lost, failure, and *patron taint*.**

2-11 **Lost. Failure.**

12-15 The casting time is 1 Action. The caster draws the *Elder Sign* in the air with their fingertips. The caster and all allies within 30' gain a +2 bonus to AC and saves against any Mythos creatures for 1 turn. Mythos creatures within 100' must succeed in a DC 10 Willpower save or flee the area for 1 turn. Mythos creatures within 30' take 1d5 damage.

16-17 After 6 rounds of crafting, an *Elder Sign* is created with limited power. If carved on an immovable surface, all within 50' gain a +2 bonus to AC and saves against Mythos creatures. This effect lasts 1 hour. If carved on a moveable surface, such as a shield or a weapon, the effect lasts only 3 Turns.

18-21 After 6 rounds of crafting, the caster inscribes the *Elder Sign* on some solid object. If carved on an immovable surface, all within 100' gain a +2 bonus to AC and saves against Mythos creatures, and Mythos creatures cannot approach to within 50' of the *Elder Sign*. Non-Mythos supernatural creatures are uncomfortable coming within 50' of the *Elder Sign* and take a -1d penalty to all rolls. These effects last one hour. If carved on a moveable surface, such as a shield or a weapon, those within 100' gain a +2 bonus to AC and saves against Mythos creatures, and if inscribed on a weapon, that weapon has its critical range increased by +1 against Mythos creatures. These effects last for only 3 turns.

22-23 After 5 rounds of effort, the caster inscribes the *Elder Sign* on some solid object. If carved on an immovable surface, all within 100' gain a +4 bonus to AC and saves against Mythos creatures, and supernatural (including Mythos) creatures cannot approach to within 50' of the Elder Sign. Natural predators avoid the Elder Sign and take a -1d penalty to all rolls if within 50' of it. These effects last 1d6+CL hours. If carved on a moveable surface, such as a shield or a weapon, those within 100' gain a +2 bonus to AC and saves against Mythos creatures, and if inscribed on a weapon, that weapon has its critical range increased by +1 against Mythos creatures. These effects last for only 1d3+2 turns.

24-26 After 4 rounds of crafting, the caster inscribes the *Elder Sign* on some solid object. If carved on an immovable surface, all within 100' gain a +4 bonus to AC and saves against Mythos creatures, and supernatural (including Mythos) creatures cannot approach to within 50' of the Elder Sign. Natural predators avoid the *Elder Sign* and take a -1d penalty to all rolls if within 50' of it. These effects last 1d6+CL days. If carved on a moveable surface, such as a shield or a weapon, those within 100' gain a +2 bonus to AC and saves against Mythos creatures, and if inscribed on a weapon, that weapon has its critical range increased by +1 against Mythos creatures. These effects last for only 1d3+2 turns.

27-31 After 2 rounds of crafting, the caster inscribes the *Elder Sign* on some solid object. All within 500' gain a +4 bonus to AC and saves against Mythos creatures. Supernatural (including Mythos) creatures cannot approach within 50' of the *Elder Sign*. Non-mythos supernatural creatures and natural predators avoid the *Elder Sign* and take a -1d penalty to all rolls if within 100' of it. Moreover, any Mythos creature takes 1d5 damage each round when within 500' of the Elder Sign. These effects last 1d6+CL years or until the inscribed object is moved.

32+ With but a single action, the caster inscribes the *Elder Sign* on some solid object. All within 500' gain a +4 bonus to AC and a +8 bonus to saves against Mythos creatures. Supernatural (including Mythos) creatures cannot approach within 100' of the *Elder Sign*. Non-mythos supernatural creatures and natural predators avoid the *Elder Sign* and take a -2d penalty to all rolls if within 100' of it. Moreover, any Mythos creature takes 2d7 damage each round when within 500' of the *Elder Sign*. The object inscribed may be used to seal a portal to prevent Mythos creatures from passing into or out of it—in this case, the *Elder Sign* is not active until it is in place. The effects of the *Elder Sign* are permanent, so long as the inscribed object is not moved or destroyed.

THE GAZE OF THE ABYSS

Level: 2 **Range:** Varies **Duration:** Varies **Casting Time:** 1 action **Save:** Will

General: The caster has spent so long gazing into the abyss that they can harness the power of the Outer Dark and channel it through their gaze. This weakens the will of their opponents, and at higher spell check results, can actually cause them significant damage. Mythos creatures, blind creatures, and creatures which are otherwise unable to see the caster are immune to these effects. The caster must have line of sight to target creatures.

Manifestation: Roll 1d3: (1) all ambient light dims, except directly around the caster's eyes, which take on the appearance of blackened pits; (2) the caster's eyes glow with a sickly blackness that somehow seems to shine in the dark; (3) the caster's eyes reflect the gulf of the night—there are things like stars in there or dancing creatures of fire, but they are incredibly distant.

Roll **Result**

1 **Lost, failure, and *patron taint*.**

2-11 **Lost. Failure.**

12-13 **Failure**, but the spell is not lost.

14-15 The caster may choose a single creature within 30' to be unnerved by the caster's uncanny gaze (Willpower save vs. a DC equal to the spell result negates the effects). This creature takes a -1d penalty to all Action Dice for 1 turn if the save is not made.

16-19 The caster can choose a single creature within 30' to fix with their gaze. So long as they concentrate on that creature, all of its rolls are reduced by -2d, and its Movement is reduced by half. This effect

is broken if the creature can get more than 60' away from the caster or it succeeds in an initial Willpower save vs. a DC equal to the spell result).

20-21 The caster can transfix up to 1d5+CL creatures with their gaze. These creatures must be within 60' of the caster. Until they are damaged, the caster ceases to concentrate, or the caster moves more than 60' away, targets are frozen in place and unable to take any actions (Willpower save vs. a DC equal to the spell check negates the effects).

22-25 The caster's gaze affects all foes within 60' in an arc with a base of 60'. Targets are sapped of their will to live, reducing their AC by 2 and their hit points by 1d5+CL unless a Willpower save vs. a DC equal to the spell check is made. If hit points are reduced to 0 in this manner, targets simply die, their will to live having been crushed. These effects last for 1d3 turns.

26-29 The caster chooses a number of creatures within 120' equal to their caster level. Fixing these creatures with their unnatural gaze causes the targets to yearn for death. Unless a Willpower save vs. a DC equal to the spell check result is made, targets have their AC reduced by 4, and each target uses its most damaging physical attack against itself each round. These effects last for 1d7+CL rounds.

30-31 The glimpse of the Outer Dark reflected in the caster's eyes is horrifying to behold. All enemies within 120', in an arc with a 120' base, immediately suffer 1d3 damage per caster level (a Willpower save vs. a DC equal to the spell check negates). Survivors take a -1d penalty to all rolls for 1 turn.

32-33 All creatures capable of meeting the caster's gaze, including allies, are stricken by the unimaginable depths their gaze reveals. They immediately suffer 1d5 damage per caster level (Willpower save vs. a DC equal to the spell check to resist). Survivors take a -1d penalty to all rolls for 1 turn.

34+ The caster chooses one target within line of sight. Unless it succeeds at a Willpower save vs. a DC equal to the spell check, its soul is immediately drawn into the abyss, leaving its body a lifeless husk. The caster gains 1 hp permanently per Hit Die of the creature as its soul passes through them.

ONE THOUSAND YOUNG

Level: 3 **Range:** Varies **Duration:** Varies **Casting Time:** 1 round **Save:** Special

General: Fecundity is a powerful force to those who follow Shub-Niggurath. This spell allows the caster to birth hordes of creatures from their body or the bodies of others, sometimes destroying the target as a result. Regardless of the form of these creatures, they have the same statistics. The judge is the final arbiter of whether or not any particular manifestation moves normally, flies, and/or climbs.

Brood swarm: Init as caster; Atk swarming bite +2 melee (1d3 plus poison); AC 11; HD 4d8; MV 30' or fly 40' or climb 30'; Act special; SP bite all targets within 20' x 20' space—half damage from non-area attacks, poison (DC 10 Fort save or additional 1d5 damage); SV Fort +1, Ref +10, Will +2; Path PoD.

When brood swarms disperse, the composite creatures are not all slain. The judge may have them grow into larger creatures, which may be allies to the caster or problems to be overcome.

Manifestation: To determine what form the brood swarms take: Roll 1d14: (1) scorpionlike creatures with human faces; (2) tiny black goats with forked spine tails; (3) translucent fish which "swim" through the air; (4) winged spiders with too many legs; (5) diminutive pure white humanoids vaguely reminiscent of chunky babies; (6) inch-long human babies with cherub wings and horsefly heads; (7) bundles of coiling stingers and sucker-mouthed tentacles; (8) spiderlike balls of black dust; (9) very small human hands with mouths on the palms and eyes on the fingertips; (10) slugs with writhing tentacles growing from their mouths; (11) scarab beetles made of bones and ligaments; (12) moths of a color almost beyond human perception, making them

hard for mortals to focus their sight on but which are just visible enough to know that there is something disturbing but unnamable about them; (13) hippocephalic centipedes; (14) winged bat-toads.

Roll	Result
1	**Lost, failure, and *patron taint.***
2-11	**Lost. Failure.**
12-15	**Failure**, but the spell is not lost.
16-17	The caster can birth brood swarms from their body for the next 1d3 rounds and is able to birth up to three swarms per round. Each swarm birthed costs a point of temporary Strength, Stamina, or Agility damage (similarly to how spellburn works but can be healed normally). These swarms are controlled by the caster for 1d3+CL rounds before dispersing. The caster can do nothing else while birthing swarms.
18-21	The caster can instantly birth up to 6+CL brood swarms from their body. Each swarm costs a point of temporary Strength, Stamina, or Agility damage (as with spellburn but heals normally). The caster can control the swarms for as long as they maintain concentration on them.
22-23	The caster can cause CL brood swarms to emerge from a target within 50', causing 1d7 damage to the target. The swarms then attack the nearest enemies of the caster, beginning with the target. After 1d3+CL rounds, the swarms disperse.
24-26	The caster can cause three targets within 100' to birth one brood swarm each. These brood swarms have maximum hit points and cause the target 3d7 damage with their birth. The swarms attack the targets that birthed them until those targets are slain or the swarms are reduced to 0 hp. Once the target that birthed them is slain, a swarm is dispersed.
27-31	The caster completely dissolves into CL brood swarms, which retain the caster's intelligence and are under the control of the caster. The caster can cast spells in this form but may only cast one spell each round. After 1d3 turns (or sooner if the caster wills it) the swarms come together and reform into the caster. Damage taken by the brood swarms doesn't affect the caster's hit points, but any spellburn used, corruption, or patron taint, is treated as normal. The caster can only be slain if all brood swarms are reduced to 0 hp or are otherwise destroyed. Each brood swarm has hit points in accordance with the caster's Hit Dice, but spellcasting uses the caster's normal attributes.
32-33	The caster can cause three targets within 100' to collapse, giving birth to one brood swarm each per Hit Die. The swarms attack the nearest enemy creatures for 1 turn before being dispersed. The initial targets are destroyed unless a Fortitude save vs. a DC equal to the spell check is made. If the save is made, a mere 2d10 points of damage is suffered from the birthing.
34-35	The caster completely dissolves into CL brood swarms, which retain the caster's intelligence and are under the control of the caster. The caster can cast spells in this form but may only cast one spell each round. After 1d3 turns (or sooner if the caster wills it) the swarms come together and reform into the caster. Spellburn used, corruption, or patron taint, is treated as normal. Hit point damage is completely cured when the caster reforms, and any disease or poison the caster is suffering from is purged. The caster can only be slain if all brood swarms are reduced to 0 hp or are otherwise destroyed. Each brood swarm has maximum possible hit points, but spellcasting uses the caster's normal attributes.
36+	All enemy targets within 500' of the caster give birth to one brood swarm per Hit Die, and each brood swarm causes 2d10 damage in the birthing process. These brood swarms attack any remaining enemy targets within 1,000' of the caster, dispersing only when all such targets are slain or have fled beyond that range. Each target slain within this range collapses into another brood swarm, which will also attack the caster's enemies so long as a single target remains within 1,000' of the caster.

NYARLATHOTEP

The messenger of the Great Old Ones, keeper of the Necronomicon, god of the witch-cult, the Crawling Chaos—all of these names (and more) refer to one immortal being: Nyarlathotep. Unlike the other beings from beyond, Nyarlathotep enjoys spending time among humanity, directly grooming its cults in any one of a thousand true forms. Two of Nyarlathotep's favorite forms are detailed below.

The Showman

Perhaps the most approachable of its many forms, the Showman travels the West setting up his massive tent and demonstrating his marvelous gadgets to the public. The Showman appears to be of Egyptian descent and moves more like a pharaoh than a commoner; his presence oozes authority and wisdom. Seeming to be equal parts revelator and mountebank, his is no mere "medicine show." Instead, the gatherings have an emotional current like that of a twisted tent revival. His praxinoscope shows unsettling moving pictures of a world in ruins, a "glimpse into the future" he declares. Strange devices using hitherto-unknown energies pulse and vibrate in rhythm with strange aethereal vibrations. Many of those who attend his presentations pull up stakes and follow him, worshiping him as a dark prophet of the coming doom.

INVOKE PATRON (THE SHOWMAN)

Level: 1 **Range:** Touch **Duration:** Varies **Casting Time:** Varies **Save:** Special

General: The caster must have first made contact and agreed to serve Nyarlathotep in his guise as the Showman to use this spell. The most common way the Showman recruits new cultists is through his traveling medicine show. Once exposed to his profane devices, many occultists will pledge their souls to the Showman in exchange for deeper wisdom. If the judge wishes, the spell *patron bond* from Dungeon Crawl Classics could be used. Judges should weave the meeting of the god and the details of the contract into their ongoing storylines.

Manifestation: Varies by result.

Check	Result
1	**Lost, failure, and worse!** Roll 1d6 modified by Luck: (3 or less) major corruption + patron taint; (4-5) major corruption; (6) patron taint.
2-11	**Failure**, but the spell is not lost.
12-13	The Showman uses one of his strange devices to reach out across vast distances to invigorate his follower's vital humors, granting a +1 to each of the caster's physical Stats for the duration of one hour. These points may be spellburned as normal, although spellburning these Attributes does not count against being able to recover from spellburn as normal.
14-17	The Showman sends images of the future into the mind's eye of the caster, allowing them a glimpse of what is to come. The caster may reroll any one of his rolls (failed or successful) made in the next hour.
18-19	A flash of ultraviolet light disgorges a strange, twisted creature to protect the caster. The beast's alien form is painful to behold, and gazing directly at it is disquietingly difficult. Both horrifying and lightning fast, the creature remains until the end of the combat, unless slain. **Twisted spawn:** Init +6; Atk touch +3 melee (1d8 + unclean rasp); AC 10+1d8; HD 2d8; MV 60', fly 40'; Act 2d16; SP abyssal howl, unclean rasp, fear immunity, poison immunity; SV Fort +8, Ref +3, Will +3; Path WtL.



Abyssal howl: Once per combat, as an action, the creature lets out a wail that vibrates with the frequencies of the mad chaos at the heart of creation. Targets within hearing range must immediately make a Grit check vs. a DC of 15. This Grit check is in addition to any initial Grit check the judge might ask for upon seeing the creature for the first time.

Unclean rasp: The touch of the creature scours away flesh while corrupting the soul contained therein. Targets must pass a DC 10 Fortitude save or lose 1 point of Willpower. Targets reduced to 0 Willpower are driven permanently mad.

20-23 Strange multicolored orbs of light spring into being around the caster, throwing blinding, vomitous shades of postulant color in a 50' area. The caster and their comrades are unaffected while all others in the radius are temporarily blinded by the unearthly display. The lights remain for as long as the caster concentrates solely on the lights (up to 1 turn).

24-27 The Showman's art manifests through the void as phantom images appearing around the caster. These figures take the appearance of singularly important personages in the lives of those who gaze upon them, and they visibly disapprove of any actions taken against the caster. Those acting against the caster must make a morale check at -1d or immediately flee. The phantom images last for 1d3 rounds.

28-29 The voice of the Showman whispers phlogiston-laced beatitudes into the caster's ear. The caster's next spell check is made with a +2d bonus, but afterwards, the caster must perform some base act (such as killing a puppy or physically beating a child) before invoking him again.

30-31 The showman sends images of the future into the mind's eye of the caster, allowing them a glimpse of what is to come. The caster may force a reroll of ANY two rolls (failed or successful) within the next turn.

32+ The Showman embraces its supplicant and reveals his full and awesome majesty, that of the mind-shattering Crawling Chaos. As the unimaginable horror materializes before the caster, all within line of sight (including the caster) must make a DC 20 Grit check.

PATRON TAINT: THE SHOWMAN

When patron taint is indicated for casters who follow the Showman, roll 1d6 on the table below. When a caster has acquired all six taints at all levels of effect, there is no need to continue rolling any more.

Roll 1D6	Result
1	The caster's irises lose their color, leaving their pupils surrounded by a sea of white. Rolling this result a second time has the caster's sclera grow black, leaving only the white iris dividing the two black optical regions. A third roll of this result leaves the caster's eyes fully black, granting a +1 to any skill check where the caster is trying to intimidate or cause fear (this is cumulative with other taint results).
2	The caster's hair falls out, leaving only a smooth, slightly pointed scalp behind. Rolling this result a second time makes the misshapen quality of the skull more pronounced and elongated, while a third result elongates the skull to conical proportions. If the caster does not in some way cover their head, a -1 cumulative penalty to all social-interaction rolls is expected amongst polite company.
3	The caster's Path immediately changes to Walking the Line. If their Path was already WtL, the caster gains 1 permanent point of Luck. The second and third time this result is rolled, the caster loses a permanent point of Luck each.

4	The caster's voice develops a tinny quality and seems to come from further away than the caster's location. A second instance of this taint results in the caster's voice seeming to come from 100' distant, making it hard for them to be heard at less than a shout. A third instance results in the caster's voice echoing upon itself, requiring listeners to pass a DC 8 Willpower save to be able to make sense of anything spoken by the caster.
5	The caster's blood darkens, the ebon ichor fully visible in the veins criss-crossing their skin. On a second roll of this result, the caster's saliva thickens and becomes a black, tarlike substance. A third instance of this taint grants a +1 to any skill check where the caster is trying to intimidate or cause fear (this is cumulative with other taint results).
6	The caster's skin becomes unnaturally black—as dark as the ebon darkness before creation. The caster gains +1 to any skill check where the caster is trying to intimidate or cause fear (this is cumulative with other taint results).

SPELLBURN: THE SHOWMAN

The alien magics of the Showman rival raw phlogiston (the darkness between the stars) for sheer destructive power. Calling upon him always carries danger, for the twisted powers of the dark void know neither friend nor foe.

Roll 1D4	Result
1	The supplicant becomes translucent as they are bathed in flickering light, akin to that of a new-fangled "magic lantern." As the caster vacillates in and out of reality, portions of them lose synchronization with the rest, inflicting pain and damage (expressed as Stamina, Strength, or Agility loss).
2	The distant cry of a barker can be heard, calling out in supplication on the caster's behalf. The addition of this cosmic voice to the caster's plea grants 1d3 points of spellburn in addition to what has already been sacrificed.
3	Ultraviolet energies blast outward from the caster's eyes, ears, nose, and mouth as the caster's life energy is torn from their body (expressed as Stamina, Strength, or Agility loss). The blast strikes the nearest friend or foe randomly for damage equal to 3x the number of Attribute points spellburned.
4	The caster slits open their flesh, and ultraviolet energies exude from the wound (expressed as Stamina, Strength, or Agility loss). The wave of alien phlogiston spreads in a 50' radius from the caster and inflicts 1d3 damage to all living creatures within its spread (including plants, insects, small vermin, etc).

PATRON SPELLS: THE SHOWMAN

The showman grants not spells but mountebank formulae—any of his cultists may make the Brew check as trained. Followers of the Showman may learn:

At level 1: *Apache Fear Dust* (as the level 1 formulae)

At level 2: *Elixir of the Comet* (as the level 2 formulae)

At level 3: *Sensory Salve* (as the level 3 formulae)

TEZCATLIPOCA

One of the central figures in the Aztec religion, Tezcatlipoca is the god of the night sky, god of ancestral memory, god of time, the Lord of the North, and another face of Nyarlathotep. He embodies change through conflict. His worshipers often pull up stakes and follow him, worshiping him as a dark prophet of the coming doom. Associated with the colors yellow and black, he is the immortal enemy of the god Quetzalcoatl.

INVOKE PATRON (TEZCATLIPOCA)

Level: 1 **Range:** Varies **Duration:** Varies **Casting Time:** 1 round **Save:** None

General: The caster must have first made contact and agreed to serve Tezcatlipocal. A contract with this power often involves ritual sacrifice of an item or person that means a great deal to the supplicant. The sacrifice is utterly destroyed and consumed by this dark power. If the sacrifice is found wanting (having no real value to the petitioner), Tezcatlipoca will instead consume the would-be cultist. If the judge wishes, the spell *patron bond* from Dungeon Crawl Classics could be used. Judges should weave the meeting of the god and the details of the contract into their ongoing storylines.

Manifestation: Varies by result.

Check Result

1 **Lost, failure, and worse!** Roll 1d6 modified by Luck: (3 or less) major corruption + patron taint; (4-5) major corruption; (6) patron taint.

2-11 **Failure**, but the spell is not lost.

12-13 Tezcatlipoca reaches through the planes, pulling and distorting the caster's form, granting a bonus of 1+CL to one of the caster's attributes (determined at random) for the duration of 1 turn. These points may be spellburned (if appropriate) as normal, although spellburning these attributes does not count against being able to recover spellburn normally.

14-17 Tezcatlipoca twists the soul of the caster's chosen foe. Target must make a DC 10+CL Willpower save or be utterly confused and unable to act for 1d3+CL rounds.

18-19 The caster's entreaty is rewarded by the arrival of 1d4 spectral Aztec warriors. These spirit-beings will fight by the caster's side for the remainder of the combat or until slain.

Twisted spawn: Init +2; Atk war club +2 melee (1d6 + bleeding wound); AC 12; HD 1d12; MV 30', fly 30'; Act 1d16; SP fear immunity, poison immunity; SV Fort +2, Ref +0, Will +4; Path WtL.

Bleeding wound: Victims struck by this weapon must succeed at a DC 13 Fort save or begin to bleed heavily at the rate of 1 Stamina per round (if Stamina reaches 0, the victim has bled out and dies). This blood loss is not cumulative, and bleeding targets may halt the bleeding by spending 1 full round doing nothing but tending to their wounds.

20-23 No matter the time or place (indoors or outdoors), the sky above immediately transforms into the night sky, requiring all intelligent creatures (other than the caster) to make a Grit check vs. a DC of 15.

24-27 The ground around the caster's feet begins to exhale black smoke. The smoke curls into phantom images moving to stand around the caster in a protective formation. These figures take the appearance of obsidian-hued Aztec warriors and will move to intercept any actions taken against the caster (granting +2 to the caster's AC and +2d to all saves) for 1d5 rounds.

28-29 The voice of Tezcatlipoca whispers the secrets of creation into the caster's ear. The caster's next spell check is automatically a critical success. Such knowledge comes at a cost, and the caster immediately suffers a loss of 2d5 Grit.

30-31 Tezcatlipoca fills the caster's mind with images of their own past failures, allowing them to gain insight into their own actions. For the next turn, the caster automatically succeeds in 1+CL actions of their choice. Afterwards, the caster will automatically fail an equal number of actions within the next 24 hours (judge's discretion as to which actions).

32+ Tezcatlipoca embraces his supplicant and reveals his full and awesome majesty, that of the mind-shattering Crawling Chaos. As the unimaginable horror materializes before the caster, all within line of sight (including the caster) must make a Grit check vs DC 20.

PATRON TAINT: TEZCATLIPOCA

When patron taint is indicated for casters who follow Tezcatlipoca, roll 1d6 on the table below. When a caster has acquired all six taints at all levels of effect, there is no need to continue rolling any more.

Roll 1D6	Result
1	The caster's skin darkens in hue, developing yellow stripes across their face. Rolling this result a second time continues the process, with the colors becoming more pronounced. A third roll of this result leaves the caster's skin unnaturally black as obsidian, their face crossed by brilliant canary-yellow stripes, giving them a +1 to any attempts at intimidation or causing fear.
2	The caster is covered in fine fur, like that of a jaguar.
3	The caster's Path immediately changes to WtL. If their Path was already WtL, the caster gains 1 permanent point of Luck. The second and third time this result is rolled, the caster loses a permanent point of Luck.
4	The caster no longer casts a reflection in natural surfaces (such as bodies of water). A second instance of this taint results in the caster's reflection vanishing from polished surfaces (such as silver and other metals). A third instance results in the caster only casting a reflection in mystic items such as obsidian mirrors; they no longer cast a mundane reflection of any sort. Each rolled result costs the caster 1 permanent point of Personality as their soul slowly withdraws from the material world.
5	The caster's hair falls out. A second instance of this results in the caster growing a crown of white turkey feathers from their head, adding a +1 to any attempts at intimidation or causing fear (this stacks with other taint results having a similar effect).
6	The skin on the caster's right leg transmutes into polished obsidian, reducing their Movement by 5', but otherwise it performs as a typical limb. A second result of this taint causes the caster's left arm and hand to transmute in a similar way, inflicting a -2 to actions that require the use of both arms or hands. Upon a third result of this taint, either the caster's remaining arm or leg transforms in a similar fashion (random roll), doubling the prior penalties.

SPELLBURN: TEZCATLIPOCA

Tezcatlipoca was present at the first creation and is known to have many aspects:

Roll 1D4	Result
1	*The Black Tezcatlipoca/Slayer of Cipacti:* The caster burns with the fire and brightness of the sun (causing the sacrificed damage to the caster). Creatures within a 500' radius must make a DC 12 Fortitude save to shield their gaze rather than be struck blind for 1d3+CL rounds.
2	*The White Tezcatlipoca/The Feathered Serpent:* The caster's mind painfully expands as the creator of books floods their mind with knowledge (expressed by the loss of ANY attribute). Any Intelligence burned this way is permanently sacrificed.
3	*The Red Tezcatlipoca/The Flayed One:* As the caster flays the flesh from their body (expressed as Stamina, Strength, or Agility loss) strength pours into their form from beyond, equal to their sacrifice (expressed as bonus hit points capable of taking the caster above their normal maximum). This is in addition to the normal spellburn bonus.
4	*The Blue Tezcatlipoca/Dart Hurler:* Obsidian pointed darts tear through the barrier between worlds, sinking into the flesh of the caster (expressed as Stamina, Strength, or Agility loss). If a foe is slain within 1d4 rounds and their heart sacrificed to Tezcatlipoca, up to 1d5 points of the spellburn is mystically restored as the darts pull free and pierce the sacrificed heart.

PATRON SPELLS: TEZCATLIPOCA

Nyarlathotep, in his guise as Tezcatlipoca, is a jealous god. He guards his secrets closely and grants no spells.



MIRACLES

The revelator is a Weird Frontiers class that takes a page from the typical cleric found within the pages of just about any RPG taking place in a Fantasy setting. Clerics usually worship one particular god, found in one of several pantheons of legend and lore, either exclusive to that setting, or based upon real world mythology.

The events of Weird Frontiers begin in the Spring of 1865, a time where Christianity and the belief in one divine creator is the religion most folks apply their faith to by way of one of the many existing denominations spread out across the world.

Angels among us

The events of the Seven Days of Nights have unleashed forces some would say make Hell and its landlord look like a babe in the woods when compared to the maddening machinations of the Elder Gods, who are intent on devouring humanity along with the world they live in. Luckily, whatever plans the divine creator has in store for his flock do not include being eaten by beings with godlike powers from outer space. Angels now walk amongst man—observing and slowly recruiting for an unmarked day in the future when the forces of light will once again rise up against the chaos of the Elder Gods.

In addition to angelic beings now walking the earth, men and women are being chosen to act as a conduit to the powers of Heaven. Known as revelators, these men and women drop whatever lives they once had in exchange for delivering divine wrath on the minions of the Elder Gods and the mortals that seek to aid them.

Falling from grace

Miracles are physical manifestations of divine power channeled through a human vessel. Revelators who perform miracles must make a check much like a typical spellcaster does when they attempt to cast a spell. Failure to perform the miracle means that for some unknown reason the revelator is denied the requested favor and faces further failures until some form of atonement can be made. Falling from grace can always be justified with the injection of creative juices. Could it be the revelator healed an ally currently on the Path of the Damned earlier in the day, or maybe in a haste to destroy some great evil, the preacher neglected an orphanage in town where a child lies dying due to a taint-related disease they could have healed?

Alternate faiths

Though Christianity is the only religion represented in the Weird Frontiers rulebook, players are welcome to take the revelator class and (with the judge's approval) base it off one of the other religions found during the same time period. Buddhism, Hinduism and Islam could all serve to make a wonderful offshoot of the Revelator class with some tweaks to the abilities and Miracles provided to better emulate the religion of choice.

FURTHER DISCOURSE ON SPECIFIC RULES

Crossing the Streams or Using Weird Frontiers with Dungeon Crawl Classics and Mutant Crawl Classics RPGs

One of the more memorable adventures published by TSR in 1980, Expedition to the Barrier Peaks, was a wonderful module penned by Gary Gygax that injected an element of science fiction into the veins of the fantasy genre for a truly memorable experience. Judges may wish to follow suit on an opportune occasion by dropping characters from Weird Frontiers into the fantasy worlds using the Dungeon Crawl Classics RPG,or into the irradiated landscapes found in the post-apocalyptic Mutant Crawl Classics RPG that also uses the DCC ruleset. There are no hard-set rules for making Weird Frontiers dance with the aforementioned games, but with a few tweaks, you should be able to pull a session off without much effort. Use the following for guidelines when you wish to cross genres, but ultimately, add or drop any mechanic from any of the systems to better inject some flavor into the game.

MCC to Weird Frontiers

Possible Ways of Getting there

Characters from the MCC world often discover technologically based artifacts created by a society that once reigned supreme over the world they now struggle to survive in. These artifacts could



very well serve as the plot point that drops MCC characters into the gritty dust-swept plains of Weird Frontiers. Mutants, plantients, and humanoids will be viewed as abominations filled to the brim with the corrupting taint of the Elder Gods. Clever role playing will be needed to keep the peace and avoid an introduction to a proper-fitting pine box.

Radiation

The savage wilds of Terra AD (the background world of MCC) include areas of radiation that can cause sickness, mutations, and even death in some instances. Pure-strain humans adventuring in these lands have the benefit of being highly resistant to mutations as a result of genes passed down over several generations. Humans in the world of Weird Frontiers can't claim to be as lucky, and any radiation-based attack that results in a mutation affects the character just as it would plantients, manimals, or humanoids.

Artificial Intelligence

MCC allows a player to assume the role of a shaman, a character that has bonded with some form of artificial intelligence/patron that grants the use of spell-like abilities called "wet-ware programs." The shaman class serves as a vague reflection of the revelator in Weird Frontiers and the cleric in DCC. While contact with the shaman's patron AI is not impossible, the lack of Wi-Fi makes communication patchy at best, and as a result, the shaman suffers a -1d penalty to all wet-ware checks.

Technology

One of the aspects of MCC that make it so much fun, is the discovery of ancient artifacts, technological wonders of the Ancient Ones (a society of highly intelligent beings now thought to be extinct through some great calamity). Characters finding these rare treasures must use brains, skill, and a little bit of luck to figure them out without breaking them or causing harm to themselves or those around them.

Technology found in the world of Weird Frontiers should be considered Tech Level 2 for the purpose of artifact checks (see the MCC rulebook for more information).

Grit Checks

Characters visiting from the world of MCC are raised from birth to accept the existence of horrific creatures that might just eat them on any given day—thus they are far less prone to losing their marbles over encountering one of the many creatures stalking the dusty plains of Weird Frontiers. MCC characters should gain a +4 to Grit checks to represent their lack of fear against most things wishing to eat their faces off.

WEIRD FRONTIERS TO MCC

Getting characters to Terra AD could be as simple as a spell that allows travel between worlds or a magical portal thrown into the adventure by a nefarious judge. Characters native to the world of Weird Frontiers will see the lands of Terra AD as a harsh reflection of their own. Irradiated landscapes might be seen as earth in a time where the Elder Gods have broken free of their dimensional prisons and flooded the world with the matter-warping energies of chaos taint.

Radiation

Terra AD is lush with an abundance of radiation fields that vary in both strength and size. Pure-strain humans native to Terra AD claim an immunity to the mutations that often result from exposure, but the visiting humans from the world of Weird Frontiers are not so fortunate and gain no such immunities; they're just as vulnerable to the mutating and debilitating effects of radiation as plantients, manimals, and humanoids.

Spells and Miracles

Revelators depend on a connection with a higher power to fuel their faith and power the abilities that make them the holy warriors they are, while occultists tap into natural ley lines brimming with arcane energies to weave spells capable of wonders beyond the imagination. Both classes suffer greatly in a land bereft of magic and religion. Spell and miracle checks suffer a -1d penalty while made in Terra AD, as do turn back the night and any lay on hands checks.

Technology

Characters native to Weird Frontiers will undoubtedly encounter some of the strange artifacts scattered across the world of Terra AD and wish to master them. Artifact checks are made by those considered native to Terra AD when figuring out the newly discovered technology and should also be used by characters from the world of Weird Frontiers; however, considering the advancement of technology in their native world Weird Frontiers classes gain an inherent +1d to artifact check rolls.



DCC TO WEIRD FRONTIERS

Getting There

Judges may run a scenario where they wish to drop their posse into the world of Weird Frontiers for a nice break from the norm. They could find their way to the Weird West through a spell gone awry, or perhaps they've been sent on a mission to discover an artifact needed to battle minions of one of the many Elder Gods freely roaming in the dusty trails of their homeworld. DCC characters should be viewed as "peculiar" by those native to the earth of Weird Frontiers, seeing halflings as "large-pawed youngins" while dwarves would be viewed as humans that need a wash and a shave and are suffering from "dwarfism." Elves allowing their ears to show might be viewed as a threat or possibly a human tainted by the chaotic energies of the Elder Gods.

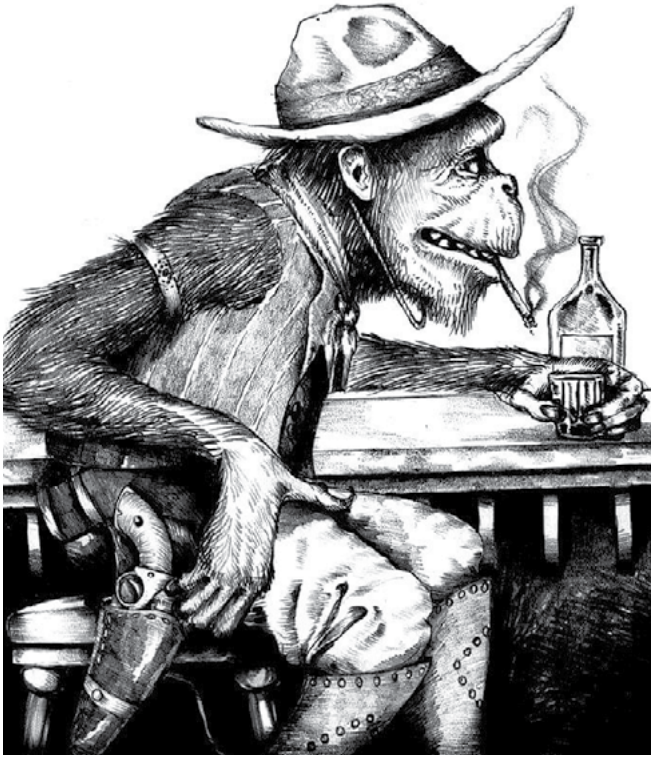
Spells

Wizards and clerics both claim the ability to cast spells on their native world and find their abilities functional while adventuring in the Weird Frontiers. Wizards find their attempts to cast spells unhindered due to the re-emergence of ley line energies used to fuel their arcane works. Clerics also find their prayers are answered but only after passing through a barrier of "divine static" fueled by the overwhelming power of shared belief in one divine creator. Make no mistake, the gods of olden days still exist and are taking a renewed interest in the affairs of humanity. The lack of power once derived from their worship by the masses lessens the scope of their powers to a great degree and clerics aligning with these Old Gods suffer a -1d check penalty to spells, laying on hands, and turn un-dead checks.

Technology

What warrior wouldn't want to carry a rifle back to the world of DCC? Part of the fun for players is having their characters experience new technology and possibly take a few souvenirs home to show the folks back home. Judges have the option of using the Artifact rules found in the Mutant Crawl Classics game, should they own a copy, or simply have the characters make an Intelligence check. In general, assign technology found in the world of Weird Frontiers as Tech Level 2 when determining the rules for artifacts in MCC or a DC 12 (modified by the judge) in the case of an Intelligence check.





DOWNTIME OR "HOW'D YA SPEND YER' LOOT?"

Judges running a series of adventures in the world of Weird Frontiers may wish to add an additional layer to their campaigns by weaving story elements that unfold between adventures. Doing so provides ample opportunity to inject new personalities, challenges, and events to solidify the legendary status each member of the posse will eventually attain (If they can avoid the bone orchard). Judges can use the following table to inject some down-time drama into the character's lives when and as they wish. At the judge's discretion, the roll may include the character's Luck modifier (Luck may modify the roll by +/-10% per modifier, and accumulated Hexes and Boons could modify the roll by +/-10% per as well).

CAROUSING TABLE

ROLL 1D100	RESULT
01-02	You awaken, naked and afraid (lose all money and gear) in some desolate part of whatever territory you're currently traveling in (1d10 miles away). Strange tattoos cover your body, and your brain is devoid of any memories save that of taking a hot bath during a break from the trail. Unbeknownst to you, the unwanted attention of Cthulhu and his dark followers has fallen onto you. They've seen you and your allies standing in the way of the eventual conquest of all living things, and rather than wait for that fateful day, you've been abducted and corrupted. A seed now sleeps and waits patiently, gnawing at your soul, until that fateful day when you betray your friends. Judges should roll in secret at the beginning of every adventure (not session) to determine if this is the time for the great betrayal. There is a cumulative 5% per level that you're going to serve as a summoning vessel for a star-spawn of Cthulhu (see **Bestiary** pg 755). The creature will appear at the end of the present adventure, during the last encounter. The summoning takes 1d3 rounds during which you're helpless to do anything except for birthing your dimensional taint-baby. This could (and should) spell the end of your posse! "Ai! Ai! Cthulhu Ph'Tagen!"
03-04	Your most recent mission has caught the attention of a neighboring band of twisted cultists who know it's only a matter of time before you start meddling in their dirty dealings! You're caught without your allies on a moonless night by a seductive emissary of the cabal. They catch you off guard and blow the ground husk of a nameless horror into your face. The vile powder immediately takes hold of your mind, filling it with nightmarish visions. Roll 1d7+1 for the number of days the hallucinations last. While in effect, you must pass a DC 16 Grit check each morning as you awaken (due to the horrors plaguing your dreams). Failure results in a loss of 1d4 Grit points. Reaching zero Grit before the vile powder runs its course results in acquiring both a major disorder and phobia.
05-06	Old Scratch has had his eye on you for some time now. While the dark powers ain't exactly keen on these tentacled things trying to take over town, that doesn't mean the long game isn't still being pursued by the Devil's crew for an eventual rematch between the Big Man upstairs and Old Scratch. You wake up in jail in whatever town you're in at 3am (the witching hour) with memories of something heinous you did that'd have a normal townie slotted for a hanging at sunrise. Maybe it was the hooch or perhaps a lurking darker side that was called out to dance by mysterious forces, whatever the cause, you're turned loose after a mysterious figure presents an official "pardon." The sheriff grudgingly agrees but demands you pay a fine and get out of town before sundown. You must pay 1/2 the total contents of your wallet and awaken with a Hex token each morning for 1d30 days or until Old Scratch shows up asking for a favor to cover the debt of saving your neck from a good stretchin'.
07-08	Lady Calamity, the ugly kid sister to Lady Luck, has taken a shine to you in a bad way! She's hell-bent on you finding your way to a pine box and gives you unwanted attention for 1d30 days and eats most of the Luck you find coming your way for any reason. For the duration, each time you gain a Boon, roll a d20—on an odd result the Boon is instead turned into a Hex token, while an even number means you're able to beat the temporary curse and keep the Boon. Additionally, any fumble result suffers a +1d penalty to the resulting chart rolled.
09-10	You awaken with the "droppsies" that's a taint-based disease and can't be cured by normal or magical means! Each day of progression leaves you with chunks of muscle rotting and dropping from your miserable hide. Roll 1d7 to determine the number of days the sickness remains, and upon awakening, you must pass a DC 16 Fortitude save to avoid losing 1d4 points from Stamina. Passing the save means the body's immune system has staved off any loss. Once the disease has run its course, you recover lost Stamina by normal means but remain horribly disfigured, often being mistaken for a tommyknocker (-2 to any social interaction rolls).
11-12	Dark forces have placed an infernal bounty on your head for sticking your nose where it doesn't belong one too many times. Judges should roll up a gunslinger that's slapping leather in the name of the Devil. Instead of the spirit of a righteous lawman, the gunslinger's rig is possessed by a demon. The pariah and its posse will set to undoing any good you've accomplished and will eventually bushwhack you at the most inopportune time!
13-14	You cross paths with one of the most beautiful/handsome person you've ever seen, which should make it no surprise that this charming suitor is a vampire (see **Bestiary** pg 769). This new romance knows you're a person of power, and through powers of seduction, feeds on you in attempts to make you a willing servant. You awaken missing 2d4 Stamina points (to simulate blood loss) and must pass a DC 15 Will save to avoid falling under their charms. Failing the save results in regular visits for feeding and favors. Judges should roll d% with each new week, and any result over 50% means the vampire pays a visit during the midnight hour. Each visit leaves you with 1d4 in Stamina damage and a possible favor that might interfere with your current mission and endanger your posse.

CAROUSING TABLE (CONT.)

ROLL 1D100	RESULT
15-16	You were having a great night in the gambling parlor until that mysterious man from the bayou made his way to the tables. The bird skull on his top hat was almost as unsettling as the trinkets and charms dangling from his suit. The booze, mixing with the losing hands, gets the best of you, and you throw a string of insults at the man who's stolen your luck. You're thrown out of the gambling hall but not before the stranger throws what seems to be a curse at you in some language you've never heard. You awaken in jail, penniless and with a strange mark on your chest. You've acquired the curse of the shape shifter. On the night of the first full moon, unless properly chained and bound, you become a mindless werewolf and wreak havoc on the innocent with your murderous rage. See the **Bestiary** on page 767 for stats.
17-18	Dark forces have aligned to bring your posse down, and a powerful warlock has completed a ritual, complete with that lock of hair you foolishly gave up to that person of the night as a "keepsake" of the encounter. Until the warlock can be put down like a dog, you and your posse experience mishap after mishap. Hex tokens are gained on natural rolls of 1 or 2 instead of the standard natural 1 for the entire group until you can get your even's on the jackwagon that put the bad magic on your hide. Judges should take advantage of the next encounter where a cultist or appropriate magic-using type is introduced in an adversarial encounter and further add that this is the cretin that cast the spell.
19-20	You awaken some miles away from whatever town you're currently bedding down in and have flashes of the night before where you got too deep into the bottle and wandered off, chasing some mysterious lights in the sky. Those lights led you to a fairy mound, one of the many gates to the Court of the Fae. Only momentarily startled, the various fey-kin invite you to join in dance and drink in a night filled with laughter. Unfortunately, your bladder got the best of you, and you accidentally whizzed on the mound or perhaps committed some other insult to your new friends. You awake with all of your money being taken and find that once a month, during a random day, you awake with half your funds gone—even a bank or safe can't keep the thieves from robbing you. The only way to end the constant harassment is to perform some great task for the Court of the Fey, perhaps rescuing a captive from being used as magical components or clearing a portion of forest containing a fairy mound of some great tainted beast. Once performed, word will spread, and you'll awaken with a four-leaf clover under your pillow. The clover grants a permanent +1 bonus to one chosen save category while in possession of it.
21-22	Your latest visit to whatever den of iniquity you chose the night before attracted an addiction demon. The creature feeds on the emotions generated in your emotional state while high/intoxicated. The demon fills your heart and pushes you down the road of addiction until you can find the means to exorcise it from your form. Any time you find your way into a town or place where you're made aware of drugs, alcohol, or substance that brings a “high,” you must pass a DC17 Will save to avoid visiting the establishment and getting as drunk/ high as you can and lose 1/2 the total contents of your wallet. Passing the save means 24 hours of pushing away from the drug. Attempts to exorcise the demon are extremely hard, with the demon gaining a +6 bonus to any roll to resist ejection. Judges should feel free to give the demon a name and allow the character the ability to see the demon in reflective surfaces, as well as have conversations with the poor soul where constant temptation is the topic of the day.
23-24	Your last journey to resupply had you crossing paths with a traveling war party with a powerful shaman. Through your inability to communicate, you inadvertently insulted the tribe’s offer of hospitality. The shaman casts a powerful curse on you that gives a physical manifestation to the darker half every person has within their heart. You awaken with a large tumor that resembles a distorted version of your own face, with hair, eyes, and teeth—all being prominent features. The tumor has infantile intelligence and must be "loved" by its "kin" for one hour each day. The tumor refuses to be covered up and makes disturbing noises during moments where silence and important conversation are paramount. Judges should roll percentage dice during any opportune time, and a result of 20% or less means a burp, moan, or disturbing laugh has filled the air. The only way to rid yourself of the toothy tumor is to be the target of a spell that removes curses.
25-26	After a night out on the town, one of the locals slipped you a little something extra in your whiskey. You wake up to the earth-shattering sound of the locomotive horn that's currently bearing down on you. Pass a DC 12 Reflex save. If you succeed, take 2d4 damage from a near miss by the train. If you fail, take 4d8 damage and pass a Luck check to avoid losing a random limb. To add insult to injury, you're robbed of half the total contents of your wallet.
27-28	That smooth talker Jimmy Jangleford that rode into town and set up shop had a remedy for every ailment known to man, including that "growth" you developed that itches more than a hound covered in fleas. It wasn't until a week had passed by that you realized you'd been swindled. You suffer a -2 penalty to any social rolls as you're unable to keep from clawing at the new addition, and to add insult to injury, you spent $50 dollars (or whatever was in your wallet at the time) on the snake oil.

CAROUSING TABLE (CONT.)

ROLL 1D100	RESULT
29-30	You spent the evening deep in drink and dissipation, discussing strange philosophies and thoughts with a range of fellow travellers. At the end of last night, when you blearily gazed up at the last person but you at the table, the face beneath the stranger's low-brimmed hat swam with stars and the infinite reaches of space. Opening their mouth, they showed you the trails of comets and the vast, unintelligible intelligences that drift across the voids, feeding on small minds such as yours as whales feeding on krill. With a convulsive jerk, you stumbled out into the night, collapse in an alley, and wake up to the terror of your inevitable death and dissolution—or even worse, your absorption. Make a DC 14 Grit check. If successful, gain 5 XP and 1 point of permanent Grit. If unsuccessful, gain 5 XP and lose 1 point of permanent Grit in addition to the rolled result on the Grit check. Either way, Nyarlathotep has SEEN you and will send minions to meddle in your affairs.
31-32	You thought concealing your smoke wagons would do well enough while in this new town, but when little Jimmy saw the pearl handled Colt peeking out from your duster, he commenced to squealing. You're forced to surrender your arms until you leave town and must pay a $20 fine or spend three days in jail.
33-34	While visiting the grave of a fallen friend, you run afoul of a group mistaking you for a member of the Jackals gang. Not wishing to harm the townies, you go peacefully to the local sheriff and turn yourself in. The sheriff takes 1/3 of your total wallet to help "understand" the mix up before you're shown the way out of town.
35-36	It all started when you decided to dance with the wrong person. The saloon brawl was one for the local paper, and one that left you with a visit to see the Doc and get stitched up. Harley, the bartender who helped you find the Doc's office, makes sure you pay for your share of the damages. Lose 1d30 dollars and 1d4 hit points, plus a bad reputation of trying to break up marriages.
37-38	You didn't see that black cat til you stepped on its tail taking a short cut to the saloon. The hellish howl turns your blood cold and leaves you with some serious bad luck. For 1d3 days, you awaken with 1 Hex token for your transgressions against the feline kingdom. Befriending a black cat and taking it on as a companion immediately breaks the minor curse.
39-40	Getting sauced at the local saloon isn't normally breaking the law, but stealing Clem's horse and riding it out of town nekkid with pistols blazing in the night could result in a long drop from the noose. You must pay a $100 fine or spend 15 days in jail on a diet of beans and water.
41-42	The land you purchased to build a cabin on is haunted by spirits tainted by the events of The Seven Days of Night. You try your best to tame the shadows, but constant nightmares, sour soil, and rotting winds eventually convince you to pack up and start over. You lose 1d100 dollars and acquire a minor phobia related to the haunted land.
43-44	That snake-oil salesman hooked you like a large mouthed bass, but when you rubbed some salve on that saddle rash, you wound up with some nasty blisters. You lose 1d10 dollars and suffer a -2 to AC for 1d7 days as you have to walk funny to keep your wounds from rubbing. By the time you've tamed the rash, all the kids in town have given you a very unflattering nickname (Bow-legged Bob, Hobble-stank Hank, etc.)
45-46	A hot bath, hearty meal, and bottle of the top-shelf whiskey sets the night off right, so the pretty/handsome stranger you wound up "tangling" with just seemed par for the fortunate course life is taking. However, waking up with a dessicated monkey paw on the pillow beside you, let's you know lady Calamity might be up to no good. The paw is a cursed item that bestows a Hex on a natural 1 or 2 on a d20 roll, instead of a 1. The cursed item must be gifted to another innocent to be rid of the damned paw, and doing so leaves you with a strong streak of guilt (suffer 1 step towards the Path of the Damned).
47-48	You had one shot to stop that runaway horse buggy from wiping out a group of kids and their school marm, and you blew it. Folks in town wonder why the "hero" didn't do more and add weight to the already large load of guilt you're trying to stomach. You move 1 step towards the Path of the Damned and find everything you purchase in town to be double in price.
49-50	Most folks gave the talking monkey a wide berth at the saloon bar, but you've been chasing the worm and decided to get to the bottom of the trickery. T'weren't long before "Nanners" called you out on the street for a showdown. Apparently, Nanners was once the fastest gun in the West before running afoul of a group of cultists that placed a simian curse on the poor soul. The foul tempered monkey had a lightning draw and put lead in your paw before you could even draw. You lose all the money on your person, as after Nanners taught you some manners, he took you to the Doc to get stitched up, and then you proceeded to spend the rest of the cash on top-shelf hooch for you and the cursed gunslinger.

CAROUSING TABLE (CONT.)

ROLL 1D100	RESULT
51-52	You impress the impressionable with your tales of glorious adventure on the trail. A teenager begins following you around and offers to run errands for you. They also follow you out of town on your next adventure. Roll up a 0-level character as a sidekick. They will gladly help you and follow you around, ignoring even your quite reasonable directives in the interest of "helping." They get 1d2 XP for each adventure they participate in. If they die before making it to 1st level, you begin the next 1d7 days with a Hex token and move one step towards the Path of the Damned.
53-54	On the way back from the general store, you catch sight of a group of bullies accosting an old prospector that finally found a claim that pays. You save the old man from being robbed and run off the bullies after revealing your name (you got some reputation you do!). The prospector is grateful to you and shows his appreciation by way of a gold nugget worth $100 dollars. The prospector also has a good knowledge of the wilderness area outside of town and can serve as a bastion of lore and advice should you find yourself in the wilds.
55-56	You're approached by a calavera while doing some shopping around town. She mentions an old friend that died during the Civil War and how your help is needed to free up the soul so that it might pass on to the afterlife. You spend several days crossing the veil to help the spirit medium locate a lost land deed that will ensure the spirit's living bride and children will be cared for. The bride and her children are overjoyed at your find and to know her beloved has moved on. She grants you a nice tract of land by a slow moving river, which would serve as a great spot to build a cabin.
57-58	Your exploits have been recorded and released in the form of a dime novel. You're often recognized in town as the hero of the novel (50% chance each time you enter a new town) and gain the adoration of the town that results in free food, drink, and often a place to rest your head. Social interaction rolls gain a +2 bonus when you're dealing with someone who has read about your exploits.
59-60	You stumble upon some horse rustlers that have just made off with several horses from a local ranch. After rounding the rustlers up and collecting the bounty of $100 dollars, you return the horses back to the ranch where the grateful owner gifts you one of the prettiest and hardy stallions you've ever seen.
61-62	A whirlwind romance has you overwhelmed as you watch the object of your affections watching through the window as the train pulls away. Though a parting of ways was necessary to keep your saddle on the trail, you know that love is waiting for you should you make it through the dark state of the land. Your future better half is well to do and owns hotels all across the country. Any time you ride into a new town, there is a 40% chance your sweetie owns a reputable place for you to find a hot bath and a little piece of mind. You will be given free room and board, including food, by the staff that wish nothing but to make you happy.
63-64	You rode into town to witness a fella drop from the noose for crimes that certainly fit the punishment. When you awaken early that next morning with the newly dead fella sitting in your room holding your gun belt, you have no option but to listen. It seems the man was framed and he's come back from the dead as a legendary tommyknocker. Not one to turn away from a good soul seeking vindication, you ride off with the dead-head and help find the proof needed to clear his name along with rounding up the true criminal to take back to town. You not only claim an appropriate bounty (2d100 dollars) for the crime, but earn the favor of a tommyknocker that might gallop in to save your hide during a time of need. Judges should create an appropriate NPC to be used on the given day.
65-66	Your travels with a mystic monk resulted in helping them eradicate a threat to a dear uncle that runs an apothecary in the town the poor man was being harassed in. As a result of your heroism, the man prepares compounds for you that will help you survive the perils of the wilds. You receive four elixirs that restore 1d8 hit points in addition to four that grant a reroll of any non-magical poison save.
67-68	You hadn't planned on doing any work while your posse was off visiting family, but when the Pinkerton Agent showed up with that stack of cash ($100), you figured it was time to buy those new boots. The cabal of cultists you broke up were dedicated to some giant fish calling himself Dagon. You aren't without some scars from the battle, but both you and the agent lived to see the light of day and rescued quite a looker from a blood-stained altar. You not only have a new pair of boots fashioned from deep-one hide delivered to your room, but wrapped in canvas is a Pinkerton badge that'll get you intel and possible assistance whenever you are in the big cities.

CAROUSING TABLE (CONT.)

ROLL 1D100	RESULT
69-70	You befriend a Native American shaman while out on a hunting trip taken to unwind from the stress of stalking the horrors of the night. The shaman wanders into your camp one starless night and shares a mystical tobacco after you share some of the rabbit cooking on the spit. The two of you take a trip to the spirit world where you help him hunt a creature plaguing his tribe by way of a horrible disease. After a horrific battle, the creature is slain, but the shaman perishes in the process. He asks that you take his physical body and belongings to his tribe where his heroic deeds can be recorded. His spirit often visits you, and by spending a Boon and touching a raven tattoo you awakened with after the trip to the spirit world, you may ask for guidance from the spirit by asking a yes or no question.
71-72	Earthbound angels exist and are gathering in numbers for some unforeseen event. You've been shadowed by one for several days and are determined to be a valuable player in the game between the light and the dark. For 1d7 days, you gain a Boon each day upon waking up and find your favorite weapon has undergone a change. The weapon gives off a faint glow that inflicts +1 damage to foes on the Path of the Damned.
73-74	You help break the case of a local sheriff framed for crimes he didn't commit. The man is forever grateful to you and will always lend you the arm of the law when it comes to gathering intel or wiring other agencies on your behalf. All of this plus you're a regular at the table where his wife makes some of the best squirrel dumplings!
75-76	You find yourself in one of the largest barroom brawls you've ever seen, but alongside a luchador, you help the owner/barkeep throw the troublemakers into the street. You gain a permanent friend with the barkeep, who puts you up and keeps you fed and "hydrated" anytime you're in town.
77-78	You invest all your spare cash in a get-rich-quick scheme selling shares of a mine. Roll 1d8, modified by Luck. (1-4) you lose it all, and the con man is last seen riding out of town counting their cash; (5-7) you get back your money + 20% more, but everyone else loses, and the law is looking for you; (8+) it was a great deal after all, and you make a return of double your investment plus gain the respect of fellow investors in town.
79-80	You spend several days helping the local pastor build a barracks to house a group of youngsters orphaned by a supernatural attack on their wagon train. The young pastor tells you that you've got the heart of a lion, and he can sense good things coming for you. He puts a good word in for you during daily prayers for the next d7 days. For each day, you gain 1 Boon and a +1 save bonus to all Will based saves.
81-82	You knew better than to venture out in the canyons outside of town. Rumors of the Jackals gang were true and you were under prepared. Fortunately, they took a shine to torturing you along with a young luchador who had tried to bust up the gang and return stolen horses to his border town. Working up a sneaky plan with Hector "La Llama Azul—The Blue Flame", you not only escaped but turned the tables on the gang! You split $50 a head (1d8 gang members) with your new friend and accompany him back to his village where you are treated like true heroes. You also learn some fancy wrasslin' moves while there and are considered to be skilled at wrestling.
83-84	You attempt to drown yourself in cheap whiskey, companions of negotiable affections, and games of chance, but the whiskey is watered, the companions unwilling, and you find yourself overcome with ennui. In your tedium, you find yourself listening to the drunks and old men gathered around the pot-bellied stove. One of the old coots happens to know a lot about the goings on in town and will serve you well for a bottle of bottom-shelf hooch. You gain 1d4 hints of gossip that might help you with your next venture.
85-86	Your time away from the posse has you crossing paths with a sin-eater. The man has a task that places him against overwhelming odds, so why not add your guns to help even the odds a little. As fate would have it, lady Luck took a shine to you both, and an army of deadpokes were laid to rest the "hard way" along with the warlock that had conjured them up! As a token of thanks, the grim hero gives you a talisman in the form of a raven. This wondrous item allows you to step into the spirit world (use the same rules for the sin-eater ability). They also promise to catch your soul when your day of reckoning passes and personally guide you from the shores of the River Styx.
87-88	You spent the better part of 24 hours chasing the worm at the local saloon, blacking out after several dances with an attractive distraction that had slightly feral features. They took you on a tour of the town. You awaken with a full chest tattoo of a black cat. As long as you show kindness to felines that cross your path, the tattoo allows you to shrug off 1 Hex token per day and also benefit from a -1d bonus to any fumble roll.

CAROUSING TABLE (CONT.)

ROLL 1D100	RESULT
89-90	A vision quest sounds like a great idea, until you wake up at the end of it, coated in your own vomit, lying across from a talking rabbit dressed in gentleman's clothes. The rabbit seems annoyed but answers the questions you have about the universe and some of the many secrets it holds. Offering to butter up and fry the carrots you bought for your horse seems to give the well-dressed hare a different view of you. He leaves you with a four-leafed clover that offers 1 Boon by pulling a leaf. Only one leaf may be pulled per 24 hours.
91-92	You're lucky at the tables tonight! Gain 3d4x20 dollars and a pocket watch from a traveling salesman. The pocket watch is made of a strange blueish-green metal, has two black and two silver hands, and seems to keep two separate times. When the hands align, there will be a confluence of planes allowing the user to step into and out of the spirit world for 24 hours.
93-94	After you buy a dusty stranger their drinks for the night, they spend a few minutes talking with you before knocking back their final shot and muttering something about having to be going. They grab your hand in thanks and turn and bolt out the door, leaving you holding a verdigrised amulet on a corroded brass chain. The heavily weathered amulet, once seen in good light, depicts a shark-toothed, distorted human face with disquieting glyphs graven around the edges. *The amulet provides +1 to Fort checks and allows the wearer to absorb oxygen from water through their skin (effectively extending the amount of time you can hold your breath under water by a factor of 5), but it is stolen from a cult of Dagon, which is hunting for the bearer.*
95-96	The populace of the next town you find yourself in believes you to be the long-lost heir of the town's recently deceased mayor. You look like them, talk like them, and by gosh you even smell like them. The upside is you are given the home and inheritance that the dead mayor left behind (a nice two-storey affair with 10 acres of prime land and $200 in cash from the inheritance), the downside is that you were betrothed at birth to the now-grown child of the town's next most prominent citizen—the sheriff, who is known to be a stickler for contracts.
97-98	Losing a horse is always hard on a cowboys soul, but when a tainted heathen that aims to end the world is the cause it, it just makes it that much worse. Sometimes the bond between man and beast holds true, even upon death, so when that alabaster stallion showed up to the campfire and took a knee, there was no doubting the spirit had found its way back to a new vessel and with some extraordinary new abilities. The stallion can now cross into the spirit world (follow the rules for crossing over for sin-eaters—the owner must pay the Personality cost) and shares a strong sense of empathy with you. Simple commands will be followed, and the horse will fight to the death for you should the time arise.
99-00	There are those that play small roles in the unseen game between the light and the dark, and then there are those destined to play a major part in the war for humanity. Lady Luck, a benevolent "goddess" watches over the comings and goings of earth's brave heroes and has taken a particular shine to your hide. Your part in the story has yet to be revealed to you, but you feel destiny tickling your bones when things get rough and you make it out of a scare by the skin of your teeth. You begin each day with a Boon token to signify Lady Luck keeping her eye on you and gain a +3 modifier to roll the body checks



EXPERIENCE POINTS AND LEVEL ADVANCEMENT

One of the most rewarding parts of playing an RPG is watching a character you create grow and develop into something legendary. Additional hit points, improved special abilities, and learning new spells are just a few ways a character improves as they continue to complete adventures and live to tell the tale.

Each adventure contains a series of encounters that characters must survive in order to live to fight another day. Encounters may be combat oriented, involve solving puzzles, or even evading traps just to name a few. No matter the form an encounter takes, successfully surviving it results in a predetermined amount of experience points. With enough accrued experience points, a character can advance to the next level and begin to enjoy all the benefits offered according to their class description at their new level.

Judges should award experience points to any character successfully surviving an encounter during gameplay. Experience points are rewarded for surviving the encounter, not for each creature, trap, etc. that the character faces. Standard encounters that have an average degree of challenge are worth 2XP. For easier or more challenging encounters, use the chart below.

Suggested XP Awards

XP Description

0 Encounters that offer no risk to the posse by suffering no damage or losing no resources should not help them advance in experience.

1 Encounters that impact the posse minimally by suffering damage or lost resources typically fall into this category. If they don't break a sweat, they earn a minimum XP reward.

2 A typical encounter where members of the posse suffered damage and had to utilize some of their resources, but the result was still a success without fatalities.

3 Encounters that proved to be truly challenging, even with the best laid plan. Considerable damage may be suffered with members of the posse walking away with a permanent reminder of the encounter. Fatalities are sometimes incurred.

4 Surviving by the skin of your teeth while suffering massive amounts of damage, possible fatalities, and maybe even a forced retreat qualifies for the highest reward in xp.

Additional experience could be rewarded for: finding a trap, solving a puzzle, or even developing a plan that ultimately saves the day. Judges should weigh the challenge rating of the task being considered and use the same 0-4 XP scale.

Class related XP

Judges might consider awarding characters a set amount of XP based on tasks performed that relate to their specific class or occupation. 1 or 2 XP should be awarded assuming the character spends the necessary time and required resources to realistically accomplish the task. Below you'll find a few examples of class-related tasks that might earn a reward.

- A revelator spends an extra week in town after a successful adventure to help put a new roof over the local orphanage.
- Spending hours in the local town hall of records leads the occultist to the distant family of a deceased miner that discovered a fallen meteorite. The family offers a small portion of the dust to help further the current studies for a new spell the occultist is devising.
- A calavera encounters a restless spirit refusing to pass to the afterlife until his widowed wife receives the roses he was carrying to her before being accidentally trampled by a panicked horse.

Alternate XP System

Character level advancement is relatively quick during the first few levels of game play but begins to slow as characters grow in power. You simply don't reap the rewards that come with playing a high-level character until you've paid your dues and earned the precious XP required to advance.



For one of many reasons, a judge might wish to put their posse on a faster track for advancement. Maybe members of the group will be moving away in several months, or it could be that the group splits time between Weird Frontiers and another RPG, meaning advancement slows to a crawl. It is rare that a player ever gets to see his favorite character achieve those unattainable higher levels before the campaign gets derailed for one of a 101 other reasons. Simply put, life gets in the way!

Allow characters to advance after completing a number of full adventures equal to the level they are on. For example: It takes two adventures to go from level 2 to level 3, and three adventures to go from level 3 to level 4, etc. Typical adventures last two-to-three sessions, which means a group meeting weekly would reach 5th level in just five to six months.



LUCK

The world of Weird Frontiers is one where the players portray heroes destined to play some important role in an end-game that might just spell the end for all living things. The truth to the matter is that much more is at stake than the characters and the world they live in, devouring the earth along with all her inhabitants is just the tip of the iceberg. The imprisonment of the Elder Gods didn't happen without some outside help from benevolent beings existing on the fringe of the cosmos, these "dead gods" as they're referred to by occultists that specialize in legend & lore had much to gain by the imprisonment of the Elder Gods, and considering the cosmic stakes, several of these benevolent entities have taken a renewed interest in the fate of humanity, often lending assistance by way of a "stroke of luck."

A character's current role in the grand scheme of things is often measured by their current Luck ability score. Those with higher scores have more Luck to spend, meaning they may be fated to serve an important role down the road. Characters with low Luck scores are assumed to be the sacrificial pawns needed to help get those chosen for bigger things from point A to point B.

In game terms, Luck can be used to aid characters in the following ways.

Modifiers: Luck modifiers are applied to certain specified class related abilities in addition to critical hit and fumble rolls (see the Classes chapter for more information). Luck also modifies one specific type of roll which is determined by rolling on the Lucky Sign/Birth Augur table found on page 23. *Remember, that although Luck scores fluctuate during play as characters burn away the stat during times of need, the original modifier will always apply to the Birth Augur/ Lucky Sign chart. A character that begins the game with a +2 Luck modifier to poison based on their Lucky Sign roll will always have this modifier, regardless of how low their Luck store goes.*

Luck checks: Characters often find they're facing overwhelming odds or a task for which they're not prepared or have no skill in. Judges may wish to allow the player to make a "Luck check" in these instances, which involves rolling at or under the characters Luck score to have a slim chance at success.

Heroic effort: Any character may choose to burn any number of points from their Luck ability score to help increase the success of a die roll. Each point of Luck permanently spent in this fashion grants a +1 bonus to the desired roll.


Corres
18

Staying on the Path: Characters consistently staying on their chosen path sometimes find themselves rewarded with Luck for staying true to their moral compass, while those who stray often find themselves penalized for acting against the fate supernatural patrons have tethered to the hero.

Luck as a reward

Luck is spent much more easily than it is earned, and it is only through the course of adventure and great heroics that a character even has a chance to replenish spent points. Judges should use the chart below to help determine appropriate times to award and sometimes remove this precious commodity.

LUCK AS A REWARD TABLE

ACTION	MODIFIER
Completing a successful adventure brings the posse one step closer to a cosmic event they are destined to take a role in. Characters acting in accordance with their chosen path while completing one or more objectives results in favor from a powerful entity with a stake in the end-game.	+1 to +3 awarded at the end of an adventure.
Characters willingly drawing the ire from an outside power (such as a powerful demon, angel, patron, or even Elder God) will find their mangy hides cursed. The offense must truly warrant the attention of the entity and includes destroying temples or shrines dedicated to the power or slaying one or more members dedicated to serving it.	-1 effective immediately after completing the offending act.
Going against one's chosen path causes a minor ripple in the ebb and flow of fate much like a butterfly effect. While characters are free to sway from their current paths during an adventure, the powers that be often like to remind characters of their displeasure in the decision that causes the hero to stray from their course.	-1 effective immediately.
Succeeding at tasks that benefit higher powers, whether directly or not, often results in a reward to reflect the gratitude of the entity benefitting from the deed.	+1 awarded at times of testing.
Finding favor with a higher power by direct involvement or helping a creature that is known for granting good luck.	+1 awarded at the whim of the creature.
Knowingly disobeying a higher power or breaking a contract with a dark patron that the character has some form of dealings with.	-1 awarded at the time of disobedience.



CHAPTER SIX

MAGIC ITEMS

I ain't afraid to die anymore.
I've done it already.

— *Hugh Glass, Revenant (2015)*



MAGIC ITEMS

THE RARITY OF MAGIC

Sensing the coming of the second age of magic, long forgotten artifacts have begun to stir in the ancient tombs that have held them safe for centuries.

Ancient ley lines that have been dormant through several ages of mankind now stir as a direct result of the events of the Seven Days of Night. The energies embrace the Earth in a web of energy that serves to feed all things arcane, including the heroic classes found in the Weird Frontiers RPG.

While the arcane energy needed to fuel spellwork is once again abundant in the world of Weird Frontiers, those capable of mastering it along with the items that draw upon it to produce wondrous effects are few and far between. Considering this rarity, magic items placed in adventures should be examined carefully for the effect they'll have on gameplay and awarded only after characters have risked life and limb over the course of several sessions to procure the arcane item.

One of the wonderful elements found in the DCC rulebook is in how magic is treated so that it truly feels "wondrous" during a typical gaming session. Don't take typical routes when creating a magic item! Breathe a story into it and give it powers that serve to make it something memorable!

CREATION OF MAGIC ITEMS

The items included in the **Reliquary** section (pg 637) of the Weird Frontiers RPG will give a judge plenty of wondrous creations to plug into a Weird Frontiers campaign. In addition to using these items in your games, use them as fuel for your own machinations. You'll notice no standard tables are provided for creating items. Instead, the listed methods for creating items have been left intentionally vague to challenge a judge to break away from random rolls when creating arcane items. Judges are encouraged to use the following guidelines when they decide to flex their creative muscle by adding something special to the existing reliquary found within these pages.

Back story- Remember that magic has found its way to the West with the re-emergence of long dormant ley lines, but wondrous items that harness arcane energies are still a rare find in the weird West. Take the item you intend to create and give it a story to reflect its rarity! Start by giving the item a name and background that includes why the item was created. Was it born spontaneously as a result of strange events or purposefully created with some ultimate goal in mind?

For example, let's use a typical farm scythe as a base for our item. Daniel Fortner was one of thousands of settlers aiming to stake a claim on a nice parcel of land. This land would serve as a bastion for a promising future. The forest will provide the timber for a new home, while rich farmable soil will provide food for his bride and the baby kicking in her belly.

Unbeknownst to Daniel, the land purchased with his life savings is blanketed with tainted energies causing anything built or planted on the land to corrupt and warp. Cabin walls built from timber pulled out of the dark woods begin to bow, weeping a strange crimson sap, while freshly plowed fields produce crops of grain and vegetables that come out of the ground with a disturbing appearance, often inducing mutations in those foolish enough to eat them.

Pleas from his wife to leave the cursed land are ignored; Daniel refuses to give up his land, instead slowly succumbing to tender whispers of madness that comes calling when the sun sets and he's still working the fields, often literally til his hands bleed. "The crops are thirsty" he'd mumble to his wife. Childbirth is never easy for settlers in the West, and when both his wife and child perished as a result of "complications," Daniel took to the crops in a blind rage, determined to raze anything taking root in the tainted soil with the scythe—convinced the land had taken his family. Death claimed its third victim as the sweat from Daniel's

hands caused the scythe to fly from his grasp, landing in a patch of sickly gourds. As he moved to retrieve the tool, one of the black vines coiled around his ankle causing him to land upon the edge of the waiting blade. As the last of his blood seeped into the earth, the tainted ground stirred, opened, and swallowed both man and the bloodied scythe he held on to.

The scythe would resurface a few years later; a quasi-sentient magic item possessed by a sliver of the insane spirit of the ill-fated farmer, hell-bent on destroying things growing from tainted soil. "The Whistling Blade" gets its name from the ghostly whistling of a song Daniel uttered while working the crops.

Game balance- Careful thought must be given to a magical item with regards to how it affects balance during gameplay. You don't want to tilt the game in favor of players any more than you'd want an item created for a cult leader to wipe out the party. Consider the classes in the group and the special abilities and ability score modifiers each character has before determining the magic item's properties. Would an item with a modifier to attack rolls result in the owning character never missing an attack roll or add to an already formidable bonus to damage?

Which character do you think will claim the item? Judges may wish to design an item specifically for a character after giving consideration towards the chosen character's class abilities and modifiers. While there's no guarantee that the item will make it into a character's hands, clever judges can use story effects to "gently" steer the magic item into the hands of the character the item is intended for.

We continue our example by giving the "Whistling Blade" a +1 bonus to attack and damage rolls. The weapon also desires nothing more than to destroy non-tainted vegetation of all types, including creatures composed of vegetation (like golems not following the Path of the Damned) and immediately blazes to life when held within 20' of such matter inflicting an additional d6 fire damage on a successful attack, setting the target on fire (50% chance).

Caveat- Magic items can be balanced or kept in check by imposing some sort of cost or penalty for its use. The price of using the item's powers should be kept in line with the added level of might they bring to the adventure, with more powerful abilities often coming with a price heavy enough to make the owning player think twice before using it.

In the case of the Whistling Blade, we have an item designed for a 1st or 2nd level character. Even when used against its chosen enemy, the extra damage isn't typically a "game changer." Magic items can also "grow" with their owning characters as they level up. Rather than have the item eventually thrown in the saddlebags when something more powerful is found, why not give it a means to grow and develop as part of a character's legend?

A fair caveat would be that the weapon is infused with the same taint that ended Daniel's life. The weapon dislikes being used against its "tainted kin" and the shaft of the weapon bursts with black thorns anytime tainted vegetation (anything on the Path of the Damned) is attacked, inflicting 1hp of draining damage each round the magic item is used in this way. Should the character using the item reach 0 hit points by way of the draining attack, their soul becomes trapped in the staff, permanently increasing attack and damage modifiers by an additional +1/+1.

Personality- The item you create doesn't have to talk or project flaming script in the air, but you can certainly give it a sliver of a "soul" with minimal effort. Most magic items come into existence by way of great passion married to hundreds of hours of research, trial, and error (except for rare cases when items are born during moments of great loss or triumph). Judges may wish for the personality to manifest with minor in-game effects or major game changers should the item be used in a way that goes directly against its purpose. Does the magic item glow and grow warm to the touch when near those it is aligned with, or grow cold and develop an icy sheen of frost when wielded by a character following the opposite Path?

Let's make the Whispering Blade pulse with a ghostly light when within 50' of non-tainted vegetation. Additionally, the blade sweats tears of blood within 50' of where a woman or child has died within the last 24 hours.

GUN MAGIC

Though magic items from ages past are resurfacing as a result of the events of the Seven Days of Night, none strike more fear and awe than a firearm baptized in the primal essence of magic. Scholars of the esoteric rarely agree on the method of creation for magical firearms, but some postulate the weapons hold willing spirits that followed the Path of the Righteous, still hungering for justice in such a way that it keeps them from crossing into the afterlife. Other experts on the subject think the weapons were ancient to begin with but carry such power that they manifest into more commonly found weapons found in the current age. What if the legendary sword Excalibur was discovered in the 1800's. What sort of powers would the weapon possess, and would it be better suited taking the form of a beautifully engraved LeMat revolver?

One thing all scholars of the subject agree on is that in capable hands a magic firearm is a weapon of destruction, sure to play a role in whatever endgame is happening between mankind and Elder Gods eager to reclaim their thrones on Earth and rule over man.

Magical firearms share the following traits:

- ♠ No two firearms are identical unless the items are created together to be used as a pair.
- ♠ Magical firearms are typically pistols, though judges are free to use any gun as a base for the weapon.
- ♠ Magical firearms hold some level of intelligence and are considered to walk a Path. Magical firearms also have individual desires and motivations.
- ♠ Magical firearms often have properties that relate to the method or materials used to create it in addition to other factors (weather, plane of origin, traits of the creator, etc.).

Judges wishing to create a magical firearm can use the following tables to help flesh out something they have in mind or create one randomly by rolling the appropriate dice. In the rare instance a gunslinger takes ownership of a magical firearm, it should be assumed the spirit possessing their ghost irons shifts to take control of the new magical firearm. As long as both possessing entities share the same Path, the magical firearm functions fine, but should the two entities follow different Paths a contested (d20) roll must be made at the beginning of each day to determine which entity manifests for the day. Should the spirit possessing the ghost irons lose the contest, a gunslinger loses all imparted abilities (spectral leash, trick shot, etc.).

Creation Process

- ♠ First, determine the type of pistol by rolling d% on table 8-1.
- ♠ Next, roll on table 8-2 to determine the firearms chosen path.
- ♠ Then roll d% on table 8-3. Read across the table to see how this result determines six aspects of the firearm's abilities: plus, Intelligence, banes, communication, special purpose, and powers.
- ♠ If the firearm has banes, roll d% on table 8-4 twice for each bane.
- ♠ If the firearm has a special purpose, roll the appropriate dice on table 8-5 for the special purpose.
- ♠ If the firearm has a power, roll d% on table 8-6, 8-7, or 8-8 for each power.

Table 8-1: Type of Magic Firearm

Roll 1d100	Pistol Type
01-15	Starr Army revolver
16-30	LeMat revolver
31-80	Colt Walker
81-00	Remington Model 1858 New Army

Table 8-2: Magic Firearm Path

Roll 1d100	Path
01-40	Path of the Righteous
41-60	Walking the Line
61-00	Path of the Damned

TABLE 8-3: MAGIC FIREARM CHARACTERISTICS

D%	ATTACK BONUS	INT	COMMUNICATION	NUMBER OF BANES	DICE ROLLED FOR SPECIAL PURPOSE	POWERS
01-50	+1	1d6	None	None	1d12-6	50% chance of one Type I power
51-75	+1	1d6+2	Simple urges	1	1D6	76% chance of one Type I power
76-85	+1	3d4	Simple urges	1d3-1	1d6 then 1d6+6	One type I power, 50% chance of one Type II power.
86-90	+1	2d6	Empathy	1d4-1	1d12	1d3 type I powers, 75% chance of one type II power
91-94	+2	2d6+2	Empathy	1d4	1d8 then 1d14	1d4 powers of type I or II (50% chance for which), 50% chance of one type III power
95-96	+2	3d6	Speech	1d3+1	1d14 three times	1d4+1 powers of type I or II (50% chance for which), 75% chance of one type III power
97-98	75%/+3 25%/+4	3d6+2	Telepathy	1d4+1	1d6 then 1d6+6	1d4+1 powers of type I or II (50% chance for which, plus one type III power
99-00	50%/+3 35%/+4 15%/+5	3d6+4	Speech & Telepathy	2d4	1d6 then 1d6+10	1d4+2 powers of type I or II (50% chance for which, plus 1d3 type III powers



TABLE 8-4: MAGIC FIREARM BANES

For each bane (as determined by table 8-3), roll twice on this table: once to determine the type of bane and a second time to determine the effect when battling the bane. Ego check = opposed Int check against bearer.

D%	TYPE OF BANE	EFFECT WHILE BATTLING BANE
01-06	Spirits	Bullet proof. When successfully attacked by bane, wielder may attempt a Fortitude save w/ DC matching the attack number to reduce damage by 1/2
07-10	Giants	Intense feuding! Firearm urges immediate violence.
11-15	Lycanthropes	+2 attack and damage bonus
16-24	Un-dead	+2 attack and damage bonus
25-34	Spell casters	Skeered ain't ya? Bullet striking the bane forces an immediate Grit check with a DC 15 as the bane realizes the end may be near. Failure forces the bane to try and flee directly away from the pistol at full movement. If bane is forced to fight it suffers -1d to attack rolls until able to flee.
35-41	Demons	Lightning draw when facing bane; ego check or wielder gains +4 to initiative and an additional attack for 2d6 rounds, then is exhausted at -4 Stamina for 1d6 turns thereafter.
42-51	Dragons	Bullet bender! Wielder no longer needs line of sight and can place a spin on bullets causing them to drop, rise, or turn corners. Targets no longer gain cover bonuses.
52-54	Creatures on opposed Path.	Achilles strike! Wielder knows just where to shoot the bane for max result. Attacker scores criticals against bane at 1 more result on the die (e.g., if normally score criticals on 19-20, now score on 18-20).
55-57	Vampires	Beacon of hope—allies within 100' engaged in battle against bane gain a +2 bonus to all saving throws and Grit checks.
58-59	Elementals	Beacon of fury—firearm attempts to persuade everyone that it can communicate with to attack the bane under any circumstances (ego check for wielder and potentially others).
60-62	Healers	Free Bleeder! Wounds against bane continue to bleed, inflicting an additional 1 hp damage (cumulative) per round after hit until magically healed, so a bane target hit by three successive shots from the pistol takes 3 hp damage per round thereafter.
63-64	Men	Soul thief. Wounds inflicted upon the bane steal one random special ability for 24 hours. The effect is cumulative. Should the target not have a special ability, it instead suffers a -1 to attack for each hit.
65-66	Fey	Crippling shot. Bullet clips a limb used for Movement on the target bane, reducing movement by -5' for each successful shot to a minimum of 5'.
67	Golems	Tracer fire. A fiery bullet marks bane so it is more easily attacked; allies can fire into melee between wielder and bane at no penalty and no chance of hitting wielder. Allies attacking bane with missile fire within 100' of firearm receive a +1 attack bonus.
68-69	Gamblers	Bullet proof. When successfully attacked by bane, wielder may attempt a Fortitude save w/ DC matching the attack number to reduce damage by ½.
70-72	Serpents	Right in the tenders! Shot inflicts an additional d10 damage and stuns bane for 1d3 rounds unless a Fortitude save w/DC matching the attack can be passed.
73-75	Shape changers (non-lycanthrope)	Now Git! With a successful hit, bullet snares the target in an arcane web, sending the bane back to its native plane or lair (Will save to resist vs. DC matching the total attack roll).
76-77	Murderers	Ye' hit muh' funny bone! Each shot temporarily paralyzes one random limb of the bane. Take the total number of limbs including head and randomly roll. The bane loses use of the limb for d4 rounds unless a Fortitude save w/DC matching the attack roll can be passed. Head shots result in blindness rather than paralysis.

TABLE 8-4: MAGIC FIREARM BANES (CONT.)

D%	TYPE OF BANE	EFFECT WHILE BATTLING BANE
78-80	Lawmen	That looks infected! Bullet inflicts an additional 1d6 damage to bane, then 1 point of damage each additional round until the wound can be treated.
81-84	Plant based creatures	Summoning: when battling bane, pistol can summon reinforcements, which are a creature type antithetical to the bane (per judge's discretion) of total HD equal to half of wielder; firearm can summon 1/day with a 50% chance of success for a duration of 1d4 turns.
85-87	Divine creatures	Bloodhound bullet. Bullets can be fired at invisible targets as it "sniffs" out the bane. If the first shot strikes AC 10 the bullet causes no damage but traces an outline of the bane allowing the wielder to fire additional shots with no penalty.
88-89	Infernal creatures	Bad omen. The bane sees its imminent doom each time it gazes upon the firearm. The bone chilling certainty of death results in a +3 AC bonus to the wielder of the pistol against attacks made by the bane.
90-91	Extra-planar	Vital seeker. The bullet is drawn to the more vital organs of the bane, gaining a +1d attack bonus.
92-93	Mythos creatures	Brutal damage. The bullet increases the damage die by +1 against bane as the round shatters and scatters, inflicting horrendous internal damage.
94-95	Elder Gods	Crippling round. Bullet is drawn to vital organs of bane, gaining a +1d to both attack and damage rolls.
96-00	Roll again twice	Meet yer' maker! When bane is struck, it must make a Fort save (DC = 1d20+10) or instantly die.

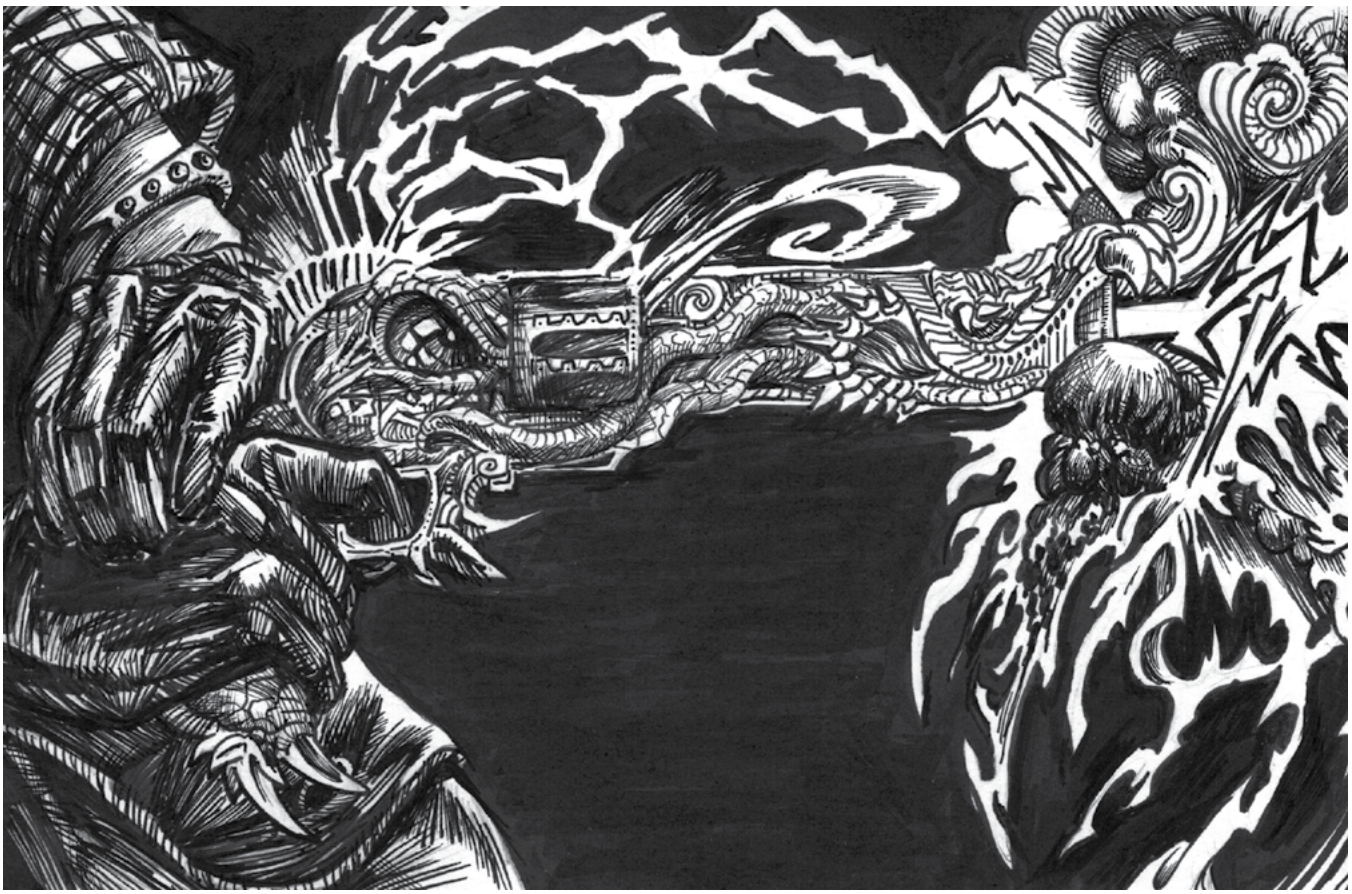


TABLE 8-5: MAGIC FIREARM SPECIAL PURPOSE

Roll 1d16 and cross-reference to the pistol's chosen path

ROLL 1D16	PATH OF THE RIGHTEOUS	WALKING THE LINE	PATH OF THE DAMNED
0 or less	No special purpose	No special purpose	No special purpose
1	Enforce the law	Avoid conflict whenever possible	Break the law
2	Defend the innocent	Avoid killing	Abuse the weaker man
3	Eliminate the corrupt and unjust	Try to make peace between the Righteous and the damned	Pursue alliances with the greedy and ruthless
4	Eliminate murderers	Live life as a loner	Eliminate those who snitch and interfere with plans of those that follow the Path of the Damned
5	Eliminate thieves	Bring balance to corrupt towns	Become wealthy by way of crime
6	Imprison the wanted	Choose no sides	Free those following the Path of the Damned
7	Perform charitable acts	Strive for inner balance	Regularly commit the seven deadly sins
8	Fight against the incoming tide of tainted lands and people	Champion things without a voice in the world.	Protect and nurture lands and peoples infected with the taint of the Elder Gods
9	Eliminate those who prey upon children	Destroy written works and artifacts dedicated to religions following the Path of the Righteous and the Path of the Damned	Eliminate those who spread the word of faiths devoted to the Path of the Righteous
10	Eliminate servants of the infernal legion (devils and demons)	Strive to maintain balance between the infernal legion and the celestial host	Eliminate servants of the celestial host (angels and heavenly agents)
11	Once per week, track and eliminate one follower of the Path of the Damned	Eliminate one follower on the Path of the Righteous for every follower of the Path of the Damned you eliminate	Once per week, track and eliminate one follower of the Path of the Righteous
12	Never spill the blood of an innocent	Never spill the blood of an animal, domestic or wild	Never spill the blood of a sinner on the Path of the Damned
13	Build a town for those on the Path of the Righteous	Eliminate the most powerful of the Righteous and the Damned from a town	Destroy a town filled with those on the Path of the Righteous
14	Slay a specific Elder God and all its minions	Visit the Dreamlands and perform a quest for the Queen of Spiders to secure a haven for yourself for when the Elder Gods return	Slay a patron following the Path of the Righteous and all its followers
15	Prevent the second coming of the Elder Gods	Prepare yourself for survival when the Elder Gods return	Prepare the world for the second coming of the Elder Gods
16	Roll again twice	Roll again twice	Roll again twice

TABLE 8-6: MAGICAL FIREARM POWERS, TYPE I: NATURAL POWERS

ROLL %	POWER
01-05	The pistol allows the wielder to understand any language if it's being held.
06-10	The wielder is capable of pulling his shot to cause non-lethal damage.
11-15	The pistol can "smell" magic, tracking it like a bloodhound. The pistol is skilled at tracking and gains a +4 bonus when magic has been used within 24 hours.
16-20	While the pistol is being touched, the owner can detect a lie by way of a slight vibration given off from the handle of the gun.
21-25	The pistol serves as an empathic link between the owner and their mount or companions (horses, dogs, etc.). Basic emotions and desires can be relayed, heightening the relationship of the animals and their human companion.
26-30	Weather can be predicted accurately within a mile radius by holding the pistol in the air. The pistol is also capable of summoning a storm with moderate rain once per week.
31-35	The pistol begins to glow faintly within a mile of unmined gold. The closer to the source, the brighter the pistol glows.
36-40	Land and people affected by the taint of Elder Gods can be detected by the pistol when in hand. Within 1 mile a slight vibration can be felt and grows stronger as you get nearer.
41-45	Un-dead within 30' cause the pistol to glow with an eerie blue light.
46-50	While gripping the pistol, the owner can discern what Path a target is following by way of a colored aura appearing around their body: blue= Righteous; rainbow=Walking the Line; black= Damned.
51-55	While gripping the pistol, the owner gains night vision up to 60'.
56-60	While within 30' of a shapeshifter the pistol pulses with an amber glow.
61-65	When placed on a flat surface, the owner can ask the pistol a yes or no question. Once asked, the owner must give the pistol a spin. Should the barrel point away the answer is "Yes." Should the barrel point towards the owner the answer is "no." 1d3 questions may be asked a day.
66-70	While within 20' of a secret door or hidden passage, the pistol will begin to pulse with a bluish glow.
71-75	When pointed in a specific direction, magic items or objects laced with magic will glow to the owner specifically.
76-80	Creatures within 30' considered Fey cause the pistol to glow with a pale green light.
81-85	Sleeping with the pistol under the owner's pillow at night acts as a warning system that will shock the owner awake by way of a horrific nightmare. As a result, the owner can never be caught by surprise while sleeping.
86-90	The pistol casts up to a 20' globe of darkness or light within 60'. Pistols aligned with the Path of the Damned produce darkness, while those of the Righteous produce light. Should the pistol Walk the Line, the globe manifests as a fog. Once manifested, the globe can be moved up to 20' per round as long as the pistol wielder remains concentrating. The power can be used once per day.
91-95	The pistol grows warm to the touch when a target following the opposite Path as that of the pistol comes within 50'.
96-00	Owner gains the ability to see the invisible as well as objects in the spirit world.

TABLE 8-7: MAGICAL FIREARM POWERS, TYPE II: COMBAT

ROLL %	POWER
01-05	Bullets fired from the gun can be made to ricochet off any available solid surface, effectively denying targets of any cover.
06-10	As a free action, a handful of bullets can be thrown into the air which causes the pistol's cylinder to eject spent rounds and draw in the new load. Reloading is a free action.
11-15	Bullets ignite with the fires of hate as they speed towards the target, causing an additional d6 damage from internal burns. Should the Path of the target be the opposite of the pistol, the rounds inflict 2d6 additional burn damage.
16-20	Each successful strike drains 1d3 Agility from the target and immediately transfers the stolen points to the gun owner. Only one target may be affected at a time by the power, and the gun owner's Agility can never rise above 21—all additional Agility points are simply lost. Lost/gained Agility returns to normal after 24 hours.
21-24	Each round fires with the chilling touch of death infused within. Bullets striking targets inflict an additional d4 cold damage and they must immediately pass a Fortitude save with a DC matching the total attack roll to avoid being stunned on their next action.
25-29	The pistol can absorb up to a d8 damage of any fire, cold, or electrical damage the gun owner suffers and adds the absorbed damage back to the next round fired. Each separate attack that strikes the gun owner allows a separate bullet to be "charged." The energy dissipates if unused within 24 hours.
30-32	Once per turn, a bullet can be fired into the air that creates a concussive force that inflicts d10 sonic damage, forcing all within 30' to pass a DC 12 Reflex save to avoid being knocked prone from the force of the blast.
33-37	Bullets can pierce the veil, inflicting an additional d6 damage to natives of the spirit world and granting a +1d bonus to Crit table rolls.
38-39	Once every 24 hours, the gun can be designated to be especially fatal to one type of creature. The owner must tell the judge what type of creature he wishes to name (un-dead, shapeshifters, fey, etc.). Successful shots gain a +1d to attack and damage rolls and also gain a +1d to Crit table rolls.
40-44	Targets successfully struck lose one point of Luck permanently as the pistol's owner gains the syphoned mojo. The total of leached Luck can never go over 21, and unused points simply vanish after 24 hours.
45	Widowmaker—any critical hit instantly results in death to the target unless a Fortitude save with a DC matching the total attack roll can be passed. Yes, you are truly a badass.
46-50	Vampiric kiss. Each time a target suffers damage from the gun, 1 point of the total damage can be used to heal the pistol's owner. Hit points cannot be raised more than 10 over the gun owner's max hit point total. Additional hit points fade away after 24 hours.
51-55	Sin seeker. Targets on the Path of the Damned draw the ire of the bullet as it seems to "track" its target. Two attack rolls are made, with the higher being used as the attack result. Should the pistol be on the Path of the Damned, the effect is instead used on those following the Path of the Righteous. Guns Walking the Line vary; should the higher die roll be odd, the power strikes at those following the Path of the Damned; an even number affects those on the Righteous Path.
56-60	Bones to stone—bullets from the pistol successfully striking the target randomly paralyze one of the targets arms or legs (roll 1d5: 1- Head, 2-left arm, 3-right arm, 4-left leg, 5- right leg), and on a critical strike, turn the target limb to stone permanently unless a Will save with a DC10+d10 can be passed. Stone limbs are useless and can only be restored by way of a remove curse. Should a 1 be rolled, the target will suffocate in Stamina x1 rounds.
61-70	Bullets fired from the pistol resemble tiny black serpents, and upon striking their target, manifest into black asps that inflict an additional d6 poison damage. Targets must immediately pass a DC 15 Fortitude save or begin losing 1d4 Stamina damage each round until the save can be passed. Upon passing the save, the serpents crumble to ash. Reaching 0 Stamina results in death.
71-75	Rounds successfully striking the target inflict normal damage, but the wound leaves 1d5 leeches that drain 1 hit point per round per leech until a standard action is used to remove the foul blood suckers.
76-81	The pistol instills fear to un-dead creatures within eyesight of the pistol. Un-dead creatures of 2 HD or less immediately flee directly away from the pistol, while creatures of 3 HD or higher must immediately pass a DC 12 Will save to remain. Creatures forced to fight do so at a -1d to attack and damage rolls.
82-86	Bullets striking their target immediately freeze the wound area, causing an additional d3 Stamina damage from frostbite left in the wound. In addition to the chilling damage, targets must pass a DC 12 Fortitude save or suffer a -1 to attack rolls for 1d3 rounds. Successive wounds that reduce the target to 0 Stamina translate into death by frostbite.

TABLE 8-7: MAGICAL FIREARM POWERS, TYPE II: COMBAT (CONT.)

ROLL %	POWER
87-91	When the pistol is drawn, an arcane shield forms from the barrel and acts as a kinetic barrier. The wielder gains a +4 bonus to AC and magic related saving throws.
92-96	Bullets piercing the hide of the target burst into a host of maggots that immediately begin burrowing deeper into the host. Target must immediately pass a DC 12 Fortitude save to avoid losing d4 Stamina damage each day until the save is passed. Targets reduced to 0 Stamina burst in a spray of gore and bloodflies that take to the air.
97-99	Bullets from the pistol home in on a target's eyes, partially blinding with a normal strike for 1d4 rounds (-1d to all rolls requiring sight), while a critical hit permanently destroys the organ unless a Reflex save with a DC matching the attack number can be passed. Losing both eyes imposes a permanent -2d to all rolls requiring sight.
00	Roll again twice on this table.

TABLE 8-8: MAGICAL FIREARM POWERS, TYPE III: MAGICAL

ROLL %	POWER
01-07	The wielder conjures a strong wind that lifts them into the air 30' off the ground. Direction and speed can be maintained if concentration is held. Breaking concentration lowers the gun owner safely to the ground at a rate of 30' per round.
08-14	While gripped, the wielder is protected by a soft glow of ever-changing glyphs and arcane symbols serving to act as an anti-magic barrier. Any spell or spell-like ability fails with a 60% chance while the pistol is held.
15-20	The pistol can leech from its wielder's physical stats much like spellburn. The wielder may burn any amount of points for a 1:1 bonus to attack or damage rolls. Ability points burned can only be healed by normal means.
21-25	Once per day the pistol can create 1d5 mirror images of the wielder. Images shatter like glass upon taking 1 hp of damage.
26-30	The owner of the pistol is immune to poison of all forms while the pistol is worn or held in hand.
31-39	The pistol can be used to fire a round into a natural solid surface. The following round the targeted area forms a portal to the Dreamlands for 1d4 rounds. Return is only possible by the same means.
40-51	Wielder is immune to all damage from one form of energy while the pistol is gripped (roll 1d3): 1- fire, 2- cold, 3- Electrical.
52-58	The wielder may turn invisible up to three times a day for as long as the pistol is held in hand. Invisibility lasts until the wielder takes an offensive action.
59-65	For as long as the pistol is worn, the owner is resistant to critical strikes, receiving a saving throw with a DC matching the unmodified attack roll to avoid any critical effect.
66-75	The pistol was crafted by the Lords of Ulthar. The gun is silent when fired and grants the wielder the ability to transform into a shadow cat capable of bouncing from shadow to shadow within 60'. While within the shadow, the wielder is immune to non-magical attacks, otherwise the wielder assumes an AC of 12 and retains their hit points. All gear and carried equipment are assumed to transform with the owner of the pistol. This ability may be used once per 24 hours and only at night.
76-84	A wielder gripping the pistol regenerates 1hp per turn. Lost limbs and organs return after a combined total of 24 hours of holding the pistol has been achieved.
85-90	Any successful attack forces creatures not native to this world to pass an immediate DC 12 Will save to avoid being pulled back to their native plane for 24 hours.
91-94	Three times per day the pistol may fire arcane bolts. Each activation is treated like a lead spitter spell and the total attack number counts as the spell check for the ability. Any misfire overloads the pistol with arcane energy for 24 hours, making it useless.
95-98	The pistol was crafted in the deepest part of the spirit world by its denizens. The target's soul temporarily is jared from its host corpse for 1d6 rounds, leaving the body helpless and the soul potentially trapped in the spirit world should the physical body be slain.
99-00	The pistol is infected by the powerful taint of an Elder God. Any successful attack results in the bullet morphing into a brain-slug that burrows into the victim and then travels to the brain on the following round. Unless the slug is removed by magical healing (4 dice worth of healing must be achieved) within 1d5+1 rounds, the victim's soul is devoured during a nightmarish journey to alien dimensions, leaving only a drooling, mindless form in its stead.

SCROLLS

A magical scroll is a one-use spell, usually penned upon a piece of parchment or other material (leather, skin, runestones, etc.) with magical formulae and incantations used for casting the stored spell. Typically, scrolls are prepared by soaking the pages thoroughly in a formula that contains components related to the spell, in addition to a small amount of blood from its creator.

Creating a scroll- Occultists may commit any spell they currently have mastery over onto a scroll. Success leaves the spell magically trapped in the parchment it was written upon until freed by spoken word. This includes any additional requirements needed to cast the spell. Once read from the page, the words vanish or the page bursts into flames depending entirely on who or what penned the arcane parchment.

Fashioning a scroll takes one day of intense work per level of the spell and proper components and tools will have to be procured (judges should generally charge $100 per level of the spell) before the process can be attempted. Once the proper time is spent on the spell, the occultist rolls % to see if the penned document contains the necessary arcane energies. The chance of success being the same as the number needed to learn a new spell.

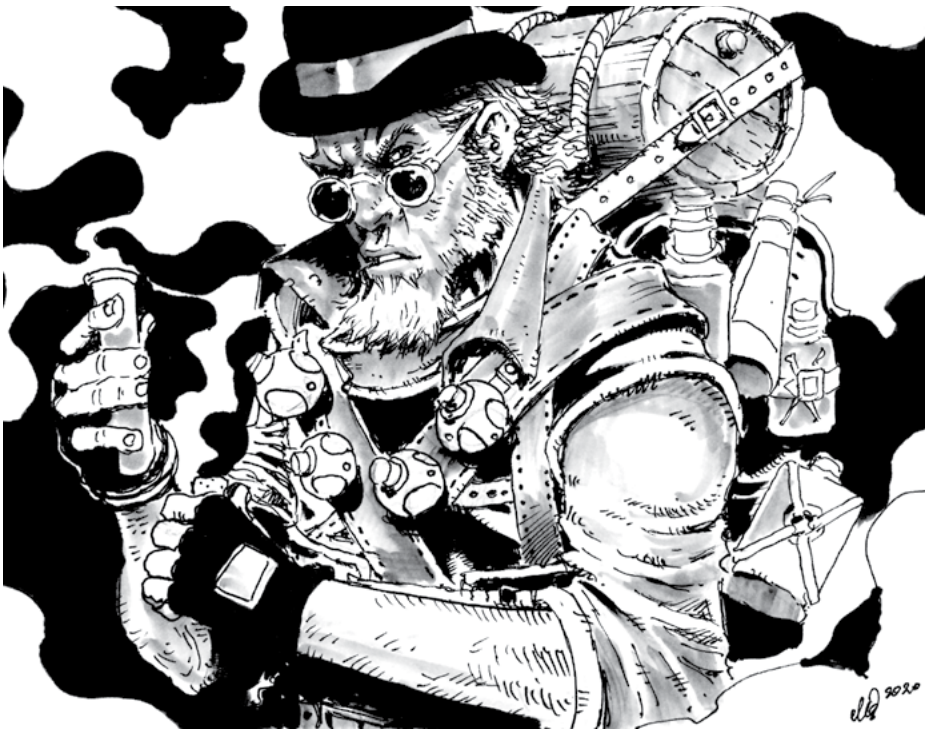
Copying a spell from a scroll- Any occultist with access to the scroll may attempt to add the scroll's spell to their own personal grimoire. The spellcaster wishing to commit the spell(s) to their grimoire must prepare and study the parchment for one day per level of the spell before making a percentage roll to determine if the attempt is successful. Success means the scroll is destroyed, but the spell is successfully transferred to the caster's grimoire. Failure means the spell remains on the original document and may not be retried until a new level has been achieved. The number needed to successfully transfer a spell is the same for learning a new spell.

Reading a scroll- Remember that anyone can read a scroll, but only trained spellcasters may so do with a normal spell check. All others must treat the attempt as an unskilled d10 attempt, modified by Intelligence and Luck modifiers (note: bedlamites and mountebanks count as non-skilled in this case).

POTIONS

One of the new classes found in the Weird Frontiers RPG is the mountebank. They create formidable magical potions, elixirs, and dusts that have the potential of rivaling the most powerful occultist spells. You'll find a large assortment of these "formulae" included in the **Magic** chapter (starting on pg 278). Judges are free to place any of these mixtures ready to use in their sessions and are encouraged to use the Random Result charts found with each formula in the **Magic** section.

Drinking a potion counts as a standard action and is handled by having the judge check for the effect of the potion by rolling 1d20, modified by any Luck modifier of the user. Should the creator of the potion be present (the mountebank), have that player roll by normal means once used instead.



RELIQUARY

As previously mentioned, the world of Weird Frontiers introduces a second age of magic brought about by way of the Earth reacting in defense from the smothering tide of taint unleashed during the events of the Seven days of Night. With the coming of the second age of magic, items long forgotten or crafted by ancient means are beginning to find their way into the hands of powerful heroes and in some cases, the villains that seek to unleash Hell on Earth. Below, judges will find a listing of ready-made items created for insertion into your adventures or to serve as inspiration for creating your own items.

Brown Bear Gloves of Chief Machakw

These gloves are made from the paws of a large brown bear. Natives tell of a great chieftain that hunted and killed the bear out of revenge for the death of his son during a hunting party. As the chieftain lay victorious but wounded and close to death from the fight, a large bearded man appeared as he lost consciousness. He awoke days later, his wounds bandaged and the mountain man by his side. Never speaking a word but caring for him day and night while fever set in. When his fever broke and he woke from a long slumber, the paws of the bear sat by the campfire, having been crafted into thick gloves for the upcoming winter. The mountain man was gone.

These gloves have large claws that allow the wearer to cause 1d7+1 damage plus their Strength modifier in melee. Due to the size of these gloves, firing a gun or any fine manipulation of items is impossible. They do provide excellent warmth in sub-zero temperatures.

Cyrus Trimmer's Dual Holster Gun Rig

Cyrus Trimmer was an upstanding Texas Ranger, well liked and respected. While travelling through Chappell Hill Texas, the town was terrorized by an unknown creature of otherworldly design. Cyrus fought the being to the death in a blaze of gunfire, claws, and blood. When the dust settled, Cyrus barely survived, and the creature was dead at his feet. While he recuperated under the watchful eye of the local doctor, the town's leatherworker fashioned a black, dual-holster gun rig from the things scaly hide in appreciation of his heroic deed. Soon after, while arresting the notorious criminal Jack "the Rat" McCaw, Cyrus discovered his gun rig possessed certain unique qualities.

This scaled dual-holster gun rig can accommodate a revolver of any caliber as it expands or shrinks to need. Attacks made by guns drawn from the holster attack with +2 to initiative as they appear to be fast moving shadows. Any being from this world that's dealt damage from a gun drawn from one of the holsters must make a DC 16 Fortitude save or develop oozing sores around the bullet wounds. These sores burn and itch with intensity and the victim develops a raging fever, causing 1 point of Stamina damage per successful attack until healed through normal rest.

Dead Man's Noose

Many bandits, robbers, horse thieves, and murderers meet their fate on the end of a rope. Several dark cults have performed ancient rituals to bind and control the decaying bodies of the dead. The harnessing of these eldritch rites has been fused with the simple ropes commonly used for many functions. As cults are often hidden amongst the small towns and cities of the Western United States of America, their arcane creations were occasionally taken and stored with common items of the same type. The dead man's noose is such an item. Created to revive and control the dead, they were often unknowingly worn upon the criminal's neck, even to the grave.

The dead man's noose appears as a normal piece of strong hemp rope that ends in a noose. If the noose is placed upon the neck of a dead body for 24 hours, the next person to grasp the rope will be able to control the dead body until midnight, in which case another 24 hours must pass before reclaiming control. To control the un-dead, the rope must be held in the hand. Letting go of the rope will force the un-dead to fall to the ground, immobile, until the same person grasps the rope again. A new person can grasp the rope and wait the normal 24 hours to claim control over the un-dead. The un-dead will follow simple orders such as stay, attack, or defend an area. The un-dead will even perform a task that might lead to its destruction. The body has the statistics of a typical deadpoke (see **Bestiary** pg 678). A typical dead man's noose is seven feet long and identified by a fetid odor and producing a black flame when burned.

Dread-skin Belt

During the Seven Days of Night many communities fought back against the horrors that seeped through to threaten this world. One of these many otherworldly creatures appeared as the earthly equivalent of snakes covered in the darkest of black scales and possessing the deadliest of abilities. Their eyes shone with a red glow and they had a quickness not possessed by their local counterparts. As the night finally turned to day, many of these creatures had been killed, but they claimed many souls. In the days that followed, many of the alien snakes were skinned and used to make belts for sale to local and travelling salesmen. Prized for their slick shine and sturdy material, the belts became a much-desired item, becoming a valuable article of clothing. Only later, during certain harrowing occasions, did the belts prove to be much more than originally believed.

A dread-skin belt provides a +1 AC to its wearer and cannot be broken due to pulling the belt apart, even if attached by a heavy weight—though a sharp knife can cut it. The wearer of a dread-skin belt gains +2 to initiative versus all rodents, and they must make a DC 18 Willpower save when a rodent is seen or be compelled to attack, kill, and then eat the rodent raw. More rodents encountered increases the Willpower save DC by +2 in relation to the size of the swarm. Consuming a rodent gives the wearer a -2 to all Personality checks with those that witnessed the act. Each dread-skin belt has an additional random effect rolled on the following table.

Roll d6	Effect
1	The wearer is immune to all poisons, and the drinking of a snake's venom heals the wearer for 1d2 hit points per snake.
2	The wearer can see the heat signatures of all heat producing items including people up to 15'. This cannot be seen through walls but can be detected in darkness.
3	The wearer can perform a bite attack as their action that forces the target to make a DC 16 Fort save on a successful attack or suffer 1d3 poison damage each round for 1d3 rounds.
4	The wearer gains +2 initiative during daylight hours and outside.
5	The wearer is able to add +2 to all Reflex saves and Agility checks.
6	The wearer gains +10' to movement.

Elki's Hoop Drum

This two-sided, deerskin, rawhide hoop drum belonged to a Miwok Indian named Elki. It was adorned with bear-fur trim and decorated with arrow shafts, with clay earth pigment paints depicting a large bear on both sides. Used during many ceremonies and rituals, it was handed down to Elki from his father and his father before him. The tales passed down through the generations have told that the drum has been used during some of the most important moments of the tribe. From marriages, festivals, dances, and more, it's older than all the Miwok that now live. The Miwok believe the drum can speak to animal spirits as well as lull the tribe's shamans into visions, dreams, and trances where the spirits offer aid to those that seek it. The drum was found miles away from Miwok lands without explanation after the Seven Days of Night. The only evidence of Elki's fate was blood stains that now mark one side of the drum and cannot be washed off.

Spending 4 rounds beating the drum in a rhythmic fashion, at night and while in a relaxed state, will add +2 to navigation checks to enter other realms. During encounters, if the drum is beaten for 2 rounds, friendly listeners gain +2 to AC and Willpower saves for 2d4 rounds. The drum will beat three times by itself if anything not native to the earth is within 20'.

Fallen Breastplates of the Sioux

During the Seven Days of Night, a great gathering of Sioux warriors travelled through a black portal that appeared high in the Black Hills. The Sioux had been besieged for several nights by creatures not of this world, and after losing many of their tribe, the braves took the battle to their foes. When the surviving fighters returned, they were wounded, exhausted, and shells of their former selves. They spoke of a dark, strange land of a bizarre nature. The sky held aloft many moons under which monstrous beings slew many of their number. Despite killing many of their foes, the warriors gathered as many of their dead and wounded as they could and escaped

to their lands. The many breastplates of the dead (made of hollow cattle bone and often decorated with glass pony beads, leather strips, and eagle feathers) seemed to have captured the souls of their bearers when they lost their lives in the alien world.

All of these Sioux breastplates change their size to accommodate the wearer, as well as occasionally rippling like water, or expanding and collapsing like the bellowing of lungs. Each breastplate contains 1 effect that benefits the wearer, as listed below. All of these breastplates provide +2 to AC unless noted in the rolled effect and may be worn under clothing or other armor.

Roll 1d12	Effect
1	+4 to AC.
2	Heals 1d4 hit points each sunrise.
3	No damage from fire or ice damage.
4	Water breathing.
5	+2 to initiative.
6	A whisper in the wearer's ear warns of hidden dangers within 20'.
7	Provides a ghostly light with a radius of 10' when needed.
8	Once per turn, the breastplate may send out a pulse of kinetic energy; as the wearer's action, it forces all those within 10' to make a DC 15 Reflex save or be violently thrown to the ground, causing 1d3 points of damage.
9	All damage is reduced by 1.
10	The wearer floats downward at a rate of 5' if falling or jumping from any height.
11	No wild animal of this world will harm the wearer, and it adds +4 to Personality checks when dealing with all animals.
12	The wearer can go 1d3+1 days without sleep (rolled secretly by the judge) but then falls into a deep sleep on the following day, at midnight, which they are unable to wake from for 24 hours. During this 24 hour-long sleep the wearer heals all damage.



Herman Conway's Stag Handled Knife

This fixed stag-handled knife once belonged to Herman "Backstabber" Conway out of the Dakota Territory. Herman was a cruel, violent, and murderous criminal who was known for horse stealing, bank robbing, and stabbing men in the back. Word spread to watch your back around him, but some folks didn't know any better. He stabbed a foreigner from the far orient over a poker game with his trusty stag-handle knife. Witnesses state the foreigner spit curses in his face, laughing. Herman seemed to be struck by black lightning from his victim's body. Herman turned to ash except for this stag-handled knife, which stays stained with black blood til this very day.

This knife adds a +2 to backstab and +1d4 to backstab damage. Any backstab using this knife that does damage to a target causes the wielder to make a DC 16 Willpower save or take 1d8 damage from a discharge of black lightning. After a successful backstab with this knife, the wielder's hand will be covered in a black ash until it can be vigorously washed off, which takes 1d4+2 rounds with soap and water.

Isaac Kirkland's High Back Saddle

Isaac Kirkland was a British-born practitioner of the arcane arts as well as a wealthy explorer who travelled throughout the Orient, India, Europe, and Central America. His knowledge of the Elder Gods, the Cosmos, and otherworldly beings beyond the stars was said to be unsurpassed while he lived. He explored the western United States at the end of his life as he was fascinated by Indian spiritualism. His father had been a leatherworker and taught his son the trade in his youth. He handmade the high-back saddle years ago while traveling the Arabian Peninsula. Mr. Kirkland's personal effects were left at a hotel in a small town in Arizona while he traveled with a local Navajo guide. The Seven Days of Night covered the land in darkness while he was gone, and he did not return for two months. Starving, dehydrated, covered in wounds, and his right arm black and dried out like a burnt log, he died at the feet of the hotel owner—the last words he was able to choke out were: "She comes, her young ... we are no more." His property was sold at a town auction, along with his signature saddle. Also called the "Scrawl Saddle," every inch of the saddle, strap, skirt, and fender are covered in carved handwriting of an esoteric language. Several of the pieces of leather appear as coming from an animal other than bovine, and each person smells a different but obviously unique smell emanating from it, with no two people agreeing on the particular scent. The saddle will shed like a snake's skin once a year at the beginning of Summer. Picking the "dead" skin will accelerate the shedding and keep the rider busy during a dull travel.

The saddle gives the horse +1 to Init, +2 to AC, and 10' to movement. It also adds +9 to the horse's Willpower saving throw. Only under the night sky, if the saddle is removed and placed on the ground, it will levitate to a height of 15'. It will then expand a half-globe of invisibility 30' in diameter. All people, animals, and their items will be invisible to anything looking in from outside the globe. This lasts until dawn. This globe also shelters those within from wind, rain, sandstorm, or snow. Should the saddle need to be retrieved prematurely, one of the stirrup leather straps elongates down to around 6' high, which can then pull the saddle down, which then disrupts the globe.

After 2d3 days of having the saddle on the same horse, the owner of the horse will be able to concentrate for 3 rounds and then make a DC 16 Willpower save. Failure results in an acute headache and a -2 to all actions that lasts for 1 turn. Success allows the horse's owner to see through their steed's eyes for as long as they do not move or take any other action other than concentrating. There is no range that the horse and owner must be within in order to use this ability.

Jacob Calhoun's Boss of the Plains Hat

Designed in 1865 by John B. Stetson, the Boss of the Plains hat was stylish, water-proof, and exactly the protection a person needed to keep the sun and rain off their face and neck while traveling the American West. It was easily customizable with creases, bends, folds, trinkets or feathers regularly woven in. A Stetson hat took on the personal look of each wearer through these unique features. Mr. Jacob Calhoun's hat was no exception. In particular, Jacob Calhoun's hat mirrored his wicked and evil life. Mr. Calhoun was a ritualistic murderer and madman who often spoke of conversing with those that live in the stars, whom he made pacts with in exchange for power and knowledge. His hat served as a ritual item in many of his sacrifices, being used as a bowl to collect his victim's blood, from which he drank. Stained with the blood of countless souls, his hat took on a sinister appearance. His killer is unknown, but the body of Jacob Calhoun was found skinned and pierced by many trees whose branches speared his body. Upon a bloody tree limb sat his Stetson hat. His skinned flesh was never found.

This brown Boss of the Plains hat has folded up sides with a depressed crown. The right side of the brim is slashed, and there is a slight hole in the back. The inside of the crown is dark red, stained from blood. When the hat is worn, a DC 16 Willpower save must be made to drown out a symphony of death screams that echo in the wearer's head. Failure means the sufferer will take a -2 to all actions for 1 turn. This save must be made each time the hat is placed upon the head. This even affects those that have lost their hearing. A successful save allows the wearer to tolerate the screams but they will be at a -1 to all hearing checks. The hat gives the wearer a +2 to AC and allows them to see blood trails as if it were

bright like a flame. The blood must have been spilled within a month's time. Three times per day the wearer may spend 1 point of Personality to unleash an inhuman, blood curdling scream of different voices that affects everything in a 30' radius, who must make a DC 18 Willpower save or be at -4 to all actions for 1d3+1 rounds.

Lt. Benjamin T. Anderson's Confederate Cavalry Saber

Second Lieutenant Benjamin Taylor Anderson was a young cavalry officer in the Confederate Army. During the Seven Days of Night, Lt. Anderson found himself and his cavalry soldiers atop a bald hill in the mountains of North Carolina. They were drawn to the hilltop by flowing ribbons of dark energy that flowed from its precipice. Upon their arrival, they found a cosmic rift opening, floating above the ground. Frightful and dumbstruck, the soldiers froze. A being not of this world—which was so abhorrent and alien to these men that many of them fled gibbering with madness as their horses went berserk—poured out of the rift. Lt. Anderson stood fast. He shouted orders for his men to stay and fight, and though many of them fled, a small number stayed by his side. A brutal fight of brave men and this thing of nightmares lasted for what seemed like the entire night. Lt. Anderson's uniform was shredded, and he was covered with many wounds from the thing's many monstrous mouths. Most of his men that fought beside him were slain or on death's door. With one last heroic charge, Lt. Anderson pushed the thing back through the rift, his cavalry saber buried within its bulbous flesh. His saber was torn from his grasp as he fell through the rift, along with the nightmarish creature. The rift expelled a massive blast of cosmic energy that threw those watching to the ground and splintered the surrounding trees. The rift vanished along with the thing and Lt. Anderson. Those that could see saw a flash of light and then the saber appeared, falling to the ground, where the rift once was. The survivors looked upon the blade with amazement as it appeared glowing with intense heat and sizzled with black blood. The saber was returned to their regiment and the heroic story of 2nd Lieutenant Benjamin T. Anderson, his men, and the thing was passed from soldier to soldier.



Lt. Anderson's cavalry saber has a bright shine to its blade, though it always appears slick, as if coated with a small amount of black blood. The handle is cold like ice, while the blade is hot like a skillet on the stove. In order to wield the saber, a glove must be worn or it causes 1 point of damage per round after a number of rounds equal to the wielder's Stamina modifier. The saber does 1d8+2 points of damage plus 1d3 points of fire damage. While in hand, the saber allows the wielder to see in complete darkness and withstand the coldest of temperatures. The sword perpetually drips with the blood of the slain alien being. The sight of the blood is very compulsive to the wielder and causes the wielder to make a DC 16 Willpower save each time the sword does damage to a target that bleeds. Failure results in the wielder compelled to lick the target's blood—mixed with the alien blood—from the blade, causing 1 point of Personality damage. The wielder of the saber will often have dreams of the cold black emptiness of space and of massive writhing things that drift amongst the stars for eons.

Lucky Rabbit's Foot

From 1863 to 1865, the Lambert Gift & Novelty Company produced a line of "Lucky Rabbit's Foot" novelty items for retail. The company's production costs went over budget as the man in charge of overseeing the manufacturing of the item demanded a strange and strict list of instructions, which included such oddities as which foot of the rabbit was to be used, as well as the animals being killed during a certain moon cycle. When customer's swore by their improved luck while carrying the rabbit's foot, the company believed it to be merely a coincidence. Word spread far and wide of the good fortunes that befell the owners of such rabbit's feet, and other companies quickly saw the opportunity and demand to cash in on the apparent fad. Many companies produced their own rabbit's foot novelty items which flooded the market and were bought by naive luck seekers. The Lambert Gift & Novelty Company closed their doors under unknown circumstances shortly after the Seven Days of Night. Their line of rabbit's feet are still in private circulation and were marked with the company's name of "Lambert" on the cap.

While in a person's possession, a Lambert Lucky Rabbit's Foot provides +1 to Luck. If the foot is taken out and rubbed for 1 round, with eyes closed and concentrating, it provides an additional +2 (+3 total) to Luck to the users next Luck check. This ability may only be used once per day as further rubbings provide no further bonus.

Pattern 1865 Star Symbol Canteen

The Union Army commissioned another mass supply of water canteens during the spring of 1865. Paul J. Field's canteen pattern was used to create the lot that would be shipped to the frontlines in several states, as the war continued. Due to a lack of proper metal materials, Field had to look to other metal producers to help fulfill the order. While trying to keep costs down, Field heard the tale of a large amount of untouched ore that had been found on a farmer's land far to the west in Colorado and could be procured for a cheap price. Through working with his western metal fabrication contacts, he received reports that the ore was unique, located in a sacred Indian site and could be faulty as it possessed strange properties. Field was desperate as time was slipping by. He ordered the ores retrieval despite his contact's apprehension. He found the metal to have a slight sheen and was slightly lighter than the normal metal he used for creating his canteens. Only 54 canteens were made using this unique metal while the remaining amount was made with existing metal supply. It was upon the battlefield that their unique qualities were discovered. The canteens can be identified by a star symbol etched on the inside bottom of the canteen, as well as a subtle blue hue the metal possesses. The canteen holds 42oz and comes with cork, string, wool cover, and cloth sling.

Drinking the contents of a full canteen throughout the day gives the drinker unique effects for the following day after they wake. Only one person may receive the effects of drinking from the canteen per day.

Roll 1d6	Effect
1	The drinker is nauseous and can't keep food down, resulting in -2 to all actions for the day.
2	+1 to AC as the drinker's skin is tougher, but their movement is slowed by 5'.
3	+1 to Luck as things just happen to go the drinker's way, but they take +1 damage from all sources.
4	+1 to melee damage as they gain muscle mass but are slow to react, resulting in a -1 to Reflex saves.
5	+1 to ranged attack rolls as their vision seems sharper, but their mind and willpower are diminished, resulting in a -1 to Personality and Intelligence.
6	+1 to Initiative as the drinker is quick thinking but also prone to weakness, resulting in a -1 to all Fort saves.

Pieces of Night

During the Seven Days of Night, many meteorites broke the blackness of night with a burning streak in the night sky. When they struck the earth, they shattered across the ground sending metal pieces of cosmic shrapnel over miles, causing damage, injury, and even death. Those that picked it from the soil, a roof, or a loved one, found that it was thin, durable and easy to smelt. With the horrors that arrived with

the darkness, many ran low on ammunition as they fought for their lives. The pieces of plentiful space metal were often used, as it was easy to cast into bullets, and was found to be very effective at killing the things that terrorized them. Word of their use spread from town to town. Blacksmiths made bullet casings by the hundreds as the people gathered as much star metal as they could find. The bullets became a much-desired commodity, selling for a high price. They're known for being lightweight, having a dark appearance, and an ability to float in water.

Pieces of Night have been made into all types of ammunition, from revolver rounds to shotgun shells. They usually sell for 10 times the normal price. Any gun that shoots a Piece of Night does +1d3 additional damage to beings that have moisture in their bodies. This might be a train robbing bandit, a creature from the stars, or the rotten remains of the un-dead. Anything that takes this damage must make a DC 15 Fortitude save at the beginning of each round or take 1 more point of damage. Once a successful save is made, the target no longer takes this damage from the particular bullet. Pieces of Night always imbed into flesh and never exits a body. The extra damage is due to the bullet repelling moisture and the surrounding tissue around the bullet, as it lodges into the target, causing more internal injury. Removal of a Piece of Night (using a tool such as pliers) requires a DC 12 Agility check after 1d4 rounds of work.

Qiu Chang's Changshan

With many Asian travelers seeking out their fortune in the western United States of America, it's easy to see why one elderly man, alone, would go unnoticed. Qui Chang came to the West for reasons he kept only to himself. He was quite striking to the folks out west, with long gray hair, moustache and beard, and wearing an exquisite changshan (long shirt) of golden silk with a fine artistic dragon embroidering. He was a masterful practitioner of Shaolin martial arts and often found himself forced to use his skills to protect himself from drunken cowpokes, who mistakenly took swings at the foreigner. He travelled further west to Arizona where the stories of his travels become less known. The popular rumor is that he was seen attempting to kick a waterfall day and night for weeks. Many believed he had lost his mind, others believed he was perfecting a difficult to master skill. During the Seven Days of Night he accomplished his task. With a mighty kick and a flash of energy he forced the waterfall to flow upward as his body vanished in a sparkling glow of heavenly light. His changshan lay neatly folded on the rocks below. The waterfall continues to flow upward with a spray of mist at its apex.

Qiu Chang's changshan adds +2 to AC and +4 to Reflex saves, as well as giving 1 point of temporary Luck per day to the wearer. All animals must make a DC 22 Willpower save to attack the wearer, with animals that have scales (lizards, snakes, etc.) automatically failing this save. The changshan never gets dirty or wet.

Six Gifts of the Manitou

Six Indian tribes were said to have been gifted by their worshipped animal spirits during the Seven Days of Night. A spectral animal visited each of the tribes, dropping the gift at the feet of their elder tribe members, then vanished. These items were at first used as items of ritual and protected by the tribes until they realized that was not their intended purpose. They were to be used in the dark days ahead. They were given to their strongest war parties who were sent forth to rid the land of the dark spirits that had enveloped the land. Each of these items look transparent but are physical, though slightly chilly to the touch. They appear as a light blue "ghost" version of an equivalent item. The animal in parenthesis is the type of animal spirit that bestowed the gift to the respective tribe.

1. **Arrowhead of the Cheyenne Tribe:** (Hawk) This arrowhead attaches itself to any arrow shaft on contact. When the arrow is shot from an Indian-made bow, the attack is made at +2 and the damage of the arrow is 1d8+2. 1d3+1 spectral hawks appear to fly with the projectile, which appears as a ghostly streak of blue. Each of these hawks strike the same target doing 1 more point of damage per hawk. If this target is un-dead, they do 2 more points of damage per hawk, and the target must make a DC 20 Fortitude save or be at -2 to all actions and take 2 points of damage each round until the arrow is pulled free.

2. **Tomahawk of the Arapaho Tribe:** (Wolf) This tomahawk adds +3 to attack rolls and does 1d6+3 damage. It has a range of 30', and after one round it vanishes only to reappear in the thrower's hand. The wielder can sense any un-dead and their direction, up to 50' away, and grants a +2 to all saves from un-dead sources.

3. **Knife of the Apache Tribe:** (Crow) This knife adds +1 to attack rolls and does 1d6+1 damage. When this knife is plunged into the chest of a dead person, the wielder may communicate with the corpse, asking only three questions. The corpse will answer to the best of its knowledge from when it was alive. It must be able to speak in a language known to the wielder. If the corpse's body is so damaged that communication is impossible, the ability has no effect; thus a skeleton would not be able to communicate. A corpse may only be spoken to once.

4. **Spear of the Comanche Tribe:** (Buffalo) This spear adds +4 to attack rolls and does 1d10+2 damage. It has a range of 40', and after one round it vanishes only to reappear in the thrower's hand. While used as a melee weapon the spear adds +2 to AC.

5. **Necklace of the Navajo Tribe:** (Vulture) The necklace adds +4 to AC and forces all un-dead to make a DC 20 Willpower save to attack the wearer. The wearer also gains the ability (while holding the necklace outstretched before them for 1d4 rounds) to detect any un-dead within a mile by producing a soft glow.

6. **Stone Ball Club of the Sioux Tribe:** (Coyote) This club adds +2 to attack rolls and does 1d6+2 damage. Any un-dead receiving a critical hit from this club must make a DC 20 Fortitude save or be instantly destroyed. A successful save causes 2d6+2 additional damage.

Tears of Poor Ladies

In a cloudy brown snake-oil bottle are the tears of seven nuns hung by a brutal and ruthless Mexican landowner. The names of those involved have long been forgotten, but the story is always the same. The landowner seized a monastery owned by the contemplative Order of Saint Clare, also known as the Order of Poor Ladies, and executed its nuns on the gallows at a nearby town. An orphan, who was loved and cared for by the nuns, found a discarded glass snake-oil bottle, collected each nun's tears as they fell from their eyes, one by one. So many tears flowed that the bottle almost overflowed. As the orphan ran from the sorrowful crowd that was forced to watch, he heard the last of the gallows drop over the whispered prayers of the holy sisters. The boy kept the bottle safe for many years and prayed over it to Saint Clare. Years later, he found another monastery to Saint Clare and passed it on to them so that they might honor their murdered sisters. The bottle was safe and protected for decades. During the Seven Days of Night the sisters of Saint Clare saw a vision of their beloved saint, while they fell to their knees in prayer, the bottle vanished. The sisters were told that the contents of the bottle would be used in the name of Saint Clare of Assisi to fight against a great darkness.

While in possession of the Tears of Poor Ladies, the possessor gains the following abilities:

- May never be killed by hanging.
- May spend 1 round of prayer to Saint Clare to cause the bottle to emit a subtle light that keeps all un-dead from approaching within 20'. This ability may only be used once a day and lasts for 1d6+2 rounds
- Gains +3 to AC.
- May understand and speak Latin and Italian.

If a sip of tears is taken, the bottle will replenish the lost tears the next morning and the imbiber gains 1d4 hit points and will be quenched of thirst for the day. Only one sip may be made per day. If another sip or more is taken per day, the tears become useless.

If the bottle is opened and all the tears consumed, the imbiber will regain all lost hit points and be quenched of thirst to stave off death by dehydration. If the imbiber is religious, they must make a DC 22 Willpower save or suffer a crushing sense of guilt for 1d3 years when in a church or in the presence of a nun. This results in a -4 to all actions until they leave the source of guilt.

While there are tears in the bottle, the bottle is indestructible. It can withstand the heaviest of weights and withstand the longest of falls.

The Black Gun

Benjamin Tyler Henry, the acclaimed gunsmith, created the Black Gun during the Seven Days of Night. While working on his own unique take of the LeFaucheaux Knife Revolver, he was visited by a man of certain distinction and wealth. A business proposition was made, and the stranger opened a portal to another world. Mr. Henry and the man stepped through to find a world completely alien and strange. He was shown a blueprint and given the tools and means to fashion the Black Gun. The reasons for this are not known, and Mr. Henry states that upon returning to this world his visit was like a strange dream. He returned exhausted, covered in slime, and never quite the same. In his hands was the alien Black Gun. Plagued by nightmares, Mr. Henry decided to rid himself of the gun and sold it to a private owner.

The Black Gun looks slightly similar to a normal revolver of the times, yet its alien design is not subtle. The black metal looks oily and shiny, glistening like the scales of a black snake. The handle looks like ever-moving black clay. The cylinder is solid in form, round, and has creases in it similar to those found in the brain. Inside the creases is the pulsating glow of alien green light. For reasons told only to Mr. Henry, he fashioned a knife to the Black Gun, much like the LeFaucheux model. Its most interesting quality is that it does not shoot bullets, but burning-hot green projectiles fueled by the souls of those that it's used to kill. When dealing the killing blow to someone with its knife, it fuels the gun with 1d10+3 projectiles. Once those projectiles are spent, the gun must be used to stab someone else again to be "reloaded."

The gun's knife does 1d6+2 damage and is the size of a bowie knife. The gun's projectiles cause 1d12+4 damage and the target must make a DC 18 Fortitude save or take 1d6 acid damage the following round as the projectile hits with a small explosion of bright green slime. The Black Gun can only fire every other round and must be carried in a custom-designed holster. While in the same building as the Black Gun, everyone that sleeps will be at -1 to all actions unless they pass a DC 16 Willpower save each time they awaken, as they are plagued with nightmares of strange and alien landscapes and beings not of this world.

The Fishing Creel

A young boy fishing by a creek found a strange ball of tentacles in the shallow water. It was dark green, coated with slime, and had countless writhing tentacles each about 6 inches long. The boy saw no visible mouth, eyes, or other orifices. Being raised in the woods and not frightened by bugs, snakes or unknown things, he picked it up and placed it (along with his day's catch) in his wicker fishing creel to show his Pa. Holding it out at arm's length, he returned home and showed his father. The creel was full to the brim with dark green slime that moved on its own volition. His father fetched a ladle and attempted to remove the slime from the basket. While he was able to take some of the ooze out, it still was attached to the basket. The creature from the creek was only seen faintly through the dark green slime. With all manner of devices and fire, the man could not remove the slime nor the creature that lived within. The fish were nowhere to be found. It became something of an oddity for



the family and they showed it at local gatherings, charging a penny to see the curious thing. After some time, its novelty wore off and the creel was placed in their barn, forgotten. The family fell ill to a local epidemic some time later. The creel was sold in auction to pay for the family burial. Sold in a mass lot, the creel's location became unknown.

The creature in the creel cannot be removed except by its own will. The creel and the contents within are nigh indestructible. If the creel is worn on the belt and a fish is fed to the creature, the tentacles will release some of its slime for 1 turn. During this time the slime will stretch out over the wearer's body and head. It never leaves the creel altogether and is always still attached to the inside of the creel and creature. When stretched over the torso, the slime sticks to the person's clothing, which adds +1 to AC and -2 to damage (-4 to fire damage) for the duration. When stretched over the face and head, the wearer may breathe in any environment as well as endure the vacuum of space. The wearer also succeeds at all saves against gas or other airborne-based damage. The wearer may understand but not speak all cosmic languages. Taking the slime off of the head causes disorientation for 1d4+1 rounds (which causes the wearer to suffer -2 to all actions and lose 1 point of temporary Personality).

The Four Cubes

For eons there have existed four cubes of incredible power. Their true history is unknown, but amongst the highest level of occult academia, the reason for their creation was for mankind to always seek out power—power which would always connect their servitors with the Elder Gods.

Each cube is constructed from the combined concentrated matter of ritualistically sacrificed worshippers, captives, and slaves. The cubes are 1'x1'x1' in dimension and weigh a dense 40 lbs each. Each cube consists of one of four bodily materials: blood, bones, brains, and skin. In order to gain ownership of a cube, a person must make a ritualistic sacrifice to the Elder Gods while the cube is in contact with the sacrifice. The person that performed the sacrifice gains control over the cube until another person makes such a sacrifice. The cubes are indestructible by any Earthly means and have caused suffering and death since their creation.

Cube of Blood: This cube appears to flow with a constant undulation of dark red blood. All those that touch it with bare flesh will stain that flesh blood red until the next new-moon phase. Having control of the Cube of Blood creates the following effects.

- Followers of the owner become fanatical worshippers. They gain +6 to all Willpower saves anywhere while on Earth and possess unshakable morale for the owner of the cube. Their eyes appear bloodshot and they have frequent nose bleeds.
- Worshipper blood becomes poisonous to all non-worshippers. Any contact with their poisonous blood forces the target to make a DC 18 Fortitude save or take 1d4 points of damage.
- Within a 100 mile radius of the cube, any being that eats and consumes humans and their blood gains 1 HD and becomes more vicious and ravenous, causing an extra 1d2 points of damage when they make a bite attack.

Cube of Bone: This cube consists of every bone in the human body. The cube is rough to the touch and anyone touching it shatters every bone in their hand, leaving the hand useless until the next last-quarter moon phase when the hand heals itself. Once this occurs, the person can handle the cube normally. Having control of the Cube of Bone creates the following effects.

- All skeletal un-dead within 100 miles of the cube may be controlled by the owner and do their biddings.
- Followers of the owner are inflicted with pointy bone spurs that protrude from the skin. This adds +2 to their AC and successful melee attacks cause 1d2 extra points of damage. They suffer a -5' to all movement.
- All followers that die within 100 miles of the cube are brought back to life as skeletons (their flesh decays from their bones rapidly) during the next last-quarter moon phase.

Cube of Brains: This cube appears as a pulsing brain with bulging veins. This cube is spongy to the touch, and when touched, forces the person to make a DC 18 Willpower save or fall into a coma until the next full moon phase. If successful or once

awakened from the coma, the person can touch the cube normally. Having control of the Cube of Brains creates the following effects.

- Followers of the owner are completely impervious to any kind of attack that affects the mind. They are also psychically connected to the owner anywhere on Earth, allowing the owner to communicate with them telepathically.
- Followers of the owner may, as an action, make a mental psychic attack on a target within 100 feet, once per day. The target must make a DC 16 Willpower save or be stunned for 1d3 rounds. While stunned they suffer extreme pain and are at -4 to all actions and move at half rate.
- All non-followers within 100 miles of the cube suffer a -2 to all Intelligence checks as their minds are clouded with uncertainty.

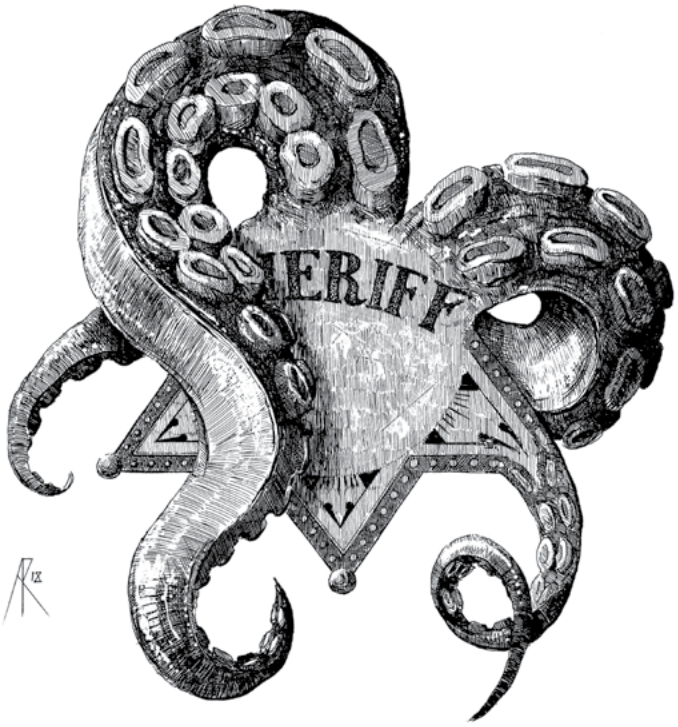
Cube of Skin: The Cube of Skin has many squares of human skin fused together. Touching the Cube causes the person to make a DC 18 Fortitude save or their body becomes covered with tumors, lesions, and pus-filled boils until the next first quarter moon phase, when the skin heals itself. During this time, they suffer from -4 to all Personality checks. If successful or once the skin symptoms have healed, the person can touch the cube normally. Having control of the Cube of Skin creates the following effects.

- Followers of the owner regenerate 1d3 hit points every turn, as well as adding +2 to their AC.
- Followers of the owner are impervious to fire and cold.
- All non-followers within 100 miles of the cube are besieged by insects, which become incredibly attracted to them by biting, stinging, and crawling over the person's skin. This results in a -1 to all actions. Sleep becomes a futile action. Huge swarms of flying insects follow the victims, which may reveal the person's location or their affiliation.

Theodore W. Moses's U. S. Marshal Badge

Notorious whisky peddler and cultist Felix Whitworth shot and killed U. S. Marshal Deputy Theodore W. Moses in Linn Creek, Missouri when Deputy Moses attempted to arrest him for illegal sales whiskey to natives. Felix later used Deputy Moses's stolen U. S. Marshal Badge in a ritual to the Elder Gods, focusing cosmic power and forces into the piece of metal. Felix Whitworth disappeared sometime shortly after, but the badge passed through many hands within the occult underworld. Each owner using its powers for nefarious means. The badge appears normal in all regards.

When the badge is worn the wearer has a slight shroud of visual black shadows that appear as ever moving tentacles that sway and move under their own power. This shroud bestows a +2 to AC and allows normal animals to not sense the wearer's presence. The badge can absorb a total of 13 points of damage done to the wearer each day and replenishes at midnight. The badge can also be used as a means of visual and auditory communication with other cultists during a full moon, when the moon's light is reflected off the badge into the wielder's vision. Other cultist's must also be looking into a similarly powerful scrying object that reflects the full moon's light into their vision.



CHAPTER SEVEN
BESTIARY

"Fill your hands, you son of a bitch!"
— Rooster Cogburn, *True Grit (1969)*



WEIRD FRONTIERS BESTIARY

The following pages contain a posse of vile and twisted beasts to unleash upon your players as they blaze a path across the dusty landscapes of Weird Frontiers. You can rest assured in knowing that the author has assembled a horde of creatures guaranteed to test the mettle of any self-proclaimed "heroes" attempting to thwart attempts to keep the residents of your nightmares well fed. The bestiary included with the Weird Frontiers RPG is loaded with influences pulled from the pages of the weird, horrific tales spun by H.P. Lovecraft in addition to dozens of creatures drawn from the folklore of both newly arrived immigrants and the hundreds of Native American tribes scattered across the continent.

Judges should use this well-stocked bestiary to help fill their home-brewed adventures with things that go bump in the night but are strongly encouraged to use these entries as a spring-board for their own machinations that pull their players deep into the shadows of a world where the twisted taint of the Elder Gods flows freely across the land, twisting both the landscape and those that struggle to call it home.

DUNGEON CRAWL CLASSICS AND MUTANT CRAWL CLASSICS CREATURES

Keep in mind that the Dungeon Crawl Classics RPG has a wealth of creatures compatible with the Weird Frontiers RPG. Judges may feel the creatures included within the pages of the DCC RPG might need a slight "tweak" to give them a fair shake of a stick in a world where most weapons are fueled by black powder. In some cases, a simple increase to Armor Class or hit points on the fly can even the playing field and make creatures pulled from the DCC game terrorizing foes!

The DCC rulebook also provides unique Critical Hit tables and charts to help you create truly memorable and blasphemous demons and legendary dragons! Remember, that in the case where a Critical Hit chart is included (giants for example) use the chart to determine the results of the critical hit results.

To keep things simple, use the following table when translating a creature's alignment to the Paths system found in Weird Frontiers.

CREATURE'S ALIGNMENT	CREATURE'S PATH
Lawful	Path of the Righteous
Neutral	Walking the Line
Chaotic	Path of the Damned

Mythos Creatures

Ask any fan of Lovecraft's work, or those who've taken up the pen through the decades to help build upon his world of terror, what their favorite mythos creature is and chances are it has traits and descriptors that make the beast a blasphemy capable of curdling anyone's blood unlucky enough to stand in its presence

Creature types labeled "Mythos" claim a distant kinship to one another by one degree or another, sharing the taint of their twisted creators—an ancient race of Elder Gods. This "taint" fuels the vileness that burrows deep within the black hearts of the progeny of the Elder Gods, giving bloom to madness in its most primal state. The existence of these horrors not only defy the tenets of logic, they erode a man's faith like a swarm of deathwatch beetles gorging on the pages of a bible.

Encounters with Mythos creatures often prove fatal and those that survive are rarely the same again. They've seen horrors that can't be unseen—things that whisper to the deeper part of man's soul, telling him damnation isn't a matter of "if" but more so "when."

In game terms assume creatures with the Mythos type are considered "outsiders" with regard to things like spells, character abilities and weapons that have special effects against them. Additionally, most Mythos creatures are considered to walk the Path of the Damned.

Putting "Mythos" into the Monster

One of the things Dungeon Crawl Classics author Joseph Goodman encourages judges to do is to make each creature they use in an adventure unique. Players with any experience with RPGs of any type (pen and paper, video game, etc.) are going to process a ravening horde of zombies without so much as a raise of a brow, but try giving those zombies rotting folds of skin that's stretched from the outline of faces constantly trying to push their way out, biting one another or silently screaming in some desperate bid for escape. Now you've given new life to an old enemy and planted the seed of uncertainty in your players.

Judges are encouraged to use the Blessings from the Elder Gods chart included below to add some punch to monsters players consider "old hat."

BLESSINGS FROM THE ELDER GODS

ROLL %	RESULT
1-2	The skin of the creature is covered in open sores and scars. Any ranged or melee attack causes the creature to scream in anguish as a black tinged acid spray squirts outwards 5'. Those engaged in melee must immediately pass a DC 10 Reflex save to avoid 1d3 acid damage.
3-4	The creature is childlike and displays attempts at innocence and plays while feeding its bloodlust. Any damage causes the creature to wail like a babe scorned, forcing a DC 8 Will save by attackers on the Path of the Righteous, or those Walking the Line. Failing the save results in pangs of guilt flooding the attacker for 1 round as doubt settles in.
5-6	Dark clouds of flies swarm the creature which instinctively knows to bring foes into contact with the flesh-eating insects. Characters engaging in melee with the creature suffer 1pt of damage per round and a -1 penalty to attack rolls and spell checks.
7-8	The creature has no eyes; the sockets show a view into an alien galaxy, hosting giant floating flesh barges, dying suns and omens of madness. Characters not actively looking away must pass a DC 10 Will save to avoid getting caught in the gaze of the creature. Failure results in the character giving up all hope and dropping any held items, effectively becoming helpless for 1d3+1 rounds. Actively looking away imposes a -2 penalty to any attack or spell checks.
9-10	One of the creature's limbs has been replaced by an 8' slimy tentacle covered in barbed suckers. Attacks inflict d6 damage and targets are considered grappled. Grappled targets are unable to do anything other than attempt to escape by way of an opposed Strength test. Success means the character has broken free but suffers 1d3 damage from the barbs hooked into their skin being pulled free.
11-12	The creature randomly vomits a thick gout of jet-black bile covering the ground around it. Anyone engaged in melee must pass a DC 10 Reflex save to avoid slipping and falling through the puddle into a pocket dimension. Finding their way back requires passing a Luck check each round until the save is passed. Should the creature be slain before the banished character returns, only one additional check can be made before being lost forever.
13-14	Tiny duplicates of the creature constantly burrow out of random spots on the host's hide. Roll 1d20 each round the creature is present. On an odd result a duplicate bursts free bellowing in a high-pitched scream. All opponents within 30' must immediately pass a DC 10 Will save to avoid covering their ears and dropping anything held. The creature is equally annoyed by the duplicates and must also pass the save to avoid pausing to pluck the screaming offender and eating it.
15-16	The creature is covered in hundreds of unlidded eyes giving it all round vision and the ability to see things invisible.
17-18	One of the appendages of the creature ends in a giant lobster-like claw. The claw gives a bonus attack that inflicts d10 damage and decapitates a man-sized victim upon a critical hit unless a DC 12 Reflex save is immediately passed.
19-20	Thousands of polyps cover the hide of the creature. Damage inflicted on the polyps causes a mist of spores to spray in the attacker's face during any melee attack. A DC 12 Fortitude save must be passed, else the spores infect the lungs and curse the target with a phlegmy cough until the disease can be magically cured. The "cough" produces dry clouds of pink dust that disorient the host, causing a -2 penalty to all actions until magically healed. Any hard physical exertion causes a fit of coughing, requiring a DC 12 Will save to contain the cough during such encounters to avoid the -2 penalty..
21-22	The creature's abdomen is lined with six umbilical cords, each tethered to a malformed infant-like creature resembling the host. Each "infant" scurries about, easily tangling the feet of attackers engaging in the host in melee. Each round of combat allows one trip attack on a different opponent (up to 6) knocking the target prone unless a Reflex save with a DC 10 is passed. Directing an attack against an infant severs the cord and the creature kicks and wails as it dissolves into a puddle of gore.

BLESSINGS FROM THE ELDER GODS (CONT.)

ROLL %	RESULT
23-24	The creature has a large gaping, toothy maw in its abdomen. On any round the creature successfully attacks, a bonus bite attack can be made. The bite is made with a +1 to hit and inflicts d8 damage. Scoring a critical hit results in the target suffering an amputated limb (additional d8 damage and an additional 1d4 bleed damage until the wound can be tended to with a standard action. Roll 1d5: 1- left arm, 2- right arm, 3- left leg, 4- right leg, 5- head (instant death).
25-26	The creature is wrapped in searing flames, serving as a source of constant pain. The only means of relief comes from holding a victim and watching it burn. Successful attacks inflict an additional d6 damage and gives the creature the option of attempting a grapple. Targets being grappled suffer continual fire damage each round and grapple checks are made at a cumulative -1 penalty each round.
27-28	A prehensile tail ends in a malformed foul-mouthed screaming head. The head knows things about the characters it shouldn't, and its well-placed insults can distract the object of its revelations. Target must pass a DC 12 Will save or suffer a -1d penalty to any die roll on the following round. Only one foe can be targeted per round.
29-30	Fleshy bat wings grow from the creature's back giving it the ability to fly or hover at a movement rate of 20'.
31-32	Several parts of the creature's body resemble mirrors. Any successful attack where the die results in an odd number causes one of the mirrors to break as a result of the attack. Breaking a mirror means a Luck check must be passed to avoid permanently losing a point of Luck.
33-34	Four slime-coated ebon-tainted tentacles sprout from the abdomen of the creature. Each tentacle is 10' long and delivers a drain attack (use a d16 for each attack). Each hit forces an immediate DC 10 Will save to avoid having all hope sapped from the target's psyche. Each failed save leeches 1d3 temporary Personality points from the poor soul to signify "giving up." Targets reaching 0 Personality assume the fetal position and begin sobbing, awaiting the end. Effects last for 1d6 hours, or until the creature is destroyed.
35-36	Sharp quills break through the creature's hide at random points offering a +2 AC bonus and a ranged spine attack. 1d3 quills may be launched with a +2 to hit accuracy and inflict 1pt of damage each. Quill attacks serve as a bonus to any normal attacks the creature might have.
37-38	A second head rests beside the original and sings with the voice of an operatic angel during any combat. Combatants must pass a DC 10 Will save to be able to attack the source of the angelic voice, seeing it as something beautiful that must be preserved.
39-40	The scent of rotting meat emanates in a 20' area around the creature. The foul, reeking rot distracts attackers—imposing a -1 to attack rolls and spell checks.
41-42	Eight eyes replace the normal sight organs of the creature. The collection of eyes grants poor eyesight and the creature suffers a -2 to attack rolls. Successful attacks upon the creature open a wound, allowing hundreds of spiders to pour out. The spiders immediately swarm the attacker automatically inflicting 2pts of damage per round until a full action is spent brushing the arachnids away.
43-44	Any type of damage causes the creature to vomit violently as a response. Characters successfully attacking the creature in melee are automatically hit by the foul-smelling contents and must immediately pass a DC 10 Fortitude save to avoid throwing up in response, losing their next round's action as a result of any failed save.
45-46	Thick, matted fur covers the creature, offering an additional +3 bonus to AC.
47-48	The body and blood of the creature are transparent, leaving only organs to mark it during combat. Attackers suffer a -1d penalty to attack rolls and spell checks that require sight. Strikes are more likely to hit vital organs, offering critical hits a +2d modifier on Critical Hit charts.
49-50	The creature gains a vomit attack that sends forth a 10' cloud of black demonic flies. The flies envelop up to two man-sized targets and immediately begin whispering forbidden truths that induce madness. Affected targets must pass a DC 8 Will save at the beginning of each round to avoid the effects of madness each round. Failure imposes a random effect. Roll 1d4: 1- attack the closest ally, seeing them as the source of all evil, 2- fall prone and into the fetal position, sobbing uncontrollably, 3- stand paralyzed by fear, 4- suicidal behavior results in the target using a readied weapon on themselves. A new save must be made each round.
51-52	The creature's arms are unnaturally long and drag the ground. The appendages grant their owner a special slam attack made by spinning its torso around to give the limbs a reach of 8'. Successful attacks inflict 1d7 damage and knock the target prone unless a DC 10 Reflex save is passed.

BLESSINGS FROM THE ELDER GODS (CONT.)

ROLL %	RESULT
53-54	An unnaturally large mouth houses rows of razor-sharp teeth that have, no doubt, been used recently due to the rotted meat still left over from the last kill. Bites inflict 1d8 damage and potentially leave some the rotted remains in the wounds of the target. An immediate DC 8 Fortitude save must be passed to avoid contracting an infection that brings high fever and vomiting for 1d6 days. Infected targets suffer a -1d penalty to all physical rolls for the duration, or until magically healed for 3 Hit Dice on the results chart. (See the revelator class.)
55-56	A long, warty black tongue lolls from the creature's mouth and seems to have a mind of its own as it "samples" the air. With a successful grapple attack, the creature forces its target to the ground prone as the tongue begins forcing itself down the victims throat, suffocating the target for 1d3 temporary Stamina damage per round. Targets must use their full action each round to attempt to break the grapple by way of an opposed Strength check. Victims reaching 0 Stamina suffer death by suffocation.
57-58	The creature's hands/claws have been replaced by fist-sized metallic balls attached to thick barbed chains. The weapons give a wicked attack as the chains are swung out up to 10'. A successful attack inflicts d7 damage and targets must pass a DC 10 Reflex save to avoid being tripped, landing prone. Victims lying prone that are further attacked suffer an automatic crit from the creature.
59-60	The creature is easily twice its normal size, with limbs swollen with fluid. All attack and damage rolls from the creature gain a +1d modifier, but the creature's condition makes it ungainly and it suffers a -3 to AC.
61-62	Horrible open wounds cover the creature's hide, weeping a black mucous and mewling maggots. Once per day the creature may vomit a swarm of the maggots, covering an area of 10'. Targets must pass a DC 12 Fortitude save or begin retching for 1d4 rounds (considered Stunned) from having the vile larva enter their mouth. For 1d7 days after failing a save, infected targets will vomit the same maggot-riddled mucous for 1d2 rounds. With each combat encounter of the day have the infected pass a Luck check. Only one episode of vomiting will happen per day of infection.
63-64	Large goatlike horns protrude from the head of the creature giving it a slam attack that inflicts d7 damage. Targets struck by a charge attack must pass a DC 12 Reflex save to keep from being slammed 1d10' away and landing prone, suffering an additional 1d6 damage.
65-66	A sickly green glow emanates from the pores of the creature, who looks emaciated and diseased. Characters striking or being struck by the creature in melee must pass a DC 10 Fortitude save to avoid contracting a fast-acting disease that inflicts 1pt of Stamina damage per turn. Only magical healing can remove the sickness.
67-68	Hollowed sockets reveal small embers instead of eyes, giving the creature a flame-strike gaze attack. Once per round a target not actively trying to avoid the gaze (those that do suffer a -3 attack penalty) of the creature must pass a DC 10 Will save to avoid catching fire. Targets suffer d6 damage and must spend their next action patting out the flames or continue to burn.
69-70	The creature appears to be eviscerated and shambling around while trying to "contain" itself. Yards of intestinal tract are held in one hand and each round the abomination must pass a DC 8 Reflex save to avoid tripping over "ropes" of organs spilling out; however, the creature gains a special choking attack, and with a successful strike it wraps its organs around the target's neck and begins choking and pulling them into its abdominal cavity. Upon a successful attack an immediate DC 12 Fortitude save must be passed or else the victim's head is sucked into the creature's abdomen as the intestines suddenly animate. Grappled targets suffer a d4 in temporary Stamina damage each round until the grapple can be broken. Targets reaching 0 Stamina die from suffocation. Targets freed from the choke regain 1d4 Stamina points per round.
71-72	The creature's legs are unnaturally long, making it a swift opponent. Movement is increased by +15', and the creature gains a kick attack that inflicts 1d8 damage and knocks opponents prone unless a Reflex save with a DC equal to the total attack number can be passed.
73-74	Long stalks protrude from the eye-sockets of the creature, giving it all around vision. The creature is immune to surprise and can see into all spectrums.
75-76	A tortoiselike shell covers the backs of the creature's arms, legs, and back. The hard carapace grants a +4 AC bonus and imposes a -1d penalty to Critical Hit charts for any attacks against the creature that score a critical hit..
77-78	One of the creature's arms constantly shifts to the whims of chaos. Roll 1d3 each round to determine the type: 1- lobster claw d8 damage (any crit automatically breaks an arm or leg for double damage); 2- 1d4 tentacles (trips opponents unless a DC 8 Reflex save can be passed); 3- raw meat fashioned into the shape of a club—riddled with nails, spines, etc. and inflicts d6 damage and leaves 1d4 spikes in the target's hide (targets suffer 1pt of damage each round until the objects are pulled from the skin).

BLESSINGS FROM THE ELDER GODS (CONT.)

ROLL %	RESULT
79-80	Large vibrantly colored wings replace the creature's arms, while sharp black talons protrude from what used to be hands. The creature gains flight 30' and two rake attacks that inflict 1d7 damage each.
81-82	Large owl-like eyes take up much of the creature's face and its neck allows the head to be rotated up to 360 degrees. The creature is immune to surprise and gains a mesmerizing gaze. Characters not actively avoiding its gaze (-3 to attack to those that do) must pass a DC 12 Will save to avoid becoming Stunned until the save can be passed.
83-84	The creature's hide is pale blue and cold to the touch. Once per day the creature gains an ice-based breath weapon that covers an area of 20' in a cloud of chilling cold. Characters failing a DC 12 Reflex save suffer 1d6 damage from the numbing cold for each round they are within the area of effect and additionally suffer a -2 penalty to all physical actions.
85-86	The creature is covered in dozens of mouths that constantly babble in Sumerian. Characters within range of hearing immediately begin hearing dark secrets of the cosmos. Characters not actively covering their ears feel their minds unraveling and must pass a DC 12 Will save to avoid losing 1d2 Grit points for each round the save is failed.
87-88	The strong taint of Elder God courses through the creature's veins. Each time it is reduced to 0 hit points a smaller version claws mewling out of its corpse. Halve all stats of the creature (round up) and reduce any special abilities by the same when possible.
89-90	The bones of the creature are hollow, its hide black and covered in small coarse hairs. The creature gains the ability to climb walls much like a spider at the rate of 30' per round.
91-92	The mouth of the creature is distended and unnaturally large, hanging down to its abdomen. Any critical hit the creature scores upon a victim means a man-sized target is swallowed whole. Victims must immediately attempt a contested Strength test to avoid being swallowed. Swallowed creatures find themselves dropped into an acidic pocket dimension where they suffer 1d4 damage the first round and an additional d4 each additional round (1d4 1st round, 2d4 2nd round, etc.). The creature must be slain and a rope lowered into its mouth to rescue the victim within one turn of the creature's demise.
93-94	The skin of the creature has been expertly flayed causing it to scream from excruciating pain. The creature gains a +4 bonus to Grit checks and an additional melee attack due to its anguished rage.
95-96	The creature prefers the taste of child flesh, and its hide is covered in the youthful faces of its victims, screaming and crying. The children have been driven insane by the experience and their wails are amplified by the taint flowing through the creature. Enemies within 60' of the screams must pass a DC 10 Fortitude save each round to avoid 1d3 damage as their eardrums begin to rupture and bleed. The creature itself is deaf, the screams of its victim destroying any bit of hearing it once had. The lack of hearing gives characters a +2d bonus to stealth related checks against the creature.
97-98	The skin of the creature is covered in a thick layer of warts and polyps. The protrusions give the creature the ability to blend into any environment, much like that of a chameleon. The creature gains a +6 bonus to any stealth related rolls.
99-00	Thousands of leeches (engorged with the blood of their host) cover the skin of the creature. Each successful melee attack by the creature leaves 1d4 leeches attached to the victim. Victims must spend their entire next action on the following round or suffer 1pt of damage per leech each round from further blood drain. Each successive attack adds cumulative leeches.

RUMORS AND SUPERSTITIONS

Use the same Critical Hit/Fumble charts provided for player characters found in the **Appendix** section to determine critical hit and fumbles for creatures. Judges with a copy of the Dungeon Crawl Classics RPG , and/or the Mutant Crawl Classics RPG may also wish to use the specialized Critical Hit charts included in these books for some of the more legendary creatures (dragons, giants, un-dead, etc.) when including these monsters or creatures that closely resemble them into the Weird Frontiers RPG.

The type of table used by the creature is determined by the attack type (piercing, slashing, blunt). Judges are also encouraged to create their own unique tables for special creatures they create, or even for those included in the Weird Frontiers bestiary when the creature stands out as one of the more memorable encounters of their adventure.

Use a creature's HD to determine the appropriate die rolled for both critical hits and fumbles by referencing the chart below.

CREATURES HD	CRITICAL HIT/ FUMBLE DIE
Less than 1	D4/D14
1	D6/D12
2	D8/D12
3	D8/D12
4	D10/D10
5	D10/D10
6	D12/D10
7	D12/D8
8	D14/D8
9	D14/D8
10	D16/D7
11	D16/D7
12	D20/D7
13	D20/D6
14	D20/D6
15	D20/D6
16	D24/D4
17	D24/D4
18	D24/D4
19	D24/D3
20	D30/D3
21+	D30/D3



ABAIA

Also known as "The Great Mother of the Lake," abaia are enormous eels (up to five-feet around and 50' in length) said to inhabit tranquil freshwater lakes. According to local legend, the abaia (an aquatic apex predator) considers all creatures that inhabit its lake to be its children and will furiously protect them. Anyone foolish enough to fish the protected waters is attacked by a sudden wave caused by the thrashing of the abaia's tail. Alternatively, the abaia is capable of summoning a torrential downpour of rain to flood the surrounding lands, should the lake's offenders successfully flee the lakeside area.



Abaia: Init +3; Atk bite melee +3 (1d12); AC 12; HD 5d8; MV 60' swimming; Act 1d20; SP crashing wave, monsoon; SV Fort +1, Ref +3, Will -1; Path POR +1.

Crashing wave: The abaia can create a forceful wave by vigorously thrashing its tail. It takes 1 round for the thrashing to swell the water, so the wave crashes into the target on the following combat round. The wave hits for a number of d6s equal to the abaia's HD. Adolescent abaia with 3 HD create a 3d6 wave, while adult abaia with 5 HD create a 5d6 wave. The target of the crashing wave may make a DC 10 Reflex save for half damage.

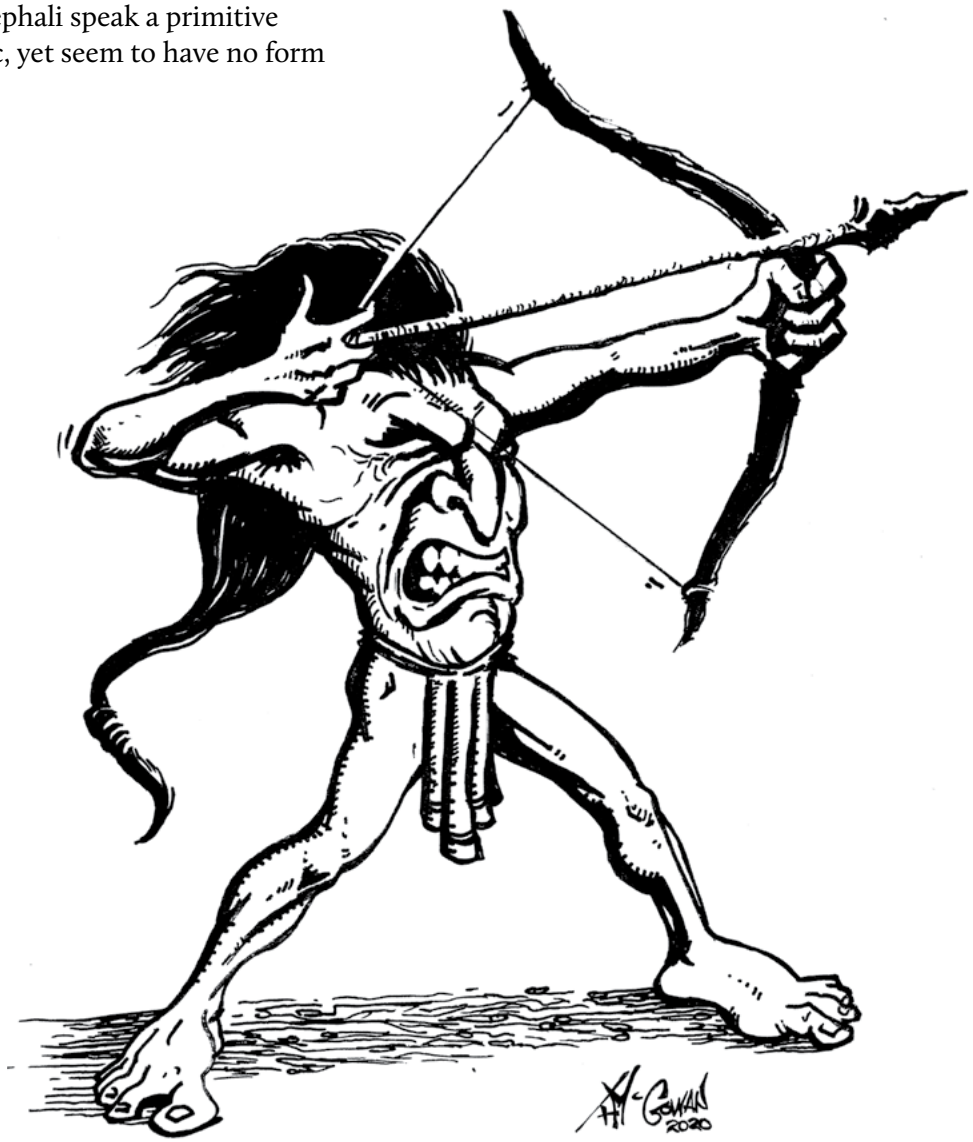
Monsoon: Once per day, the abaia can summon a catastrophic storm of rains, winds, and lightning. The storm lasts for 2d4 hours and requires the abaia's full concentration to maintain the storm. Anyone caught outdoors during the abaia's monsoon must make a successful DC 10 Reflex save to safely move from one location to another. A failed saving throw results in that person being knocked down. A subsequent DC 12 Reflex save is required to stand and get to relative safety or else the winds and flooding waters sweep the person into the abaia's body of water. There is a 10% chance that lightning will strike anyone caught out in the open during the abaia's monsoon.

ACEPHALI

Acephali are a bizarre race of headless humanoids that began appearing after the events of the Seven Days of Night. Although having no heads, their chests serve as a nesting place for broad faces that often babble incoherently or laugh in the midst of combat. While their numbers are few, those encountered appear to Walk the Line, attacking only in self-defense. They live tribal, nomadic lives in deserts or areas with hot climates. A typical tribe consists of 2d10+5 individuals, who live in tents fashioned from animal skins. Acephali are extremely skilled at the use of spear and bow and can use them with deadly accuracy. Acephali speak a primitive form of pre-Islamic Arabic, yet seem to have no form of writing.

Acephali: Int +2; Atk slam +2 melee (1d4+1), bow +3 ranged or spear +5 melee (1d8+1); AC 13; HD 2d8; MV 30'; Act 1d20; SP resilience (take half damage); SV Fort +4, Ref +2, Will +3; Path WtL.

Resilience: Acephali are naturally resistant to damage and extreme temperatures. Successful attacks suffer a -2d penalty to damage rolls when striking an acephali, while spells dealing any sort of heat/cold/electrical damage also suffer a -2d penalty.



AHKIYYINI

According to native folklore, the ahkiyyini are mischievous skeletal spirits that play strange, haunting and destructive music. To make their music, the skeletons strike and strum their scapula and ribs. The ahkiyyini seem to take great delight in the suffering of mortals; it is believed that the wailing and crying of voices in agony are the lyrics to the songs of the dead played by the ahkiyyini. The ahkiyyini are often found in places where a plague is ravaging a population or amongst the dead and dying on a battlefield. The ahkiyyini's music can destroy villages and sink ships by making the earth tremble and the rivers rage.

Ahkiyyini: Init +0; Atk fist melee +1 (1d3), music missile +1 (special); AC 14; HD 1d8; MV 30'; Act 1d20; SP melancholy melody, thunderous bones, resistant to blades; SV Fort +0, Ref +2, Will +2; Path POD +2.

Melancholy melody: Once per day, the ahkiyyini can play a tune so sad that it can make an angel cry. Anyone hearing the tune must make a DC 14 Willpower save or else succumb to such great sadness that the listener can only weep, left defenseless and vulnerable for 1d4 rounds.

Resistant to blades: The ahkiyyini is especially resistant to slashing weapons and suffers half damage from all such attacks (rounding down).

Thunderous bones: The ahkiyyini can play their music in such a fashion as to create a powerful force of sound that can rend the earth. With a successful music attack roll, the target suffers 2d8 concussive damage, but the target may make a successful DC 12 Fortitude save for half damage.



AMPISBAENA, GIANT

After the Seven Days of Night, sightings of two-headed snakes increased. The dreaded giant ampisbaena has also been spotted in the western states and territories. It resembles a pit viper but with two heads at the end of its body. Normally around 30' long and weighing 1,000 lbs, the giant ampisbaena is capable of spitting poison twice per encounter from each head, using 1 action die for each ranged attack. The spittle is a spray 30' long and 5' wide at its terminus. All caught within the line are affected by the snake's poison. The serpent regenerates 2d4+2 hit points at the start of each round, unless reduced to 0 hit points.

A giant ampisbaena's typical habitat is arid desert regions in caves or rocky valleys. A rare water-swimming variety of creature is rumored to dwell in swamps and marsh mud caves (MV swim 30'). The skin of the creature can be fashioned to make clothing of various sorts. When crafted into a vest or similar item, the skin adds +1 to AC.

Giant Ampisbaena: Init +6; Atk bite +8 melee (3d6 + poison DC 14 or death); AC 15; HD 6d8; MV 30'; Act 2d20; SP regeneration, 10% spitting; SV Fort +7, Ref +3, Will +3; Path WtL.



BLADERUNNER

The bladerunner or "Blood Drinking Bird" is a tainted form of the fast ground-running avian, the roadrunner. Typically found terrorizing the Mexican border and any arid desert regions, the flightless avians typically grow to 1' in height with a rust-brown plumage that turns crimson as it crests the creature's neck. The beak of the bird grows to lengths of 12", ending in a needle-like shape that gives the bird its deadly attack.

The bladerunner exclusively feeds on blood from mammals, making them a troublesome predator for farmers and wildlife in the areas they roost. They attack by using uncanny speed to charge, plunging their beaks into their target to allow feeding.

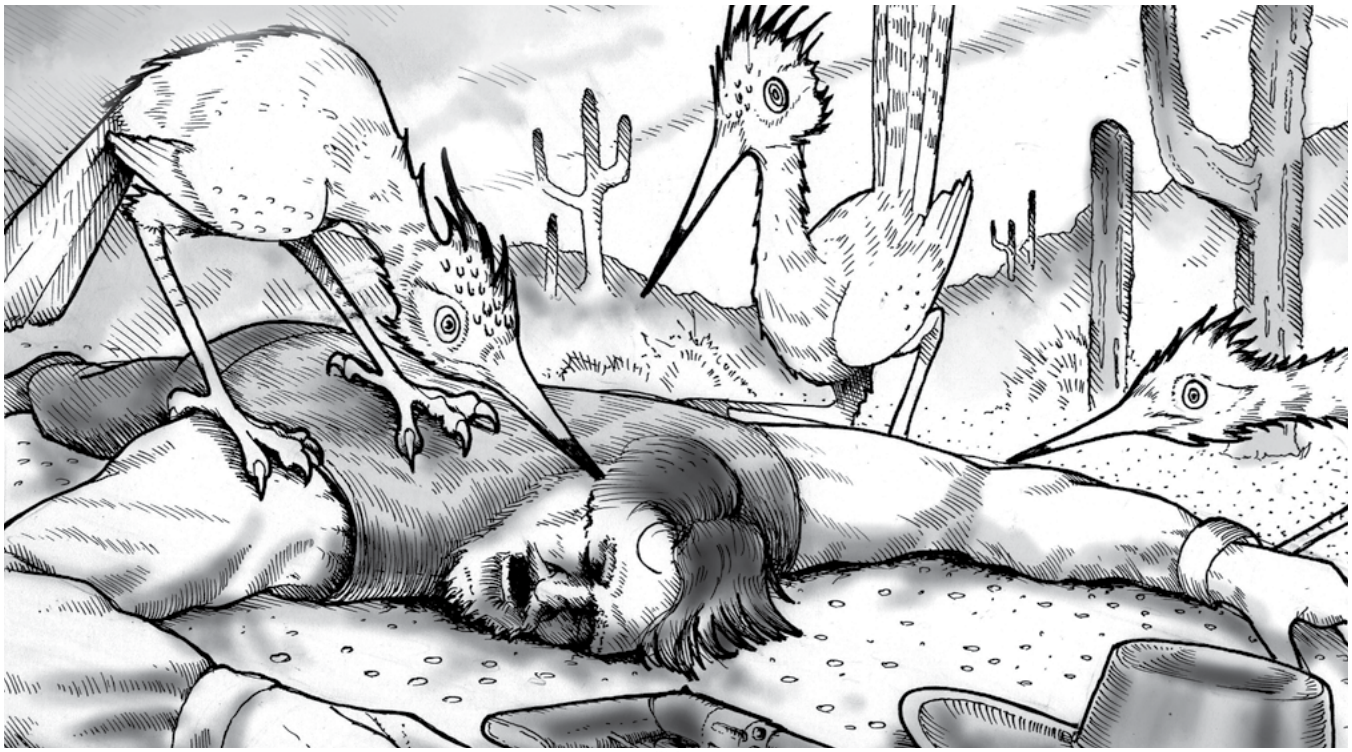
A brood of bladerunners typically consists of 1d6+2 bladerunners, though stories of larger flocks have been told as their numbers expand. Bladerunners leave odd four-toed impressions, making them easy to track by those that live nearby.

Farmers and neighboring Native American tribes often form hunting parties to hunt the creatures once a brood is discovered, less their livestock fall victim to the vicious bird. The wicked beaks of the creatures are often used as spearheads (granting a +2 to damage) and can be used to remove venom from wounds inflicted by creatures such as snakes. Any character with medical training may insert and suck venom from the wound, granting a second save versus the venom.

Bladerunner: Init +4; Atk impale +2 melee (2d3); AC 16; HD 1d6+2; MV 60'; Act 1d20; SP impale, blood drain; SV Fort +0, Ref +4, Will +0; Path WtL.

Impale and blood drain: The bladerunner makes a running impale attack at +4 if it moves 20' or more on the ground with success causing 2d3 damage from the wound and initial blood drain. Each additional round the creature is allowed to feed will inflict an additional 1d3 damage in the form of temporary Stamina damage to reflect the victim losing blood. Victims reaching 0 Stamina perish from blood loss. Lost Stamina damage returns at the rate of 1pt per hour for survivors of the attack.

Striking the bird will cause it to immediately disengage, often causing the bird to run away (50% chance) having successfully fed.



BUNYIP

Bunyips are nasty varmints found in lakes, ponds, and watering holes. They're huge creatures (more than twice the size of a full-grown mustang) that resemble otters that build their dens near bodies of water. Clever bunyips have been known to lie in wait under the water until its prey unknowingly attempts to cross over it, giving the creature a surprise attack from below. They say only the very lucky ever see a bunyip and live to tell about it, and most folks ain't that lucky. Known by many names, mudcats, bog monsters, or creek beasts, bunyips are nothing to be trifled with.

Bunyip: Init +2; Atk bite melee +2 (2d8), claw melee +1 (1d6+2); AC 14; HD 6d8; MV 30', 50' swimming; Act 2d20; SP barrel roll; SV Fort +3, Ref +2, Will +0; Path POD +2.

Barrel roll: While fighting in a body of water, if the bunyip can land two successful claw attacks in a single round, the creature begins to twirl its body in a barrel roll. Victims caught in a bunyip barrel roll must make a DC 15 Fortitude save or suffer 1d6 drowning damage. To free themselves from a barrel roll, the victim must make an opposed Strength roll against the bunyip's Reflex save.

BYAKHEE

Things live in the cold, dark spaces between the stars and in the dark spaces beneath the earth. Among these creatures are the byakhee, servants of the Unspeakable Hastur. These things no mind can completely grasp, no human eye completely see, for they are forbidden to men. Yet warlocks beholden to Hastur and other Elder Gods can summon them forth, for the spell can still be learned from Olaus Wormius' forbidden Latin translation of that tome of blasted lore occultists call the *Necronomicon*.



Byakhee are larger than a man—large enough to be ridden by the witch or warlock so bold to do so. In form, they are some part crow and buzzard, some part mole and ant, some part vampire bat, some part decomposing corpse, and some part madness. Their feet are webbed, and their wings membranous like a bat. The very sight of them flopping upon the ground as they move is enough to make a strong man queasy; the sight of them soaring into the air is more frightening still. Some folks say that there were man-like bats among the dead in the realm of Xibalba in the long-ago days of the Mayan empire; perhaps these were also byakhee.

Byakhee: Init +0; Atk bite +4 melee (1d7) or claw +3 melee (1d5); AC 14; HD 3d12; MV 15' or fly 70'; Act 1d20; SP immune to cold damage, does not need to breathe, dark omen; SV Fort +6, Ref +0 , Will +2; PoD.

Dark Omen: The byakhee attacks by way of vicious claw or bite, which requires an immediate DC 12 Willpower save. Failure results in the victim being immediately shown the cold, dark alien lands that are native to the creature. The visions are unsettling and remove 1d6 Grit points, in addition to stunning the victim for 1 round.



CARNIVOROUS PLANTS

Greenhorns in the weird West have to be capable out under the Western skies, 'cause even the plants can kill you! Below is a selection of the most common plants to watch out for, but don't make a tenderfoot mistake and imagine that knowing a few likely dangers means that you know all there is to know, as it seems like something nasty is sprouting out of the ground with each new day.

DEAD MAN'S CACTUS

This deadly specimen looks like an Easterner's romantic view of the West—a lone saguaro standing far from any source of water. If it has fed recently, there might even be some bleached bones lying around it, maybe even a desiccated corpse or two. For some reason, a Dead Man's cactus doesn't seem too keen on feeding off vultures or the sorts of birds that nest around other cacti, but let a coyote or a fox be drawn by the dried carrion of a fresh kill, and it too will add its bones to the collection.

Dead Man's cactus: Init -5; Atk needle +4 ranged (blood drain); AC 16; HD 4d12; MV 0'; Act 6d16; SP shared abilities, blood drain, healing sap, half damage from heat- or cold-based attacks; SV Fort +4, Ref -10 , Will +0; Path WtL.

Blood drain: A Dead Man's cactus can shoot its needles out to a distance of 60', and each needle is attached to a flexible, fibrous tube that can draw a target's lifeblood into the thirsty cactus. If an attack succeeds, the cactus begins draining blood on each successive round, draining 1d3 points of temporary Stamina damage each round. When a victim reaches 0 Stamina, it has lost too much blood to survive and perishes, but the cactus keeps draining it for another 1d3 minutes, leaving nothing but a dried corpse. A feeding tube can be severed with any successful attack vs. AC 10 or a Move spent for that purpose. This does no harm to the cactus itself, and a Dead Man's cactus has thousands of needles to utilize. Lost Stamina returns at the rate of 2 points per hour.

Healing sap: Cutting the cactus open reveals a thick red sap reminiscent of sweet blood. There is enough sap to provide the liquid needs of 1d6+1 human-sized creatures for a single day, and any who partakes a full measure of the sap recovers up to 2d3 points of Stamina lost due to blood drain. However, the drinker must succeed in a Fortitude save (DC 10 + 1 per point of Stamina recovered) or fall into a trance-like sleep indistinguishable from death, which lasts 1d5 hours. During this period, the drinker cannot be awakened without magic. Many a tenderfoot has survived an encounter with a Dead Man's cactus only to be stripped of gear and buried by his unknowing companions.

Shared abilities: Plants are generally immune to critical hits and are generally aware of living beings within 100', although few react until a creature wanders into their range. They are immune to mind-affecting effects and any spells that target animals, including paralysis. They have no true sense of sight or hearing and are not affected by spells that utilize these. They are also immune to piercing damage and take half damage from firearms and bludgeoning attacks.



DEVIL'S SNARE

Maybe the simplest of the Western carnivorous plants to deal with, once it has been recognized, the Devil's snare is a tough, weedy vine that forms natural lassos along its length used to catch small critters to fertilize the ground where they grow. Although a full-grown man is unlikely to fall prey, being caught about the neck can be a bit uncomfortable.

Devil's snare sometimes grows along well-travelled paths. If it catches a horse, the rider may be thrown (DC 10 Reflex save), and horses have been known to break legs from such events. Some less savory types cultivate patches of Devil's snare for exactly this purpose.

Devil's snare: Init +0; Atk loop +2 melee (1pt); AC 16; HD 6d8; MV 0'; Act 4d20; SP shared abilities, automatic damage each round, strangulation; SV Fort +2, Ref +2 , Will +0; WtL.

Strangulation: A creature snared by the neck suffers 1d4 temporary Stamina damage per round from strangulation (lost points are recovered immediately with normal breathing). Snares do automatic damage each round once it has hit a victim.

HELLBLOOM

A hellbloom is a mighty big flower (as tall as a man) that sprays a scent to the air that no one can ever agree on, as each nose that samples the "bouquet" finds it adjusting to individual taste. The hellbloom smells like whatever you might desire—a woman's perfume, a river of whiskey, a banquet fit for one of your English kings. It probably smells like honey to a bear and rotting venison to a wolf. Once you get a hint of the smell, you may already be lost.

Hellbloom: Init -5; Atk special (1d3 temporary Strength and temporary Stamina); AC 9; HD 6d8; MV 0'; Act special; SP shared abilities, mesmerizing scent, wrap victim, automatic Strength and Stamina damage, ; SV Fort +2, Ref -6, Will +0; WtL.

Mesmerizing scent: The scent of a hellbloom beguiles those who smell it, forcing a variable Willpower save in order to resist moving directly toward the flower. The save DC is a function of distance: DC 8 up to 240' away; DC 10 at 120'; DC 15 at 60', and DC 20 at 30' or closer.

Wrap victim: An unsuspecting creature that actually touches the hellbloom stands mesmerized while the flower wraps itself around them and consumes their flesh with no further save allowed. The flower inflicts 1d3 points of temporary Strength and Stamina damage each round. A rescued victim must pass a DC 12 Fortitude save to avoid losing 1 permanent point of Strength or Stamina. A victim wrapped in the flower takes half damage from any attack targeting the hellbloom.



JOHNNY WALKER

This strange plant is sometimes called "The Weed that Walks" or "The Three Legged Walker." It resembles a gourdlike pod with three woody stems which are capable of walking along the ground almost as fast as a man.

Johnny walker: Init -2; Atk stinger +3 melee (1d4 plus venom); AC 14; HD 4d12; MV 25'; Act 2d20; SP shared abilities, venomous stinger, spew venom; SV Fort +4, Ref +2, Will +0; PoD.

Venomous stinger: Growing out of the pod is a fleshy flower, tipped with a vegetable stinger that can strike opponents within 20' of the plant. The stinger carries potent venom that requires a DC 12 Fortitude save to avoid going into convulsions causing 1d4 temporary Agility damage. The convulsions last for 1d8 rounds, after which the Agility damage heals at a rate of 1 point per round.

Spew venom: A Johnny walker can also spew venom at a distance of 30'. A successful hit blinds an opponent unless a DC 12 Reflex save is passed. Blindness lasts 1d3 hours, after which failing a DC 10 Fortitude save indicates that the blindness is permanent; however, washing the eyes with whiskey before this occurs can restore sight if the victim does so before the allotted time.

PRICKLY SIMON

Prickly Simon, sometimes called "Red-Haired Simon," looks something like the "old man" cactus. It's a tall, cylindrical cactus covered with long thin spines that twist around almost like hair. Unlike the old man cactus, whose "hair" is white, the spines of prickly Simon are a striking crimson hue, growing to five feet in length on average.

The prickly Simon, has a rather unique way of feeding. If you touch it, the wiry spines twist around its victim, driving it down into the skin. Once a victim has been claimed, a strange ritual begins. The fibrous hairs immediately begin draining blood,while infusing the victim with cactus-juice. Cactus-juice has the ability to remove any sort of toxin or ailments that the victim is currently suffering and also has the additional side-effect of making the victim feel giddy and drunk.



Shamanistic healers, snake-oil salesmen and other folks often include the prickly Simon in their medicine bags to cure folks of their ailments, but the risk of addiction and intoxication often resorts in the patient becoming violent, wishing to remain attached to the plant, thus dying from blood drain.

Prickly Simon: Init none; Atk none; AC 14; HD 6d8; MV 0'; Act none; SP shared abilities, blood exchange, cure disease and poison, addiction; SV Fort +5, Ref -10, Will +0; WtL.

Blood exchange and addiction: A prickly Simon draws 1d3 points of Stamina out of the victim each round, with death occurring should the victim reach 0 Stamina. Removing the victim from the plant offers Stamina recovery at the rate of 3 points per hour, while the intoxication effect lasts for 1d6 hours. Victims that survive the encounter forever have an addiction to the plant and must pass a DC 12 Willpower save to avoid interacting with it.

SKELETON GRASS

If you think about it, all of these strange plants have one goal in common—to get more than the soil is willing to give them. Skeleton grass may be the worst of them all because you usually can't tell it's any different from other grasslands. It waits until you get well into a patch of the stuff before striking. Your best chance is noticing that there are a lot of bones lying around but even these don't last long before the skeleton grass breaks them down and consumes them. A whole head of cattle can be lost to the stuff, and the cowpokes riding herd on them are lucky if they get away themselves.

Skeleton grass resembles the common grass found across the plains, often growing in patches as large as 600' across. Usually, regardless of the size of a patch, it doesn't strike until victims move towards the middle of the area. Skeleton grass acts primarily by entangling targets, impeding their movement while sawing away with sharp blades of grass.

Victims slain from the grass are slowly absorbed into the earth, with only a scattering of bones to mark their graves.

Skeleton grass (20' x 20' area): Init +0; Atk swarming sawing grass +2 melee (1d2); AC 12; HD 6d8 per area; MV 0'; Act special (1d6/d20); SP shared plant abilities, near certain surprise, entangle; SV Fort +12, Ref -10, Will +0; WtL.

Entangled: Moving within the animated grass reduces all Movement to ½ and targets must pass DC 8 Reflex saves each round to avoid tripping and falling prone. Falling prone activates 1d6 "patches" as the blades entangle and begin sawing into the flesh of the fallen, with each patch inflicting 1d2 damage. Fallen targets must pass a Strength check (roll under) and spend an entire action to regain footing, failure results in damage each round.

TUMBLEFEED

A tumblefeed is mostly dead, except for its spore-seeds that get distributed as it tumbles (pushed by the wind) across the territories. A tumblefeed looks like its harmless counterpart, measuring between two-to-three feet in diameter. A tumblefeed normally moves with whatever breeze happens to be carrying it, but it has the ability of direct movement should it pick up the scent of any living thing within 100'. It often uses its resemblance to the tumbleweed to its advantage, rolling closer and striking with surprise (80%) when within range.

Tumblefeed: Init -3; Atk branches +5 melee (1d3 plus attach); AC 12; HD 3d8+3; MV 20'; Act 1d20; SP shared plant abilities, blood drain, seeds; SV Fort +3, Ref +1, Will +0; WtL.

Blood drain: Should the weed strike a target, branches immediately burrow into the skin draining the victim of 1d3 hp for 1d3+1 rounds.

Seeds: Additionally, the tumblefeed leaves 1d4 seeds within the wounds of the victim. Seeds eventually become a swelling pustule in 1d4 days, causing 1pt of temporary Agility and 1pt of temporary Stamina damage each day until the total temporary Stamina damage caused by a seed reaches 4, which causes the seed to burst out as a three-inch-diameter newborn tumblefeed with 1 hp. If allowed, it goes tumbling off to find new victims.

Each seed can be removed with 3 HD of magical healing or by any spell or effect that can remove diseases or parasites. Prickly Simon can also remove tumblefeed seeds, but the normal penalties apply.

CHENOO

Starvation is a terrible thing, and it can drive folks to do even more terrible things. According to the legends of the northeastern Micmac tribes, when a person resorts to cannibalism, or even refuses to give so much as a pot of beans to those that are starving, his heart may freeze—thus beginning the curse that can rarely be cured by any means other than death. Chenoo resemble emaciated giants, standing as tall as 20', covered in long blood-stained hair that drapes around pale withered skin that they use as a natural camouflage when stalking prey. The mouth of a chenoo is unusually large, and the creatures have no lips, having gnawed them off as a result of their constant state of ravenous hunger.

Chenoo often make sport of stalking/tormenting their prey for days, wearing the poor soul's nerves down with nightly screams that can take the courage out of most mountain men.

Chenoo attack by attempting to throw/slam their target against a tree or anything solid that will serve, to both stun the target and soften the organs up for devouring. Stunned targets are often finished with a horrific bite from a diseased maw filled with jagged teeth.

Chenoo: Init +2; Atk slam +4 (1d16+8) or bite +2 (1d14+6); AC 16; HD 16d10; MV 50'; Act 3d20; SP camouflage (use 1d30 to determine surprise/stealth of a chenoo while in winter terrain), slam (characters successfully attacked are thrown and slammed, landing prone), roar, immune to cold-based damage, decapitation; SV Fort +8, Ref +2, Will +6; PoD.

Decapitation: Should the chenoo score a critical hit on a bite attack, the victim must immediately pass a DC 15 Fortitude save to avoid being decapitated—with death being instantaneous.

Roar: Those who hear the screams must pass a DC 13 Grit check that increases by +1 for each night the creature stalks its prey.



CHILDREN OF YIG

"Gawd knows what ye done to yourself, gal, a-stompin' out a hull brood o' Yig's chillen. He'll git ye, sure, sooner or later, unlessen I kin buy a charm offen some o' the Injun medicine-men. He'll git ye, Aud, as sure's they's a Gawd in heaven—he'll come outa the night and turn ye into a crawlin' spotted snake!"

— H.P. Lovecraft & Zealia Bishop, The Curse of Yig

Lore speaks of Yig being the father of serpents and all snakes being his children. Matters of esoteric lore are seldom as simple as one might initially express. While Yig considers all snakes to be his children and protects them as such, among rattlesnakes one finds his favored children—the massive Western diamondbacks. Measuring up to eight feet in length and weighing 15 pounds or more, these monstrous snakes bear a white crescent on their heads, marking them as the chosen of Yig.

In the spring months, these creatures are sent as a warning to those who have transgressed against Yig and his children. Their appearance and the haunting sound of their massive rattles, allows for those marked by Yig to make offerings and assuage the god's anger. In the harvest months, when Yig is more volatile, these snakes are sent simply to lie in wait—striking in silence to kill the individual who has drawn the god's wrath. Only after they have struck will they rattle to warn others against similar transgressions and interferences.

Child of Yig: Init +4; Atk bite +8 melee (3d6 + poison DC 13 Fort or 1d3 Stamina damage); AC 14; HD 2d6+4; MV 30'; Act 1d20; SP camouflage, favored of Yig, fear immunity, poison immunity; SV Fort +1, Ref +3, Will +2; PoD.

Camouflage: When motionless and silent, these snakes blend into natural or shadowy surroundings causing a -2d penalty to any rolls to discover them.

Favored of Yig: Favored of, and sent by Yig, these snakes cannot be slain in the first round of combat. Regardless of the amount of damage done or the form it takes, these relentless serpents attempt to deliver their killing bite at least once.



CHUPACABRA



The chupacabra is a blood-thirsty demon. Approximately the size of a bear cub, the chupacabra is a reptilian demon with large eyes, long fangs, razor-sharp claws, and a ridge of spines that runs from the nape of its neck to the tip of its tail. The demon is incredibly fast, and it uses its speed when hunting for prey. When stalking prey, the chupacabra lies in wait—watching—and when the time is right, it bolts out at full speed to run down and kill the prey.

Chupacabra: Init +3; Atk claw melee +1 (1d6), bite melee +1 (1d4+1); AC 12; HD 4d8; MV 50'; Act 2d20; SP darkvision, infravision, blood thirst; SV Fort +1, Ref +3, Will +0; Path PoD +2.

Darkvision: The chupacabra can see 60' in darkness.

Infravision: The chupacabra can see heat signatures in darkness or through walls less than 2' thick, up to 60' distant.

Blood thirst: The chupacabra is so driven by its thirst for blood that it may expose itself to danger as it feeds. Once the chupacabra has made a successful bite attack, it latches on and begins to drink the prey's blood. The chupacabra automatically drains 1d3 hit points of blood and 1 point of Strength from its prey. While drinking blood, the chupacabra can take no other action, which is why it tries to hunt isolated and solitary prey.

COAL DEVILS (HEYASCHI'HAYTI)



These child sized black skinned humanoids are traditional mythic enemies of the Arapaho, Cheyenne, and other Indian tribes. With great strength, superhuman speed, and a taste for human flesh, these cannibal dwarves (thought once exterminated) have begun to reappear at the fringes of the Great Plains and other wildernesses across the West.

Ruthless raiders more than capable of taking on armed bands twice their number, heyaschi'hayti use their speed and natural camouflage to stage murderous, lightning attacks before melting back into the gloom. Trails made by corpses dragged off for butchery (usually by ravines or rocky outcrops) after such a raid eventually dry up. This has given rise to the whispered belief that coal devils' are subterranean dwellers or malevolent spirits born from black rock.

Standing between three and four feet in height with jet-black skin, long arms, and wiry frames, heyaschi-hayti wear rudimentary tribal clothing, have long black hair, and distended jaws perfect for cracking bones and rending limbs. They attack with great speed wielding simple archaic weapons fashioned from wood and stone or barehanded.

Whilst obviously intelligent enough to organize and speak human languages, they can be outwitted. They are single-minded, focused on securing food, and prove their strength through violence and cruelty.

Coal devils (heyaschi'hayti): Init +6; Atk club +5 blunt melee (1d8+5) or unarmed melee +6 (1d6+4) or bite +5 (2d4+2); AC 16; HD 4d8+4; MV 45'; Act 2D20; SP stealthy+2, invisibility at night (+6 to stealth rolls in the dark, +3 to AC against missile attacks made in darkness or shadow); SV Fort +5, Ref +5; Will +0; PoD

COLD ONES

More potent than the pale demons of the polar ice, or even the cold witches of the moon, are the star-spawn of Fomalhaut, known since the time of the sages of long-lost Pnom as the "Cold Ones." For these are the scions of the One who comes from a place of utmost cold, and against whom no heat can endure. That One is imprisoned by the Elder Gods, but the cold ones that are his spawn appear on this world as white worms, naked against the cold, but needing no protection from it. They are mighty sorcerers as well as powerful combatants, and they are able to emit a ray of cold which is enough to freeze a man solid. Some say that the imprisonment of the One, that is their father, is proof that the Elder Gods cannot be wholly malign.

The cold ones resent mortal intrusion into polar lands, and they sometimes travel down from the boreal realm during the chill of winter. When a cold one is active in the land, the air grows increasingly more frigid and fire itself seems to give off less heat. The aura of a cold one produces alien monstrosities in rivers, lakes, and oceans—menacing and unnatural creatures which are not usually dangerous themselves but drive away precious food species. This effect spreads out like an icy cancer from a cold one, to an extent that can reach dozens of miles from the creature itself.

A cold one takes the form of a great polar worm, 15' long or longer, whose naked body is the sickly white of a giant maggot. Its single eye can emit a beam of light up to 360' away that drains heat from those it strikes.

Cold One: Init -4; Atk bite +7 melee (3d7+8) or crush +9 melee (6d8) or cold beam; AC 20; HD 10d8+30; MV 40'; Act 2d20; SP cold beam, swallow whole, cold aura; SV Fort +12, Ref -6 , Will +10; PoD.

Cold aura: Just being within 30' of a cold one causes 1d7 damage due to cold each round (Fortitude save at DC 15 for half).

Cold beam: Cold damage is a function of distance, as indicated in the chart below. The closer a victim, the more damage taken and the more difficult it is to save against. In all cases, a successful Fortitude save results in half normal damage. It can use this ray three times each day.

DISTANCE	DAMAGE	FORT SAVE
1-30'	7d8	20
31-60'	6d8	18
61-90'	5d8	16
91-120'	4d8	14
121-150'	3d8	12
151-250'	2d8	10
251-360'	1d8	10

Swallow whole: A cold one that succeeds on a bite attack swallows its victim whole, unless a DC 15 Reflex save succeeds. Swallowed victims automatically take 1d6 Stamina damage each round to simulate being digested. VIctims reduced to 0 Stamina perish in the stomach acids of the beast.

COLOUR OUT OF SPACE



These malevolent gaseous aliens are commonly referred to as "colours." A colour's composition is not completely a gas, nor is it a liquid. This vaporous plasmatic creature emits a constantly scintillating kaleidoscope of colors from both the visible and invisible spectrum. A colour is a perfect organism; it consumes nutrients from everything in the surrounding environment until it has collected enough nutrition for it to reproduce asexually.

When a colour invades a territory, it typically soaks itself into the land in order to integrate itself into the local ecosystem. Then, the creature's alien physiology taints the surrounding soil and water resulting in plants that produce foul and bloated fruit. Animals that live off the land, that eat the tainted food and drink the tainted water, begin to produce bizarre mutations—irrevocably corrupting the genetic make-up of these poor beasts. As tainted plants and corrupted animals die, their decomposing corpses feed the colour the nutrients it desires. Animals that are being mutated (including humans) have their brains corrupted, driving them to insanity and violence.

A colour is able to soak through porous, natural elements, like earthen soil but is unable to penetrate non-porous metals, like lead. The amorphous form of the colour allows it to push through even the smallest hole in a wall or under a door. A colour can flow across the ground like a fog, but if a colour has stored enough nutrients, it can convert those calories into a protective spherical shell that is easily mistaken for a meteorite. Once the shell has been formed around itself, the colour is able to produce an explosive burst that is capable of launching the colour into space. This is how the immortal "Colour Out of Space" is able to travel the cosmos. The colour hibernates within its shell as it flies through space. The colour's shell protects the alien as it burns through a planet's atmosphere. Once the colour has landed and it has awoken from its slumber, it cracks open its shell so it can explore its new territory. The discarded shell then slowly evaporates as the nutrients break down and soak into the soil.

Colours are particularly sensitive to frigid temperatures, causing them to soak deep into the earth and hibernate through the winter months. If a colour encounters a sudden burst of ice or cold, it reacts with a display of black and deep violet where touched.

COLOUR CORRUPTION

D12	RESULT
1 or less	The victim develops boils and pustules on their tongue and at the corners of their eyes. The sores do not heal and impose a -1 permanent penalty on the victim's Personality.
2	The victim's teeth darken and 1d4 fall out. It becomes painful for the victim to eat solid food and attempting to do so results in a loss of 1d3 more teeth. This continues until all of the victim's teeth have fallen out.
3	The victim's flesh has an ashen gray pallor, and their hair is beginning to fall out. The victim's body now smells like a corpse making it impossible for the victim to sneak up on anyone or anything capable of smelling them coming.
4	Mutation. Roll 1d4: (1) a new fully functional mouth sprouts from anywhere on the victim's body; (2) a tiny seven-inch arm with a three-fingered hand sprouts from anywhere on the victim's torso; (3) a two-foot long tail grows from the base of the victim's spine; (4) one new fully functional eye with lids sprouts somewhere on the victim's head.
5	The victim develops a large hump on their back that forces them to walk with stooped shoulders and a bent back. If left untreated for twelve weeks, the hump bursts open and 3d6 large spiders scurry out.
6	The victim's original arms double in length, and their hands double in size. Their arms and hands become too heavy to hold up for prolonged periods of time. The victim can no longer wield a firearm without modifications to the trigger, but the victim gains a +1d6 damage modifier to unarmed attacks.
7	The victim develops large green-yellow pustules all over their body. The pustules have a delicate membrane that is easily burst. The pallid puss is extremely sticky, making it extremely difficult to remove anything that becomes stuck to the victim.
8	The victim's legs fuse into a single large sluglike pseudo-foot. The victim's Movement is reduced to 2' per round, and their body secretes a clear mucus to prevent the pseudo-foot from drying out. The victim leaves a trail of mucus.
9	The victim develops a proboscis in their throat that it now uses to eat. The victim first vomits a mild acid onto any solid food. The acid breaks the food down into a slurry that is then sucked up by the proboscis that extends out of the victim's mouth. The loss of certain nutrients results in a permanent loss of 1d3 Stamina.
10	The victim gains an additional 1d6 eyes anywhere on their head. Roll 1d6 for the type of eyes: (1) green human eyes, (2) blue flylike compound eyes, (3) yellow unblinking fish eyes, (4) red reptilelike eyes, (5) orange owl-like eyes, (6) black spiderlike orbs
11	The victim's hands fuse into a sicklelike claws; the victim loses all manual dexterity but gains a +2 melee attack bonus and 1d8+1 damage with their new claws.
12 or more	Rage! The victim's mind is driven insane by the colour's corruption. The victim goes into a berserker rage for 1d4 rounds attacking everyone around him.

The Corruption of Colour

Animals that drink the water or eat food that has been tainted by a colour, or if a colour has touched the animal with a filament of itself, then that animal may become corrupted. To determine if the victim has been corrupted it must make a DC 12 Fortitude save; the roll is reduced by the amount of damage inflicted by a filament attack before the victim's Fortitude modifier is applied. If the victim fails their Fortitude save, then roll on the Colour Corruption table below. The D12 roll on the Colour Corruption table is adjusted by the victim's Luck modifier, and a +1 is added to the roll for each previous corruption that has already been inflicted on the victim.

Colour Out of Space: Init -2; Atk filament +2 melee (1d4-1 plus colour corruption); AC 12; HD 10d8; MV 20'; Act 1d20; SP immune to non-magical weapons, immune to mind-affecting spells, fire and electrical attacks do half damage, magical weapons and spells do half damage, cold attacks do normal damage; SV Fort +20, Ref +0, Will +10; WtL.

CRAWLING CLAWS

Often, body parts marked by cult branding begin to develop into something "strange" that takes a trait from whatever dark power their host worships (claws, extra knuckles, hairy palms, etc.) and should they be severed from the host body, the traits often serve to insure survivability of the organ—further enhanced senses that replace sight for instance. Amputated hands, for example, are fully aware of their surroundings, possessed by minor seedlings of their dark god that exist on the near side of the Spirit World. Crawling claws ultimately try to attempt a connection to weak-willed targets, promising power beyond measure should the fool choose to amputate their own hand allowing the tainted claw a chance to affix itself to the bloody stump. If an appropriate target cannot be found, the claw will attempt a leaping rake attack or attempt to scurry away, much like a scorpion.

The unusual "union" of host and crawling claw makes for an unsightly appendage that comes with the advantage of a +2 to spell checks, in addition to granting the host immunity to Grit checks when faced with a source of fear aligned with the Elder God the crawling claw serves. Additionally, the claw may be used to attack (1d5 damage).

Crawling Claws: Init +1; Atk leaping rake +1 melee (1pt); AC 16; HD d4; MV 20', leap 10'; Act 1d20; SP charm; SV Fort +2, Ref +6, Will +1; PoD.

Charm: The claw may attempt to make contact with the chosen victim. The claw must pass a spell check using 1d16 + an additional 1d6 to the roll for each crawling claw within 30'. A successful result convinces the new host that they must amputate one of their hands to complete the union. Targets immediately find the nearest tool or weapon and proceeds to amputate the appropriate hand (1d3)—allowing the waiting claw to instantly meld itself to the new host during the same round.



CRAWLING ONES

Not everyone up in Boot Hill should be buried there. Those folks in ancient times who said that it was a happy town where no witch was buried knew what they were talking about. There's a reason they burned those spell-seeker's bones to ash. Magic stays in their flesh, dead though it may be, and is consumed by the worms of the earth. They rise from the nethermost places of the world, caverns where those things that should be crawling have learned to walk.

Called "Crawling Ones," they have learned to form themselves bodies out of the masses of worms that eat corrupted flesh. They say the Devil himself teaches them to walk, and to speak, and to imitate humankind. Hidden behind masks, hoods, and robes, the crawling ones have learned to vex and plague the God(s)-fearing people who till the surface of the world.

They are composed of masses of huge graveyard worms, and when reduced to 0 hp, they collapse into a writhing swarm. If they are not dealt damage equal to their starting hit points, using an area effect attack, within 1 round enough worms will survive that the stricken crawling one can reform itself in 1d7 weeks or months (depending upon how much damage was done).

Crawling ones infest human communities, seeking to lead mortals into black magic and worship of the Elder Gods. This, in turn, creates more corrupted bodies on which the worms can feed, and hence, create more crawling ones. A crawling one sometimes retains the memories, spellcasting ability, and most of the personality of the corpse that spawns it. In this way, the crawling ones claim the Dark Arts have given them a path to immortality. Regardless of the original path and goals of the living magician they mimic, the crawling ones are always evil and always seek to spread dark magic.

Crawling one: Init +0; Atk by weapon +0 melee or spell +4; AC 9; HD 3d6; MV 30'; Act 1d20; SP spellcasting, not destroyed at 0 hp; SV Fort +1, Ref +1, Will +5; PoD.

Spellcasting: Fed on the foul remains of mortal spellcasters, a crawling one can itself cast spells as though it were a 3rd level occultist. At the judge's discretion, some crawling ones may have higher-level or lower-level spellcasting abilities.



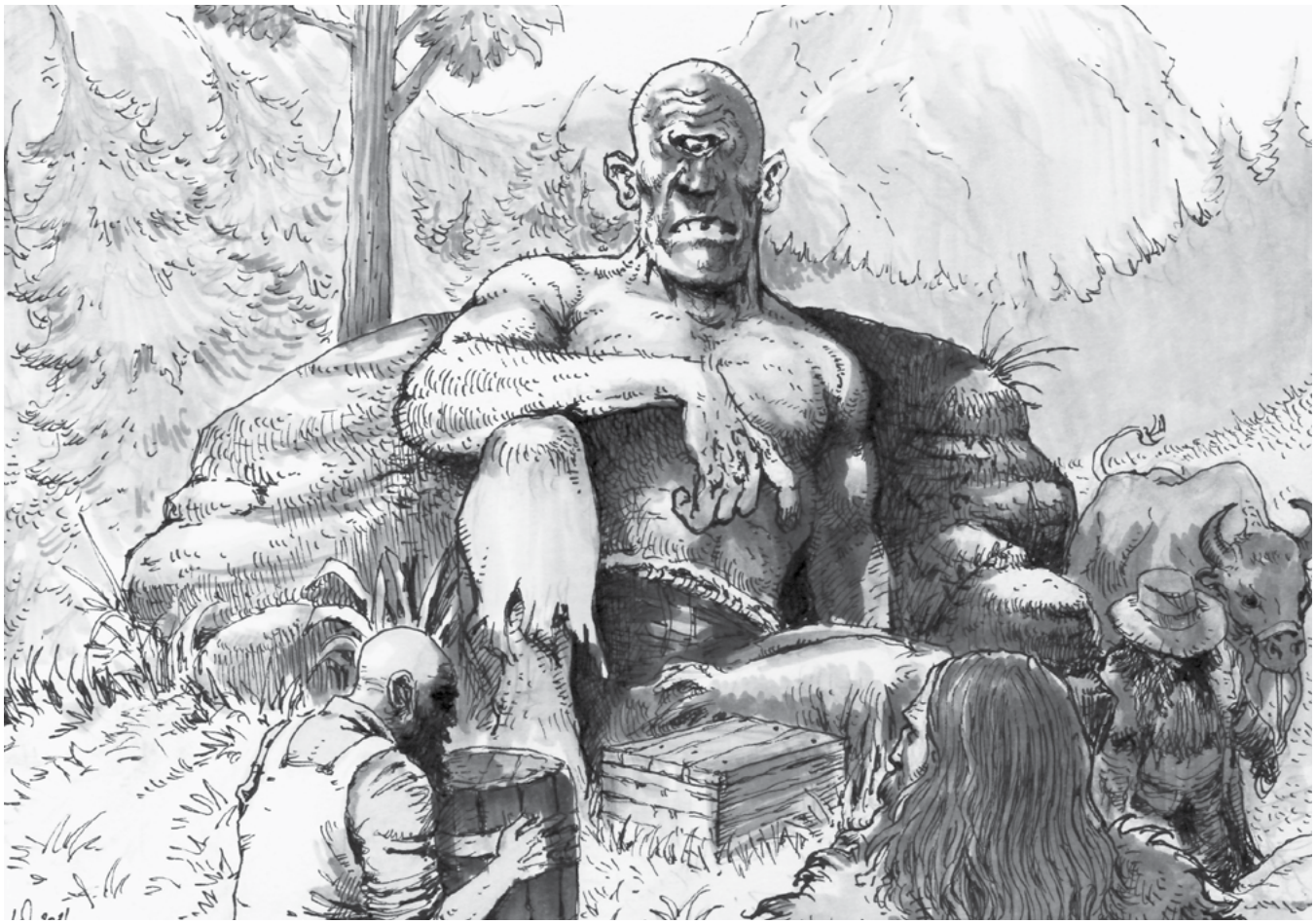
CYCLOPES

As is with most folks, settlers of Greek ancestry bring their hopes and dreams that are often meshed with superstition and lore. Students of the occult and all things supernatural hold a theory that claims the taint that blanketed the Earth during the Seven Days of Night serves the raw material needed to breathe life into the creatures that would normally be limited to haunting the dreams of humanity. Creatures like the cyclopes are a perfect example of this theory, forming in the darkest parts of the country, feeding and growing in strength while some even find themselves worshiped by deranged cults.

Cyclopes are massive one-eyed monsters that often stand at a height between 12 and 16 feet. They're covered with matted tufts of body hair and often wear crude handmade clothes sewn for them by those who worship at their feet. Cyclopes are predominantly man-eaters, though will settle for livestock and animals living in the wild when "manflesh" isn't readily available.

Cyclopes prefer hurling stones at their prey before closing the distance and attacking with crude clubs fashioned from tree limbs. Cyclopes attack with a d24 die and cause critical hits on any natural attack roll of 20-24 that also exceeds the target's AC. Cyclopes roll 1d24 on Crit tables.

Cyclopes: Init +0; Atk club +6 melee (1d14+6) or hurled stone +5 missile (1d8+6, range 100'); AC 15; HD 10d8+2; MV 40'; Act 1d24; SP infravision, Crit on 20-24; SV Fort +10, Ref +2, Will +6; PoD.



DEADPOKES

Nothing strikes a chord of dread more in the hearts of settlers than the mention of the walking dead. These "deadpokes" as folks have come to call them first made their appearance soon after the events of the Seven Days of Nights. Gossip around the campfire has it they are a side effect of some powerful black magic attempted during those seven days that dipped the world in darkness.

Deadpokes are the animated remains of friends and family that will not stay buried. Their departing souls are replaced with an undying hunger so intense that it'll give the corpse a strong hankering to claw its way from its earthly grave, seeking the only thing that gives the shamblers a moment of respite from the hunger gnawing on their bones—the taste of living flesh.

Though most deadpokes share the same disturbing characteristics, only a fool assumes them to all be the same, as the taint blanketing the land seems to have a dark sense of humor with the occasional variations the deadpokes display.

Deadpoke: Init -1d; Atk fist +0 melee (1d4+2), bite +0 melee (1d6); AC 10; HD 1d8+2; MV 20'; Act 1d20/1d16; SP un-dead traits, quirky traits,



overwhelm; SV Fort +4, Ref -4, Will +2; PoD +1.

Un-dead traits: Like all un-dead, deadpokes are immune to sleep, charm, and paralysis spells, as well as other mental effects and cold damage.

Overwhelm: Most deadpokes attack with a pack mentality and unengaged will drift to targets currently being attacked by a fellow deadpoke. Each deadpoke attacking the same target gains a +2 attack bonus, and successful attacks force targets to pass a DC 8 Reflex save to avoid falling to the ground prone.

Quirky traits: Each deadpoke has at least one extra trait. Refer to the chart below.

DEADPOKE QUIRKY TRAITS (ROLL 1D8)

D8	Quirky Trait (judges should feel free to roll on the table when they wish to throw a twist into what players may see as a typical zombie-style encounter)
1 or less	Nubbin: The deadpoke was a child in their living years and is often more agile than the standard deadpoke. Additionally, the distant memory of the nubbin allows it to act in such a way that it is often mistaken for a living child. Nubbins gain +10' to movement and save modifiers change to Fort +2, Ref +2, Will 0. Nubbins gain +1d to rolls related to fooling targets into thinking they're a living child.
2	Soldier: The deadpoke retains a distant memory of fighting and dying in a war. The creature is often buried with the weapons it carried to the fight and has a crude understanding of how the weapons work. Soldiers are equipped with a saber 75% of the time and have a 30% chance of carrying a working firearm. Attacks with firearms are always made with a d16 and judges should always pull two cards from a gun deck, choosing the worst of the draw to apply to the shot.
3	Rotter: The deadpokes referred to as "rotters" carry the curse of death. The bite of the creature forces the target to make an immediate DC 10 Fortitude save to avoid catching The rot. Failure results in a loss of 1d3 Stamina points each morning until magical healing can be administered. Victims reaching 0 Stamina rise as a deadpoke (rotter) 1d4 hours later.
4	Runner: This deadpoke is that one exception to the rule. The creature has a movement rate of 40' and gains a +3 to Reflex saves.
5	Strangler: The deadpoke was a murderer during its living days and used strangulation as a means to an end. The creature uses the disgusting tactic of roping its entrails around the throat of a victim and pulling the life from their lungs. The deadpoke uses the d20 attack to attempt to wrap its rotting entrails around the victim's throat. Success forces the victim to pass a DC 12 Reflex save to avoid being strangled from behind and suffering 1d3 Stamina damage each round until the Reflex save can be passed. Meanwhile, the strangler will gnaw on the neck and head of the victim with its second attack.
6	Bruiser: The deadpoke is unusually strong and skilled at stunning victims by landing jaw-shattering blows, often knocking them unconscious to make feeding easier. Should the bruiser's fist attack succeed, it immediately gains a bonus d20 attack with its remaining fist. If both attacks land solid the target must immediately pass a DC 12 Fortitude save to avoid being knocked prone and momentarily stunned for 1d4 rounds.
7	Bull: The deadpoke was an unusually large specimen of man or woman in life and retains much of that stature in their un-life. Bulls impose a -1d penalty to all damage rolls targeting them and gain an additional HD. Bulls have also developed a special form of attack that utilizes their massive body weight. Any critical hit results in the creature sitting on the chest of the victim, effectively pinning them. This results in the creature's future attacks automatically hitting for maximum damage as the bull begins leisurely pulling flesh from the screaming victim. Victims must attempt an opposed Strength check each round with a -4 penalty to escape.
8	Tadpole: The deadpoke prefers the quiet darkness found in bodies of water. Their primary means of attack is to surprise their meal and drag them under the surface of the water, drowning and nibbling on them much to the horror of the victim. Movement in bodies of water is unhindered, and the creature always uses its d20 attack to attempt a grapple. A successful grapple means the victim begins to drown, suffering 1d3 Stamina damage each round. Victims must attempt an opposed Strength roll versus the tadpole to break the creatures grip.

DEATH GRIP VULTURE

Death grip vultures, often called "snatchers" by those who have survived encounters with them resemble the carrion birds that are often seen circling over those who've answered Death's call. The creatures are markedly different from their cousins by way of a set of "feelers" that protrude from around the creatures diseased beak, reaching outward up to two feet. The creatures sport a wingspan of up to six feet, but flight is not the preferred mode of transportation. These vile birds prefer to burrow inside bloated corpses, choosing to feast on the rotted organ meat. In addition to using the corpse as a source of food, death grip vultures use their feelers to enter the spinal cord of the corpse (which must be human) and animate it by way of a semi-intelligent mind control. Animated corpses look and act, for all intent and purposes, like the walking dead and are often mistaken as such. Burrowing into the corpse's abdomen and animating the corpse takes 2 rounds. This turns the body into a zombie (not un-dead) of normal stats, with complete control over their functions until the zombie is destroyed or the death grip vulture finds a more intact body to become its host. The carrion bird remains in the host corpse until the body is destroyed and they're forced out or the creature finds a new source of food. Death grip vultures attack with surprise on the round they exit a corpse host and attack with a vicious beak (d5 damage) that often leaves the victim with a touch of "beak rot."

Death grip vulture: Init +2; Atk beak +2 melee (1d5); AC 14; HD 2d8+4; MV 10' or fly 30'; Act 1d20; SP animate corpse, beak rot; SV Fort +2, Ref +2, Will +3; PoD.

Beak rot: DC 13 Fortitude save or victim loses 1d3 Stamina per day until magically healed as tissue around the wound begins to rot away.



DHOLE

The dholes (sometimes called bholes or dôls) are vast wormlike monsters, pale and covered in a viscous slime. They dwell upon and beneath the bone-covered vale of Pnath in the Dreamlands, but some escape into the waking world, where they hide from the sun, deep underground or in other shadowy places. It is the duty of the wizard Zkauba (of a clawed and snouted species native to the planet Yaddith) to keep the dholes from leaving the Dreamlands, but he protects his world more than ours, for he knows well that someday a being from our world will distract him from his duties, leaving Yaddith black and dead and overrun by the frightful and pallid dholes. The bone-colored dholes have already honeycombed his world, reaching from the Dreamlands, so greater care is needed there.

Dholes avoid light, so they are seldom seen clearly. In the Dreamlands, they are more often heard rustling among piles of bones or felt as they slither past a frightened sojourner. Each dhole is 2d6 x 100' long with 3 HD per 100'. Regardless of their length, they are not much larger in girth than a human.

Dhole: Init -5; Atk bite +8 melee (3d6); AC 15; HD 2d8 to 12d8; MV 40' or burrow 30'; Act 1d20; SP viscous mucus, tower and slam attack, light vulnerability; SV Fort +6, Ref +6 , Will +2; PoD.

Light vulnerability: Dholes flee light stronger than torchlight. Where a dhole may attempt to destroy a single light-bearer, it avoids parties carrying several lanterns/torches. Lantern-light causes dholes to take a -1d penalty to all rolls. Stronger light sources cause greater penalties.

Tower and slam attack: If a dhole does nothing else during a round, it can rear up over half its length, towering over opponents. When it slams downward, it gains a +4 bonus to its attack roll and causes twice normal damage.

Viscous mucus: Dholes are covered with a viscid mucus which causes any weapon that strikes the creature to be wrenched from its wielder's hand unless a DC 8 Strength check succeeds.



DIMENSIONAL SHAMBLER



The world we know lies somewhere between Heaven and Hell, but there are many other worlds—dimensions without number—which have only the most tenuous connection with these. From world to world across these dimensions shambles a blasphemous form, a black-hued predator like the taloned spawn of a giant ape crossed with some loathsome insect–perhaps those same insects whose calls spoke to mad Abdul Alhazred when he penned the Necronomicon in the African night.

These malign beings can be summoned by occultists who know the proper rituals, learned from forbidden tomes thought long lost to mortal hands. Shamblers are often used as assassins who leave no body behind or they can be sent to retrieve persons or objects, but they must always be fed human flesh.

Dimensional shambler: Init +0; Atk bite +6 melee (3d4+4) or claw +6 melee (1d4+4 plus grab); AC 17; HD 3d8+3; MV 20'; Act 2d20; SP dimensional shamble, grab; SV Fort +7, Ref +3 , Will -1; PoD.

Dimensional shamble: These creatures shamble through the dimensional walls which keep the planes of existence separate from each other. In game terms, this means that a dimensional shambler can use an action die to simply fade out of—or into—existence or to appear as far as 90' away without passing the intervening space. Unlike withdrawing from combat, this does not allow opponents to gain a free attack. Worse, if they have hold of a victim, they can be dragged along across dimensions with an opposed Strength check (shamblers get a +4 to Strength for this) to break free from a dimensional shambler before the dark journey.

DOUBLE FACE

A double face is a class of monster sometimes also known to Indian tribes as "sharp elbows." These lone hunters appear as a tall man or woman wrapped in a blanket or hide cloak; their long hair however hides a second face on the back of their head which can freeze a man with its terrible, baleful stare. When ready to attack, a double face throws off their blanket to reveal an emaciated, distended physiology with long sharp spurs extending from their elbows, with which they engage in whirling dancelike attacks that can slice heads and limbs from bodies.

The intentions, purpose, or agenda of these demonic entities is not known. They are capable of conversing in any language and keeping the seeming of being human long enough to lull its would-be victims into letting their guard down. They seem to be solely bent on killing and maiming as many people as possible before making an escape back into the wilderness. Indian legends sometimes suggest that a double face was once a human, cursed for breaking a taboo or defying the will of the Spirits. Whatever the origin of these dreadful entities, it is clear they hate all humans with a passion and will infiltrate small communities to wreak as much havoc as possible

Double face: Init +7; Atk elbow spurs +6 melee (2d6+3) or claws melee +5 (1d8+1); AC 17; HD 8d8; MV 35' or 25' climbing or wall crawling; Act 2D20; SP paralyzing stare, wallcrawler; SV Fort +4, Ref +3; Will +3; PoD.

Paralyzing stare: The stare of the second hideous visage of a double face causes anyone caught in its gaze to make a DC 14 Willpower save—success results in no effect; however, failure means the victim is frozen to the spot for 1D6+1 rounds.

Wall crawling: With the use of their spurs, a double face can scale a wall or climb a sheer surface only slightly slower than their normal movement rate.



ELDER THING

We think of this world as being solid, but it is not, and the mathematics of Euclid and Newton don't tell you how time and space can fold—using strange angles and odd mathematics, allowing you to travel anywhere or anywhen, or even to no place at all. This knowledge was kept by the elder things, who colonized the Earth a billion years ago from their world hidden between the constellations of Hydra and Argo Navis. They inhabited first the sea and then the land, and they went to war with the star-spawn of Cthulhu for dominion of the planet so long ago that nothing but rumor and nightmare remains of that great conflict.

Elder things have access to incredible technologies, including a vast understanding of cosmology, physics, and biological engineering that borders on magic, allowing the judge to place any sort of strange device into their lairs. The elder things themselves are dispassionate scientists—their first impulse upon encountering a new species is to dissect it and learn about it. If communication can be established, elder things are not necessarily hostile and may even teach human protégés.

Elder things are radially symmetrical, with five bulging ridges running their vertical length. The central part of their body is about three and a half feet in diameter, tapering to one foot at the top and bottom, and six feet high. They have vestigial wings that fold out fanwise in the furrows between their body's ridges—these wings once allowed flight even in the aether between the stars, although they are generally ineffectual from disuse. These retractable leathery wings have a seven foot spread, and are still used for swimming. Elder things new to Earth may have a fly Move of 60' and larger wings.

A thin manipulative stalk grows from the center of each dark-gray ridge. Each stalk branches twice, each into five separate branches, allowing each ridge to have a set of 25 delicate manipulative tentacles. A starfishlike head surmounts the body, with an eye sprouting from the end of each "arm," five feeding tubes, and prismatic cilia that grant the elder things 120' infravision. Finally, at their base they have five thicker tentacles used for locomotion or gross manipulation. Elder things are semi-vegetable in nature, and reproduce via spores. Although they can consume both organic and non-organic matter, they are carnivores by preference.

They may also use tools of any sort with their manipulative tentacles, including weapons (some of which may be advanced even by modern standards). Energy weapons are not outside the means of the elder things, although a human probably would be unable to manipulate such a weapon. They are equally at home in water or on land and are fully amphibious.

Elder Thing: Init +0; Atk lower tentacle +5 melee (1d5+6 plus grab) or by weapon (melee or missile) +5; AC 19; HD 12d12; MV 40' or swim 60'; Act 3d20; SP infravision 120', amphibious, grab, regenerative hibernation; SV Fort +15, Ref +4 , Will +8; WtL.

Grab: The lower tentacles of an elder thing are incredibly strong (+6 to opposed Strength checks) and can grab and hold an opponent.

Regenerative hibernation: An elder thing reduced to 0 hp has only a one-in-six chance of being truly dead. Otherwise, it is just hibernating for 1d7 days while its hit points are regenerated.

FAERIES

When settlers arrived in New England, they brought their Spirit World with them. As they pushed west, this otherworld also extended into the new frontier. The European Spirit World of Faerie (or Elfland) pushed up against and mingled with the other Spirit Worlds it encountered—largely those of the Native Americans, the Chinese, African, and Caribbean. Wherever people congregate, so too do their spirits, and as do the people, the spirits seek new alliances, new relationships, and new occupations.

Faeries, and similar spirits, do not exist in the same way that mortal folk do. Instead, they exist as representations of some aspect of the natural world, an occupation, an emotion, or a human drive. Whatever the faerie represents affects its appearance, powers, and goals. They may be connected with the natural world, Elfland, the Dreamlands, or other spirit realms.

For instance, a faerie representing a birch tree might be slender, white with black markings, and have papery skin. It might be able to step from tree to tree. It might wish to protect a certain stand of birch. Folklore associates birches with death—so, a birch-themed faerie might have a touch that requires a save to avoid death. Birches are also associated with resurrection, and such a faerie might be sought out to help restore a dead PC to life. Such a being might as easily have roots in Hell as anywhere else.

Regardless of the faerie encountered, politeness is a key factor in successfully dealing with the creatures. Whether a faerie is malicious or benign often depends upon the demeanor of those interacting with it. They do not care to hear themselves called "faeries," preferring to be known among mortals as the "Good Folk," the "Gentry," and similar titles. Remember that even if you call them the Good Folk, there is no guarantee that they'll live up to it … but if you don't, they're sure to mean you mischief.

Below are five common faerie types that might be encountered in the weird West of Weird Frontiers. The judge is encouraged to modify these base types to better reflect the theme a specific creature is associated with.

BLUECAP

Bluecaps are subterranean fairies that appear as tiny blue flames that flicker and bob through the air; they are hard workers who inhabit mines and caverns. They avail themselves to the miners, and if treated with respect, they reward the miners by leading them to rich veins of ores and minerals. They even pitch in to lend a hand, but their help is not without cost. Bluecaps expect to be paid a full share of wages, just like any other miner. If they are denied their wages, or if the miners are rude and disrespectful, then the bluecaps play tricks and pranks on the miners. Some of the tricks are harmless, while others may end with the death of one to many miners.

Bluecap: Init +2; Atk telekinetic strike melee +2 (1d8), burn missile +1 (2d6, range 30'); AC 16; HD 3d8; MV 40' flying; Act 1d20; SP pyrokinesis, telekinesis, tricksters; SV Fort +0, Ref +3, Will +1; Path POR +1.

Pyrokinesis: As an embodiment of flame, bluecaps can ignite any flammable material they touch, or they can cause flammable materials to ignite using pyrokinesis. With a successful burn attack, a single flammable target ignites for 2d6 damage each round it is burning; if that target is a character, then a successful DC 12 Fortitude save reduces the damage by half. A Fortitude save is required for each round of burning flames. Because the bluecap is the embodiment of flame, it can also choose not to ignite flammable materials it touches (like some ores).

Telekinesis: Bluecaps perform their physical labor using telekinesis. A bluecap can telekinetically control up to two tasks at the same time, but only one of those tasks can be a telekinetic strike in a single round. Tasks that could normally be handled with a Strength 10 or less can be performed.

Tricksters: If angered, bluecaps are devious tricksters. They can mimic sounds and voices in order to lure their victims into the traps they've set to punish their offenders.



BLACK DOG

Not every member of the Gentry walks on two legs or flies around on gauzy wings. True to its name, a black dog looks like a great shaggy dog, as big as a pony and as dark as night, with eyes that sometimes glow green or red depending upon its mood. A black dog is rarely seen unless a person is walking on their lonesome in the dark. The best thing to do is ignore them because speaking to a black dog or paying it any mind is a sure way to make it attack you. Watch your surroundings instead because the appearance of a black dog always means that some danger is at hand, or that your luck is about to turn.

Black dog: Init +2; Atk bite +4 melee (1d6+2); AC 16; HD 8d8; MV 40'; Act 1d20; SP alter Luck, death throes, +2 damage from iron weapons; SV Fort +4, Ref +3 , Will +4; WtL.

Alter luck: When a black dog is encountered, the PC must roll a Luck check. If the check succeeds, the PC's excessive Luck has made the black dog target them, siphoning off 1d5 points of Luck until the dog goes away. If the Luck check is failed, the black dog lends the PC 1d5 points of temporary Luck, which must be used while the dog is present or be lost.

Death throes: If a black dog is reduced to 0 hp, it merely vanishes—but the creature responsible for the final damage permanently loses 1d3 Luck.

DRYAD

Trees have spirits. All of 'em. Each spirit looks like a beautiful/handsome human and those spirits can woo an unsuspecting traveler, luring them into their wooden bowers until the spirit grows bored and sends them back into the mortal world. Dryads don't rightly kill their lovers, but they don't leave them the same either. They take something essential from folk, and while they may consume it in a pleasant way, they consume it nonetheless.

Dryads are always linked to a particular tree. Classically, these would be oak trees, but in Weird Frontiers they can be trees of any type—beech, birch, sequoias, or whatever might be in the area. If the dryad is killed, their tree dies. Likewise, any damage done to their tree also harms the dryad in equal measure. This requires some adjudication by the judge—an arrow strike against a balsam fir will cause very little damage, whereas an axe stroke might cause the dryad half the damage rolled. Within their tree, each dryad has an extradimensional home, into which they can bring their lovers and treasures. If the tree is destroyed, anything in this home is lost and can only be recovered by creatures capable of traversing the Dreamlands in search of it.

A dryad that is slain becomes nothing more than a bundle of dried leaves, sticks, and bark.

Dryad: Init +2; Atk claw +2 melee (1d3) or dagger +1 melee (1d4) or short bow +3 ranged (1d6, range 20/40/60); AC 16; HD 6d8; MV 30'; Act 1d20; SP tree symbiosis, step between trees, intimate ability drain, transformation, spellcasting +6, death throes; SV Fort +1, Ref +3 , Will +1; WtL.

Death throes: If a dryad is reduced to 0 hp, it merely vanishes—but the creature responsible for the final damage permanently loses 1d3 Luck.

Intimate ability drain: Anyone intimate with a dryad loses 1d5 points of random Attribute damage and must make a DC 15 Willpower save or 1d3 of these points are permanently lost. Through the act of lovemaking, the dryad consumes the foison or essential nature of their paramour (see sidebar).

Spellcasting: All dryads know 1d4+1 spells, each of which may be cast with a +6 bonus to the spell check. Dryads never suffer corruption, misfire, or disapproval, although they may lose access to spells as normal. Select or determine spells randomly from the **Magic** section using the Miracle or Spell lists as desired.

Step between trees: A dryad can step into any tree of the same type as their home tree as part of their Move and step out of another tree of the same type within 240'.

Transformation: A dryad's appearance rarely incites fear in those in their presence; however, when

angered a dryad's appearance becomes far less human and far wilder, reflecting their tree's type more than was previously obvious. In this form, they may attack with wooden claws. The transformation is near-instantaneous and a Grit check may then apply!

FAERIE HUNTSMEN AND HOUNDS

There are beings from Elfland that wish the blood of Europe never reached the American shore. These appear to be tall men and women, dressed in deer-leather and with antlered hoods. Although their faces are never seen, their complexions and voices are those of folk with grievances against European settlers—Native Americans, Asians, and Africans. No one can say whether these beings are spirits of the dead or creatures from non-European fairylands, or if their appearance is just a mask to hide their true nature. They hunt with flint-tipped arrows and spears, and they hunt people with European blood in their veins. A normal encounter is with a single huntsman, but there is a one in five chance that there will be three instead.

If a faerie huntsman is reduced to 0 hp, it merely fades away.

Faerie huntsman: Init +3; Atk spear +5 melee (1d8) or longbow +5 ranged (1d6, range 30/60/90); AC 14; HD 10d8; MV 40'; Act 2d20; SP hidden features, improved criticals, iron vulnerability, death throes; SV Fort +3, Ref +3, Will +3; PoD.

Death throes: If a huntsman is reduced to 0 hp, it merely vanishes—but the creature responsible for the final damage permanently loses 1d3 Luck.

Hidden features: Anyone who manages to peer beneath a faerie huntsman's hood must make an immediate Grit check, although they will remember nothing of what they saw. Faerie huntsmen do not display their faces intentionally; the character must perform a called shot or some other special action to get this result.

Improved criticals: Despite their lack of stature, faerie huntsmen roll 1d20 on the appropriate table when determining critical-hit results and score a critical hit on a natural 19-20.

Iron vulnerability: They take double damage from iron weapons.

Each huntsman travels with a pack of 1d5+2 faerie hounds. These are large white hounds, built like greyhounds, with red ears and muzzles. Their bite causes lethargy and a general acquiescence to fate.

If reduced to 0 hp, the hounds collapse into piles of autumn leaves. If all huntsmen are slain, any remaining faerie hounds simply fade away.

Faerie hound: Init +0; Atk bite +5 melee (1d6+1 plus lethargy); AC 15; HD 3d8; MV 50'; Act 1d20; SP lethargy, iron vulnerability, death throes; SV Fort +4, Ref +2, Will +1; WtL.

Death throes: If a faerie hound is reduced to 0 hp, it merely vanishes—but the creature responsible for the final damage permanently loses 1d3 Luck.

Iron vulnerability: They take double damage from iron weapons.

Lethargy: Each bite requires a DC 10 Willpower save or the victim takes a cumulative -2 penalty to their Initiative count for the duration of the encounter. The victim also suffers a non-cumulative -1d penalty to all rolls if affected. This effect lasts a full 1d5 x 10 minutes.

JOINT-EATER

Joint-eaters, also known as alp-luachras, are tiny mischievous fey folk. Joint-eaters have the ability to polymorph at will into a newt, frog, or tadpole; they can also turn themselves invisible just as easily. Joint-eaters are ravenous creatures that are driven by their insatiable hunger. Joint-eaters are attracted by traveler's campfires set near streams and springs. They excessively salivate as they watch the travelers consume their meals. The joint-eater's saliva carries the sweet odor of honeysuckle. Astute traveler's might question the origins of the scent, especially if the sweet-smelling flower is absent.

After the travelers turn in to sleep, the starving joint-eater transforms into a newt and crawls into the traveler's mouth. Once inside, the joint-eater becomes a parasite that painlessly sets up a nest in the host's stomach so it can eat half of the food consumed. Over time, the parasitic fairy eats more and more of the food consumed by the host. So much so that the host begins to lose weight, regardless of how much is eaten. A host with a joint-eater parasite in their stomach has breath that smells like honeysuckle, due to the fairy's saliva.

If left untreated, the host eventually dies of starvation because of the joint-eater's steadily increasing appetite. The only known way for someone to rid themselves of a joint-eater parasite is to binge eat jerky, salted pork, or some other kind of salty meat without drinking any water. Then, the afflicted host must lie with their mouth open over a cool pool of water. Eventually, the joint-eater will become mad with thirst after consuming so much salty food that it will leap from the host's mouth into the water to satisfy its thirst.

Joint-Eater: Init +0; Atk sting melee +2 (1 hit point damage); AC 19; HD <1; hp 1; MV 10', 30' flying; Act 1d20; SP consumption, invisibility, polymorph self, sleep venom; SV Fort +0, Ref +5, Will +3; Path POD +1.

Consumption: After the joint-eater has entrenched itself into a host's stomach, it begins to feed on the food consumed by the host. As time goes on, the joint-eater consumes more and more of the host's food. The host eventually starves to death in 2d7+14 days.

Invisibility: The joint-eater can turn invisible at will. The invisibility is broken if the fairy attacks someone.

Polymorph self: The joint-eater may polymorph into a newt, frog, or tadpole at will.

Sleep venom: While in their natural fairy form, joint-eaters have a stinger. A dose of sleep venom is delivered with each successful sting attack. The stung victim must make a successful DC 8 Fortitude save or fall asleep for 1d6 hours.

LEPRECHAUN

The shoemakers of the Tuatha Dé Danann, leprechauns may be found wherever Irish settlers lay down their roots. They are small faeries, usually from six inches to one foot in height (and never more than two feet tall). Every leprechaun or group of leprechauns has a pot of gold hidden somewhere. Some gold rushes that fail to pan out may very well be the result of water rushing over a hidden leprechaun's cache, washing gold dust downstream while the larger coins and nuggets remain unmoved.

Lore says that, if you can catch a leprechaun, you can force it to tell you where its gold is in exchange for its freedom. The leprechaun must abide by its word but each has a thousand tricks to prevent folk from actually digging that gold up. For instance, if the gold is buried under a tree, the person who caught the leprechaun can force it to swear not to touch a ribbon tied around the tree to mark it—but they might return to discover that every tree in an acre or more has a similar ribbon tied around it.

Leprechaun: Init +6; Atk tiny awl +0 melee (1 point of damage); AC 18; HD 3d5; MV 20'; Act 2d16; SP spellcasting +4, modify Luck; SV Fort -4, Ref +8, Will +6; WtL.

Modify luck: Anyone who breaks a deal with a leprechaun suffers a permanent loss of 1d5 points of Luck. Actually gaining a leprechaun's treasure is also unlucky. The character who does so must succeed in a DC 15 Willpower save or lose 1d3 points of Luck. Being fooled by a leprechaun and accepting it with good grace can raise a PC's Luck by 1d3.

Spellcasting: All leprechauns can cast 1d5 random spells or miracles. A leprechaun can use both its action dice to cast a spell, gaining a spell result equal to 2d16. A leprechaun can lose a spell that fails, but it never suffers disapproval or corruption.

PIXIE

Pixies are within spitting distance of what most folks think of when you say "fairies." They're tiny, wee little things, no more than a finger's length long, with gauzy wings somewhere between those of moths, butterflies, and dragonflies. They swarm around glowing like fireflies in the night and trailing a magical luminous powder that conjuring folks call pixie dust.

Some folks will use pixie dust to help cast arcane spells. This can add a bonus of +1d3 to the spell check result. Mountebanks can use pixie dust in the same way when creating their arcane formulae. Pixie dust can also be mixed with gunpowder, with each dose being enough to create 1d3 magic bullets. These bullets are not only treated as magic weapons, but when fired, the player is allowed to draw two cards from his gun deck and choose the card he wishes to use, discarding the other.

Gathering this dust requires that a character finds a swarm of pixies and tries to catch them, shaking their dust off. Pixies are completely immune to mortal magic—even enchanted items and summoned beings are undone when they come into contact with pixies—so this requires the would-be dust-gatherer to do the work by hand, and the gatherer has only 7 rounds before the pixies disappear.

Each round, a gatherer who makes a successful grab against AC 17 can gather one dose of pixie dust. After the first round, there is a cumulative 10% chance of a spell being cast by the assembled pixies at the start of each round, with a spell check of 1d30+6. Roll randomly to determine the spell cast each round. Pixies are too weak individually to merit a stat block, and swarms of pixies have no effective attacks other than those described above. Slain individual pixies melt and disappear, leaving nothing behind.

FAERIE FOOD AND FOISON

Mortal folk are well advised to keep their distance from the Gentry. When circumstances disallow keeping your distance, wise folk will avoid eating anything they might be given by their Good Neighbors. That goes double for folks that actually find themselves in Elfland itself. Faerie food can enthrall mortals, binding them to Faerie, or preventing them from ever again gaining pleasure or sustenance from mortal food and drink.

Faerie food and drink is made of foison, the pure good stuff that gives everything you eat or drink its flavor, its savor, and its nutritive value. Some faeries can drain this from mortal foodstuffs, leaving them bland and unwholesome. Without its foison, a man can eat a banquet and starve to death. It's no different than eating a bucket of sand.



FETCH

A fetch is the spectral doppelganger of a living person. It's said that to see one is an ill omen, for it portents the impending death of the duplicated person. But fate is the fancy of dreamers and poets, and the fetch is a brazen predator that announces itself to its prey. No one knows why or how a fetch selects its victim, but once it becomes fixated on that target, it pursues it until one of them is dead—and killing a fetch is no mean feat. A fetch is a malevolent spirit from the Near; it can crossover at will in pursuit of its prey. Until it chooses a target, a fetch is an invisible and intangible spirit, but once a target has been selected, the fetch creates a perfect duplication of that person. It looks like a blue translucent copy of the target with wisps of blue ectoplasmic smoke wafting off the fetch. The act of duplicating a target renders the fetch slightly tangible, but it's still nearly impossible to destroy.

Fetch: Init +2; Atk spectral weapons melee or missile +2 (1d8+1, range 30'); AC 18; HD 4d8; MV 30'; Act 1d20; SP spectral weapons, resistant to non-magical weapons, vulnerable to silver, regeneration; SV Fort +0, Ref +0, Will +4; PoD +2.

Non-magical weapon resistance: Non-magical weapons only inflict 1 hit point of damage with a successful hit.

Regeneration: A fetch regenerates 4 hit points of damage each round.

Spectral weapons: The fetch duplicates the weapons of its prey too. It uses these weapons, blade or pistol, to attack its prey. Regardless of the duplicated weapon, the spectral weapons inflict 1d8+1 hit points of damage with each successful hit.

Vulnerable to silver: Silver weapons inflict full-normal damage for that type of weapon

FIRE VAMPIRE

Among the Elder Gods and the things that worship them, the beings associated with the elements of Earth, Air, Fire, and Water oppose each other. Cthugha is a primal being of living fire, dwelling on a world circling the star Fomalhaut. The fire vampires (sparks of elemental flame that can burn forever without fuel) are his creatures, and they set to flame anything they touch. Few occultists know the ritual to summon the flame vampires of Cthugha, who is only mentioned in an obscure footnote in the Necronomicon.

The fire vampires only appear when Fomalhaut has risen, and only abide until that star has set. They can cross the twenty-seven light years from their home to Earth in an instant, appearing as thousands of tiny points of living flame.

Fire vampire swarm: Init +5; Atk swarming touch +3 melee (1d6 plus ignite); AC 15; HD 6d8; MV fly 40'; Act special; SP swarm traits, ignite creatures touched, immunities; SV Fort +2, Ref +10 , Will +0; PoD.

Ignite creatures touched: Any creature touched by a fire vampire must succeed in a DC 15 Reflex save or be set on fire (1d6 damage per round until a DC 10 Reflex save succeeds).

Immunities: Fire vampires only suffer damage from magic, cold, or water, and take half damage from anything that is not an area attack.

Swarm traits: Fire vampires are treated like a swarm, occupying a 20' x 20' x 20' cube.

FLESH COMMUNION

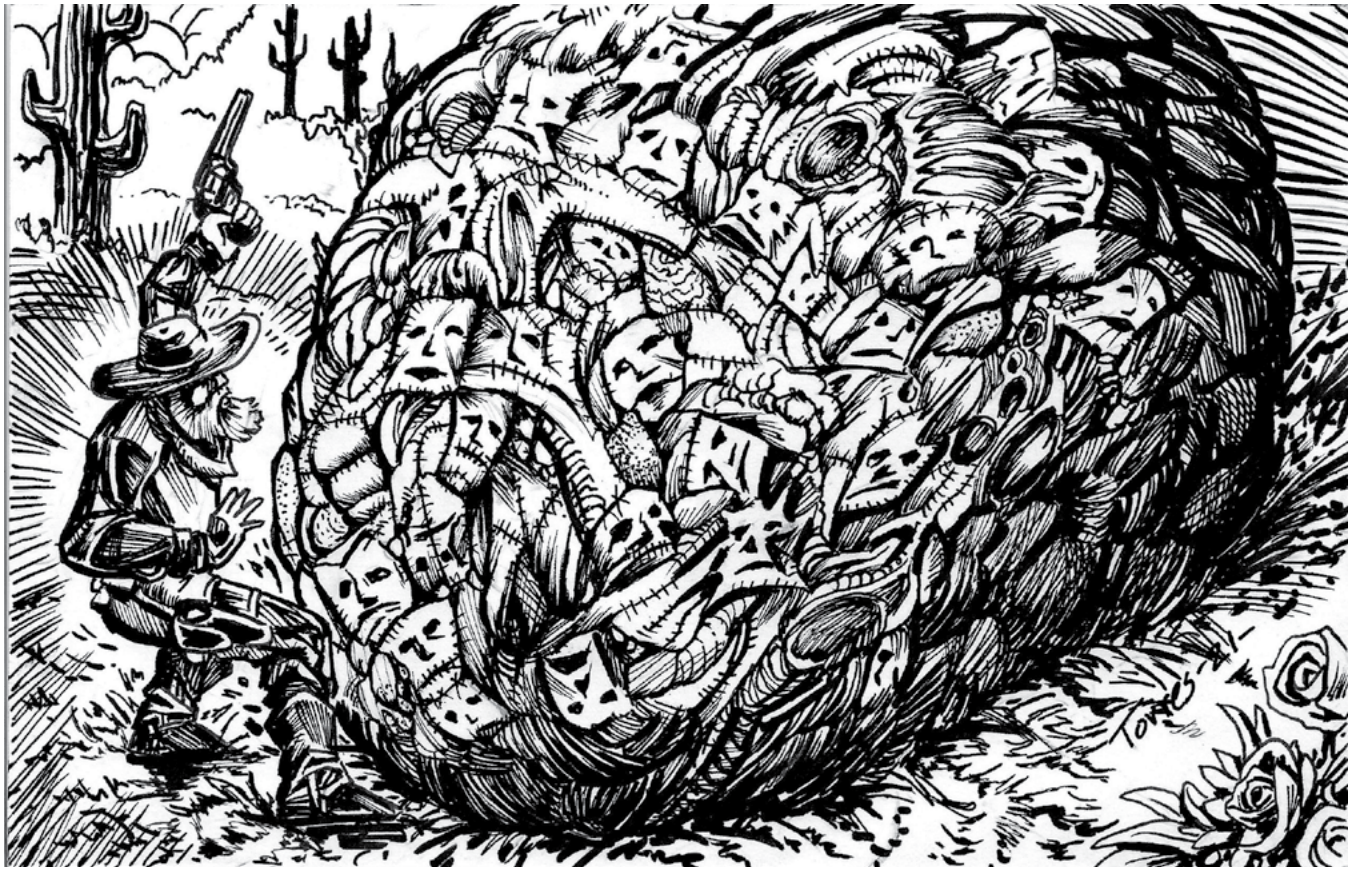
The flesh communion is a horrific fusing of skinned victims from ritualistic sacrifices. Possessing no bones, the flesh communion is a blob of various full-body skins, sewed together with gut string, forever bleeding. It moves by heaving its bulbous form forward. It makes a sloppy splattering noise as it lurches around. In each of the skinned victim's orifices glows an orb of eerie green energy. It leaves behind a trail of blood and other secretions on anything it touches, and flings blood with each attack. Connected to all the skins in the middle, is a large fused heart that pumps blood to the skin through large arteries and veins.

A flesh communion will lash out with the skin of many arms and legs of its victims, at anything living. It cannot remake new skin or take the flesh off of its kills to rebuild or grow its body. Bullets and stabbing weapons are weak against the monster as they do not strike vital body parts. The creature eats nothing and seems all but mindless except for its desire to kill. It contains the full body-skins of six victims.

If killed and the heart is intact, the heart will continue to ooze blood from its surface until destroyed. It creates one gallon of blood a day and is often used to feed creatures and fuel blood magic.

Cultists create flesh conglomerates to shock and terrorize their foes, often using the skins of friends or the loved ones of their enemies.

Flesh communion: Init +1; Atk claw +3 melee (1d4+2); AC 12; HD 6d6; MV 20'; Act 6d20; SP piercing attacks do half damage; SV Fort +4, Ref -1, Will +1; PoD.





FISHER FROM OUTSIDE

That heron wading in the marshy bit of a stream looks awfully beautiful to you or me. To the frog swimming in the water though, that heron is a horror. Imagine that frog just swimming along, minding its own business. The water and the stream bank are the frog's whole world. The poor fellow doesn't even know that there is a beady eye hovering over him and a sharp beak waiting for the perfect moment to strike.

Now imagine that you're the frog, and there is something watching you from beyond the world you know. Sooner or later, if you're unlucky, you swim away from cover, and snap! That sharp beak has snapped you up. Like the frog, even if you get away, there's no certainty that you'll fall back into the river. Unlike the frog, if you fall into the wrong world, you can't just hop your way back.

That's what the fishers from Outside are. They appear like titanic wingless birds with scales instead of feathers. They have but a single leg, a single large eye, and a great hooked beak filled with fangs. All living things abhor them because all living things are their frogs. They wait Outside, beyond the planes that we know and the planes we do not, watching us with that cyclopean eye, snapping up what they want. These creatures are over 100' tall.

Fisher from Outside: Init -6; Atk beak +6 melee (2d8 plus snatch); AC 14; HD 8d8; MV special; Act 1d24; SP surprise, snatch, withdraw between planes, cannot be slain, infinite move; SV Fort +20, Ref +20, Will +10; PoD.

Cannot be slain: These creatures cannot be killed by mortal means; a fisher reduced to 0 hp is merely driven off.

Infinite move: Once a fisher has made its presence known, targets may roll initiative against it each round for an opportunity to strike at it before it can strike at them and fade away. The judge should remember that PCs can burn Luck to modify initiative rolls. Otherwise, a target must succeed in a DC 20 Reflex save to launch an attack before the fisher temporarily withdraws from our world between attacks. Otherwise, attacks continue for 1d5+3 rounds, after which the fisher from Outside loses interest and seeks some other prey. It doesn't matter how far a target moves between attacks or even if the target leaps to another world or plane. It is all the same distance to the fisher.

Snatch: Any successful attack snatches a creature unless it succeeds in a DC 15 Reflex save. Snatched creatures are pulled up through the planes of existence, to the Outside, where the fisher devours its prey at its leisure. The victim gains 1d3 chances of escaping before this, each requiring a DC 20 Strength or Agility check, but a victim who succeeds may end up in any place, time, or world that the judge desires.

Surprise: A fisher from Outside always makes its first attack with surprise.

FLYING HEADS

Away out east, where the Dutch settled New Amsterdam, is where the flying heads first appeared according to the oldest legends handed down among the Iroquois people. The people who lived there are long gone and long forgotten, but the hill where the first flying head came down among them is still accursed. Although seldom seen, flying heads have been making trouble ever since.



This thing is a big head, as tall as a man, and covered with matted black hair. A pair of black bat wings sprout from the back of the head and talons grow from that place where, on a human, the neck would be. The Iroquois call these things Kanontsistonties, but that's just a fancy name for what they are—heads that fly around causing no end of mischief. Luckily, flying heads are none too bright and can sometimes be tricked or frightened away.

Flying head: Init +2; Atk bite +5 melee (2d8); AC 14; HD 4d8; MV fly 40'; Act 1d20; SP change size, drain blood; SV Fort +4, Ref +2, Will +0; PoD.

Change size: A flying head can change its size, so that it is the size of a normal human head or even smaller. In the normal-head form, it gains a +4 bonus to AC and Initiative and can latch on vampire-like when it succeeds in a bite attack. A small flying head's bite does only 1 hp point of damage, lacking the bigger teeth of its larger form.

Drain blood: On a successful bite attack, the victim takes 1d3 points of temporary Stamina drain each round from blood loss and needs a DC 10 Strength check to remove the flying head.

FLYING POLYP

It is hard to say exactly what a flying polyp is. They are not entirely like polyps and have an extreme level of plasticity in excess to even the most malleable of octopi. They fly without any visible means to do so and occasionally leave huge five-toed tracks—although they have no visible legs. They transfer portions of themselves into the ether at will, making them only semi-material and sometimes temporarily invisible, in whole or in part. The strange whistling noises they make may be a form of speech, for certainly they are intelligent.

What little is known of these entities has come to us by chance encounters, both with the polyps themselves and with the transferred minds of those who first encountered them on the Earth. This was during the time when the great reptiles were first beginning to rise and the world was the domain of the Great Race of Yith, for both the star-spawn of Cthulhu and the Elder Things had largely withdrawn into death-like dreams. The Yithians fought the polyps, but with their mastery of time and mind transference, they learned that the polyps would outlast their current physical bodies, and transferred most of their collected minds well beyond the time of Man on Earth.

Earth is not the only planet in our solar system that the polyps have colonized; they dwell in towers of black basalt on at least three other systems. They do not see as we do but sense their surroundings within 240', even in total darkness. The last age in which humans rule the planet will be long past when the last of the flying polyps is wiped from this world. Perhaps their colonies now inhabit the lightless abysses beneath our feet, for they are still here, whether we see them or not.

Flying polyps attack by coming into contact with their victims. They are covered with innumerable tiny mouths, each of which can bite and draw blood.

Finally, flying polyps are immune to all mind-affecting spells and effects.



Flying polyp: Init +0; Atk touch +6 melee (2d3 plus blood drain); AC 10; HD 6d8; MV 30' or fly 40'; Act 2d16; SP blindsight 240', plasticity, invisibility, blood drain, immune to mind-affecting spells and effects; SV Fort +4, Ref +6 , Will +4; PoD.

Blood drain: In addition to normal damage, the victim must succeed in a DC 10 Fortitude save or lose 1d3 points of temporary Stamina damage. Because this attack only requires contact, any creature touching a flying polyp is automatically hit.

Invisibility: They are able to turn invisible at will, but because they do not understand sight as we do, there is only a one in five chance that a flying polyp is invisible each round.

Plasticity: Although as large as a horse (or larger), flying polyps can change their shape to fit through any opening or to exploit any space. Because of their semi-real nature and plasticity, they take half damage from all attacks, except force-based attacks and magic weapons. If the polyp can succeed in a Reflex save (DC equal to the attack roll), it can avoid mundane attacks altogether.

FOO DOG



Foo dogs, also known as shishi or lion dogs, are spectral guardians. The foo dog spirit resides within a stone depiction of the creature and can be called forth by its master, or it can leap into action if it detects danger in its vicinity. Each foo dog cub is imprinted onto a master, and once imprinted that foo dog is loyal to its master's bloodline for eternity. Though, it is possible for a master to bequeath the guardian spirit to another bloodline, and in doing so the foo dog's loyalty can be moved to a new bloodline. If a bloodline should die off, the spirit of the foo dog also fades away.

Even though they are spirits, foo dogs need rest. A foo dog is at rest when it is within its stone sculpture. A foo dog is not destroyed if its sculpture is destroyed but neither can it be at rest. A foo dog must rest for at least four hours within a 24-hour time period. Without a sculpture to return to, a foo dog goes without rest and becomes fatigued. Each day a foo dog goes without rest, it incurs a -1d penalty on its action die, to a minimum of 1d3. A suitable replacement sculpture must be fashioned by someone in the foo dog master's bloodline.

Foo Dog: Init +3; Atk claw melee +2 (1d8), bite melee +2 (1d6); AC 16; HD 6d8; MV 30'; Act 2d20; SP ancestral roar; SV Fort +3, Ref +2, Will +3; PoR +3.

Ancestral roar: The roar of the foo dog is a spiritual attack against a single target. The target of the roar hears the voices of all their ancestors speaking to them all at once. The experience can turn a man's blood cold in his veins. The target of the roar must make a successful DC 14 Willpower save or fall unconscious for 2d7 rounds.

GHAST

Found in the Dreamlands, the hidden Vaults of Zin, and in dark places of the waking world, ghasts are repulsive near-humanoid beings, scabrous and unwholesome, who resemble human beings despite the lack of foreheads, noses, and other important particulars. A ghast is the size of a horse, which bounds on powerful hind legs like those of a kangaroo but terminate in hooves. Ghasts are pack hunters, often hunting ghouls but willing to eat any flesh—even that of their fellows. They fear natural light and are killed immediately if exposed to sunlight but ignore the dim light of candles or torches. Their sense of smell is exceedingly keen, being equal to that of a terrestrial bloodhound.

Ghast: Init +2; Atk bite +5 melee (1d6+3) or claw +3 melee (1d4+3) or kick +4 melee (1d5+3); AC 15; HD 4d8; MV 60' or leap 20'; Act 2d20; SP infravision 120', keen sense of smell, slain by sunlight; SV Fort +6, Ref +6, Will +2; PoD+1.

GHOST BEINGS OF IB

Pilgrims travelling far from the paths laid by the wagon trains have sometimes beheld the ruins of an ancient city on the shores of a misty lake. Those ruins are said to be older even than the oldest native tribes now dwelling in the region. Older yet are the gray stone ruins of the city of Ib, which lies nearby, its strangely carven pillars lost in the lake long ago. Here can still be found, eroded from weather and time over many ages of the world, the sea-green stone idol of Bokrug, the great water-lizard. Legends say that when the Native Americans first came here, the people that dwelled in this land prostrated themselves before this idol and danced before it under the gibbous moon. Horrified by the dancing of these non-human people, the first tribes slaughtered them and pushed their bodies into the lake.

The ghost-beings of Ib still haunt this region. On some nights, when the moon is growing large and the sky is strange, green mists arise from the lake. The waters rise, and with them arise the ghost-beings of Ib—green-skinned and voiceless. They have bulging eyes, flabby lips, and curiously shaped ears. They dance as they rise. Sometimes they bear treasures from the deep but at other times they bear only death, and never do they mean the living well.

Ghost-beings of Ib are individually weak but hard to kill as they regenerate 3 hp each round. Special effects from critical hits and magical based attacks are healed as soon as the damage which caused them is healed.

These creatures are only ever encountered when the moon is gibbous, and not always then.

Ghost-being of Ib: Init +0; Atk bite +1 melee (1d3) or by weapon +3 melee or ranged; AC 8; HD 1d8; MV 30' or swim 40'; Act 1d20; SP regenerate 3 hp/round, mesmeric dancing; SV Fort +0, Ref +2, Will +2; PoD.

Mesmeric dancing: Their horrible dance can mesmerize foes, which take a -1d penalty to all rolls so long as the dancing is visible (Willpower DC 15 save negates). Dancing reduces the ghost-being's Move by 10' and requires using an action die.

GHOULS (MYTHOS)



These reclusive creatures possess vaguely canine features, cloven-hoof feet, and long gangly arms and claws. Their flesh is thick, leathery, and covered in coarse hair. Mythos ghouls typically live together in a clan structure. Their underground warrens are a network of chambers and tunnels predominantly located under cemeteries, but they can be located anywhere. Mythos ghouls are immortal beings that feed on decomposing corpse-flesh, but packs of ghouls have been known to attack unwary humans to feast on fresh meat.

The legend of the changeling (the belief that malevolent fairies steal infant children only to replace them with monstrous creatures that pose as the infant until it grows into maturity and its true self is revealed) may be based on the Mythos ghoul. It is also believed that a human can transform into a ghoul if enough time is spent with their ilk. The transformation of a human into a ghoul is a ritual that begins with the consumption of corpse flesh. The ritual must be performed at least once per lunar cycle, and it takes ten full lunar cycles for the transformation to be completed. This ritual is the most common way in which a ghoul clan expands their population. Each clan is named and identified by a sacred relic preserved on an altar in the holy spot of their warren—for example: The Clan of the Broken Jaw, The Clan of the Moldy Skull, or The Clan of the Charred Hand.

Mythos ghouls are feral creatures that relish the feeling of tearing molding flesh from rotted bones with their teeth. They do retain many of their memories, language, and intelligence from their time as a human. It is possible (but unwise) to parlay with a ghoul. Partnerships with a Mythos ghoul and its clan typically end unfavorably for those foolhardy enough to risk such a venture. The ghoul's natural language is one of croaks and meeping, but many ghouls are intelligent enough to speak and read the human language indigenous to the clan's territory.

Each ghoul clan is led by one clan chief. The clan chief is larger and stronger than the other ghouls. Sexual reproduction among Mythos ghouls is incredibly rare; the only ghouls known to reproduce naturally is a clan chief and his harem of den mothers. A ghoul den mother is usually only capable of bearing a child once every fifty years. A clan chief usually has a harem of three or four den mothers. Each ghoul clan also has one shaman. The shaman is typically the most intelligent of the ghouls and is usually an adequate occultist.

Ghouls (Mythos): Init +0; Atk filthy claw +2 melee (1d4+1), infected bite +2 melee (1d4 plus worry); AC 12; HD 2d8+4; MV 30'; Act 1d20; SP non-magical weapons do half damage; SV Fort +2, Ref +5, Will -1; PoD.

Clan chief ghoul (Mythos): Init +2; Atk filthy claw +3 melee (1d6+2), infected bite +3 melee (1d5+1 plus worry); AC 14; HD 4d8+4; MV 30'; Act 2d20; SP non-magical weapons do half damage; SV Fort +4, Ref +6, Will +1; PoD +2.

Den mother ghouls (Mythos): Init +0; Atk filthy claw +4 melee (1d5+1), infected bite +0 melee (1d3

plus worry); AC 10; HD 5d8+6; MV 20'; Act:1d20; SP non-magical weapons do half damage; SV Fort +3, Ref +5, Will -1; PoD

Shaman ghoul (Mythos): Init +1; Atk filthy claw +1 melee (1d4+1), infected bite +1 melee (1d4 plus worry); AC 12; HD 3d8+4; MV 30'; Act 1d20; SP non-magical weapons do half damage, spellcasting; SV Fort +4, Ref +6, Will +4; PoD +1.

Worry: The bite from a ghoul can be especially nasty—once the creature is able to clamp its jaws onto something, it continually worries, grinds, and chews on the victim. The ghoul is able to inflict worry damage starting on the round after it has made a successful bite attack. If the ghoul chooses to worry its victim, it cannot make any other attack on that victim. A worry attack automatically inflicts 1d3 damage and 1 Stamina damage to the victim. Lost Stamina can be recovered through natural or magical healing at a rate of 1 point per day of natural rest or 1 point for every 3 hit points healed magically.

Spellcasting: Shaman ghouls are capable of a variety of spell-like abilities. To determine which specific abilities a shaman ghoul has, consult the table below. Each ghoul shaman is limited to the handful of spell-like abilities it knows. Shaman ghouls are also capable of casting the patron spells of the Elder Gods they worship.

SHAMAN GHOUL ABILITIES

ROLL 1D12	ABILITY
1	**Command rat**—with a successful DC 12 Will Save, the shaman is able to summon and control 2d20 rats for 1d4+1 hours.
2	**Rot touch**—with a successful DC 12 Fort Save, the shaman is able to decay flesh with a touch. This ability inflicts 2d6 damage to living tissue and causes the flesh to rot. The rotted flesh produces a smell that is appetizing to ghouls.
3	**Cloud of decay**—the shaman creates a foul, stinking cloud that obscures vision. Use the *obscuring mist* spell (pg 459) with a d20 spell check die and a +4 spell modifier.
4	**Ward portal**—the shaman is able to protect a portal with a magical glyph. The protected portal can not be opened unless the ward is destroyed. The ward has 4d20+10 hit points.
5	**Mask trail**—with a successful DC 12 Ref save, the shaman is able to erase tracks and eliminate spores that could inform a skilled tracker that ghouls had recently been through a particular area.
6	**Shadow gate**—with a successful DC 18 Will save, the shaman is able to open a portal to another plane of existence, including The Near, The Far, and The Dreaming.
7	**Plague of flies**—with a successful DC 12 Will save, the shaman is able to summon a thick, black swarm of biting flies. The swarm does not inflict actual damage to the target, but the target of the swarm performs all physical actions at -2d. Plague of flies lasts for 1d6 rounds, and can only target a single victim.
8	**Sleep**—the shaman is able to induce sleep through a magical glamour. The spell affects 1d4 targets that must make a Fortitude save or fall into a magical slumber for 1d10 turns. At least 1 hp of damage will wake the targets early.
9	**Fog**—with a successful DC 12 Will save, the shaman is able to produce a thick fog over 1d4 acres, with the shaman at the center of the phenomenon. The fog lasts for 2d3 hours.
10	**Ventriloquism**—the shaman is able to magically mimic sounds. Any sound or voice can be copied and projected to any point within 50'.
11	**Forget**—with a successful DC 14 Will save, the shaman is able to erase memories from a single target. The victim loses all memories from the last 1d3 hours.
12	**Lure**—with a successful DC 14 Will save, the shaman is able to compel a target to approach a location designated by the shaman. The lure is a subtle combination of images, sounds, and smells that the target innately finds pleasant. The target is allowed a DC 16 Will save to resist the lure. Alternatively, the shaman can set a general lure trap that attempts to entice the first victim to the area where the lure was cast. The victim of a general lure trap is allowed a DC 12 Will save to resist.

GLASS WEB SPIDER

The glass web spider is a hairy tarantulalike spider growing to the size of a large dog. Nesting anywhere a normal spider does, if it can fit. The glass web spider is known for its translucent "broken shards of glass" abdomen—its innards and fluids can clearly be viewed.

If the abdomen of a glass web spider can be claimed (intact) after its death, the largest of the glasslike shards can be broken off (1d3 usable pieces) and fashioned into a knife (1d7) with a conceal of 6, which breaks after its first successful attack.

Glass web spider: Init +3; Atk bite +3 melee (1d6+poison DC 14 Fort or 1d6 Stamina each round until the save can be passed); AC 16; HD 4d8; MV 30'; Act 1d20; SP invisible web, +4 to stealth checks; SV Fort +2, Ref +3, Will +1; WtL.

Invisible web: The spider spins webs resembling glass up to the size of double doors. They frequently place them in the doorways or ruins where human prey tend to traverse, while they affix themselves to the ceiling, patiently waiting to attack. To notice a "glass web" requires a DC 18 Intelligence check. Another witness may call out to someone about to walk into a glass web with a DC16 Reflex save. Failing to notice and traversing through the web will cause entanglement, the target will be at -1d to all actions for 1d4 rounds as the incredibly sticky and barely visible web clings to the body, hampering movement and vision.

GNOPH-KEH

The legendary six-limbed hairy bear-man of Greenland that walks upon the ice with two, four, or six limbs; the gnoph-keh is a carnivore with a single horn jutting sharply from its head. The gnoph-keh waylays lonesome travellers in the wastes, who are never seen again. They are formed somewhat like a polar bear but with six limbs, matted hair, and apelike hands instead of paws. Their horn resembles that of a narwhal. Sightings of the gnoph-keh in other Arctic regions have been claimed, but none ever proven.

A gnoph-keh attacks with its sharp horn by preference, but it can attack with claws or bite. When standing on two legs, it gains more claw attacks but is less stable in making those attacks.

Gnoph-keh: Init+3; Atk horn +10 melee (1d8+5) or bite +6 melee (1d5+5) or claw +8 melee (1d7+5); AC 16; HD 6d8; MV 60' or 40' or 20' or swim 40'; Act 3d20 or 5d16; SP stealthy, rend, multiple legs, half damage from cold; SV Fort +12, Ref +4 , Will +2;PoD.

Multiple legs: The speed of a gnoph-keh depends upon how many legs it is using to move, with faster speeds indicating more legs.

Rend: If the gnoph-keh hits with two claws, it can rend for an additional 2d8 damage.

Stealthy: These creatures are stealthy when walking on six legs and gain a +4 bonus to any check to surprise victims if they move at half normal speed.

GOLEM

Who knows why the creation-obsessed do what they do? Maybe they want to emulate their Creator. Maybe they have a score to settle. Some folks can't let nature alone. Some of them dig up graves for spare parts. Some of them use captured lightning or steam power. All of them are trying to build some form of artificial man. That's what a golem is—a parody of humankind, made out of dead or synthetic flesh or out of some other material and then brought to a mockery of life through mad science or magic … or both.

Every golem in Weird Frontiers is unique. Use the basic golem statblock, below and then modify with the following tables. All golems can survive without air, food, or water. Not being truly alive, they are immune to poisons, diseases, and affects that target a living metabolism. They are immune to most critical hit results and suffer half damage from non-magical weapons.

Golem: Init -2; Atk slam +3 melee (1d7+2) or by weapon +3 melee (weapon damage +2); AC 15; HD 6d8; MV 20'; Act 1d20; SP golem traits; SV Fort +4, Ref -2 , Will +0; PoD +1

GOLEM TYPE

D30	GOLEM MATERIAL	EFFECTS
1-2	Adobe	+1 AC; SP regenerate 1 hp/round as straw and clay knit together.
3	Bone	+2 AC; damage 1d5+2.
4	Cactus	-3 hp; +1d3 damage; SP anyone making a melee attack must succeed in a DC 10 Reflex save or take 1d3 damage from sharp spines.
5-12	Clay	+1 AC; Atk slam +5 melee; Act 2d20.
13	Cloth	-4 AC; Atk slam +2 melee (smother); SP only harmed by slashing weapons, smother (1d4 temporary Stamina damage per round, victim takes equal damage to any damage taken by the golem **before** immunities are taken into account, Agility DC 15 breaks free); SV Ref +2.
14-16	Flesh	Init +1; MV 30'; SV Ref +0.
17-18	Iron	+4 AC; Atk slam +5 melee (1d8+4); SV Fort +10.
19-20	Leather	+2 AC.
21	Rope	Atk slam +3 melee (1d3 plus entangle); SP entangle (automatic damage each round, victim can only attempt to break free with a DC 15 Strength check).
22-24	Stone	+3 AC; damage 1d6+3.
25	Straw	Atk slam +1 melee (1d3); HD 1d8; SP ½ damage from bludgeoning weapons, vulnerable to fire (x2 damage).
26	Tin	+2 AC.
27-28	Wax	SP regenerates 4 hp/round.
29-30	Wood	+6 AC.



GOLEM SPECIAL TRAITS (ROLL 1D%, 1D3 TIMES)

D%	SPECIAL TRAIT
01-03	**Armor plating:** +2 to AC.
04-05	**Berserk:** If damaged, the golem gains a +4 bonus to attack and damage rolls, and +1 action die, for the duration of the encounter.
06-07	**Big-fisted:** Increase the golem's base damage by +2d on the dice chain.
08-09	**Built-in six-shooters:** The golem can make a ranged attack at +3 to hit, damage as a firearm of the judge's choice, crit 19-20. Regardless of the weapon chosen, the weapon can only fire six shots every 24 hours (the golem's body creates additional ammunition during this time).
10	**Colossal:** The golem is over 30' tall. Increase Move by +30'. Reduce Init and Ref saves by -4. Increase Hit Dice by 8. Increase hit points by +3 per Hit Die. Increase Fort saves by +10. Increase base damage by +3d on the dice chain. Use d30 for critical hits.
11	**Coruscating power:** The golem emits sparks and coruscations of electricity. Every creature within 10' of the golem must succeed in a DC 10 Reflex save each round or take 1d8 damage.
12-13	**Cursed:** Those struck by the golem must succeed in a DC 10 Will save or carry a cursed mark. The judge may devise a suitable curse, or else the curse causes a generic -1d penalty on attack rolls until removed.
14-15	**Detachable limbs:** Critical hits that sever limbs cause the limb to detach. The detached limb can act on its own, with a 1d20 action die each round, and a +3 melee attack doing 1d5 damage. The golem can re-attach these limbs using one action die per limb.
16-17	**Electrical attack:** The golem can shoot a lightning bolt up to 60', three times per day. The electrical attack does 6d6 damage, Reflex DC 14 for half.
18-20	**Extra arms:** The golem has 1d3+1 extra arms and an extra action die for each arm.
21-22	**Fast draw:** The golem automatically gains initiative and results 08-09 above.
23-25	**Faster:** The golem's Move is increased by 1d3 x 10'.
26-27	**Galvanized:** The golem is powered by electricity. Any electrical damage heals the golem instead of harming it and can temporarily increase its hit points above its normal maximum.
28	**Giant:** The golem is over 10' tall. Increase Move by +10'. Reduce Init and Ref saves by -2. Increase Hit Dice by 4. Increase hit points by +2 per Hit Die. Increase Fort saves by +5. Increase base damage by +2d on the dice chain. Use 1d30 for critical hits.
29	**Great leap:** The golem can leap up to twice its Move gaining a leaping slam attack that inflicts 1d16 damage and knocks target prone.
30	**Hollow:** The interior of the golem is hollow and it can be used as a vehicle by smaller beings (perhaps its creator?).
31-32	**Infernal:** The golem is animated by hellfire. Atk Hellfire +1 missile (1d12, range 10/20/30, target catches fire 50% of the time). Immune to fire, +2 to Grit check modifier.
33-40	**Infravision:** The golem can see in the darkness 120'.
41	**It's alive!:** The golem is actually a living being. Depending upon its nature, the judge may allow healing, critical hits, poison, etc., to affect the golem. In any event, the golem needs to consume some form of nourishment and may need air.
42-44	**Large:** The golem is 1d5+7' tall. Reduce Init and Ref saves by -1. Increase Hit Dice by 2. Increase hit points by +1 per Hit Die. Increase Fort saves by +2. Increase base damage by +1d on the dice chain.
45-46	**Life mimicry:** The golem is cunningly crafted to appear as a living being under casual examination. If this is rolled two or three times, it becomes increasingly difficult to determine that it is a construct. The golem can also adapt to the countenance of any humanoid creature.
47-48	**Mounted:** The golem is mounted on another golem, usually a non-humanoid one, such as a horse. Whether it can dismount or not is determined by the judge or random roll (equal chance of each).Roll separately for the mount-golem.
49-51	**Non-humanoid:** The golem is not shaped like a humanoid. It could be a horse, bear, serpent, cougar, etc. The judge will have to adjust statistics to match the new shape.
52	**Poisonous breath:** The golem can breathe a cloud of poisonous gas in a 20' radius once per day. This poison does 1d3 temporary Strength damage, Fort DC 15 or take an additional 1d6 temporary Stamina damage. The poisonous cloud dissipates in 1d10 rounds.

GOLEM SPECIAL TRAITS (CONTINUED)

D%	SPECIAL TRAIT
53-54	**Regeneration:** The golem regenerates 1d3 hp per round. The judge may determine whether there is some form of attack that the golem cannot regenerate, that it stops regenerating when reduced to 0 hp, or that it will always regenerate until some condition is met (such as the death of its creator).
55-57	**Small:** The golem is child-sized. Increase Init and Ref saves by +1. Decrease Hit Dice by 1. Decrease hit points by -1 per Hit Die. Decrease Fort saves by -2. Decrease base damage by -1d on the dice chain.
58-59	**Spiky:** The golem is covered in spikes. Anyone engaged in melee with it must succeed in a DC 10 Reflex save or take 1d4 damage. In addition, the 1d5 spikes can be shot each round up to 30' with a +2 ranged attack bonus inflicting 1d5 damage per spike.
60-63	**Steam powered:** Fire damage superchargers the golem, granting it +1d3 action dice for 1d5 rounds.
64-65	**Stronger:** The golem gains a +2d bonus to melee attack and damage rolls and to the DCs of any Strength checks.
66-67	**Synthetic:** The golem is made of weird unknown materials which only mimic the material it appears to be made of. The golem is additionally immune to 1d3 of the following (roll 1d7): (1) cold, (2) fire, (3) force attacks, (4) magic, (5) firearms, (6) electricity, or (7) bludgeoning attacks. The golem is also healed by that form of attack instead of being damaged, equal to the damage inflicted by the attack. If this result comes up a third time, the golem is additionally granted a free extra attack immediately after being healed.
68-69	**Tiny:** The golem is only 1d12+6 inches tall. Decrease Move by 10'. Increase Init and Ref saves by +2. Decrease Hit Dice by 2. Decrease hit points by -2 per Hit Die. Decrease Fort saves by -5. Decrease base damage by -2d on the dice chain.
70-72	**Tougher:** The golem gains an additional +1d8 hp per Hit Die.
73-74	**Tracking:** The golem is a flawless tracker. Once it has begun to track a creature, it never loses the trail unless it begins some other task. Engaging in combat is not sufficient to make it lose a trail.
75	**True consciousness:** The golem is self-aware and can make its own decisions. Increase Will save by +1d7.
76-78	**Two materials:** The golem is made of more than one material. Roll again on the Golem Type table and apply both results.
79-80	**Two-fisted:** The golem has one action die for every arm it possesses.
81-90	**Uncontrollable:** The golem cannot be controlled by anyone, including its creator. It is immune to mind-affecting spells and effects.
91	**Unnatural:** Normal animals shy away from the golem and will not attack it. Increase Grit Checks by +1d3-1.
92	**Vessel of the Old Ones:** The conscience of a pre-human denizen from beyond the stars inhabits the golem and gives it direction. It may wish only to observe human culture or it may have far more sinister plans. The creature is aligned with one specific Elder God and can cast the patron god's spells using 1d20+3 for spell checks.
93-94	**Wall-walking:** The golem can walk on walls and ceilings as though they were the ground.
95-00	**Watchfulness:** The golem can never be surprised and can view its environment in all spectrums.

GRAVE-WRAITH

The grave-wraith looks like a shriveled up old man, tall and gaunt and covered in dark robes. He's wearing a leather girdle that is adorned with dozens of small trinkets from children, as well as their ears, hands, etc. He uses the childrens' spirits to sell for profit in the spirit realm, as well as for making bullets for his spirit irons.

Grave-wraiths are the result of bitter souls too frightened to cross over into whatever bleak afterlife they've carved out for themselves by spending a lifetime of misgivings. These vile creatures keep their earthborn countenance, but their forms are poisoned by their wicked hearts, causing their features to distort—withered skin pulling taut into a rictus grin. Grave-wraiths make their way through the spirit wastes of the Near by preying on newly passing souls, snatching them up before the poor souls can gather their senses, binding them in chains forged of materials taken from ghost-mines. These creatures prefer the spirits of children and newborn, snatching their anchors (items that the spirits holds dear and are anchored to) and slowly leaching the spirit essence of the enslaved to forge objects made from ghost-iron (bullets, weapons, and the chains used to bind those they enslave).

Grave-wraiths are master manipulators and are known to be well connected in the Near and Far of the spirit world, as any good ghost is going to need something to defend itself with eventually while wandering the spirit wastes.

Grave-wraith: Init +3; Atk touch of death +3 melee (1d6 and an additional 1d3 per round until victim leaves the spirit world and even then inflicted damage is healed at ½ rate), soul stinger (pistols) +2 missile (1d8 bullets are made from the ectoplasmic essence of souls and can't be healed until exorcised out or turned by a revelator at -4 to the roll); AC 15; HD 6d10; MV 30' or fly 20'; Act 2d20; SP can't be damaged by normal weapons, un-dead traits; SV Fort +2, Ref +2, Will +2; PoD +3.

Un-dead traits: Like all un-dead, grave-wraiths are immune to sleep, charm, and paralysis spells, as well as other mental effects and cold damage.





GREAT RACE OF YITH

Yithians are a psychically powerful alien race that escaped the destruction of their home world by transferring their minds across the vast gulf of the cosmos into a race of cone-shaped beings indigenous to Earth during the planet's geological infancy.

The Yithians were not alone in their colonization of the Earth; the mi-go and the spawns of Cthulhu thrived then as well. The three factions were able to divide the earth into territories with the kin of Cthulhu in the seas, the mi-go in the northern hemisphere, and the Yithians ruling the southern hemisphere. The greatest Yithian city was Pnakotus, located on the island continent that would eventually be known as Australia by mankind. Yithian society and culture would eventually be laid low after a war with the flying polyps, but the mentally superior Yithians knew of their eventual downfall because of their ability to see and study the full spectrum of time on Earth. So the Yithians escaped destruction again by transferring their minds deep into the Earth's future, where they inhabit the minds of another indigenous Earthly race from that timeline.

Yithians are cold and calculating scientists, philosophers, and dreamers. They have developed an ideal society; they worship nothing and serve only themselves. They use their mental time travel ability to study humanity in all of its varied forms. They document everything they observe in Pnakotus, a city-sized library.

When a Yithian transports its mind into a human host, that person's conscious mind is counter-transferred into the Yithian's conical body hundreds of millions of years in Earth's past. The experience is terrifying at first, but other Yithians ensure that the human mind is able to acclimate peacefully. Once the initial shock has worn off, the human mind is welcomed to explore and experience Yithian society, culture, and literature in a Yithian body while the Yithian mind borrows the human's body elsewhen in time.

A Yithian's conical body is large and powerful, including a pair of formidable pincers. But a Yithian's mind is far more deadly, and as such, a Yithian rarely engages in physical altercations. Yithian science has developed many weapons during their war with the flying polyps, including a device capable of emitting great gouts of electricity. Mankind has coined the term "lightning gun" for this awesome device. The lightning gun is but one of an array in the Yithian arsenal.

Great race of Yith: Init +0; Atk pincer -3 melee (1d6), lightning gun +3 missile (1d12/charge); AC 14 conical body; HD 3d10; MV 30'; Act 2d20; SP psionic abilities; SV Fort +4, Ref -2, Will +4; PoD +2.

Lightning Gun

This weapon is available in a variety of styles, but it is typically designed to resemble a mashup between a shotgun and a phonograph. A DC 7 Intelligence test is required in order for someone to ascertain how to use a lightning gun. The weapon is large enough to be considered a rifle when in human hands, but a Yithian's conical body can wield the weapon with a single pincer. A lightning gun's ammunition is a mystically charged crystal. The Yithians have yet to share the secrets of how to charge a crystal. A fully charged crystal has 3d6+2 charges. Once a crystal has been depleted it crumbles into dust. When the weapon is fired, it can be set to discharge from 1 to 5 charges.

MODEL	CALIBER/ACTION	SHOTS
Lightning Gun	1.21 gigawatts	3d6+2 charges
DAMAGE	**RANGE**	**CONCEALMENT**
1d12/charge	15/30/90/200	-8

Psionic abilities: The greatest weapon a Yithian possesses is its psychic mind. Every Yithian, whether it inhabits its own conical body or that of a human host, possesses a wide range of psychic powers. Consult the Yithian Psychic Powers table below. All Yithians are able to manifest each psychic power listed on the table below, but each Yithian is truly exceptional in only two psychic abilities. Roll or select from the table below to determine the two abilities a Yithian is particularly skilled in. For those

two abilities, the Yithian may attempt to manifest that ability with a 1d24 action die. For every other ability, the Yithian may attempt to manifest it with a 1d16 action die. A Yithian's psychic-power action die roll is always adjusted by its Will save modifier.

YITHIAN PSYCHIC POWERS

ROLL D12	PSCHIC POWER
1	**Animal empathy**—with a successful DC 8 test, the Yithian can establish a link with an animal that allows the Yithian to communicate with it. The Yithian can have conversations with the animal but it cannot control the actions of the animal. Animals are keen observers of their surroundings, and may be able to provide perspective and information humans tend to overlook.
2	**Apportation**—with a successful DC 14 test, the Yithian can teleport into its arms one object no larger than 2' in diameter and no heavier than 50 lbs from up to one mile away. The Yithian must know the exact current location of the desired object before it can be apportioned.
3	**Astral projection**—with a successful DC 10 test, the Yithian can project an astral form of itself to any known location or to any known entity anywhere on the planet. With a successful DC 18 test, the Yithian can project an astral form to any known location in the galaxy. The Yithian's astral form is only able to observe events, but other beings capable of channeling with spirits may be able to speak with the Yithian through its astral form.
4	**Aura reading**—with a successful DC 6 test, the Yithian can discern the Path of any specific target. With a successful DC 25 test, the Yithian is able to reshape the target's aura, and thus change the target's Path to whatever the Yithian chooses; the target may resist this action (if they so desire) with a successful DC18 Will save.
5	**Channeling**—with a successful DC 15 test, the Yithian is able to speak with one nearby spirit. The Yithian is able to establish a basic rapport with the spirit,and is able to ask three questions that relate to the general vicinity or nature of the spirit's demise.
6	**Clairvoyance**—with a successful DC 10 test, the Yithian is able to perceive a person, object, or location through extrasensory means at up to a distance of five miles away.
7	**Levitation**—With a successful DC 6 test, the Yithian is able to lift itself vertically up into the air. The successful test allows the Yithian to levitate for a number of minutes equal to its current Stamina value multiplied by five.
8	**Psychography**—with a successful DC 18 test, the Yithian is able to "burn" an image from its mind onto any solid surface. The Yithian must be touching the surface that is to be etched with the image.
9	**Psychometry**—with a successful DC 12 test, the Yithian is able to gain information about an object through touch. The Yithian is able to discern the use of the object, how it has been used in the past, and who has used or possessed the object.
10	**Telekinesis**—with a successful DC 12 test, the Yithian is able to move one object no heavier than 50 lbs. The object must be within the Yithian's line of sight.
11	**Telepathy**—with a successful DC 14 test, the Yithian is able to communicate with one other mind; it must be someone known to the Yithian. With a successful DC 18 test, the Yithian can alter or remove memories from a mind. The target may resist this action (if they so desire) with a successful DC 16 Will save.
12	**Temporal projection**—with a successful DC 15 test, the Yithian can project its mind to another time period. This Yithian's conscious mind assumes control of a host body in that time period, and that host's conscious mind is moved into the Yithian's body. The Yithian can maintain control of the host body for years, if need be. The Yithian is capable of reversing the action at will.

GUG



Deep underground—or perhaps merely in the depths of nightmares—there is a city of cyclopean towers surrounded by monolithic gravestones. The greatest of these towers, the Tower of Koth, leads upward to an enchanted wood in the Upper Dreamlands, or to a wood in our own world, depending upon how the planes align. This city is the dwelling place of the gugs, black-furred giants of horrific aspect. It is the mercy of the Elder Gods that the gugs are forbidden to open the trapdoor between the Tower of Koth and what lies beyond, though mercy may not have been their intent.

Gugs stand about 15' tall, with wide taloned paws and short forearms. Their pink eyes are shaded by bony protuberances on either side of a barrel-sized head. The yellow-fanged jaws open vertically, running the entire length of a gug's head. These creatures cannot speak but communicate only with gestures.

These monsters are carnivorous, preying on the ghasts who live in the underworld about their city, as well as on any curious traveller who might approach too closely to their dwellings. They sleep often between their great feasts, so that a pilgrim found in their larder might have a chance to escape. Gugs have an irrational fear of ghouls, the knowledge of which may afford clever would-be meals an escape.

Gug: Init +1; Atk claw +18 melee (2d6+8) or bite +20 melee (4d8+8); AC 18; HD 12d10; MV 50'; Act 1d24; SP crit on 20-24, roll 1d24 on Crit table, irrational fear of ghouls; SV Fort +12, Ref +5, Will +8; PoD +1.

GYAA-YOTHIN



Things have made their way into this world for a long, long time. The Dreamlands are not the only other plane to intersect the weird West of Weird Frontiers. Another is K'n-yan, which can be reached through a lonely mound in Oklahoma and perhaps through other places as well. Time does not pass in K'n-yan as it does in the mortal lands of the West, and the dwellers in its city of Tsath are effectively immortal. Gold is plentiful—plentiful enough to attract the unwary—but seldom has anyone escaped K'n-yan unscathed.

The ancestors of K'n-yan's inhabitants mastered the arts of genetics and mechanically inducing pseudo-life so that they could reanimate the dead into a class of semi-cybernetic zombies. They discovered the ancestral stock of the gyaa-yothin on Yoth, a world orbiting a red giant and somewhat connected to the Dreamlands through the Vaults of Zin. Although the ancestral forms were intelligent reptilian quadrupeds, their gyaa-yothin descendants were far less intelligent, semi-mammalian bipeds which were nonetheless capable of almost-human work when required. They had been cross-bred with mammalian slaves taken by the folk of Tsath to reach their current form. Those slaves were probably Native Americans of the Oklahomas, but K'n-yan has a strange relationship to time, and who knows what people—past, present, or future—were subjected to that horror?

The gyaa-yothin are the principle beasts of burden in K'n-yan and they feed upon the flesh of slaves which are no longer truly human. This probably does not include the un-dead mechanical slave-class of their vast realm, called the y'm-bh, which being powered by psionics and atomic energy are probably too valuable to eat. The flesh of human-like slaves is actually the principle meat-stock of K'n-yan!

The gyaa-yothin themselves are large white creatures, generally apelike in appearance, with a mane of black hair running down their backs, and a single rudimentary horn growing from their foreheads. Their feet are padded, and their flat-nosed faces show clear signs of simian or human ancestry. Although docile beasts that can be ridden with ease, their very appearance invokes terror in mortal creatures.

Gyaa-yothin: Init -4; Atk buffet +4 melee (1d8+4); AC 14; HD 6d8; MV 40'; Act 1d20; SV Fort +8, Ref -4, Will -4; PoD+2.

HAFERMANN

Throughout German folklore, tales of "field spirits" or Feldgeister, are well known to the farmers of Western Europe but are less familiar to those in the western United States. One particular type of spirit is the Hafermann or "oat man." The hafermann is a demonic spirit that has the appearance of an old, lanky man with a broad farmer's hat, dirty rags for clothing, and carrying a large gnarled stick. He is often mistaken for a hag or witch, as he has a long nose and straight gray or white hair. He has large hands ending in sharp, curled nails. His flesh is the light brown color of wheat or rye, though wrinkly and having warts. The Hafermann is normally about six feet tall but may appear shorter as it is hunched and tends to crouch. With eyes that are completely black and a wide toothed grin, it's never confused for an actual man. Surrounding the hafermann is an exuding sense of foreboding and malevolence. The hafermann resides in any field of grain, be it oat, wheat, or rye. It lures children by placing a handmade doll made of grain stalks, clothed in a scrap of dress from a previous victim, just on the edge of the field, followed by whisperings of more dolls if the child enters deeper within the field. The hafermann can control any field of grain that he has laid claim over. At his will, the field will move stalks of grain out of his way so as to give the hafermann easy passage. The same field will help ensnare his prey. Once captured by the hafermann and killed, he'll proceed to peel the skin from the arms and legs to eat. The remaining corpse will then be covered up by soil in the heart of the field.

A hafermann can control any field of grain from any point within the field. The larger the field the more area the hafermann is able to control, though it may only direct the field at one target at a time. Destroying the field will shrink the hafermann's area of control as well as its ability to sneak through the crops. This allows the hafermann to be contained within a smaller area until it may no longer escape. Burning the field will be a quick way to locate the hafermann but at a great loss to the farm. It will fight to the death over the field.

The hafermann will normally attack with his stick or long claws.

This wicked spirit delights in kidnapping and eating children. Farmer's have often used stories of the hafermann to scare unruly and disobedient children. A farm that has had a hafermann stake a claim over the field is an evil omen and other farmer's will blame its owner for being cursed due to some wicked deed or crime. The hafermann is a devious and cunning foe that will try to use the surrounding field to its advantage to not only trap its victim but to also create fear by whispering, appearing to disappear and move crops to confuse and terrorize. Whilst in combat it leers, laughs and discusses the screams, pleas and deaths of its previous victims.

Hafermann: Init +3; Atk claw +4 melee (1d6+2) or club +4 (1d8+2); AC 16; HD 6d8+2; MV 30'; Act 2d20; SP control field, move silently, peel skin; SV Fort +4, Ref +6, Will +6; PoD+2.

Control field: As an action the hafermann directs the field to hold a target by having the crops twist and curl around the victim. The target must make a DC 16 Reflex save or be grabbed by the crops—made unable to move or make an attack. Each round they may make a DC 14 Strength check to break free from the crops. Any attack made at the base of the crop that does 4 points of damage will break the victim free. Applying any fire damage to the crops will immediately release the target. Once broken free, or the crop is damaged or burned, the 20' diameter area of crops that attacked the target will no longer be controlled by the hafermann for 1 turn.

Move silently: In a field, the hafermann has a +10 to all checks related to stealth, as the field will move and obfuscate for the hafermann.



Peel skin: If the hafermann successfully hits with both claw attacks it immediately grabs the target. It will peel off any exposed flesh from the victim doing 1d3 damage each round unless the victim is able to make a DC 16 Strength check or if the hafermann is dealt 12 points of damage in a round. Each time the target takes this damage they lose 1 point of temporary Stamina and Personality.

HARPY

Harpies are the nightmarish joining of the legs, wings, and tail of a vulture with the torso and head of a woman. In its natural form, the harpy is a horrific creature that smells of rot and filth; the female portions of the creature are scabbed and scarred. The woman's face is cruel and wicked with several missing teeth; she is the very definition of a crone. Harpies are the twisted abominations of witches that failed to obey the commands of their demonic patrons.

Harpies still possess some of the mystical energies that they wielded as a witch. For short periods of time, they can transfigure themselves to look like a beautiful young woman. Their disguise as a young woman is not perfect because they still have the legs of a vulture, so they are careful to keep them concealed under their long skirts. Harpies crave the taste of human flesh—the younger and fatter the better.

Harpy: Init +1; Atk talon melee +2 (1d8); AC 12; HD 3d8; MV 30', 50' flying; Act 1d20; SP transfiguration; SV Fort +2, Ref +2, Will -1; Path POD +2.

Transfiguration: Up to three times per day, a harpy can transform itself into the guise of a young and beautiful woman. The transformation is perfect except for the harpy's legs, which remain in the form of a vulture's legs. While in this disguise, the harpy does her best to conceal the truth of her legs.

HORSES OF THE INVISIBLE

Not every haunting lurks around the mortal world at all times. Some hauntings are induced, appearing only when the circumstances are right. For instance, in the Hisgin family it is the custom of one such haunt to appear if the firstborn child is a daughter and if that daughter becomes engaged. This haunt continues to the day of the wedding ceremony itself and most often leaves the Hisgin bride-to-be dead either by suicide or misadventure.

Although the Horses of the Invisible cannot normally be seen, they are sometimes visible to their victims or those who can see beyond the normal visual spectrum (with infravision for example) as enormous infernal horses seemingly made of shadow-stuff. The nascent art of camera photography has also captured haunts of this sort, more often by accident than by design.

In addition to being invisible, these horses can render themselves inaudible. They are even capable of selecting which creatures can hear their ponderous clopping tread or their infernal gobbling neighing. They delight in frightening their intended victims. Sometimes they will gallop invisibly around a house or be heard stepping heavy-hoofed within a chamber.

It is whispered by some that these horses serve Thasaidon, a dread god of the primeval past or the distant future.

Horse of the Invisible: Init +1; Atk hoof +6 melee (1d7+4); AC 16; HD 5d8; MV 60'; Act 1d20; SP invisible, selective audibility, half damage from non-magical weapons, pass through doors; SV Fort +6, Ref +4, Will +6; PoD.

Invisible: Because of their invisibility, any creature trying to strike these horses automatically misses 50% of the time.

Pass through doors: Doors seem to be no barrier to the Horses of the Invisible, no matter how stout, as they pass right through these physical barriers (by using an action die).

JACKALOPE, DIRE

Jackalopes resemble the common rabbit but sport a vicious rack of antlers and often reach the height and weight of a medium sized dog. They are pranksters that like to steal from unsuspecting victims. Some have reported hearing the jackalopes cackling with laughter as they escape into the dark of night. Those who hunt the jackalope are advised to use whiskey as a lure as it is the creature's beverage of choice. Jackalopes can mimic any voice they happen to overhear. It's considered quite the prize to display the taxidermied head of a jackalope in one's home or place of business, but on occasion it's discovered that the head has gone missing and the owner has died under mysterious circumstances.



Jackalope (dire): Init +2; Atk kick melee +3 (1d6), gore melee +2 (1d6+1); AC 14; HD 1d8; MV 50; Act 2d20; SP milk; SV Fort +1, Ref +4, Will +0; Path POD +1.

Milk: If the antlers of a jackalope are ground into dust and mixed with cold spring water it forms a frothy white milk. If imbibed, the milk restores 2 HD of lost hit points. One pair of jackalope antlers can make four doses of restorative milk.

JOROGUMO

What once was believed to be a Japanese monster of myth has become a devious and murdering living nightmare. The dreaded jorogumo is a shape changing, man devouring, demon. They appear as beautiful Asian women with long black hair. Able to change their lower half to that of a huge chitin-armored spider at will, a jorogumo is a devious trickster that delights at seducing men to their deaths, becoming the jorogumo's next meal. A jorogumo enjoys obtaining a high social standing by infiltrating communities under the guise of a wealthy business owner or heiress.

A jorogumo is believed to be a demon from Japan that delights in the suffering of others, being cruel, calculating, and patient. A jorogumo will devise elaborate traps to ensnare the target of its sinister desires and then devour them. Those that believe they are in the presence of a jorogumo often search under items for skittering spiders that hide from the light, though this may come too late. When killed, a jorogumo will unleash a terrible screech while its body burns with an infernal purple hellfire into ash. Witnessing their death forces a Grit check. The ashes of a jorogumo are highly desired by cultists who use them in rituals of demonic binding.

Somewhere amongst a jorogumo's possessions will be $8d100 in coins, bills, and fancy jewelry.

Jorogumo: Init +6; Atk bite +8 melee (1d6 + poison DC 18 or 1d6 Stamina damage) or claw +10 melee (1d6+2); AC 20; HD 8d12+8; MV 30' or climb 40'; Act 2d10; SP brood, shape change, spider legs; SV Fort +6, Ref +8, Will +10; PoD +2

Brood: A jorogumo can unleash a swarm of spiders from under their dress which she can be directed to attack. This spider swarm has the following stats:

Spider swarm: Init +5; Atk bite swarming bite +1 melee (1 plus sting); AC 11; HD 4d8; MV 20'; Act special; SP bite all targets within a 20' x 20' space, half damage from non-area attacks, sting (DC 6 Fort save or additional 1d5 damage); SV Fort +0, Ref +8, Will +0; WtL.

Shape change: As an action, a jorogumo can shift to its spider from gaining its 40' climb movement due to its spider legs. It can climb sheer surfaces and precarious ledges or beams. This also changes their mouths to horrible sharp maws and allows them to attack with their sharp chitinous legs. They will try to escape if losing a battle.



LA CEGUA



This spirit haunts trails and roads at night. A travelers' pity is what a cegua hopes to gain as it appears as a woman in distress standing beside the path, crying, whispering, or asking for a ride. Dressed in an unnaturally flowing dress with long hair that partly covers her face, she appears to be a woman of some importance and beauty. Only when the passerby approaches to give aid does her true nature reveal itself. These spirits love to laugh maniacally as they reveal their horse-skull face hidden beneath their veil of hair, relishing the look of terror their victim displays.

When a cegua is slain, her body and dress are enveloped in an explosive whirl of wind and scatters to bits, as her screams fade into nothingness. Only the horse skull remains, falling to the ground. A cegua's skull is a valued trophy and ingredient to cults that worship the un-dead, fetching a high price.

La Cegua: Init +2; Atk bite +2 melee (1d6), claw +3 melee (1d4); AC 16; HD 4d6+2; MV Fly 30'; Act 2d20; SP fly, half damage from non-magical weapons, maniacal laugh; SV Fort +2, Ref +3, Will +2; PoD+1.

Maniacal laugh: A cegua's insane laugh forces all those within 30' to make a DC 18 Willpower save or be surprised. She will lash out at the nearest male target with her claws to pull her prey towards her huge skeletal horse maw. She then targets the face of her victim with her bite attack. If her victim flees she will pursue with her ability to fly, her dress fluttering in the wind as she continues her diabolical laugh.

LAKE MONSTER

Found in many deep lakes, lake monsters are a large, elusive freshwater dwelling creature. Possessing long necks, small heads, large flippers, and a flat tail. The lake monster spends most of its time in the deepest parts of lakes or rivers, while periodically filling their lungs with air. They can grow up to 40 feet tall and weigh over two tons. They have the ability to detect the slightest underwater movement and use it to feed on fish and other freshwater animals. They are rumored to be prehistoric animals that have endured through millions of years.

While preferring to avoid conflict, if a lake monster is forced, it will bite or try to smash a boat or enemy with the weight of its body. Lake monsters will always flee if they take half damage or after 1d4+1 rounds. A lake monster can detect any underwater movement within 500'.

While sightings of lake monsters are extremely rare, there are stories of them chasing boats or surfacing close to swimmers. Several interactions with the beasts have been more favorable, with lake monsters bringing unconscious swimmers to shore. They are rumored to be fond of shiny objects, which has led many treasure hunters to seek out their lairs.

Lake monster: Init +2; Atk bite +4 melee (2d8); AC 19; HD 4d8; MV swim 60' or 20'; Act 1d20; SP body slam +6 melee (2d10+2), underwater detection; SV Fort +6; Ref +3, Will +3; WtL.

Body slam: Once every-other turn it can attempt to perform a body slam. All those on a vessel being slammed must make a DC 16 Reflex save to stay onboard should the vessel not be destroyed by the attack.



LOST SERVITORS OF NYA'LOTHA

Found in the wet vegetation of bayous, marshes and swamps, The Lost Servitors of Nya'Lotha are a powerful cosmic race roughly humanoid in shape and composed of black strips of sinewy muscle that writhes upon itself. Brought to Earth eons ago by a powerful entity known as Nya'Lotha, they have apparently been abandoned by the master they once served. Regardless, they still possess an otherworldly intelligence and dominating presence to those that worship them. They are about 12 feet long and anywhere from three to five feet wide. Wet, black writhing muscle strands are their only feature; it could be mistaken for a black-barked tree. Yet, when it desires flesh, the strands part and a sharp toothed vertical maw, the length of its height, opens up revealing a blood red, saliva dripping mouth. They seek sacrifices on certain nights from their worshippers. In payment, they flood their cultists dreams with vistas from alien worlds, esoteric lore, and horrors man was not meant to know.

Servitors of Nya'Lotha are very resilient to weapons and immune to cold damage. Their ability to regenerate wounds and survive in the harshest of environments, including the vacuum of space, has allowed them to strive on countless worlds. They speak telepathically to worshippers that bring them any form of flesh, and they are then gifted with strange dreams which grant a +2 to all spell checks and to any checks involving planets, space, or otherworld entities for the duration of the following day. Bringing a living human sacrifice provides these same benefits for a month. During these dreams, a lost servitor of Nya'Lotha seeks, forever in the worshippers mind, the whereabouts of their master, Nya'Lotha.

The lost servitors of Nya'Lotha are bent on acquiring more worshippers to delve into their memories and discover the location of Nya'Lotha. They are very cruel and malevolent, delighting in pain and suffering. They usually attract low-intelligence humans of degenerated lineage as cultists. Cultists of the lost servitors of Nya'Lotha usually adorn their places of worship with black gnarled pieces of wood, twisted with rope, and other such fetishes.

Lost servitor of Nya'Lotha: Init +5; Atk bite +3 melee (2d6); AC 19; HD 5d6; MV 30'; Act 1d20; SP corrosive touch, half damage from non-magical weapons, immune to cold damage, regenerate 2d4 hit points each round, survive in vacuum of space; SV Fort + 6, Ref +5, Will +5; PoD +2.

Corrosive touch: Any non-organic material that touches a servitor of Nya'Lotha will be corroded to ruin in 1d3+1 rounds.

LYEUNG SPIDERS

Enormous bloated purple spiders dwell in the vales neighboring the frozen plateau of Lyeung. In ages past, these creatures fought with the Men of Lyeung, and the Men of Lyeung conquered them. Now, there are but few of these creatures, old and well-hidden. Some may have left the Dreamlands altogether to conceal themselves in our own world.

Lyeung Spider: Init +2; Atk bite +3 melee (1d4+2 plus venom); AC 17; HD 4d8+3; MV 30' or climb 30'; Act 1d20; SP venom, webs; SV Fort +2, Ref +3, Will +3; PoD+1.

Webs: These spiders can create webs which are strong and sticky, being hard to cut through with non-magical weapons (5 hp to cut through webs, half damage by non-magical sources). Any creature touching the webs must succeed in a DC 10 Strength check to pull free; each failure increases the DC by +2, until escape is impossible. While the spiders of Lyeung can wrap fallen victims in their webs, they cannot cast them as a weapon.

Venom: The venom of the Lyeung spiders is infused with the essence of the Dreamlands. Any creature bitten must make a Willpower save (DC 15) or hallucinate, being unable to tell friend from foe. Any attack made or spell cast while affected targets random individuals (unless the spell targets the envenomed creature) and cannot submit to the touch of friends in order to gain a benefit (such as from a cleric's lay on hands ability). This condition lasts for 2d6 rounds. If the save succeeds, the hallucinations are weaker, but the character is reduced by -1d to all rolls for a like period of time.



MALFORMED

Some people have changed in the recent years. These people are often called the malformed, the twisted, or the cursed. These people exhibit rapidly growing tumors, excessive body hair, elongated skin, and bone growths are typical. They also became aggressive, belligerent, and destructive. Each malformed develops unique conditions that affect man, woman, young or old alike. These physical and mental changes often force their families to abandon them, place them in orphanages, or put them "out of their misery," as their behavior becomes intolerable to murderous. Some develop such extreme physical changes that they barely retain the appearance of a human. Hunched backs, massive muscles, drooping skin, limb enlargement, slurred speech, toothy maws, tumor masses, etc. All make the malformed become something much more monstrous. They lose what little humanity their brains can retain.



The malformed all possess thickened skin, especially on joints such as knuckles, knees and elbows, being the only characteristic they seem to share. They use their toughened up fists to pummel their victims, as well as any other physical change that might help them to beat, rob and kill. A few of them are truly something out of a nightmare, as they possess massive amounts of strength and hardened bodies, which aid them in both survival and killing.

There are a scant few malformed that have somehow managed to retain their mental faculties, whilst living in their crooked bodies. Doctors are trying to create a cure but have made no strides. The malformed often live in garbage dumps, shacks or farmhouses of those they have killed or forced to flee. They occasionally band together but this often leads to violent attacks amongst themselves as even other malformed are difficult to tolerate. Many of them will continue to wear pieces of clothing in a feeble attempt at normalcy, for as long as their misshapen bodies will let them.

The Malformed: Init +1; Atk slam +2 melee (1d7+1); AC 14; HD 3d8+2; MV 30'; Act 1d20; SP deformities; SV Fort +3, Ref +0, Will 0; PoD.

Deformities: A malformed will normally possess 1d4+2 cosmetic changes while also possessing 2 functional changes.

Cosmetic Physical Changes

Roll 1d8 for location if needed: 1- head; 2- back; 3- chest; 4- face; 5- stomach; 6- arms; 7- legs; 8- all locations).

Roll 1d6	Effect
1	Tumors
2	Excessive Hair
3	Elongated Skin
4	Bone Growths
5	Slurred Incoherent Speech
6	Hunched Back

7 Enlarged Facial Feature (roll 1d4: 1- eyes; 2- mouth; 3- nose; 4- ears)

8 Extremely Large Skin Tags, Moles and Warts

Functional Physical Changes, roll 1d8.

Roll Effect

1 Increased Muscle Mass—+2 to hit and damage, +2 AC, +2 Fort saves, and +1d6 hit points.

2 Toothy Maw—gains an extra bite attack at +2 to hit, 1d6 damage.

3 Elongated Arms—may attack in melee at a range of 10'.

4 Elongated Legs—MV 40', may use its movement and action to leap up to 60'.

5 Excessive Skin and Fat—+1 HD, +3 to AC and takes 2 less damage.

6 Extensive Bone Masses—+4 to AC.

7 Deadened Nerve Endings—takes 4 less damage.

8 Gains an extra functional change, roll again.



MARSH NYMPH

Marsh nymphs, also known as naiads, are female sprites that live in fountains, wells, springs, streams, and other bodies of clear fresh water. Marsh nymphs invite those who visit her to drink deep of her blessed waters as they rest and recuperate. Water blessed by a marsh nymph can heal 1 HD of lost hit points. The marsh nymph expects payment in silver only (be it in coin or forged into a blade) after blessing water for her visitors. Should anyone fail to pay her, or otherwise insult her, then her hospitality quickly turns to hostility. A marsh nymph's watery lair is usually covered in silver coins and blades, making it a tempting hoard to steal. Should she need it, a marsh nymph can instantly draw a silver saber from her cache of treasure.

Marsh Nymph: Init +1; Atk saber melee +2 (1d8); AC 12; HD 5d8; MV 30', 40' swimming; Act 1d20; SP blinding curse; SV Fort +1, Ref +3, Will +2; PoR +1.

Blinding curse: Once per day, the marsh nymph can permanently blind a target within line of sight with but a word. With a successful DC 12 Willpower save, the target is only rendered blind for 1d6 rounds.

Cache of silver treasure: The marsh nymph's lair contains 3d00 silver coins and 1d10 silver bladed weapons (at least half of the blades are daggers and the rest are sabers).

MEN OF LYEUNG

The forbidden plateau of Lyeung can be found in the cold north of the Dreamlands, near where the Earth's Dreamlands end and the realm of Earth's Gods begin. Lyeung can also be accessed in the waking world, and one may discover it in Asia, in Antarctica, or even in the mesas of the American West. Different realities meet and mingle in Lyeung, like strangers at a barn dance that turn out to be well known to each other after all.

The men of Lyeung are not truly human, but goat-hooved and goat-horned things that serve the Crawling Chaos Nyarlathotep and the Outer Gods. They dance in the long nights before blazing fires, throwing strange shadows of fear across the plateau. They are led by priests, and those priests owe fealty to the High Priest Not to Be Described, which lurks hidden behind yellow silk robes in the darkness of an ancient monastery on Lyeung. The walls of this monastery are carved with images not good to behold and best not described. The men of Lyeung have wide mouths—not so wide as to be inhuman, but wide enough to disturb those who see them.

Anyone captured by the men of Lyeung faces torture and eventual consumption, unless the men have other, more sinister purposes dictated to them by the Outer Gods they serve. Such a misfortunate one may be taken to the moon, before the High Priest Not to Be Described, or to the presence of Nyarlathotep or some other Outer God. No statistics are given for the High Priest Not to Be Described; he may even be an aspect of the Crawling Chaos itself. Lesser priests cast and select spells as occultists.

These men are sometimes found far from Lyeung, piloting black galleys for the moon-beasts who trade with distant countries in the Dreamlands and sometimes in the waking world. In this case, they wear turbans and curiously made shoes to hide their non-human nature. They may carry a potent wine in ruby containers that cause all other beings to make a DC 15 Fortitude save or fall asleep for 1d5 hours. During this time, they may be taken onto the black galleys for transportation, awakening far from any friendly shore.

Man of Lyeung: Init -1; Atk club +3 melee (1d4+2) or spear +2 melee (1d8+2); AC 10; HD 2d8+2; MV 30'; Act 1d20; SP half damage from cold; SV Fort +2, Ref +1, Will -2; PoD.

Priest of Lyeung: Init +0; Atk dagger +3 melee (1d4+2) or spell; AC 13; HD 4d8; MV 30'; Act 1d20; SP spellcasting (+5 to spell check), no damage from cold; SV Fort +2, Ref +2 , Will +2; PoD+1.

Spell casting: 1d4 randomly determined spells from the occultist spell list found in the **Magic** section cast with a +5 bonus to the spell check.

MI-GO, THE FUNGI FROM YUGGOTH

There is a dark world, farthest in orbit from Sol, which is home to a large colony of fungal creatures known as the mi-go. The fungi call that world Yuggoth, while man has named it Pluto. The mi-go look like alien crustaceans with wings, but they are actually a kind of extraterrestrial mycological life form. They communicate with each other by shifting the colors of the fungus that covers their bodies but primarily the fungus on their brain-like heads.

The mi-go are some of the most advanced scientists in the galaxy. Their expertise in xenobiology is unparalleled. One method of study utilized by the mi-go is brain-extraction surgery; they remove the subject's brain and place it within a special container designed to allow the brain to see, speak, and hear the world around it. It has also proven to be the most efficient method for the transporting of prisoners back to Yuggoth. The mi-go's extra-terrene biology allows them to survive the vacuum of space as they fly from world-to-world, but humanity is not quite so lucky. One of the uses the mi-go have for extracted brains is to connect several of them together to form a super computer that thinks and learns. Nothing goes to waste from a mi-go's surgical table. The mi-go have been known to repurpose human remains to create disguises for themselves so they can attempt to move among humanity unobserved.

Mi-go can mimic human speech by modulating the pitch and tone of a buzzing sound they emit. They are also capable of telepathic communication with selected individuals. The human mind is frail and susceptible to subliminal messages. A mi-go is able to mass hypnotize humans within 30' when it begins to flash a kaleidoscope of colors from its fungus-covered body. Potential victims of mi-go hypnosis must make a successful DC 14 Willpower save; failing the saving throw results in the victim becoming passive and docile, and their minds become receptive to subliminal messages and commands.

The alien biology of the mi-go not only allows them to fly through space, but it also makes it difficult to capture photographic evidence of them. Photography is still in its infancy after the Seven Days of Night, so any attempt to photograph a mi-go must also include a DC 19 Luck test. If successful, a shadowy and fuzzy image has been captured but otherwise nothing is transferred to the photo-plate. Mi-go physiology is such that once one has died its body breaks down and dissolves into a sticky puddle in a matter of minutes. A few hours after that, the sticky goo evaporates leaving almost no trace that the creature ever existed. A mi-go's diet is unknown. What is known is that they are unable to consume any plant or animal matter that humans would classify as food.

Mi-go: Init +3; Atk claw +3 melee (1d6), electric gun +3 missile fire (special); AC 12; HD 5d8+4; MV 60' fly; Act 1d20; SP hypnosis, telepathy, alien technological devices, non-magical weapons inflict half damage; SV Fort +1, Ref +3, Will +3; PoD +1.

Alien technological devices: The mi-go have established a few mining outposts on Earth. Their motives for collecting the ore are unknown; those who seek to learn why are never seen again. One possible reason for the mining may be for the construction of some of their fantastic devices. In addition to being brilliant scientists, the mi-go are astonishing engineers. A short list of mi-go technology is listed below, but the judge should feel free to create more.

- Bio-web armor—this defensive harness is composed of luminous strands of tendons and cartilage that have been stitched together into a kind of net. The net self-seals when it is wrapped around someone, be they mi-go or human, to form a protective aura. A fresh bio-web provides a defense of AC 18. Each attack that succeeds in inflicting damage on someone wearing bio-web armor drops the effective defense by one (so AC 18 would then drop to AC 17). If the bio-web armor ever drops below an effective defense of AC 12, the device unravels and is destroyed. The mi-go's superior surgical and engineering skills provide them the ability to refresh wounded bio-web armor back to full health. Humanity has yet to unlock the medical science required to heal a net of bio-

web armor. Humans are capable of using bio-web armor, but the alien bio-web inflicts 1 hit point of damage when it is put on as tiny filaments dig into the user's flesh to form a bond. The armor inflicts another 1 hit point of damage when it is removed as the filaments tear off flesh and hair.

- Brain cylinder—this canister device is designed to house living extracted brains. The brain floats in a nutrient-rich solution that is capable of sustaining the brain indefinitely. The solution also facilitates the growth of neural fibers that grow from the brain to the inner walls of the cylinder. This neural network greatly enhances speed of thought and memory storage for the brain. The exterior of the canister is designed so that additional components can be plugged-in. These additional components allow the brain to see, hear, and speak to the outside world. The brain cylinder can also be connected to other cylinders to form a larger neural net supercomputer. Human brains are able to maintain a sense of 'self' for several months, possibly even years, before the isolation eventually overwhelms it, and madness sets in. At which point, the brain will either accept its new reality and resign itself to being a computer component or it will atrophy and die despite the life-supporting nutrients.
- Earthquake mining machine—this massive cube measures 20' per side. Each side of the cube is covered with small, irregularly spaced glass blisters. Touching a blister causes it to be briefly illuminated from within by a warm orange glow that fades away in seconds. The mi-go are able to use the device to pull a specific element or ore up through miles of earth so it can be mined easier. The device has the unfortunate side effect of causing massive earthquakes as tectonic plates shift in the same region as the ore that is being pulled up through the earth. These mining devices are incredibly complex and difficult to use. Any non-mi-go that attempts to use the device must pass an Intelligence test (see chart on the following page).

INT Roll	Result
0 or less	A static discharge arcs from the device inflicting 2d8 points of electrical damage to the user.
1 – 3	A mild shock courses through the user's hand for 1d4 points of damage.
4 – 18	No effect.
19 – 23	The device successfully operates for 3d6 rounds. After which the targeted ore is able to be brought up after two hours of digging. This produces a mild earthquake for 2d10 rounds; a DC 10 Ref save is required. A failed saving throw results in 1d4 damage.
24+	The device successfully operates for 6d6 rounds. After which the targeted ore is able to be brought up after two hours of digging. This produces a major earthquake for 3d12 rounds; a DC 12 Ref save is required. A failed saving throw results in 3d4 damage.

- Electric gun—this device resembles a lump chunk of black metal with a few filaments of wire arced from one warty knob to another. The device is slightly larger than a doorknob. The electric gun is fired by strumming a few of the wires (users may add their Agility modifier to their attack roll). The gun fires brilliant blue sparks of electricity that inflict 1d4 damage, and the victim must make a successful DC 14 Fortitude save or be knocked unconscious for 2d6 rounds. The device must be reconfigured for use by non-mi-go; a successful DC 10 Intelligence test is required to rewire the device. A failed test results in broken and frayed wires, rendering the electric gun useless. Because the mi-go do not have a central nervous system, they are immune to the "taser" after-effect of the electric gun, but they do suffer normal electric spark damage from the weapon.

- Mist projector—this device resembles a poorly designed tuba with an unusually large number of extra tubes wrapped about the central core of the device. When activated, the device emits a cloud of icy mist and frost. The emitted cone of frost begins 2' wide at the device and is projected at a distance of 60' with a maximum cone width of 20'. Anyone caught within the cloud of frost suffers 1d8+2 damage from intense frostbite. Anyone wearing cold-weather clothing or is otherwise protecting themselves from the blast of intense cold, may attempt a DC 7 Fortitude save for half damage.



MISHIPESHU

Lurking in swamps, rivers, and lakes throughout the Americas, the mishipeshu, or water panther, is a mixture of giant cougar and aquatic reptile. The mishipeshu is an ambush predator that waits for folk to come down to the water. It leaps up, and pulls their victims below the surface, drowning them when it can.



Mishipeshu: Init +3; Atk bite +6 melee (3d4+4) or claw +4 melee (1d6+4); AC 16; HD 7d8+7; MV 40' or swim 50'; Act 3d20; SP stealthy, grab, drown; SV Fort +6, Ref +8 , Will +2; PoD.

Drown: If the victim makes a successful Luck check they manage to get a good lungful of air before being pulled under. In this case, they can hold their breath for Stamina rounds, but thereafter begins to drown. A victim who fails this check can only hold their breath half as long. Drowning characters take 1d4 temporary Stamina damage each round; this is recovered at the rate of 1 point per minute if the character is able to get air.

Grab: When a mishipeshu succeeds with a bite attack, it holds on, using its next action die to pull its victim back into the water. A victim can only break free with an opposed Strength check against a +6 bonus. This becomes even harder when the water panther can bring its prehensile tail into play on the following round, further grappling its victim and giving the water panther an additional +2 bonus to opposed Strength checks. Held victims take automatic bite damage each round.

Stealthy: Lurking in the water, this monster gets a +8 bonus to any attempts to hide.

MOONWORM



The moonworm is a vile creature that made its way to the territories as a result of the Seven Days of Night. It thrives in environments providing plenty of cover from the sun, with constant moisture in the ground to allow for burrowing. The creatures have a mucous-coated segmented body known for its alabaster shade with speckles of crimson. The worm reaches up to 1' in length, with a lampreylike mouth filled with wicked barbs. The creature is greatly feared for its method of attack. The worms track by the carbon dioxide exhaled by potential hosts and are able to track victims for miles, often under the cover of night (hence the name). It attacks by using its vicious bite to quickly burrow into its chosen host.

Moonworm: Init +0; Atk burrow +1 melee (1 point of damage); AC 8; HD 2 hit points; MV 20'; Act 1d20 SP flesh burrow, infestation; SV Fort -2, Ref 0, Will 0; Path WtL.

Flesh burrow: On the following round of the initial bite, the worm begins burrowing into the hide of the victim, seeking organ meat which it finds irresistible. Victims having initiative over the worm may make one last grab before the worm vanishes and begins burrowing. A successful attack results in the worm being jerked free and thrown clear. Once burrowed, the creature continues to inflict 1pt of damage per round for 1d4+1 rounds.

Infestation: Oddly enough, once the creature reaches the liver and feeds it "bursts," planting 1d6+1 larvae in the victim's liver. Larvae develop in 1d7 days, beginning their journey through the host body, slowly devouring vital organs. Victims suffer 1d4 Stamina damage each day until 0 Stamina is reached, which results in death due to organ failure. Fledgling worms will then burrow out of the host and renew the cycle. Moonworms are often found in groups of 1d4.

Submerging the host's wound in a container of alcohol within 1d3 turns will force the worm(s) to exit the wound at a cost of 1d3 damage to the host. Doctors may also try to remove the worms with surgery performed before the larvae become active.

MOTHMAN

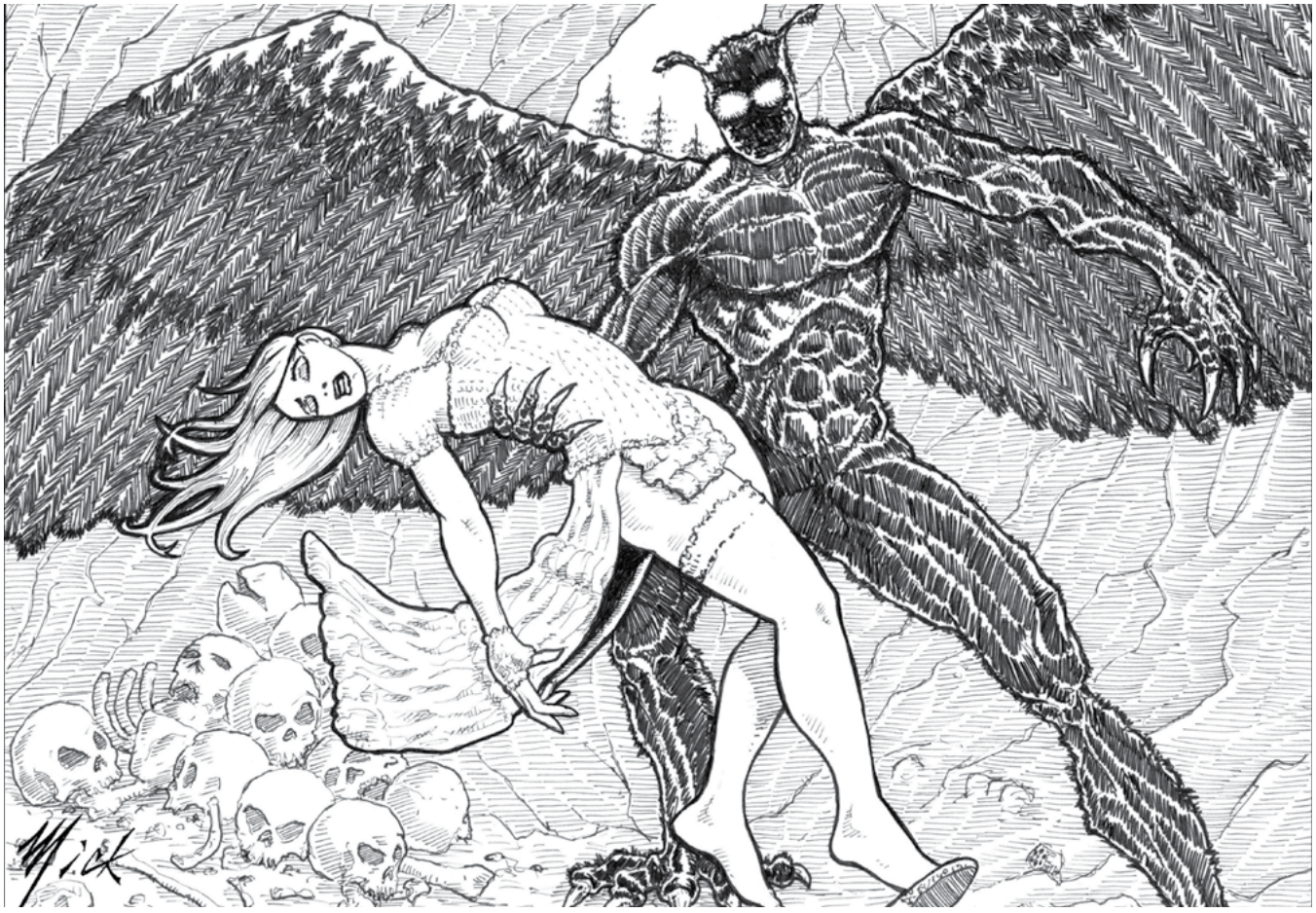
A mothman is a winged humanoid not of this world. When standing on their two legs they stand seven feet tall with a wingspan of 15 feet. Their body is covered in short gray fur while the wings are feathered. Their most strikingly terrifying feature is their huge red glowing eyes, which gives them their name, catching anyone that gazes upon them with a sense of cosmic dread. Mothmen are capable of very fast flight and delight in chasing prey from the sky. They're nocturnal hunters and will hunt any creatures of its size or smaller.

Mothmen were brought to Earth, from a moon of Saturn, many millennia ago for an unknown purpose. They serve cultists of cosmic entities, offering their ability to spy or strike terror into a populace. They sleep in the tall trees of heavily wooded forests as well as caves or old dilapidated buildings. The eyes of a mothman can be used in a potion that allows the understanding of all cosmic languages for 2d4 turns.

Mothman: Ini +4; Atk bite +3 melee (1d8) or claw +4 melee (1d6+2); AC 16; HD 8d6; MV 20' or fly 60'; Act 2d20; SP infravision, dread gaze, diving attack + 6 (2d6+2); SV Fort +3, Ref +3, Will +6; PoD.

Diving attack: A mothman may make 1 diving attack per round, swooping in and striking with both claws.

Dread gaze: Anyone not actively averting their gaze from the eyes of a mothman must pass a DC 18 Willpower save or be stunned for 1 round and filled with terror, forcing a Grit check at double the mothman's HD (+8 HD). Failure also invokes terrible nightmares, causing each awakening from slumber thereafter to force a normal Grit check at +4 until it's passed.



MUMMY

The ancient peoples of Central and South America mummified their dead, and those folks have no love for Europeans or their descendants. On top of this, tinhorns from back East have sometimes brought mummies from despoiled Egyptian tombs to the Americas. Although they may be considered mere curiosities by the over-educated or foolish, some harbor an un-dead spark and can walk even under the Western sun.

Unless the judge determines otherwise, only one-in-seven mummies encountered in the weird West are truly of the un-dead variety.

Mummy: Init -2; Atk claw +2 melee (1d7+2); AC 10; HD 5d12; MV 20'; Act 2d20; SP un-dead traits, mummy special traits (see chart below), fire vulnerability (x2 damage); SV Fort +4, Ref -2, Will +6; PoD +2.

Un-dead traits: Like all un-dead, mummies are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

MUMMY SPECIAL TRAITS (ROLL 1D3 TIMES)

ROLL D12	SPECIAL TRAIT
1	Curse: The mummy can cast curse with its dying breath, as per the spell, with a +6 on its spell check.
2	Death grip: The mummy grips a target that it hits, causing automatic damage each round until an opposed Strength check (against +3) succeeds.
3	Rotting disease: Targets struck by the mummy must succeed in a DC 12 Fort save or contract a rotting disease that causes 1d3 temporary Stamina damage per day for 2d5 days. Only magical healing can remove the disease.
4	Royalty: The mummy was once a noble. Increase Hit Dice by +1d7. For every two full Hit Dice rolled, increase attack rolls by +1 and damage by +1d.
5	Shadow walker: The mummy can move from one area of deep shadows to another such area within 120'. This is all the mummy can do this round.
6	Shape-shifter: The mummy can use an action die to change form to 1d3 alternate forms. To determine the alternate forms for an Egyptian mummy, roll 1d5: (1) jackal, (2) vulture, (3) giant scarab beetle, (4) scarab beetle swarm, or (5) crocodile. To determine the alternate forms for a Mesoamerican mummy, roll 1d6: (1) buzzard, (2) condor, (3) carrion beetle swarm, (4) eagle, (5) jaguar, or (6) giant bat.
7	Spellcasting: The mummy was a warlock or shaman in life (equal chance of each). It can now cast spells as a level 1d5 occultist or revelator with a +1 spell check bonus per level. It also gains the Hit Dice and attack and saving throw modifiers of a character of the same level. Roll 1d5 random spells from the occultist or revelator spell chart.
8	Sun hating: The mummy cannot abide natural daylight and must succeed in a DC 15 Will save each round to do anything but flee.
9	Sun worshipping: The mummy gains +1d to all rolls when exposed to sunlight.
10	Tenacious un-life: When initially reduced to 0 hp, the mummy does not die. Instead, it rises again 1d3 rounds later with 2d8 hp. It must be reduced to 0 hp again to be slain permanently.
11	Vampirism: The mummy regains 2 hp every time it causes damage to a character.
12	Weakness: The mummy has a specific weakness, as determined by the judge. Roll 1d3 for examples: (1) any character who confronts the mummy with a holy symbol appropriate for their religion gains a turn back the night check as a revelator of equal level, gaining a +2d bonus to this check, (2) the mummy takes twice normal damage from electrical attacks, or (3) when presented with a mirror, the mummy must succeed in a DC 15 Will save or be lost in grief for 1d5 rounds or until attacked.


RAZIA

NIAN

The Nian is a ferocious creature from Chinese legend. This monster has the body of a muscular bull and the head and claws of a male lion, yet it's twice the size of both of these animals. Its coloring is of various hues of green, yellow, orange and white. There exists only one Nian at any given time. If the creature is slain a new one will be born from a natural fire, upon a high mountain, on the first day of the New Year. The Nian is an insatiable glutton and feasts on wild animals and livestock. It lives in mountainous areas until it has exhausted the area's food supply. It will then descend, usually in the summer or fall, to the farms and towns of lower elevation, feasting on livestock and then finally people.

The Nian is fearful of the color red and it must make a DC 16 Willpower save to attempt an attack on someone that wears a piece of red clothing or is covered in red paint. The sound of many explosions also forces the Nian to make a DC 16 Willpower save for every 2d4+2 gunshots, fireworks, or likewise explosions during a combat encounter. Failure makes the Nian flee from combat and it will not return to that area for 24 hours.

Each eye of the Nian, if eaten within 1d4 rounds, will bestow 1d4 permanent hit points to the consumer. The hide of the Nian can be made into leather by a skilled leatherworker trained in ancient Chinese garment creation, and will give the wearer a +3 to Personality checks when interacting with anyone of Chinese descent.

Nian: Init +3; Atk bite +8 melee (2d6) and claw +4 melee (1d6); AC 16; HD 6d8+6; MV 50'; Act 2d20; SP roar; SV Fort +6, Ref +7, Will +4; PoD.

Roar: The Nian has a ferocious roar that forces all those within 60' to make a DC 16 Willpower save or be at -2 to all actions for 1d6+1 rounds. The Nian will do this for its first action in combat. It will then proceed to attack its targets with its large maw and sharp claws, killing each in turn before eating its victims.

When the Nian is born of fire it is bestowed with a unique ability.

Unique Ability

d8	Result
1	The Nian is extremely fast and its movement is increased to 70'.
2	The Nian's hide is covered in shiny hard scales like a fish giving it an AC of 18.
3	The Nian can cast the spell color spray once a day from its eyes with a +4 to the spell check.
4	The Nian can cast the spell flaming hands once a day from its mouth with a +4 to the spell check.
5	The Nian has two heads which allows it to make another bite melee attack at +8.
6	The Nian has a huge horn on its forehead which gives it an extra gore attack per round at +8 to hit and does 2d6+2 damage.
7	The Nian's body is wreathed in a blue fire which inflicts 1d4 fire damage on those that do melee damage to the creature.
8	The Nian has been blessed with two unique abilities from this table. Roll twice, ignoring the same results, and roll again.

NIGHT-CURSED COYOTE



Whenever a wild coyote investigates the sights and sounds made during the dark rituals of cultists, they often keep to the shadows, staying just out of sight as unfathomable horrors take place before them. This close proximity to such dark dealings will often taint and change the coyote into something no longer familiar to the settlers, farmers, and hunters of the West. Often called a "devil dog," the night-cursed coyote becomes a beast of true alien horror. They lose large sections of skin which reveals the muscle that lies beneath, still dripping with blood. They grow a variety of tumors, lesions, flesh deformities, and small functionless tentacles from their skin. The flesh around their snouts also recedes, leaving them with a permanent teeth-baring snarl. Their most visible change is an ever-present darkness that surrounds their bodies.

Night-cursed coyotes are cunning and much more intelligent than a wild coyote. They lure victims with their barks, they flank and spring surprise attacks using their dark aura to confuse their prey. They sleep in self-dug tunnels or in caves. They will eat anything living and a pack will try to take down an animal the size of a horse. A practitioner of the dark arts will try to lure a night-cursed coyote pack to their ritual with fresh sacrifices spread around the ritual site, in the shadows, just out of fire light. A ritual watched by a pack of night-cursed coyotes is seen as a good omen to certain Elder Gods who might be more willing to fulfill their worshipper's dark desires.

When a night-cursed coyote conglomeration is slain, its body melts into an unrecognizable and putrid puddle of bloody muscle, broken bones, and mangy fur. Nothing will ever grow where it is slain.

Night Cursed Coyote: Init +2; Atk bite +3 melee (1d3+1); AC 13; HD 1d6+2; MV 40'; Act 1d20; SP dark aura 10' diameter, conglomeration; SV Fort +3, Ref +3, Will +2; PoD.

Conglomeration: When a night-cursed coyote is slain, another one of the beasts may merge with the corpse of his fellow pack mate before the next midnight. This takes one action. Once merged, the living night-cursed coyote is then able to control the body parts of its fallen comrade in a gross conjoining of flesh, teeth, and muscle. The newly merged beast gains a +1 to its bite attack, +1d3 damage, AC +2, +1d3+1 hit points, an extra action die of the same type, +1 to all saves and an increase of 5' to the darkness aura. A night-cursed coyote may merge with any and all dead pack members that are within melee range during the action. Each merged coyote increases the conglomeration with the above improvements. An example of a conglomeration of four night-cursed coyotes would result in the following stats: Init +2; Atk bite + 6 melee (4d3+1); AC 19; HD 1d6+3d3+5; MV 40'; Act 4d20; SP dark aura 25' , conglomeration; SV Fort +6, Ref +6, Will +5; Path PoD.

Dark aura: A night-cursed coyote has a 10' diameter aura of darkness, the equivalent of a moonless night, that surrounds their body. This darkness causes all attacks against the beast to be at -3, in addition to any other negatives resulting from illumination. Being able to see in darkness will negate this penalty.

NIGHTGAUNT

If you see a dark shape flying across the moon, try not to think on it too much, unless there aren't walls between you and the wilds. The flyer might just be a nightgaunt, on business of its own from the Dreamlands or from forbidden places like the Plateau of Lyeung or the heights of Mount Ngranek. It is said that thinking of them too much draws their attention, and they might bear you off to another place in this world or in any other.

Nightgaunts appear as emaciated, rubbery humanoids, black-hued and faceless. They have wide, batlike wings, inward-pointed horns, and long dexterous fingers. They only fly at night—bearing messages, performing tasks for the Outer God Nodens, seeking prey, or even acting as steeds for the ghouls of the Dreamlands or their servants. Nightgaunts have a hidden but cordial relationship with those that move between the Dreamlands and the waking world. They are also said to guard passages to the Underworld, where waking sojourners may enter the realm of dreams in their corporeal forms.

No one who encounters nightgaunts is ever slain by them. Instead, the nightgaunts tickle their victims into submission, then carry them to another location—either one chosen by Nodens or the ghouls, or one which strikes the nightgaunts' own perverse sense of humor.

Nightgaunt: Init +3; Atk tickle +12 melee (tickling); AC 18; HD 3d8; MV 20' or fly 60'; Act 2d16; SP enormous Strength, tickling; SV Fort +8, Ref +5, Will +4; WtL.

Enormous Strength: Nightgaunts are enormously strong and can easily carry a fully encumbered human. If required to make an opposed Strength check, the nightgaunt gains a +6 bonus.

Tickling: Any character struck by the nightgaunt's adroit fingers must succeed in a Fortitude save (DC equal to attack roll) to resist the creature's insidious tickling. Those who fail take 1d5 points of temporary damage to a random Attribute score other than Luck. This damage is recovered after the nightgaunt has ceased tickling, at a rate of 1 point per minute.



A character can surrender to a nightgaunt and be borne aloft before their attributes get too low to resist—and as the nightgaunt may tickle a resistant target even in flight and leave them in some dangerous location, this may be wise.

PEOPLE OF K'N-YAN

Before the fall of Lemuria and the sinking of Atlantis the people of K'n-yan arrived from the spaces beyond the stars. Before those great cataclysms these highly advanced beings traded with humanity, only withdrawing when geological disasters forced them beneath the earth. Within their subterranean cities, the people of K'n-yan worship Yig, Cthulhu, and a number of other Great Old Ones.

In man's prehistory, these creatures were a highly advanced culture employing atomic energy to power their society. Since the fall of Lemuria, they have discarded their technological trappings and instead rely on their own prodigious mental powers. Their dwellings may be reached in many ways: through strange caverns, beneath ancient mounds, even by crawling beneath the roots of ancient trees. If left undisturbed, they will rarely harass humans but are quick to sadistically torment any who trespass into their demesne. Their victims are often left as near mindless husks, turned into slave labor for whatever dark purposes drive this once great people.

The people of K'n-yan dress like native tribesmen and are often mistaken for ghostly Indians from a distance. Close examination shows them to be utterly inhuman, with conical skulls, aquiline features, and dark coppery skin.

People of K'n-yan: Init +1; Atk touch +3 melee (DC 12 Fort save or -1d5 Stamina) hooked short sword +3 melee (1d7) or bow +3 missile (1d6); AC 16; HD 2d8; MV 30'; Act 1d20; SP advanced, ghost shift, telepathy; SV Fort +2, Ref +1, Will +1; PoD +1.

Advanced: While they have forsaken their technological advancements, the people of K'n-yan have not forgotten them nor has humanity created anything that is beyond their kenning. Devices ranging from the strange (such as bedlamite creations) to the mundane (fire arms) have their effectiveness reduced by -1d when used against these people.

Ghost shift: In place of moving, members of the people may become insubstantial, allowing them to pass unimpeded through walls and floors, as well as becoming immune to mundane weapons. Enchanted weapons will still find their mark, as will the strange workings of bedlamites. The people may also use this as an attack, their very touch manipulating the inner structure of their victim's body, sliding organs out of place, sometimes going so far as to completely reverse their placement in the body.

Telepathy: Unless actively resisted with a DC 15 Willpower save, the people will converse with a subject by directly pouring information into their minds via telepathy. However, once in, they are capable of wrecking great havoc before being forced out. If in telepathic communication with a victim, the people may unleash a telepathic blast draining 1d6 Intelligence from their victim. Subjects drained to less than 1 point of Intelligence join the mindless slaves of K'n-yan. Telepathically overwhelming their foes is a favored tactic of the people.

PUKWUDGIE

This nasty four-foot tall creature is found in the forests of the Northeastern states. It has smooth greenish-gray skin with a large nose and ears. Its hair is long and bushy, appearing dirty and unkempt. It is sometimes confused with a goblin or other such creatures of folklore. A pukwudgie is a notoriously sinister trickster that delights in playing dangerous tricks on the unsuspecting. They seem to possess an innate magic utilized to flummox their victims, all the while smiling with a devilish grin.

Pukwudgies are usually solitary creatures that sleep in garbage or debris, but when several do meet they join together in a heated rivalry seeing who can out trick the other. They eat small animals and will steal food from humans. Pukwudgies are more than a nuisance and to have one take a dislike to a traveler is truly a curse, as they seem to stick to unfortunate souls for quite awhile, until they get bored or find someone else to torment. Long since known by Indian tribes, pukwudgies and natives have a truce of some sort between themselves.

Pukwudgie: Init +2; Atk knife +2 melee (1d4); AC 12; HD 4d6; MV 30'; Act 1d20; SP create fire, tricks, +4 to hiding in forest environments; SV Fort +2, Ref +4, Will +3; PoD.

Create fire: A pukwudgie can create fire, as an action with a simple touch, the size and intensity of a torch. They often use this ability to set fire to a barn, wagon, or hay stack for example. Their desire is to lure away their victims or panic them.

Tricks: One of their tricks involves appearing and disappearing to a different place to confuse. They may do this at will, with the two locations being no more than 60' away, which takes a Move action. They like to push their victims into mud, dung, or even worse, off cliffs. They will defend themselves with crude or stolen knives if caught.



RAKSHASA

The rakshasas, also called "Man Eaters," are cruel and powerful evil spirits housed in the bodies of six to seven foot tall humanoid tigers, or more rarely, jackrabbits, rattlesnakes or vultures. Using their ability to take on the guise of anyone, they manipulate and deceive to gain power and to feast on human flesh. Powerful users of the arcane arts, rakshasas are dangerous spell casters but are also deadly accurate with pistols. With their ability to disguise themselves, rakshasas seek positions of power within city, town, and criminal organisations. Some may take on the guise of rich businessmen or renown lawbreakers. They live for conflict and see it as a way to gain honor and feed their bellies. All rakshasas dress in the most expensive high quality clothing and exude arrogance during confrontations. They will attempt to twist their wording in an agreement to best suit their nefarious goals.

The spirit of a rakshasa is immortal, but it must wait a century before regaining the physical form of a rakshasa if slain. The rakshasa reverts back to its normal form when killed. The pelt, skin, or feathers of a rakshasa are highly valued amongst occultists and owning them is a prized possession of extreme prestige. The rakshasa trophy owner will be hunted down by the spirit of the slain rakshasa when the spirit has regained its form in a hundred years.

Each rakshasa has a physical deformity which is hidden when it disguises itself. Normally this manifests as their hands being backwards with their palms located where the back of their hand is, but others have been known to exist.

Rakshasa: Init +3; Atk bite +2 melee (1d6) or claw +4 melee (1d4+1) or as weapon +3 melee, +5 missile; AC 16; HD 7d12+8; MV 40'; Act 2d20; SP damage reduction, disguise self at will, spells (determine randomly) as a level 6 occultist (spell check +8); SV Fort +8, Ref +7, Will +6; PoD+2.

Disguise self at will: A rakshasa can alter its physical appearance to that of a human at will as an action. Reverting back to its normal form also takes one action. A rakshasa loses its claw and bite attack while in this form, but otherwise, they retain their spell casting ability.

Spells: Rakshasas prefer to cast more personally beneficial spells than offensive spells but will do so if they are in fear for their lives. They act as level 6 occultists with a +8 spell check bonus.

Damage reduction: They are very resilient to physical damage and reduce all damage by 5 points, while being immune to all spells lower than 4th level.

With the Rakshasa making its way to the western states, rakshasa spirits have occasionally taken on the physicality of several native animals, using their natural abilities to achieve their goals. There is a 25% chance that a rakshasa spirit will take on one of these new forms when it takes form. Roll a d3 for animal form.

d4	Rakshasa Form
1	**Jackrabbit:** Init +8; Atk bite +2 melee (1d5) or kick +4 melee (1d10+DC 12 Relex save or be knocked prone) or as weapon +3 melee, +6 ranged; AC 18; HD 7d8+8; MV:40'; Act 2d20; SP damage reduction, disguise self at will, Luck drain, spells as level 6 occultist (spell check +8); SV Fort +7, Ref +8, Will +5; PoD+1. The jackrabbit rakshasa is the opposite of lucky. Anytime Luck is used when acting against the rakshasa, that character must make a DC 20 Willpower save before the expenditure of Luck. Failure results in the Luck point being wasted as well as another point of Luck, if available.
2	**Rattlesnake:** Init: +6; Atk bite +3 melee (1d6 + poison DC 18 Fortitude or death) or claw +4 melee (1d3) or as weapon +3 melee, +4 ranged; AC 16; HD 7d8+8; MV 30'; Act 2d20; SP damage reduction, disguise self at will, poison (DC 14 Stamina check or 1d4 damage per round until cured or dead), spells as level 6 occultist (spell check +8); SV Fort +6, Ref +8, Will +6; PoD +1. A rakshasa that takes the form of a rattlesnake has the arms of a man but the lower half of a serpent. They can fit their bodies into openings much smaller than their size. When



eating, it may consume a corpse of up to its size and digest it over a course of 24 hours, making it easy to hide the bodies of its victims.

3 **Vulture:** Init +3; Atk bite +3 melee (1d8) or as weapon +3 melee, +5 ranged; AC 15; HD 7d8+8; MV 30' or fly 40'; Act 2d20; SP carrion fever, damage reduction, disguise self at will, spells as level 6 occultist (spell check +8); SV Fort +5, Ref +7, Will +8; PoD +1.

The vulture rakshasa can digest carrion for sustenance and any creature that takes damage from its bite may contract carrion fever (DC 14 Fortitude save). Carrion fever causes the victim to become fatigued and sick. Affected creatures take 1 stamina damage each day and are exhausted from high fever. This Stamina damage will not heal naturally until the fever is cured by magic.

4 **Tiger:** Init +4; Atk bite +3 melee (1d10) or as weapon +3 melee/ranged; AC 17; HD 7d8+8; MV 30' or climb 20'; Act 2d20; SP stealthy, damage reduction, flesh eater, disguise self at will, spells as level 6 occultist (spell check +8); SV Fort +5, Ref +7, Will +8; PoD +1.

The tiger rakshasa has a taste for human flesh and is known to select victims considered well-to-do in society. The creature will befriend and study the target for several weeks before killing and devouring them. The rakshasa often assumes the role of their last victim until a new target tempts the feline's taste.

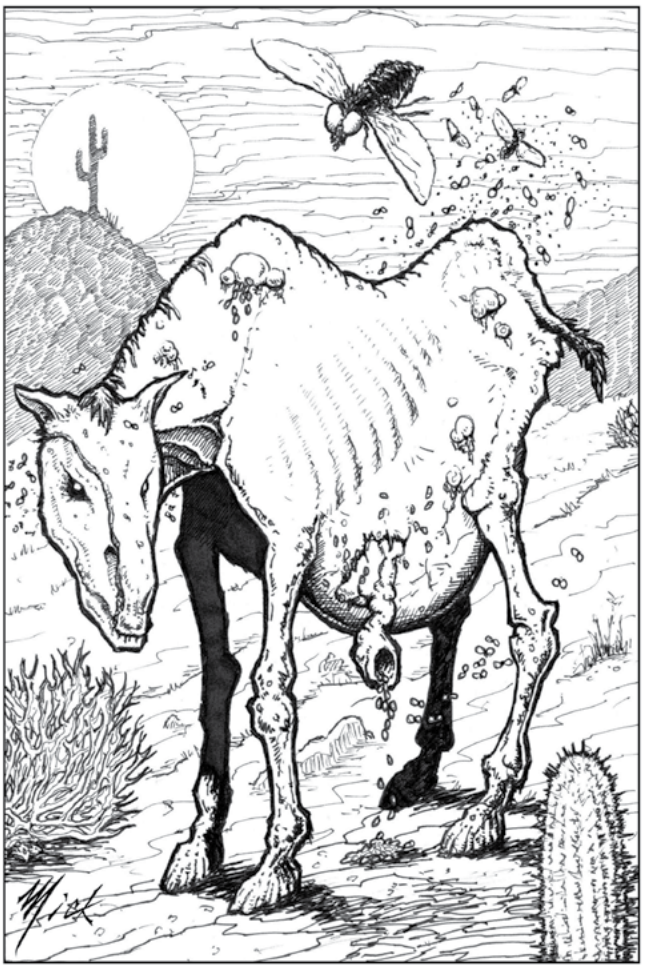
Flesh eater: Once per round that the creature has consumed human flesh (a successful bite attack doing damage) they may trigger an innate healing ability that restores lost hit points on a 1:1 basis for each hit point of damage they inflict on their foe.

Stealthy: The tiger rakshasa is a master of stealth and gains a +5 bonus to any rolls related to moving quietly.



ROT NAG

A rot nag is a decaying mare whose body swarms with biting black flies. Hair, skin, and muscle hang off its emaciated frame, ashen innards droop, and its body is bloated and covered with sores. Chunks of rotten flesh writhing with maggots occasionally fall off to the disgust of those who've lived to tell tales. Their stench is usually detected long before the nag comes into view. This most potent decaying scent assaults the senses and churns even the most iron guts as it sickens the wind.



The rot nag attacks by using its hooves to smash its foe into the ground, while a swarm of flies commences to biting the hapless foe.

When killed, rot nags fall apart into a pile of decaying flesh and bone, while the flies disperse and maggots continue their feasting on the corpse. Rot nags are meat and carrion eaters and will attack anything living. They are often found in teams of 2d4+2 during the darkest winter months while mating, and it is rumored twisted cultists have found ways to tame and ride the horrible mounts into battle.

Rot Nag: Init: +4; Atk hoof + 2 melee (1d6+2); AC 14; HD 3d8+2; MV 50'; Act 1d20; SP stench 60' radius, swarm; SV Fort +3, Ref +2, Will +2; PoD +1.

Stench: Their putrescent stench forces anyone within 60' to make a DC 18 Fortitude save or suffer -3 to all actions while in the area; success lowers the penalty to -1 to all actions.

Swarm: In addition to the target of the nag's attacks, all allies within 10' of the creature must pass a DC 16 Fortitude save every round or take 1d4 damage as the black flies deliver their vicious bite and stings to all targets. Making no other action but swatting at the flies gives a +4 to this Fortitude save.

SASQUATCH

Stories of a hairy, lumbering, apelike creature have been passed down for ages throughout many countries. The sasquatch, bigfoot or yeti, as it has been called, has been a seldom seen forest- and mountain-dwelling beast. The descriptions of the beast are normally identical, from the Northwest of The United States to the mountains of Nepal. This elusive monster has been depicted as being gentle and non-confrontational, nor aggressive, but a killer of livestock (such as goats and sheep). There have been so many sightings that many people believe in the beast's almost mythological existence, while others believe that it's all just tall tales told over campfires. The beast most certainly exists, it's the crossing of paths with one that is so rare that it seems to only reveal itself to drunks, madmen, loners, and fortune seekers. The name of "bigfoot" comes from the tracks it leaves that have been measured up to 24 inches in length.

The sasquatch has adapted to the forests and mountains of its homelands for hundreds of years. Their shaggy hair, long stride, ability to climb trees, and extremely heightened senses of smell, hearing, and sight have helped it avoid man throughout the ages. Most will not be seen by a man in its lifetime. The sasquatch can stand completely still for many hours, allowing its hair to blend in with the surrounding trees and bushes.

The sasquatch possesses an advanced intelligence and an evolutionary drive to not be detected. They also see in the dark up to 60'. Its sense of smell is so strong it can detect the smoke from a campfire several miles away, while its ears can detect the slightest footstep on soft leaves, mud, or sand.

When it unfortunately does come across something hostile and fears for its life, it will use its massive strength and fists to smash the target. It's not been known to be a man eater, but it will make sure its victim is dead until it can escape back into the woods from whence it came.

Appearances may differ in other countries. From the brown hair of North America to the bright



white hair in the Himalayas. What they all have in common is they feed on small mammals or livestock and bird's eggs, as well as grasses and certain plants only edible to their species. They will mate with another sasquatch of the opposite sex once in its lifetime and produce one offspring which will be cared for by either the male or female for around 10 years until the young Sasquatch can live on its own. During this upbringing, the adult sasquatch is fiercely protective of its young. They have no verbal form of communication as they lack even the physical ability to shout or grunt. Communication amongst their kind is through slight hand and facial movements. They hoard no items and sleep in caves, brush, and in boughs of tall trees deep in the forest, never staying in the same location two nights in a row. While they take great care not to leave behind a trail, sometimes they must overlook this aspect of

their escape when in haste. This often leads to them leaving behind footprints in soft mud or sand, thus elevating the legend of their existence in the area.

The hide of a sasquatch provides a +6 to stealth checks if fashioned into a cloak and worn in a woodland or mountain region similar to its habitat.

Sasquatch: Init +1; Atk slam +6 melee (1d8+2); AC 14; HD 7d8+6; MV 40' or climb 30'; Act 2d20; SP camouflage (+6 to hide), heightened senses, move silently, rock smash; SV Fort +8, Ref +3, Will +6; WtL.

Heightened senses: Sasquatches receive a +12 to all checks to hear, see, or smell, due to their constant diligence to remain undetected from early life to old age (which is around 200 years old).

Move silently: A sasquatch gains a +10 to moving silently and stealth checks.

Rock smash: Should a large rock be within grasp, the sasquatch will attempt to smash its target with it, making an attack at +6 to hit and doing 2d6+4 points of damage.

SKUNK APE

Also known as a "swamp ape" or "stink ape," the skunk ape is usually found in various wet lands of the Southeastern states. Covered in orange and black fur and having red eyes, the skunk ape is often mistaken for a variant of the sasquatch. An extreme stench is their main trait as all sightings have included the wretched odor they emit and leave behind. While elusive to some, to others it is a ferocious predator that preys on livestock and even humans. A skunk ape can be as tall as eight feet and weigh up to 400 pounds.

Skunk apes are known for their ability to hide in swamps, forests, and bogs due to their fur which also has the tendency to attract moss and vines. They get +4 to hide checks in those terrains. Able climbers, they usually attack from above, using their extreme strength to knock their prey to the ground.

Skunk apes live in small communities of 2d4 apes, consisting of half that number in young. They lair in swamp caves or large rotten trees. Amongst scholars of the arcane, skunk apes are believed to worship Shub-Niggurath, as they have been found in possession of twisted branches shaped like the head of a goat. They are more intelligent than natural apes and use crude tools.

Skunk Ape: Init +2; Atk bite +4 melee (1d6+3) or slam +6 melee (1d8+3); AC 16; HD 8d8+6; MV 30' or climb 20'; Act 1d20; SP infravision, stench, +4 to hide checks in wooded terrain; SV Fort +6, Ref +4, Will +2; PoD

Stench: The stench of a skunk ape is produced from potent glands that forces all those within 20' to make a DC 14 Fortitude save or be at -2 to all actions for 1d6+2 rounds from nausea.

SHAPESHIFTERS

Not every animal in the forest is really an animal. Not every person hanging around the saloon or purchasing a twist of tobacco in the general store is really a person. Some of them are shapeshifter—creatures that straddle the line between man and beast and may wear the form of either. Some shapeshifters may also wear an intermediary form, half-way between human and animal.

Below are seven shapeshifters that might be encountered in Weird Frontiers. In their statblocks, information divided by a slash indicates values for human form and animal form. If three sets of information are provided, the central value is for an intermediate form. For instance, AC 10/15 would indicate AC 10 as a man and AC 15 as a beast, while AC 10/12/15 would also indicate AC 12 as an intermediate beast-man.

Unless otherwise specified, transformation requires 1d2 full rounds, where the shapeshifter can do nothing else. Unless otherwise specified, transformation does not include the shapeshifter's clothing and other gear. Unless otherwise specified, a slain shapeshifter reverts to human form in 1d7 rounds, if not already in human form.

BEAR WALKER

Some of the people living here before the Europeans arrived (in particular the Ojibwa) believed in sorcerers who walked at night in the shape of bears. In the world of Weird Frontiers, they were right. These shapeshifters cannot resist the change into bear form, which occurs as the sun dips below the horizon and lasts until the sun's rays again lighten the sky. The bear walker retains their cunning and human intelligence in either form but can only cast spells as a man. When a bear walker is best tackled depends on whether one wishes to tackle a foe with deadly magic or deadly natural armaments.

Bear walker: Init +3; Atk dagger +3 melee (1d4) or claw +5 melee (1d6+4) or bite +6 melee (1d8+4); AC 10/17; HD 10d6; MV 30'/50'; Act 1d20/2d20; SP spellcasting with a +5 bonus/bonus hp, maul, superior criticals; SV Fort +2/+7, Ref +3/+2, Will +7; PoR +2.

Bonus hp: In bear form, a bear walker gains 30 bonus hit points. These extra hit points are the first to be lost and regenerate automatically each night when the sorcerer again takes bear form.

Maul: If the bear form hits with both claw attacks, it does an additional 1d8 damage from mauling and gains a free bite attack.

Spells: In human form, a bear walker is a potent shaman, with access to 2d5 spells from the **Magic** section (spells and miracles that suit a shamanistic theme are suggested). These spells are cast with a +5 bonus to the spell check. They cast all spells as revelators. If a natural "1" is rolled on a spell, the bear walker has a 50% chance of either minor corruption or a generic misfire. If a spell check on a revelator spell falls within the 2-11 range, the spell is lost for the day.

Superior criticals: In addition, a bear walker in bear form Crits using 1d20 on the appropriate table with bite and claw attacks.

BOUDA

Whether these creatures began as hyenas who could become men or men who could become hyenas, is lost in the mists of legend. What is certain is that many of the bouda are descended from a lost people who dwelt in Africa long ago. Others were taken as slaves and brought to the Americas, and they prayed for evil spirits to enter them and give them the power to avenge themselves and their families. Most solitary bouda are female, and if more than one is encountered, bouda are matriarchal (as are hyenas) and led by a dominant female.

Bouda have complete control over their transformation, which is triggered only by individual malice. Transformation uses only a single action die to complete and occurs within a single round. In hyena form they have a terrible bite and horrible strength.

A slain bouda changes form half the time, regardless of what form it was currently wearing when slain. Thus, a human bouda may become a hyena, and a hyena may revert to human form.



Bouda: Init +2; Atk by weapon +2 melee or ranged (by weapon)/bite +3 melee (1d7+5 plus hold and drag); AC 10/13; HD 6d8; MV 30'/40'; Act 1d20; SP evil eye/ hold and drag; SV Fort +4, Ref +2 , Will -2; PoD+2.

Evil eye: In human form, a bouda can use the evil eye once per day, merely by glaring balefully at a victim. The target must succeed on a DC 15 Willpower save or suffer ill luck. Three times, on rolls chosen by the judge, the victim must draw from the gun deck when they make a roll. If the result is a black suit card, the character takes a penalty to the roll equal to the number drawn. In addition, the suit of the card causes an additional affect:

- If Clubs, the character needs a drink, and suffers a -2 penalty to Grit checks until he passes one.
- If Spades, the character must roll a fumble check. If the roll that triggered this was not a combat roll, the judge must determine what freakish effect caused the results or the fumble may be held and applied within the next 24 hours.
- If Diamonds, the character discovers that they have a hole in their pocket, and half their current wealth has already disappeared.
- If Hearts, the character suffers a -2 penalty to all saves vs. spells and magical effects for the next 24 hours.
- If the result is a face card, the character suffers only the additional effect and not the penalty to the die roll.
- If a red Joker card is drawn, the character is forever immune to any further effects from the evil eye. All ongoing effects end immediately.
- If a black Joker card is drawn, a fumble immediately occurs.

Hold and drag: A bouda who bites an opponent can hang on until an opposed Strength check (versus +5) can shake it free. While the hold lasts, the bouda does automatic damage and can drag its opponent up to 10' in any direction each round.

CHILD OF ANANSI

Anansi is an African spider-trickster god who mated with mortal women. The Children of Anansi are the descendants of those unions, many generations removed, who still retain the ability to transform into man-sized spiders. Like their great-great-grandsire, the Children are mostly concerned with their own comfort, their own pleasures, and their own cleverness. Also like Anansi, their tricks tend to backfire on them as often as they aid them.

Children of Anansi might be encountered as antagonists, if the PCs are standing between them and what they want. A child may also seek to trick the PCs into obtaining something desirable, including something the PCs currently own. A PC with a high Personality score may be the thing desired. Alternatively, the PCs may have to decide whether or not to help a Child of Anansi whose tricks have rebounded on him.

Children of Anansi have three forms: A human form, a giant spider form, and a midway form in which they have four extra small limbs and spinnerets.

Child of Anansi: Init +2; Atk by weapon +0 melee or +2 ranged/Atk by weapon +2 melee or +2 ranged or bite +1 melee (1 pt of damage)/bite +3 melee (1d3 plus poison); AC 12/13/15; HD 6d6; MV 30' or climb 10'/20'/30'; Act 1d20; SP climb/climb, web/climb, web, poison; SV Fort +3, Ref +2/+3/+3, Will +0; WtL.

Climb: Children of Anansi can climb sheer surfaces in any form but at different Move speeds based on their form.

Poison: In giant spider form, the Children of Anansi have a poisonous bite. Roll 1d5 and consult the table on the following page to determine venom effects.

Web: In the intermediate or spider forms, a Child of Anansi can spin webs and web-lines. The web can entangle those within 10' who must pass a Str check vs. a DC of 10 (if the Child is in the intermediate form) or 15 (if the Child is in spider form) to break free. Those not caught in the web attempting to help by cutting the web strands risk becoming caught themselves. A failed Reflex save vs. a DC 10 will cause them to be held in the webbing as well. The webs can be burned away, but it will cause 1d6 damage to all those caught within as the webs ignite in a flash. A single web-line can be created and fired to an anchoring position up to 30' away. This line can then be used to climb to a higher vantage point.

CHILD OF ANANSI POISON TABLE				
ROLL D5	FORT SAVE	DAMAGE ON SUCCESSFUL SAVE	DAMAGE ON FAILED SAVE	RECOVERY
1	DC 16	2 temporary Strength	1d4+1 permanent Strength	Normal healing on a successful save
2	DC 14	1d4+1 hp	3d4+1 hp + 2 permanent Strength	Normal healing
3	DC 14	None	Charmed as charm person result 14-17	Variable by Intelligence (see charm person)
4	DC 16	2 temporary Agility	1d6 temporary Agility	Normal healing
5	DC 20	2d4 hp	4d6 hp	Normal healing

JAGUAR KNIGHT

When the civilization of the Aztecs was destroyed by Hernán Cortés and his conquistadors, those Aztec priests who breathed the smoke of Tenochtitlan's burning temples and survived were empowered by the jaguar-god Tezcatlipoca to seek vengeance for the Nahuatl people. These became the jaguar knights, who neither age nor die (except by misadventure) and who can take the form of large black jaguars at will. This requires the normal transformation time for shapeshifters.

Jaguar knights are typically active in Mesoamerica, as well as areas controlled by—or which were once controlled by—Spain. Their range includes areas of Texas, New Mexico, California, and Arizona, where they work against European expansion and aid any Native Americans who are victims of, or go to war against, the settlers. No one knows how many jaguar knights were created when Tenochtitlan fell, but as no new jaguar knights are created, those which remain are careful with their lives.

When a jaguar knight assumes animal form, their clothing and normal gear becomes part of the new form.

Jaguar knight: Init +4; Atk obsidian blade +3 melee (1d8+1)/bite +5 melee (1d5+2) or claw +4 melee (1d4); AC 16; HD 8d8+8; MV 30'/40'; Act 1d20/2d20; SP breathe smoke, regeneration/breathe smoke, regeneration, rake, stealthy (+6 to checks); SV Fort +4, Ref +4, Will +4; PoR+2.

Breathe smoke: In either form, jaguar knights can breathe a cloud of smoke three times per day,



creating the effects of either a darkness or a choking cloud spell, with a spell check result of 1d12+10.

Rake: In jaguar form, if a jaguar knight hits with both fore claws, it may automatically rake with its hind claws for an additional 2d4 damage.

Regeneration: Tezcatlipoca has also granted these shapeshifters the ability to regenerate 1d5 hp at the start of each round, so long as they are not yet slain.

OWL WOMAN

Owls may be majestic birds, but some are eerie creatures all the same, and they have been used as a symbol of death not only in the Americas, but in Europe and Africa as well. Legend has it that owl women are Native American witch-women who have the ability to turn into giant owls. They have an intermediary form where they appear to be merely large owls with something disturbingly human about them. Any observer not targeted by the owl woman cannot say exactly what appears human-like though and may doubt the senses of their doomed companion.

Owl women are cannibals. They are women by daylight and either in their giant owl or intermediate forms during the night (50% chance of each—this is not within the owl woman's control). In their human form, they live in caves. Foolish people may seek them out for love charms and other remedies because they are able to cast spells.

Owl woman: Init -2; Atk dagger -2 melee (1d4-1)/ claws +0 melee (1pt of damage)/claw +4 melee (1d3+1) or beak +3 melee (1d7); AC 9/12/15; HD 8d6; MV 20'/5' or fly 40'/15' or fly 60'; Act 1d20/1d20/2d20; SP infravision 240', spellcasting/ infravision 240', silent flight, doom gaze/infravision 240', silent flight, snatch; SV Fort +4/+5/+8, Ref +0/+3/+2, Will +8; PoD +2.

Doom: In her intermediary form, an owl woman can doom a single victim each night with her gaze. The doomed victim must make a DC 20 Willpower save or suffer the following two effects: (1) the next critical result (from an attack or a spell) that the victim makes is instead treated as a natural "1" and (2) the next fumble result made against the victim (from an attack only) is instead treated as a critical hit. The victim may not burn Luck to avoid these effects.

Infravision: In all forms, an owl woman can see in the dark with 240' infravision.



Silent flight: In both intermediary and giant owl forms, an owl woman flies silently, gaining a +4 bonus on any check to achieve surprise.

Snatch: In giant owl form, if the owl woman succeeds with two claw attacks, she may snatch a human-sized opponent, grabbing her target and continuing to fly her full Move. A snatched target has a -2d penalty to all rolls but may break free with a DC 15 Strength check.

Spellcasting: Each owl woman knows 1d5 spells or miracles pulled from the **Magic** section with a +4 spell bonus, and it is suggested that the spells and miracles picked have a shamanistic feel to them.

SHOGGOTH



It war huge. Huger 'n huge! Looked like the pile out back of Doc Wasserman's clinic after a huge gunfight, only big as a building. Most disgustin' thing I ever saw. Worse yet, it was moving. Slow, but movin' by itself, sorta crawling. Slurpin' and suckin' its way up the cavern. Milo was stuck. He wouldn't move. We left him behind. Heard a scream, then a crack, then it sounded like the scream got shoved under a pile of slimy pillows, then nothin'. We just kept runnin'. Some of the boys stopped to shoot, maybe slow the thing down or kill it. Nothin' doin'. It just kept comin'. So we just kept goin'. Who knows where it is now? All I know is, I ain't sleepin' under them stars again. Them stars are all wrong!

A shoggoth appears as a bubbling mass of elastic flesh 15' high, constantly stretching and shrinking, erupting eyes, mouths, and pseudopods from its body. Though its main body averages 15' wide and long, it is difficult to say exactly how large a shoggoth is at any given time. These creatures are not mindless blobs but are as intelligent as the most intelligent of humans. Physically, their flesh is something like human flesh but more translucent. Any person seeing one in normal lighting conditions will note the similarity. Those absorbed by the shoggoth will understand this trait intimately, as their own flesh is deconstructed at a cellular level and absorbed into the body of the shoggoth itself. Shoggoths can mimic the faces of humans they have faced or whom they have absorbed previously. Those who witness this manifestation must make a DC 12 Willpower save or be stunned for one full round. Though the shoggoth is not particularly fast in its movement, it is quick in its actions and receives 2 actions each round. Though they are easy to hit with weapons, most weapons do little or no damage to them. The best weapon to use against a shoggoth is isolation; get on your horse and get away as fast as you can!

Shoggoth: Init +0; Atk pseudopod +10 melee (4d8+10) or absorb +6 melee (special); AC 10; HD 12d12; MV 40'; Act 2d20; SP immunity to most harm, limited mimicry, absorption; SV Fort +15, Ref +0, Will +6; PoD+3.

Immunity to most harm: Fire and electricity does half damage, unaffected by blunt weapons, sharp/edged weapons and bullets only do 1 hp of damage, immune to spells that affect the mind.

Limited mimicry: A shoggoth can mimic faces of those absorbed or who are within line of sight. A DC 12 Willpower save must be made if observed or be stunned for 1 round.

Absorption: A shoggoth may absorb an opponent on a successful hit. Absorbed victims suffer 1d6 hp/round of permanent damage that may not be recovered. For every 2 hp absorbed, the shoggoth regenerates or adds 1 hp to its total hp.

SHOJO

A shojo is a rare Japanese sea spirit that takes the form of a large red orangutan. They can be found on the shore, dancing and drinking alcohol, and have a preference for sake. They are highly spiritual beings that seem to be at peace with their surroundings. Shojo will converse, in any earthly language, with others that provide the spirit with alcohol of any type and mean it no harm. Shojo will then dance, hum, sing small verses in Japanese, and answer some questions about travelers it has met or the lands it has traveled through. They are also gossipers who seem to enjoy spreading the stories of those that stop and visit. They appear to be inebriated at all times with a jovial disposition.

A shojo is not violent, but if attacked it will defend itself. It usually tries to flee using the trees or water to escape.

If a joyous night is spent with a shojo, it will gift the travelers a smiling, wooden red mask of a man's face in traditional Japanese style. This mask is usually found after leaving the presence of the shojo and is hidden in the party's belongings. If the mask is shown to an educated person of Japanese descent, they gain +4 to Personality checks with that person, as they know of its origins and see it as a sign that the owner has been blessed by the spirit. When a shojo dies, its body turns to water and either flows out to the sea or is absorbed by the soil. To kill a shojo is a great insult to Japanese people.

Shojo: Init +1; Atk bite +2 melee (1d4+2) or slam +2 melee (1d6+2); AC 12; HD 3d8; MV 30' or climb 30' or swim 30'; Act 1d20; SP breath underwater, cosmic wisdom; SV Fort +4, Ref +2, Will +1; WtL.

Cosmic wisdom: If a full night is spent in the company of a shojo and it is plied with much alcohol, it will begin to weave many tales and songs into a coherent understanding of the world, spirits, demons, and the cosmos. This manifests as a Boon for the listeners as well as +2 to all spell checks for 24 hours. This knowledge can only be given to someone once a moon cycle.



SKINWALKER

Among some Native American tribes (particularly the Navajo) powerful shamans may turn to evil, taking the shapes of animals to do harm to others. These beings are called skinwalkers—those who go on all fours by means of their magic. The Navajo do not discuss these beings with others, for reasons of their own. It may be that they fear retribution, for one never knows who is, or who is in league with, a skinwalker.

To gain the powers of a skinwalker, a shaman must slay a family member and consume their soul. Unlike other shapeshifters, a skinwalker can thereafter assume the shape of any animal whose skin he possesses. The skinwalker dons the skin as part of the process of change, and removes it when he resumes human form. The skinwalker can wear clothing and carry light gear underneath its assumed skin, and that gear is transformed with the skinwalker. As a skinwalker chooses their lot, they are not considered to be true shapeshifters.

Skinwalkers may perform mischief, such as knocking on walls or rattling windows. They may use their animal forms to spy on others or to kill livestock and other animals. In some cases, they may stalk and kill human prey.

A person who learns the true identity of a skinwalker can publicly announce it, which will cause the skinwalker to sicken and die within 2d5 days. Doing so may attract the attention—and ire—of other skinwalkers and witch folk.

Skinwalker: Init +0; Atk cudgel +3 melee (1d4) or short bow +3 ranged (1d6)/by form; AC 13/by form; HD 8d8; MV 30'/by form; Act 1d20; SP wearing skin, harmful curses/death gaze; SV Fort +2/by form, Ref+1/by form, Will +4; PoD +2.

Death gaze: If a person meets the direct gaze of a skinwalker in animal form, that person will suffer a form of wasting disease, taking 1d3 points of temporary Stamina damage each day unless a DC 20 Fortitude save succeeds. Once the Stamina damage has begun, only magic or the death of the skinwalker responsible can save the victim.

Harmful curses: In human form, a skinwalker can cast two harmful curses each day with a 100' range, causing 1d8+2 damage (Willpower save DC 13 for half).

Wearing skin: A skinwalker can transform into any type of animal by donning its skin, but the most common forms are shown in the chart below. Statistics for other animal forms may be determined by the judge.

ROLL D5	CREATURE TYPE	AC	ATTACK	MOVE	FORT	REF
1	Coyote	12	Bite +1 melee (1d4)	40'	+2	+3
2	Crow	10	Beak +0 melee (1)	5' or fly 40'	+0	+4
3	Fox	14	Bite +0 melee (1d3)	40'	+0	+4
4	Owl	12	Claws +0 melee (1)	5' or fly 40'	+1	+3
5	Wolf	12	Bite +2 melee (1d4)	40'	+3	+2



SKOOKUM

Skookum: Init: +3; Atk claw +2 melee (1d6+2), bite +2 melee (1d8); AC 14; HD 5d8+2; MV 40' or Climb 40'; Act 2d20; SP totem representation, ill omen, inhabit person; SV Fort +2, Ref +4, Will +4; Path PoD +1.



Campfire tales speak of the malevolent skookum as a monster similar to a sasquatch or a bigfoot, and whilst there are some parallels, the Native American people know the altogether more horrifying truth of the matter—the skookum is a feared mountain and forest devil, a bad spirit that can take on any form, inflict sickness, and inhabit people.

Unlike the Sasquatch, the apelike skookum is highly predatory and extremely hostile towards intruders to their habitats. Standing seven feet tall in their natural form, they are covered in very dark brown fur, with a flat skull and protruding snout, and display unsettling red eyes.

Totem representations: Sightings of these horrifying creatures are rare, mainly because they have the innate ability to alter their appearance at will, typically taking on the form of crows, eagles, owls, blue jays, coyotes, and reptiles. It is in these totem representations that they can keep watch over their territories and hunt and evade the curious eyes of humanity. Using this ability requires one standard action. Its hit points remain the same in its alternate form, but it takes on the size, movement abilities, and gains the other base statistics of its new chosen form.

Ill omen: As a full round action, a skookum can inflict sickness upon a target simply by making eye contact with its victim and willing disease upon them. A skookum must be within 10' of its prey and able to make eye contact with it. The target must succeed on a DC 12 Fortitude save or succumb to the skookum's ill omen, losing 1d3 points of Stamina per day until healed by divine means or the cursing skookum is slain.

Inhabit person: One of the most terrifying aspects of skookum is their inhabit person ability. A skookum may attempt to possess a host with its spirit form—it can end this control at will, potentially surprising a target as it re-materialises, or it can hop from host to host. A skookum must be within melee range to utilise this ability, have eye contact with its victim, and use a full-round action. The target must succeed on a DC 14 Willpower save or become inhabited by the evil spirit. The skookum's physical body vanishes into its host when using this ability. Whilst in this state, the target is completely under the control of the skookum and its presence can only be detected through appropriate magical means. A skookum takes on the statistics of its victim whilst using this ability, attacks against the inhabited person damage the host first; when they reach 0 hp, the skookum re-materialises in its natural form close to the body, reverting to its current hit point total. The victim may make an additional save every 24 hours to try and free themselves of this possession, but the target DC increases by 1 point for each failed save, on a cumulative basis. The possessed victim is permitted an additional save each time the skookum forces it to carry out an action that would be considered extreme by the character (attacking an ally or jumping off a bridge, for example). A skookum may also be expelled from its host by means of exorcism (or similar effects).

SPAWN OF YIG

The tribes of the central plains refer to rattlesnakes as the children of Yig, and say that he protects his children. But there are older tales, and darker ones, that are spoken of by those who follow the ways of Yig's medicine—and it is strong medicine. Those that anger Yig are brought low by Yig, and in rare occasions, they father those who are his true children. Born to those cursed by Yig, these semi-humanoid things serve to remind the tribes of Yig's great power and his long memory.

Capable of only the most rudimentary of speech, these scale-covered human/snake hybrids slither across the ground with ease, moving with a preternatural grace that is underestimated at the risk of one's own life.

Spawn of Yig: Init +3; Atk bite +5 melee (2d4 + poison DC 18 Fort or death + constrict); AC 12; HD 2d10+2; MV 30'; Act 1d20; SP curse of Yig, wisp of Yig; SV Fort +2, Ref +1, Will +2; PoD +1.

Constrict: Upon scoring a hit with a bite attack, children of Yig immediately coil their body around the victim. Each round thereafter, they make bite attacks against their grappled target while continuing to constrict the same target for an automatic 1d6 points of damage.

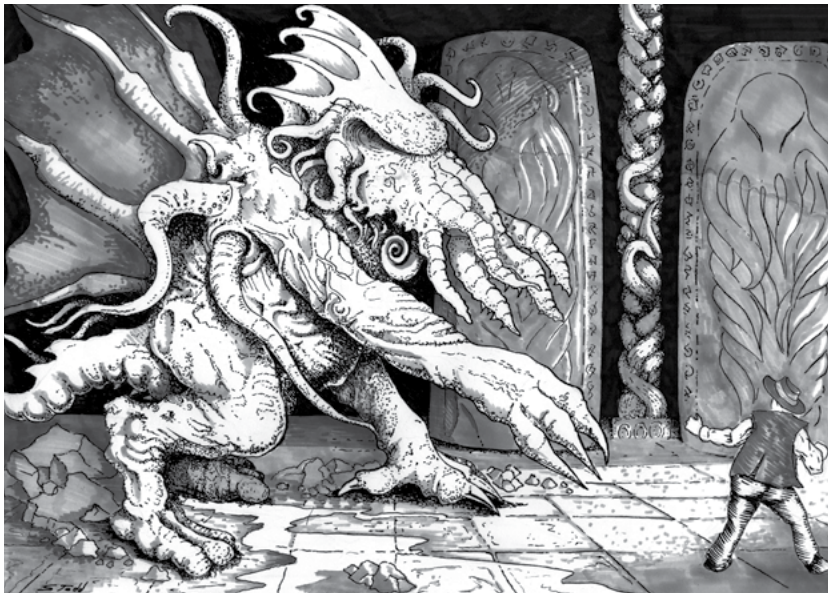
Curse of Yig: While capable of delivering the wrath of their father directly, children of Yig are also capable of marking an individual for death without ever directly confronting them. By whispering the offenses against Yig committed by their target, a child of Yig lays a curse upon the offender. The curse comes with a -2 Luck penalty and sends a nighttime visitation of 1d6 wisps of Yig. The snakes will appear with no obvious source. Sleeping targets will simply find their floors covered in snakes where more watchful targets may look up to see rattlesnakes dropping from the rafters. When the curse is placed, the target must make a DC 18 Willpower save to avoid being caught by its effect. Slaying the wisps breaks the curse but also guarantees a visitation by one of Yig's children during the time of the Autumnal moon.

Wisp of Yig: Children of Yig rarely travel alone and are generally accompanied by a wisp of unusually large rattlesnakes.

Wisp of Yig: Init +4; Atk swarming bite +1 melee (1 + poison DC 14 or 1d6 Stamina); AC 9; HD 6d8; MV 40' or climb 10'; Act special; SP bite all targets within 20' x 20' space, half damage from non-area attacks; SV Fort +2, Ref +4, Will -2; PoD.



STAR-SPAWN OF CTHULHU



The star-spawn of Cthulhu inhabited this Earth aeons ago, long before the time of the great reptiles that fuel the Bone Wars of Cope and Marsh, both of whom are still fierce rivals in collecting their ancient bones. It's said that the star-spawn came down from the heavens, starting a monstrous war that drove the Old Ones back into the sea. These star-spawn were shaped something like octopi admixed with a dragon and a caricature of a human being. These things had vast wings with which they could fly from world to world and between the stars, it is said. They served and worshipped Great Cthulhu who was their progenitor, though whether they were his creations, his sons, or his dreams given a kind of fleshly life, none can say.

Now, you will understand when I say "was" that these things are mighty hard to kill, so some of them still may lurk within the hidden places of the world, ready to be found and awakened. Some may even be awake already, hiding in strange caverns with even stranger geometries, or in the ruins of their cyclopean cities. For the star-spawn of Cthulhu are massive beings, as tall as giants in this world. So maybe, if you go looking for dinosaur bones, you will find something else. Where they stir they bring visions and madness and ultimate freedom.

Ai! Ai! Cthulhu Ph'Tagen!

When a star-spawn is awakened (or even stirs in its sleep), it projects dreams and visions to sensitive minds within a radius of 10 miles. This may induce madness in some, or terrible works of art and poetry in others, but it is at least some warning that the creature is present. Some occultists may seek out such places for the occasional flash of inspiration these visions bring.

Although not as massive as Great Cthulhu himself, the star-spawn are 14' tall creatures, with a wingspread of 50'. Because of their enormous size, they use a d24 for Critical Hit table results. Star-spawn are made of a strange gelatinous matter that can knit together even the most horrific wounds, regenerating 1d5 hp every round unless reduced to 0 hp. This matter fades if the star-spawn is slain, leaving nothing after a matter of 1d6+6 hours. Despite their enormous size, a star-spawn weighs only 500 lbs.

Star-spawn of Cthulhu: Init -3; Atk bite +12 melee (3d6+8) or claw +14 melee (2d8+8) or psychic wave; AC 18; HD 8d12+16; MV 40' or swim 60' or fly 70'; Act 2d24; SP regenerate 1d5/round, psychic wave attack, immune to mind-affecting spells or effects, Crit on 20-24 (using a d24 for rolls on Crit tables); SV Fort +12, Ref -4 , Will +10; Path PoD +3.

Psychic wave: A star-spawn can concentrate their psychic energy into a psionic wave, forming an invisible cone 120' long and 40' at its base. Any creature caught within the wave must succeed in a DC 20 Willpower save or suffer 1d6 points of temporary Personality damage, becoming catatonic if Personality reaches 0. If a character's Personality reaches 3 or less as a result of this attack, they must succeed in a Luck check or roll 1d24 and consult the **Madness Chart**. The creature can only use this attack once every 1d12 rounds.

THE HIDDEN ONES

These diminutive and highly elusive humanoids lair in the caves of mountains and rocky forested lands. They have the appearance of small hairless nude children with a dull white, slightly illuminant, skin. Tiny mouths and orange glowing eyes with no pupils are their most striking facial features. They tend to switch between walking on their arms and legs to walking upright and stand some two-feet tall. They have gained their name from their extreme rarity, as only one is ever seen at a time and even then it has been during the darkest of night. They completely shun any contact, and to actually see one is to believe the witness is drunk or a liar. Regardless, tales of their sightings have been known to several states and territories. They flee if seen and seem to almost vanish in the underbrush, which is barely affected by their passing.

Hidden ones will fight if found, cornered and threatened. In contrast, they are very passive and seem to live in harmony with nature. They immediately die if they are exposed to the slightest light of day, seemingly suffering from a heart attack. Although other light is shunned, they suffer no ill effects from exposure. They do not speak and their means of communication between themselves is a mystery. Having a keen eye can spot small signs of their presence. If a PC is in an area where hidden ones are laired, an observer may make a DC 20 Intelligence check to notice small pebbles stacked one on top of another, either by a riverbed or on top of a large rock. Hidden ones have been known to be responsible for taking discarded items, either from campsites or the trail. They have only been spotted on clear moonless nights as they sit staring at the stars. Native elders have rumored to have interacted with them in the past.

Their origins can only be guessed at, though arcane scholars posit that they either came from deep below the Earth or from the blackness of space. Those that believe the latter, hope they might possess an understanding of cosmic travel, planets, or other off-worldly entities; if only some sort of communication with them can be found.

The Hidden Ones: Init: +0; Atk claw +1 melee (1d3); AC 12; HD 1d6+2; MV 20'; Act 1d20; SP death if exposed to sunlight, +12 to stealth checks; SV Fort +1, Ref +2, Will +2; PoR+1.



TERRORS FROM BEYOND

Indescribable shapes both alive and otherwise were mixed in disgusting disarray, and close to every known thing were whole worlds of alien, unknown entities. It likewise seemed that all the known things entered into the composition of other unknown things, and vice versa.

—H.P. Lovecraft, From Beyond

Lurking unseen and undetected in the aether surrounding the world of mankind are countless horrors. Coming from realms unbound by such trivialities as "form" or "matter" these sanity-shattering horrors normally live in harmony alongside the known world. Humanity lacks the sensory organs to detect such creatures, but in rare circumstances, both natural or contrived, their presence may become known. In such cases, the creatures also gain an awareness of our world and of those observing them. It is their curiosity, rather than malevolence, that makes them so dangerous.

Terrors from Beyond: Init +0; Atk special; AC 10; HD 4d100; MV 20'; Act 1d20; SP alien mind, disintegrate, mind-shattering, trans-dimensional, uncomprehending; SV Fort +10, Ref +0, Will +20; WtL.

Alien mind: So different are the thoughts and minds of these creatures that they are inherently immune to all mind-affecting influences (charm, fear, sleep, etc.). The magics of this world are simply not able to grasp and capture the strangeness that is housed within these nightmares.

Disintegrate: Curious about new creatures, the terrors from beyond often "taste" inhabitants of our world by means of disintegrating and absorbing them via touch. The larger the creature, the more ponderous it is in reaching out. Potential victims must succeed in a Reflex save vs. a DC 22-Stamina Mod. Victims failing the reflex save are immediately disintegrated and forever lost to the world of the living.

Mind-shattering: So alien and monstrous are these creatures that, in the case of a natural 1 during a Grit check, rolls on the Fear Chart are resolved by adding a d8 to the check.



Trans-dimensional: These creatures are normally incorporeal and immune to all normal attacks both mundane and magical. Only weapons specifically formulated or charmed to strike them are capable of doing any harm.

Uncomprehending: Even when able to see into the normal world, these terrors from beyond are slow to understand what is alive and what is merely a part of the human landscape. These odd leviathans use motion and sound to determine life and are drawn accordingly by the amount of both. Those capable of remaining silent and still (requiring the individual to have passed a Grit check or be held in some fashion) are not perceived as anything of interest.



HOUNDS OF TINDALOS

The hounds of Tindalos are savage creatures that exist within the angles of time, centered within the alien city of Tindalos. This city of inhuman wizards, dreamers, and scientists was located on Earth when indigenous life had barely advanced beyond single-celled organisms. The hounds loyally serve the lords of Tindalos.

Hounds of Tindalos are fourth-dimensional creatures capable of being in multiple places at once, so it is impossible to know how many hounds there really are. A Tindalos 'hound' is not a canine mammal, as its name would suggest. It is a quadruped beast with a thick tail of varied lengths, and it has an oblong head at the end of its thick neck. Its blue flesh resembles fractured glass shards that slide over one another as the creature's body stretches, twists, and recoils. The beast is always surrounded by a temporal aura that continually warps and shifts to display the creature's current, previous, and future positions—making it extremely difficult to target the creature with an attack. In addition, a thick translucent blue puss coats the creature's body to help protect it from physical harm. The passage of a hound of Tindalos is identifiable by the blue ichor it leaves behind.

Tindalos hounds are extremely sensitive to changes in the timestream. They can sense when someone travels through time or when someone uses a device to observe events through the timestream. Once a hound has identified the source of the change in the timestream, it begins loping through the eons in pursuit. The hound is compelled to travel through the angles of time to attack those who it senses manipulating the timestream. A Tindalos hound's journey through time is not instantaneous; it typically takes between 20 and 35 days for a hound to reach its prey. During that time, the hound's howl can be heard by its prey when it sleeps; nightmares of being mauled by wild dogs usually precedes a hound's attack. The hound's howl and preceding nightmares are the most intense during the seven days leading up to when the hound of Tindalos finally appears to its prey. During those final seven days, the victim must make a Grit check each morning after a sleep plagued by Tindalos nightmares.

Fourth dimensional angles of time are expressed in the third dimension by sharp angles of 120 degrees or less. It is from these third dimensional angles that a hound of Tindalos will emerge. The hound manifests into the third dimension initially as smoke pouring from a sharp angle, then the blue fractured flesh and temporal aura begins to emerge. The hound's non-Euclidean body seemingly stretches out from a pinhole in the center of the angle—the creature's body expanding out to its normal size as it adapts to its three-dimensional surroundings. The beast cries its hellish howl upon its arrival into its prey's time and space. Once the hound has fully materialized, it slowly pounces from point to point, drifting through the air with each leisurely leap. Wherever the hound lands, a glop of blue ichor is left behind. The azure puss itself is a parasite capable of eroding organic material (further described below).

A Tindalos hound is relentless in its pursuit of its prey, but the creature can be driven off if it suffers a mighty blow (the loss of half or more of its hit points in a single attack). Hounds of Tindalos attack their prey by tooth, claw, and tongue. The symbiotic blue-ichor parasite that covers the hound's flesh is a bonus attack for an already lethal creature. A tongue attack by a hound damages the victim's very existence in time and space.

Hounds of Tindalos: Init +3; Atk claw +2 melee (1d5+1 plus ichor), bite +2 melee (1d3+1 plus ichor), tongue +2 melee (special); AC 18; HD 6d8+6; MV 30' fly; Act 1d20; SP non-magical weapons do half damage, symbiotic parasitic ichor, tongue attack; SV Fort +2, Ref +3, Will +1; PoD +2.

Symbiotic parasitic ichor: If the hound attacks by tooth or claw, then an approximate 'handful' of blue ichor (about 250 grams) is also transferred to where the damage is inflicted. The blue puss is a living parasite that automatically inflicts 1d3 damage on each subsequent combat round, unless the puss is wiped off, rinsed off, or burned off. Wiping and

rinsing won't kill the puss, and the blob of blue goo will begin to slowly pursue its prey. Fire kills the puss, but burning it off someone could also injure them.

Tongue attack: To prepare for a tongue attack, the hound must spend at least one combat round staring at its target sizing them up; no other actions can be made during this combat round. Then, the hound may launch its tongue at its target, similar to how a frog strikes with its tongue. With a successful tongue attack, the victim has a chunk of their body erased from existence. The affected area is roughly spherical in shape and measures approximately 25cm in diameter. The physical matter simply disappears, leaving only a bloodless and painless hole. The walls of the hole resemble scar tissue, and any veins and arteries are routed around the new void. Any vital organs or bones that are struck are also removed. If a victim suffers tongue damage to their shoulder, then their arm would fall off since nothing is holding it onto the body. If a victim loses their heart or brain in a tongue attack, then they die instantly. In addition to the loss of physical matter, the victim of a tongue attack must also make a DC 10 Fortitude save or permanently lose 1d3 Stamina. The judge should evaluate the player's character after each successful tongue attack to see if any adjustments need to be made to the character due to missing vital limbs or organs.



TINDALOSIAN HYBRIDS

Tindalosian hybrids are the slaves and familiars serving the Tindalos Lords that live within the fabled city of Tindalos hidden within the angles of time in Earth's past when indigenous life was barely advanced beyond single-celled organisms.

Tindalosian hybrids are hideous creatures; their minds and bodies have been twisted by mutations. Once, long ago, each Tindalosian hybrid was a simple animal, but each was collected by a Tindalos Lord and uplifted until it gained a mind capable of independent thought. Each hybrid was granted just enough of a mind to speak and follow the commands of its master but not enough to question its lot in life. The uplifted animal is also mutated into a biped with at least two arms and two legs. Each arm ends with a three-to-five fingered hand and an opposable thumb. Each leg ends in a foot, hoof, or talon.

The Lords of Tindalos are wholly consumed by their research in whatever depraved or forbidden truth they seek. To that end, the lords created the Tindalosian hybrids to be their instruments of that research. Each hybrid is selectively mutated by the lord to fit a specific task, be it to retrieve a specific element, dispose of laboratory waste, or birth litters of creatures the lord can test its experiments upon.

When judges create a Tindalosian hybrid, they must consider how the hybrid is meant to serve its lord, for that will determine the hybrid's mutations. The mutations a hybrid possesses could enhance one or more of the monsters' statistics; any mutation that also contains a monster stat supersedes the generic listing above. Tindalosian hybrids usually feature 1d3+1 mutations, but the judge can construct the hybrid as he sees fit. The game master may roll or select the hybrid's mutations from the table below or the judge may create entirely new mutations.

Tindalosian Hybrid: Init +4; Atk claw +1 melee (1d3+1), bite +1 melee (1d4+1); AC 14; HD 2d8; MV 30'; Act 1d20; SP mutations, non-magical weapons do half damage; SV Fort +3, Ref +2, Will -2; WtL.

LORDS OF TINDALOS

Hidden within the angles of time in Earth's past when indigenous life was barely advanced beyond single-celled organisms, is the labyrinth city of Tindalos. This is where the lords of Tindalos, a group of reclusive wizards, dreamers, and scientists, reside with their guardians, the savage hounds of Tindalos.

The lords of Tindalos are an eclectic group of humans and aliens. Each being has dedicated itself to a forbidden discipline of study, and the only place where they can follow that pursuit is within the slick limestone walls of Tindalos. The city is connected to every dimensional plane and every corner of the universe, and yet, it is also connected to nothing. The unique nature of the city is such that if a being spends enough time within its confines, that creature is changed into something that also exists as a fourth-dimensional being capable of existing in multiple places at once.

Any being that survives the metamorphosis into a lord of Tindalos is forever scarred by physical and mental corruption. Each lord of Tindalos is a unique creature, and in the rare instance where a lord has traveled to Earth, the townsfolk and ignorant rabble have called them demons. A few of the lords of Tindalos are even worshiped as patron gods. The lords of Tindalos are all-consumed by their research and each lord is tended to by a host of Tindalosian hybrids (mutated creatures that serve as both slave and familiar) that the lord has created.

The number of Tindalos lords could be near-infinite. It is the duty of the judge to craft each lord of Tindalos the adventurers encounter. A lord of Tindalos could be as "human" as a legendary epic hero or it could be as "alien" as a charismatic patron god. Lords of Tindalos have access to powers, spells, and technology that humanity has yet to imagine.

Lords of Tindalos: Init +4; Atk unique with every lord; AC 16; HD 6d8; MV 30'; Act 1d20; SP unique with every lord; SV Fort +2, Ref +2, Will +4; PoD +2

TINDALOSIAN HYBRID MUTATIONS

ROLL D12	MUTATION
1	Enhanced Strength—the hybrid has a Strength value of 3d8+12; claw +1 melee (2d6+2), bite +1 melee (2d4+1).
2	Elasticit —the hybrid is able to stretch its body up to 30' long; the hybrid can entangle prey with a successful Agility test against the prey's AC; entangled victims need a successful DC 18 Strength test to wrestle free.
3	Enhanced Agility—the hybrid has an Agility value of 3d8+12; the hybrid's action dice are based on the creature's Agility value: 3-10—1d20 & 1d16; 11-17—1d20 & 1d20; 18-23—1d20, 1d20, & 1d16; 24+—1d24, 1d20, & 1d20.
4	Pincers—the hybrid has at least one hand replaced with a pincer that is used for snipping, cutting, and crushing; pincer +1 melee (1d4+1).
5	Regeneration—the hybrid regenerates 1d6 hp of damage at the end of each round, including the round it is killed; it can only die if the regeneration roll does not raise its current hit points above zero (record negative hit points for this hybrid until it is truly dead).
6	Acid Vomit—the hybrid is able to regurgitate one quart of corrosive acid; acid +1 melee (2d12); DC 16 Reflex save for half damage.
7	Enhanced Stamina—the hybrid has a Stamina value of 3d8+12; the hybrid has additional hit points equal to half of its Stamina value (rounded down).
8	Armored Hide—the hybrid has a protective hide; AC 18; roll 1d8 to determine type of armor: (1) thick blubber, (2) chitin plates, (3) long quills, (4) coarse fur, (5) tough hide, (6) smooth scales, (7) resin shell, (8) symbiotic parasitic ichor [see Hounds of Tindalos entry].
9	Fire Breath—the hybrid is able to spray a chemical compound that ignites when it mixes with oxygen; fire breath +2 missile (2d10+1), DC 12 Reflex save for half damage.
10	Enhanced Vision—the hybrid is able to see every spectrum of light from the infrared to the ultraviolet, x-ray vision, telescopic vision, and microscopic vision.
11	Fungal Growth—the hybrid grows a variety of fungus', molds, and mushrooms on its body; the hybrid has 1d3+1 different varieties on its body, roll 1d6 for each variety: (1) sleep spores—the spore cloud causes an unnatural sleep for 1d3 rounds if the victim fails a DC 10 Fort save, (2) bioluminescent—glowing fungal slime can be transferred to an object that the hybrid can track without fail, (3) hallucinogen—the spore cloud causes paranoid illusions for 1d3 rounds if the victim fails a DC 10 Fortitude save, (4) paralysis—touching this mushroom cap causes paralysis for 1d4 hours if the victim fails a DC 14 Fortitude save, (5) disorientation—the spore cloud causes disorientation that reduces the victim's action die by one step for 1d3 rounds if the victim fails a DC 12 Fortitude save, (6) poison—the spore cloud inflicts 2d6 damage, half damage with a successful DC 15 Fortitude save.
12	Spawning—the hybrid is able to spontaneously excrete a small mammalian creature; the infantile creature requires fifteen hours to mature into a viable test subject; the creature has no offensive or defensive capabilities, but it can be thrown (creature ball +1 missile (1d4)); impact from the throw kills the creature.

THE THIN

Spoken of in the native tales of the Great Lakes tribes, this race of creatures appears as emaciated, near-skeletal beings with translucent flesh pulled tightly over their misshapen bones. With glowing eyes like pinpoint embers, the baykok (known to the settlers as “the thin”) stalk darkened forests, ever looking for prey. In addition, the thin can move overhead, fleetly running across the air with no more difficulty than a man running across the ground.

Capable of moving in absolute silence, it is said that they can carve open a sleeping victim without ever waking them. The thin prefer to feast on the livers of great warriors and are particularly drawn to luchadores. Fortunately for their potential prey, the thin tend towards being lone hunters as opposed to working in groups, although there are rumors of small groups working in unison.

The Thin: Init +2; Atk club +2 melee (1d4+2), knife +2 melee (1d5), or bow +2 missile (1d6); AC 13; HD 3d8+1; MV 40’, fly 40’; Act 1d20; SP flight, infravision 100’, untraceable, unwaking blow; SV Fort +2, Ref +1, Will +3; PoD.

Flight: Because of their particular form of aerial locomotion, the thin are not capable of solely vertical movement. While moving, they are capable of a maximum ascent of 20’ per round of full movement.

Untraceable: Due to their peculiar flight ability allowing them to walk a fraction of an inch above the ground, the thin make no sound while moving and leave no trace of their passage.

Unwaking blow: The thin have a mystic ability that allows them to carve into sleeping foes using their knives without waking their victim. Targets so struck must make a Willpower save vs. 15 to awaken.

TORO DIABÓLICO

The Toro Diabólico, or "demon bull," is a massive creature that weighs 4,000 pounds, and its massive frame rises upwards to nine-feet tall at the shoulders and is embraced in hellish flames. The history of the bull is only truly known to practicing shamans residing in Mexico. It was created when a powerful practitioner of the dark arts was jailed for crimes of witchcraft and sorcery. Sentenced to die, the townsfolk lashed the cultist to a pole, allowing the bull to be his executioner. Burning balls of pitch were stuck to the bull’s horns, much to the delight of the onlookers. During the fatal moment the damned man was struck by the bull's burning horns a curse was uttered against the villagers with his dying breath. At that moment, his soul fused with the body of the panic stricken bull as he died. The bull's body was consumed by the soul of the warlock in unison with a hellish demon given entry into our world through the curse. As the demonic bull manifested, the festival goers were burned to ash as a huge explosion of hellfire engulfed the area. The demon bull has an ever-burning wreath of fire surrounding its body, making it immune to fire based attacks.

The Toro Diabólico is not just a huge destructive flaming bull, it is an extremely devious and malicious enemy that is more demon than bovine. The demon bull has two driving forces: to burn everything, and revenge. Just the simple act of walking can be devastating to anything around it. It will walk through a forest leaving behind the ashen remains of trees in its wake. Towns and farms have been reduced to cinders from its mere passing. Its love of fire will cause the bull to stand, unmoving, within a raging fire until it dies out. It also has the desire to kill those that have banished or destroyed demons and their cults. It will acquire cult worshippers in its passing, that will serve it, offer it sacrifices, protect it with their lives, and help it locate cult foes. The



Toro Diabólico can speak the infernal language of demons, as well as English and Spanish, in a deep baritone voice that sizzles and cracks like burning wood. It is extremely knowledgeable and will teach its followers of hell, of the major and minor demons, as well as ancient demonic rites. It consumes only the ashen remains of its human victims and delights in taunting and belittling them. It may withhold its attack if it is given praise and admiration, for it is vain and narcissistic. It loves to hoard gold and precious gems though these usually can not withstand its touch without melting. It shuns snow capped mountains and wet places such as swamps and marshes.

If the bull is slain, the demonic forces will be banished back to hell, and its corpse will smoke high into the air without ceasing for a fortnight. After this time, its blackened hide may be made into four jackets by a skilled leather worker wearing heat resistant gloves. The black jackets provide +2 to AC as well as provide heat to the wearer, allowing them to endure temperatures up to -13 degrees Fahrenheit. It also emits a faint light equivalent to a candle from the numerous small cracks, normally found in leather, appearing as though lava flows within.

Toro Diabólico: Init +2; Atk hoof +5 melee (1d6+4, +1d6 fire) or horn +5 melee (1d8+2, +1d6 fire); AC 16; HD 10d8+4; MV 40'; Act 2d20; SP immune to fire based attacks, fiery presence, bull rush, hellfire burst; SV Fort +12, Ref +6, Will +4; PoD+2.

Fiery presence: At the end of each round within melee range, a DC 16 Fortitude save must be passed by all within 20' of the beast or catch on fire, suffering 1d6 damage per round. The fires can be extinguished by moving out of the area of effect and using an entire action to put out the flames.

Bull rush: When the Toro Diabólico makes a charge, it must move up to 20' and gains a +4 bonus to attack rolls but suffers a -2 penalty to AC until its next turn.

Hellfire burst: The bull may emit an explosive burst of incredibly hot hellfire from its body in a 30' diameter circle, taking up its entire round while not moving. All targets within this area must make a DC 18 Reflex save or take 4d6 damage, half on successful save. It may only do this once every 1d6+3 rounds.

WATER LEAPER

Water leapers are foul creatures that look like the gigantic amalgamation of a bullfrog with the wings of a bat instead of forelegs, no hind legs, and the tail of a scorpion. Water leapers are amphibious; they prefer to keep their hairless bodies cool and wet. Mature water leapers have been known to weigh as much as 120 pounds and are of similar size to a large dog. As its name implies, the water leaper uses its wings to hop across the surface of the lake or pond where it makes its lair.

Water leapers are aggressive creatures constantly on the hunt for their next meal. They can unhinge their jaws in order to stretch their gaping maw around food that's twice their size. In order to hunt and eat, a water leaper first entangles its prey with its tongue, and then it paralyzes it with its stinger. Once the prey stops thrashing it is pulled into its mouth whole to be slowly digested for ten hours. A water leaper escapes back to its lair so it can digest in peace once it has captured and eaten prey. Unless the water leaper is forced to alter its method of attack, it always strikes its prey with its tongue first, and then it stings its entangled prey next, and then gobbles up the paralyzed prey last.

Water Leaper: Init +1; Atk tongue melee +1 (1d3 + entangled), stinger melee +2 (1d4 + paralysis), gobble melee +4 (1d3); AC 12; HD 4d8; MV 10' crawling, 20' swimming, 30' leaping; Act 1d20; SP entangled, paralysis; SV Fort +4, Ref +0, Will -2; Path POD +1.

Entangled: The water leaper's long sticky tongue can reach prey up to 10 feet away. With a successful tongue attack, the target may attempt a Reflex save versus the water leaper's successful attack roll. With a failed saving throw, the target has become entangled by the sticky tongue. The target may attempt a DC 14 Strength test on the next round to become untangled from the tongue.

Paralysis: With a successful sting attack, the water leaper injects the target with a paralyzing toxin; the target may attempt a DC 14 Fortitude save to resist the effects of the toxin. The toxin's paralyzing effects last for 1d4+1 rounds.


WHIPPOORWILL

WEREWOLF

Whether known as the loup garou of Cajun Louisiana, the hombre lobo of the Spanish, or the nahual of Mexico, werewolves are nearly universally known and feared. These creatures are humans infected by the curse of lycanthropy (and thus are not considered to be true shapeshifters) and forced to undergo a hideous change on the nights of the full moon. Some werewolves revel in their condition and can change on other nights as well. Others are not willing to believe that they are the monster haunting their ranch, although they wake from strange dreams with torn clothing, unusual scratches, and bloodstained sheets.

A werewolf can have three forms, although not all do. In addition to human form, and the form of a large wolf, approximately 1 in 3 werewolves can adopt an intermediary, bipedal wolfman form. In wolf or wolfman form, all werewolves take only 1/4 damage (rounded down) from non-silver weapons, and 75% can take damage, but never be reduced to 0 hp, by non-silver weapons, even if they are magical in nature. Werewolves are affected by spells and other magical effects normally.

The classical wolfman is never cured but spends his days seeking some new hope and his nights afraid of the moon.

Werewolf: Init +1/+3/+5; Atk by weapon +2 melee or ranged/bite +4 melee (1d5+1) or claw +5 melee (1d3+1)/bite +6 melee (1d8+2); AC 11/13/16; HD 6d8; MV 30'/30'/40'; Act 1d20; SP none/half damage from non-silver weapons, 75% cannot be killed by non-silver weapons, transmit lycanthropy/ half damage from non-silver weapons, 75% cannot be killed by non-silver weapons, transmit lycanthropy; SV Fort +6, Ref +4, Will +5; PoD +2.

Transmit lycanthropy: Werewolves can transmit lycanthropy by bite or claw. A victim who survives a werewolf attack after taking any damage from the creature must succeed in a Fortitude save (DC equal to 10 + total damage taken) or contract lycanthropy. A PC who becomes a werewolf is under the complete control of the judge while transformed. This transformation only occurs during the nights of the full moon, and the affected PC may take steps to imprison themselves during that time. Removing the curse of lycanthropy may require a difficult quest, as well as access to remove curse or similar spells.





VAMPIRE

Not everyone walking around is truly alive. Vampires are dead folks that just refuse to stay dead and keep on walking by using the life and blood of other creatures. Worse, some vampires can pass among the living without drawing attention—so long as no one notices they cast no shadow in the mirror behind the counter at the saloon. Three out of five vampires look enough like normal folks to mingle with polite (or impolite) society. The remainders show their true nature with sharply pointed ears, leering features, unnatural pallor, obvious fangs, and suchlike telltales.

There are three general types of vampires: thralls, normal vampires, and vampire kings. A thrall is a newly risen vampire that doesn't have very much control over its powers. All vampires can turn their victims into thralls, even other thralls, so one vampire can become an epidemic in short order. A thrall is controlled by the vampire who created it, unless that vampire is also a thrall, in which case it is free-willed and hungry. A normal vampire has been at this un-dead business for decades to centuries, has good control over its powers, and can choose whether or not its victims rise as thrall vampires. Finally, a vampire king has been dead for several centuries, has excellent control over its powers, and can command any vampire it sees, so long as the vampire has half the vampire king's Hit Dice or less.

In game terms, this means that a thrall gets 1d3 rolls on the Vampire Powers table, a normal vampire gets 2d3 rolls, and a vampire king gets 3d3 rolls (or more!). For convenience, a judge may rule that all thralls created by a given vampire (and their thralls) have the same powers.

Vampires are able to drain blood after a successful bite, causing 1d3 temporary Stamina damage per round. Each point of Stamina that they drain heals the same amount of hit point of damage that the vampire has taken. Vampires also regenerate, even after reaching 0 hp, unless reduced to 0 hp by sunlight, a stake through the heart, being decapitated, or another weakness specific to the vampire.

All vampires have the following weaknesses:

VAMPIRE TRAITS

- They cannot cross running water without the help of the living; even a bridge or a ferry is enough to count.
- They are harmed by the sun. Normally, this means that exposure to direct sunlight causes 1d6 damage per round and prevents the vampire from moving or taking any action, but this can be modified by vampire powers.
- Vampires take a -2d penalty to all rolls made against creatures strongly displaying a righteous holy symbol. They take 1d8 damage per round of contact with such a symbol.
- Vampires are repelled by large amounts of garlic and must succeed in a DC 20 Willpower save each round to approach or remain near it.
- Vampires cannot enter private buildings unless invited in. They have no difficulty entering public buildings, hotels, and the like.
- A vampire can be slain by driving a wooden stake through its heart or by cutting off its head and stuffing the mouth with blessed food or wafers.
- They can be discovered by noticing their lack of reflection or by the way most normal domesticated animals fear and hate them.
- They are driven by great hunger and must drain at least 3 points of temporary Stamina from a victim each night or suffer a cumulative -1d penalty to its action dice (to a maximum penalty of -3d).
- They can cause their victims to rise 1d3 nights after their death as thralls. Thralls have no control over this ability, but normal vampires and vampire kings can choose not to invoke it.
- They have un-dead traits: Like all un-dead, vampires are immune to sleep, charm, and paralysis spells, as well as other mental effects and cold damage.

In addition, normal vampires have 1d3 unique powers and 2d3 unique weaknesses and vampire kings have 2d3 unique powers and 1d3 unique weaknesses.

DEATH

VAMPIRE POWERS

1D24	POWER
1	Abstinence: The vampire need not drink blood and suffers no ill effects from prolonged abstinence.
2	Animal Summoning: The vampire can summon animals as the animal summoning spell, cast using 1d24+4 for the spell check. To determine the animal summoned, roll 1d7: (1-2) rats, (3-5) wolves, or (6-7) bats.
3	Empathic Control: The vampire can read and control the emotions of others (Will DC 10 + vampire's Hit Dice to resist). With a failed save, a target attempting to act against the emotion imposed by the vampire does so at -1d to all rolls.
4	Enhanced Smell: The vampire's sense of smell is keener than that of a bloodhound (gives a +4 bonus to any scent related rolls).
5	Flight: The vampire gains a fly speed of 1d5 x 10' without changing form.
6	Gaseous Form: The vampire can become gaseous up to three times per day and can remain so for up to 1d4 turns.
7	Greater Thirst: The temporary Stamina damage caused by the vampire's blood drain is increased by +1d.
8	Invisibility: The vampire can become invisible up to three times a day and can remain so for up to 1d3 turns. The vampire becomes visible when it attacks unless it gains this power more than once.
9	Mesmerism: The vampire can charm others with its gaze. Treat as the charm person spell, with a bonus to the spell check equal to the vampire's Hit Dice.
10	Mighty Deeds: The vampire gains a 1d3 deed die and can perform Mighty Deeds. Each time the vampire gains this power, the deed die increases by +1d.
11	Other Sustenance: The vampire can draw nourishment from some other sustenance than blood, with effects to be determined by the judge. Examples include (roll 1d3): (1) cerebrospinal fluid (causes temporary Agility rather than Stamina damage), (2) thoughts (causes temporary Intelligence damage), or (3) soul energy (causes temporary Personality damage). All of these attacks still require a bite.
12	Pacification: Once a vampire has bitten a victim, it must succeed on a Will save (DC 10 + vampire's HD) to take any action until the vampire is finished feeding. A new save may be attempted each round.
13	Paralysis: A successful touch or bite requires a Fort save (DC 10 + vampire's HD) to avoid paralysis for 1d6 rounds.
14	Psychic Vampire: The vampire may target any single creature within 30', who must make a Will save (DC 10 + vampire's HD) or suffer temporary Stamina damage as though the vampire were feeding off them. Only one attempt can be made per 24 hours, but the feeding may continue until the save succeeds or the vampire's concentration is broken.
15	Self-Control: The vampire gains a bonus equal to his Hit Dice to face garlic or a holy symbol, and any attempts to *turn the unholy* against the vampire suffers a penalty equal to the vampire's Hit Dice.
16	Shapeshift: The vampire can use an action die to change forms into that of an animal or back. Each time this power is rolled, a different animal form is gained. Roll 1d7: (1) rat, (2) bat, (3) wolf, (4) lizard, (5) owl, (6) raven, or (7) giant spider.
17	Spellcasting: The vampire can cast spells with a level equal to their Hit Dice with 1d3 random occult spells for each level they can cast.
18	Sunlight Tolerance: The vampire is neither harmed nor paralyzed by sunlight, although none of their vampiric powers can be used while within sunlight.
19	Superhuman Reflexes: The vampire gains a +1d4 bonus to Initiative, AC, and Reflex saves.
20	Superhuman Speed: The vampire gains a bonus of +1d3 x 10' to all Move scores.
21	Superhuman Strength: The vampire gains a bonus of +1d3 to all melee attack and damage rolls, and to all Strength checks.
22	Telepathy: The vampire can read the surface thoughts of all creatures within 30'. At the very least, this makes them difficult to surprise.
23	Visions of the Future: The vampire has prophetic visions, which they cannot control. This power may very well cause PCs to seek out the vampire for guidance and pay his price if they must!
24	Wall Climbing: The vampire gains a climb speed of 30'.

VAMPIRE WEAKNESSES

1D12	WEAKNESS
1	Bloodlust: The vampire needs to drain twice as much Stamina as normal to avoid penalties. If confronted with spilled blood, the vampire must succeed in a DC 20 Will save or reveal itself.
2	Cold-forged Iron: Damage from iron weapons that have been cold-forged do not regenerate.
3	Dark Dreaming: The vampire is difficult to rouse, spending much of its time in a state of semi-hibernation.
4	Drowning: The vampire needs to breathe and can be drowned by any means that can drown a human. However, if the vampire's body is brought back into the air, it begins to regenerate once more.
5	Enhanced Effect: An existing, randomly determined, general or unique weakness has twice the normal effect, as determined by the judge.
6	Fire: Damage from fire does not regenerate.
7	Native Soil: The vampire needs to rest each day in its native soil or it loses the ability to regenerate for 24 hours.
8	Need to Count: Confronted by a plethora of small objects, such as pearls, coins, or mustard seeds, the vampire must pause to count each one unless under attack.
9	Roses: The vampire shuns roses as it does garlic.
10	Salt: A handful of salt burns the vampire for 1d8 damage and it cannot cross an unbroken ring of salt.
11	Silver: Damage caused by silver weapons does not regenerate.
12	Wolfsbane: The vampire shuns wolfsbane as it does garlic. If it comes into contact with the substance, it must make a DC 20 Fort save or take 1d8 damage each round for 1d3 rounds.

Vampire Thrall: Init +0; Atk bite +0 melee (1d3 plus blood drain); AC 10; HD 1d12; MV 30'; Act 1d20; SP un-dead traits, vampire traits, blood drain, regeneration 1/round; SV Fort +2, Ref +2 , Will -2; PoD +1 .

Vampire: Init +3; Atk bite +2 melee (1d3 plus blood drain) or claw +3 melee (1d5+2); AC 16; HD 6d12; MV 30'; Act 2d20; SP un-dead traits, vampire traits, blood drain, regeneration 2/round; SV Fort +4, Ref +4 , Will +6; PoD+2 .

Vampire King: Init +5; Atk bite +4 melee (1d3 plus blood drain) or claw +7 melee (1d7+4); AC 18; HD 10d12; MV 30'; Act 3d20; SP un-dead traits, vampire traits, blood drain, regeneration 3/round; SV Fort +7, Ref +5 , Will +12; PoD+3 .

While vampirism is most common among humans, the judge should be aware that there are tales of vampire cats, wolves, and other animals. To create such beings, simply apply vampire traits, powers, and weaknesses as appropriate to the base creature type.



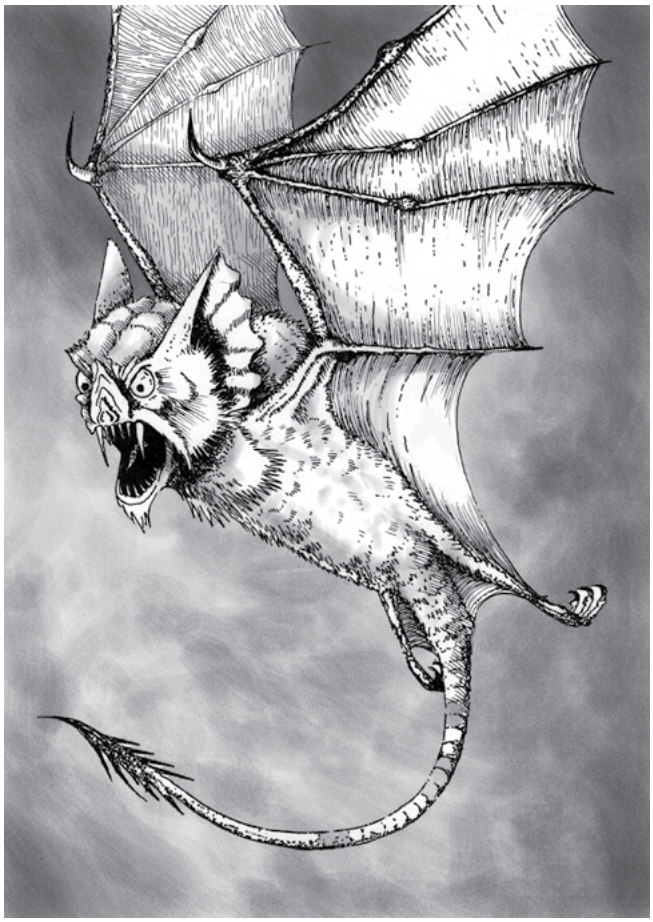
XIBALBA (DEATH BAT)

The death bats of the Mayan underworld are usually found in caverns deep underground, but they sometimes escape and can be encountered on moonless nights. Death bats have two terrible attack forms, in addition to their bites.

Xibalba: Init +5; Atk bite +4 melee (1d6) or barbed tail +3 ranged (1d5) or piercing shriek; AC 14; HD 2d8; MV fly 40'; Act 1d20; SP tail barb, shriek; SV Fort +4, Ref +6, Will +4; PoD+2.

Shriek: A piercing shriek that causes 1d5 damage to all within 30' and requires a DC 10 Fortitude save to prevent deafness for 1d5 rounds. Deafness prevents creatures from hearing the shriek, but it doesn't prevent additional damage from the high-pitched vibrations the noise causes.

Tail barb: An elongated barbed tail that can pierce like a sharp beak. This tail does automatic damage when withdrawn by the bat; only severing the tail with a Mighty Deed and drawing it carefully from the wound can prevent this. The tail can strike targets up to 30' away.



CHAPTER EIGHT

ADVENTURES

My mama always told me never put off
till tomorrow people you can kill today.

— *Wyatt Earp (1994)*



DEATH CRAWLS WEST

BY PETER C. SPAHN & BRANDON GOERINGER

Death Crawls West is a *Weird Frontiers Roleplaying Game* adventure funnel designed for 0-level player characters (PCs, approximately 18 to 21 characters total). The adventure is adaptable to fit a typical four-hour convention session or to use in your home group with all the options that will typically take 2 to 3 game sessions to complete. In *Death Crawls West*, the characters are settlers who have joined a wagon train at Fort Fallow, on the outskirts of the New Mexico Territory. Their destination lies across the badlands in a fertile river valley named Whitaker's Valley.

The decision to move West is certainly easier considering that a Man of God has brought back samples of rich soil, clear water, and lush plants that grew in the valley. Reverend Halpern originally set out a month ago with his trusted hands to find land that will sustain and nourish those choosing to follow him for a new start in the untamed West. The settlers know the journey will be difficult, but they have faith the trip will be worthwhile.

BACKGROUND & SPOILERS (JUDGE'S EYES ONLY)

BACKGROUND

Fort Fallow

Fort Fallow is a dusty U.S. Army post on the edge of the Rumbling Badlands. It consists of a handful of wooden buildings surrounded by a crude log palisade. The small saloon attached to the general store sells standard goods at double the normal prices (see the **Appendix** section in the Weird Frontiers Roleplaying Game for a list of available goods).

The fort commander is Major Charles Kinsey. The posting here is unpleasant and his soldiers are somewhat unrefined. Major Kinsey requires them to be polite, but they have little respect for the settlers who they believe are marching to their doom.

The settlers have assembled their wagons and tents just outside the fort, waiting for the command to move out. The judge can jump straight into the funnel or allow the PCs time to gear up and perhaps hear some gossip (see Rumors and Superstitions) at Fort Fallow.

Ley Lines

Since the beginning of creation, the Earth has been wrapped in an invisible web of mystical energy known as "ley lines." These ley lines have long remained dormant, but the events of the Seven Days of Night awakened them in response to the blanket of taint unleashed during a failed attempt to rouse and free sleeping Elder Gods from their prisons deep within the Earth. This taint continually seeps into the pores of the Earth, but the re-awakening of ley-line energy not only gives birth to the second age of magic, their seemingly random "pulses" are also what lead to the birth of the character classes found in Weird Frontiers. In essence, the Earth ain't done! She's fighting back!

Unbeknownst to the characters, Whitaker's Valley is the site of an active ley-line nexus, or a "Devil's Crossroads" as the locals call 'em. The Reverend Halpern has an ulterior motive in leading the settlers to the valley—he's a cultist well-versed in the lore of one specific Elder God he's made contact with by way of a powerful artifact. Halpern has summoned an avatar of the Elder God from deep within the Earth. The creature is born of pure chaos and the reverend intends to lure it to the nexus point to serve as a catalyst for a draining ritual that will syphon powerful arcane energies from the nexus point, thereby giving the imprisoned Elder God the means to escape from her prison, allowing her to return to the surface.

Divinity Lost

Reverend Halpern and his men hold a dark secret in their hearts, or what's left of them. While it is true the Reverend set off in search of a place where

his flock could thrive and follow the Word of God, there is more to this tale than meets the eye. Halpern claimed to have had a conversation late one night with a divine being that spoke of a land awaiting discovery, perfect for those who would follow him. He set out promising to return with proof of the vision, asking all who held faith to keep him in their prayers.

Halpern was indeed given a vision, but not one sent by divinity. *H'ahf' Ahfhtagnor*, one of the many Elder Gods imprisoned deep within the Earth, has been casting whispers upon the winds ever since the Seven Days of Night awakened her in her prison. Also known as "The One Who Crawls," she is worshipped by many a dark cult scattered across the world and is associated with plague and pestilence. Worshippers revere creatures that carry plague and disease and often offer their bodies up to be exposed to vile pox and disease. Particularly twisted cultists even offer their bodies up as residence to cockroaches and other crawling creatures.

H'ahf' Ahfhtagnor did indeed lead the Reverend to fertile lands far from civilization, but along the way the unsuspecting man was led to a cave containing an ancient relic that would infect and consume his soul while providing a means to free the Elder God from her prison. With the artifact in hand, Halpern was led to a nexus point within a fertile valley, a place with enough ley-line energy to fuel a ritual of sacrifice needed to free his Goddess. After discovering the valley, the Reverend was given a new task: to return home and gather his flock along with those who could be tempted by the promise of fertile new lands and a new beginning.

Reverend Halpern isn't acting alone in his quest. Jed Rawlings and Claude Boulet each serve The One Who Crawls and share the goal of shepherding the settlers to the valley for sacrifice.

MAJOR NPCS

Reverend Andrew Halpern

Reverend Halpern was born and raised in Northern Virginia and felt the Lord's call early in life. During the war, he converted his church into a hospital, earning the respect of Union and Confederate soldiers alike.

Reverend Halpern was a genuinely good person. A few months ago he received a vision of a bright, green valley that had been "touched by God's hand" and immediately came West to find it. Over the course of his journey, his visions became more fevered as the bright, green valley became a nightmare hellscape. An illness consumed his body as the crawling cockroach minions of The One Who Crawls infected his food and bedding. By the time the Reverend arrives at Fort Fallow, the metamorphosis has run its course and the husk that was once a God-fearing man is now inhabited by a minion of an Elder God. The unknowing settlers look to Reverend Halpern for spiritual guidance. Rawlings pretends to share leadership with Reverend Halpern but is in truth a lesser servant to the thing that plays at being Halpern. Claude, the camp cook, is also a lesser servant. Though the three work towards the same goal, the avatar using Halpern's body won't think twice over using Claude or Rawlings as a scapegoat should suspicions arise.

Reverend Andrew Halpern (High Priest of The One Who Crawls): Init +2; Atk talon rend +2 melee (1d8), bite +2 melee (1d6), or by weapon; AC 16; HD 3d8; hp 16; MV 30' (and can cling to any surface); Act 2d20; SP crawling vomit, chitin armor, Elder blessings; SV Fort +5, Ref +2, Will +3; Path POD +3.

To use any Elder God gifted abilities, the Reverend must shed his human skin, revealing a cockroach/human hybrid. The Reverend must consume a human being (leaving heaping piles of roach-scat) to regrow its human guise.

Crawling vomit: attack range 10', 1d3 damage each round until the target can take an action to remove the mixture of digestive juices and living cockroaches that covers them by either rolling on the ground and crushing the insects or by submerging their entire body in water.

Chitin armor: repels all bullets unless they score a critical hit, in which case damage is applied normally. Bludgeoning and piercing melee attacks do normal damage and slashing damage is halved (round up).

Elder blessings: account for the spell-like powers the Reverend uses to perform minor "miracles" about the camp, such as healing wounds. However, all the benefits from this power are cosmetic and the person receiving any help will expire within a

month, or immediately should Halpern become deceased, their body being consumed from the inside by larval cockroaches that burst forth after their month-long incubation.

Bullet shield talisman: This is an artifact dedicated to The One Who Crawls which is used by her worshippers. This copper and lapis lazuli talisman is Halpern's link to the Elder God and provides a unique defensive bonus when worn around the neck: Anyone swayed by Halpern to worship the Elder Goddess as a minion attracts all bullets and missiles fired at Halpern if they are within 10' of him. Projectiles veer off target and noticeably change direction, striking the nearest cultist instead of Halpern. Reverend Hapern is assumed to have 1d5+5 followers (secret converts) should he fall under attack at anytime.

Jed Rawlings

Jed Rawlings is the wagon master for the Rawlings Expedition. He's a tough, grizzled man with a gimpy left arm that he wears in a tight sling. He fought for the Union Army during the war and claims a Confederate shell in Atlanta cost him the use of his arm. In reality, Rawlings is a cultist disciple of H'ahf' Ahfhtagnor. His misguided allegiance to this dark power has transformed his arm into an insectile forearm and claw. If his deformity is ever exposed, Rawlings claims his arm became infected after a fight with a bug-like monster.

Jed Rawlings: Init +1; Atk claw +1 melee (1d6), bite +2 melee (1d4), pistol +1 ranged (1d8); AC 12; HD 3d8; hp 16; MV 30'; Act 1d20; SP crawling vomit, lesser chitin armor, poison; SV Fort +2, Ref +1, Will +1; Path POD +2; Pistol: Starr Action Pistol - shots 6, damage 1d12, range 10/25/75, reload 2 rounds; silver whiskey flask, tobacco pouch and rolling papers, average horse, saddle, saddle bags, mess kit, canteen, flint and tinder, harmonica, $30 cash.

MODEL	TYPE	AMMO
Star Action Army	Double Action	44
DAMAGE	**LOAD**	**ROF**
1d12	6 shots	3
RANGE S/M/L	**RELOAD**	**CONCEALMENT**
10/25/75	2 rounds	+2

To use any Elder God gifted abilities, Jed must shed his human skin, revealing a cockroach/human hybrid. Rawlings must consume a human being (leaving heaping piles of roach-scat) to regrow its human guise.

Crawling vomit: attack range 10', 1d3 damage each round until the target can take an action to remove the mixture of digestive juices and living cockroaches that covers them by either rolling on the ground and crushing the insects or by submerging their entire body in water.

Chitin armor: the natural carapace of the creature gives a natural +4 bonus to AC and damage from slashing weapons is reduced by 1/2. Striking Jed's chitin armor causes damage to his human flesh, showing the insect carapace beneath. Eating raw flesh repairs the cosmetic damage after a suitable digestion period.

Poison: Jed's poisonous saliva causes stomach cramping and weakness in those ingesting it or who are bitten by him (DC 10 Fort save on hit or at -1d to all actions for 24 hours. This is cumulative with multiple bites, minimum 1d3).

Claude Boulet

Claude Boulet is an aging French chef from New Orleans who came out West after poisoning a younger culinary rival. He brews coffee and makes breakfast and dinner for the settlers. He does a passable job, mostly, but likes to experiment with different ingredients and sometimes the effects are disastrous. The PCs occasionally hear him swearing furiously in French. Claude is a cultist and follower of The One Who Crawls and has been transformed into a minor cockroach/human hybrid.

Claude Boulet: Init -1; Atk butcher knife +1 melee (1d6), bite +2 melee (1d5); AC 12; HD 2d8; hp 10; MV 20'; Act 1d20; SP crawling vomit, lesser chitin armor, poison; SV Fort +0, Ref +1, Will +1; Path POD +3; chef's knives (6), box of spices, old apron, hand rolled cigarettes, rolling pin (1d3), $3 cash.

To use any Elder God gifted abilities, Claude must shed his human skin, revealing a cockroach/human hybrid. Claude must consume a human being (leaving heaping piles of roach-scat) to regrow its human guise.

Crawling vomit: attack range 10', 1d3 damage each round until the target can take an action to remove the mixture of digestive juices and living cockroaches that covers them by either rolling on the ground and crushing the insects or by submerging their entire body in water.

Chitin armor: the natural carapace of the creature gives a natural +4 bonus to AC and damage from slashing weapons is reduced by 1/2. Striking Claude's chitin armor causes damage to his human flesh, showing the insect carapace beneath. Eating raw flesh repairs the cosmetic damage after a suitable digestion period.

Poison: Claude's poisonous saliva causes stomach cramping and weakness in those ingesting it or who are bitten by him (DC 10 Fort save on hit or at -1d to all actions for 24 hours. This is cumulative with multiple bites, minimum 1d3).

H'ahf' Ahfhtagnor's Servitor, Tuupe Kwasinabo ("Ole' Snake Mouth")

Reverend Halpern is well aware of the legendary tunneling giant that follows the settlers under the earth during the journey. The creature is a servitor of H'ahf' Ahfhtagnor and serves as a focal point for the ritual of sacrifice planned once the valley is reached. "Ole' Snake Mouth" as it's known to locals in the area, has tunneled aimlessly for centuries, blindly searching for its slumbering Goddess. During the adventure, the creature occasionally rises to feed upon those who stray too far from the trail or who set up on the outer fringe of the wagon train. The creature appears as a cross between a centipede and a cockroach. It is a terrifying behemoth capable of swallowing an entire wagon whole.

Wagon Train Settlers

The wagon train is made up of 50 families and hirelings (200 settlers total) driving 72 ox-drawn wagons, a herd of cattle, horses, pigs, and chickens. The settlers are an unremarkable group of men and women who have journeyed out West seeking better lives for themselves and their families. Most are farmers, tradesmen, and craftsmen with little to no fighting experience.

Wagon Train Settler: Init +0; Atk farm tool +1 melee (1d4) or rifle +1 ranged (1d14); AC 10; HD 1d4; hp 2; MV 30'; Act 1d20; SV Fort +2, Ref 0, Will +1; Path WTL; one in every fifth settler owns an 1868 Sharps rifle, handkerchief, water skin, farm tool (shovel, spade, pitchfork), worthless goods, $1 cash.

MODEL	TYPE	AMMO
1868 Sharps Rifle	Single Action	50/cartridge
DAMAGE	**LOAD**	**ROF**
d14	1 shot	1
RANGE S/M/L	**RELOAD**	**CONCEALMENT**
50/200/600	3 rounds	-1d

Judges are encouraged to use their favorite random name generator to produce a list of 20-100 names prior to running this session.

The following NPCs are given stats for multi-session games and their use and backstories are not recommended for convention games.

Mrs. Frances Millinghouse

Mrs. Frances Millinghouse is a young woman from New York who came out West with her son, Michael, after her husband disappeared on his way to Whitaker's Valley. She is a proper lady who is accustomed to being treated with respect. Mrs. Millinghouse appears haughty, but she is extremely afraid, and hopes only to find her husband alive. Her serving girl, Rose McDaniel, is a lively young Irish handmaid loyal to her mistress.

Mrs. Frances Millinghouse: Init -2; Atk punch -1 melee (1); AC 9; HD 1d4; hp 2; MV 30'; Act 1d20; SV Fort -2, Ref-1, Will+1; Path POR +1; makeup, various brushes, mirror, jewelry (worth $75), hand fan, $60 cash.

Michael Millinghouse

Michael is a quiet, polite boy of 11 years old. He is attentive and fascinated with the ways of the West. Michael misses his father and firmly believes he is still alive and well in Whitaker's Valley. He may latch onto a strong role model (male or female) during the trip. However, his mother is extremely protective and seldom lets him out of her sight.

Michael Millinghouse: Init -2; Atk kick -1 melee (1); AC 9; HD 1d4; hp 1; MV 30'; Act 1d20; SV Fort -2, Ref +0, Will +1; Path WTL; wooden toy gun, 12 marbles, 4 pieces of hard candy.

Russ Daggett

Russ Daggett is a surly old tracker and guide. He appears competent, but standoffish. Once the wagon train hits the trail, he drinks to excess and never has a kind word to say about anyone. If confronted, Russ is quick to draw his gun and intimidate the settlers into submission. He is not afraid to kill if pushed.

Russ is actually an outlaw named Robert "Fitzy" Fitzgibbon who is wanted for murder in several territories. Jed Rawlings hired him to keep the boldest settlers in line. If Russ kills someone, Rawlings tries to smooth things over as best he can. Behind closed doors, Rawlings may try to convince Reverend Halpern and the other settlers that the proper authorities can always be notified later. If Russ is killed, Rawlings quickly disavows him and his actions.

Russ Daggett: Init +2; Atk Bowie knife +1 melee (1d6) or pistol +2 ranged (1d8); AC 11; HD 2d8; hp 9; MV 30'; Act 1d20; SV Fort +2, Ref +2, Will+1; Path POD +3; Colt Navy, 15 bullets, Bowie knife, dirty bandana, set of bone dice, strip of beef jerky, $32 cash.

The Uninvited

Although insects are common along the trail, thousands of cockroaches will begin to infest the wagon train, drawn to the artifact Reverend Halpern has in his possession. As the trip progresses, increasingly describe the roaches as hiding in trunks, bins, and food stores. The roaches stay hidden during the day but become active at night, much to the embarrassment/disgust of the settlers. The roaches are a minor nuisance and can foreshadow future events, when Halpern's affiliation with H'ahf' Ahfhtagnor is finally revealed.

Thurmond G. Willoughby

Thurmond G. Willoughby is an educated man from Tennessee. A gambler by trade, he dresses well and presents himself as a man of means. Thurmond always seems to be at the center of trouble. He is charming and flirtatious and has enough money to gamble on just about anything. He carries a pistol inside his waistcoat that he draws only when necessary.

Thurmond G. Willoughby: Init +1; Atk pistol +1 ranged (1d8); AC 10; HD 1d6; hp 5; MV 30'; Act 1d20; SV Fort +1, Ref +1, Will +1; Path POD +1; Colt Navy, 14 pistol bullets, playing cards, fine suit, gold pocket watch, $24 cash.

RUMORS AND SUPERSTITIONS

Several rumors and superstitions surround Whitaker's Valley and its environs. The characters may have heard one of these rumors from the other settlers or soldiers at Fort Fallow. Have each player make a Luck check for each character they control. Those succeeding should then roll 1d20 and consult the chart below to find the rumor their characters have heard. If the characters hear a rumor more than once, it may confirm the validity of the rumor in the minds of the characters as multiple sources are gossiping about the same thing. Only the judge will know for sure which is true though.

1. "Sheriff Cole Hanlon and his posse passed through these parts a couple of weeks ago trailing an outlaw named Jose Lazarro. We warned 'em to stay outta the badlands, but they said they weren't worried none. Had a flatbed wagon with 'em, loaded up with gear, but they never would let none of us near it to see what were under the tarp."
2. "See those raggedy wolf pelts on the wall? There's wolves out there the size of ponies. You'd best keep a good guard on your livestock."
3. "There was a railroad being laid here before the world turned bad and swallowed it up. Some Chinese fellas passed through a while back, heading out into the badlands. Had the look of rail workers and they was driving a wagon with fresh ties. They didn't speak to no one, and they never returned."
4. "Whitaker's Valley is a myth. Ain't nothin' on the other side of them badlands but more badlands."
5. "Whitaker's Valley is the Promised Land. Lem Withers came from there. Used to speak of the green grass and cool waters like he was speakin' about Heaven itself. He's dead now. Drank himself into an early grave wishing he could go back but was too scared to make the trip."
6. "The badlands are full o' snakes and sinkholes. You watch out for both. Some o' those sinkholes'll

drop you right into a nest of rattlers."

7. "A while back, some masked fightin' men set up some kind of camp in a far off canyon. Said they was gonna come and put on a show fer us, but they never did."
8. "You'd best bring plenty o' food and water witcha. I wouldn't eat none of that twisted game living out there in the badlands, nor drink the tainted water, not for any amount of money in the world."
9. "They say that deep in the desert, the dead know no peace. A priest came through some time back. Told us he'd laid them to rest in some caves and they wouldn't bother no one no more."
10. "The desert used to be Comanche country and Apache before that. The tribes don't live there now. They say the whole place is bad medicine."
11. "Jed Rawlings is a man who gets things done. I'd follow him anywhere."
12. "A scouting mission disappeared out there a couple years back. They was trying to find a faster way through the Territory. I reckon all they found was a faster way to their graves."
13. "They say a giant lives deep in the canyons and likes to cause rockslides. Soldier by the name o' Greg Oglesby got his head smashed in by a falling rock. Some say it weren't no accident."
14. "There's ghosts out there. You can hear 'em callin' to ya on hot nights when the moon is full. Don't listen."
15. "That gambler fella Willoughby just rubs me the wrong way. He ain't got no family here. I wonder why he's goin' with us to settle the valley?"
16. "Was once an old woman who ran a river ferry out where yer goin'. They say she was a witch and that she'd made a pact with the river gods. I heard the Comanche killed her, but if that's true, I'd expect her ghost is still hangin' around out there somewheres."
17. "Watch out for flash floods. Some of those canyons'll fill up with water and drown ya before ya catch a breath."
18. "They say the rain out there'll burn the flesh right off yer bones. Ya see storm clouds gatherin', ya head for cover."
19. "The outlaw Dusty Roberts buried a crate full of gold somewhere out there. I got it on good authority from a boy who used to run with Dusty and his gang."
20. "That Reverend Halpern ain't no ordinary man. Touched by God, he is. Yer lucky to have him along."

BEGINNING THE ADVENTURE

A fertile range for grazing stock. Rich soil for planting. Fresh water for crops. All just there for the taking.

It's called Whitaker's Valley, and it almost sounds too good to be true, but Reverend Halpern has painted a picture clear enough to convince you and well over two hundred other settlers like you to join his wagon train. It didn't take long after word of the fertile land and the reputation of the man leading it reached you for you to load your family and belongings into the wagon and head to Fort Fallow, a crude wooden fort which lies on the edge of a desert known as the Rumbling Badlands. The day has finally come to move out.

Jed Rawlings, the Reverend's trusty right-hand man, steps up onto a makeshift stage with the reverend. The crowd of hopeful men, women, and children quiets down as he begins to speak.

"Greetings, ladies and gentlemen," Rawlings says. "I have spoken with each of you privately over the past few days and explained some of what lies ahead. Now is the time to begin. We have over 300 miles of desert and rough terrain to cross. It will not be easy. You will all have to pitch in and do your part. All able-bodied men and women will help scout the trail, drive the wagons, and guard the camp at night. There may be trouble along the way, and some of you will begin to doubt. But I assure you, the trip will be well worth it. Whitaker's Valley is a paradise. It is your right to claim it. No, it is more than that. It is your destiny."

Rawlings indicates the men standing next to him with a wave of his good hand. "Here to the right of me is my trail-hand, Russ Daggett. He is a capable man who is well-accustomed to the rigors of the trail. We intend to help the good reverend ensure that you reach Whitaker's

Valley safe and sound; so stick to the trail and pull your share of the day to day, and we'll be there afore you know it."

With that, Reverend Halpern asks that you bow your heads for one last prayer before dismissing you to return to your packed wagons and join the rest of the flock as you line up under the watchful gaze of the soldiers on the walls. Jed Rawlings rides to the front of the line. He raises his good hand and shouts:

"Wagon's Ho!"

Then, with the crack of whips and some excited exclamations of "Yeehaw!", the wagon train slowly moves out.

Judges running a home game may wish to use the fort and its inhabitants to generate some encounters and gossip, but if you are running the adventure at a convention, it is strongly suggested the judge start them on their journey immediately.

SETTING UP THE FUNNEL

At the start of this adventure funnel, each player creates up to four 0-level characters using the funnel rules found in the *Weird Frontiers Roleplaying Game*. These are ordinary men and women (mostly farmers, craftsmen, or tradesmen) who have headed West across the badlands to settle Whitaker's Valley. The players may decide their backstory and whether they have families in the wagon train at the judge's discretion.

A Word on Leveling Up

Death Crawls West is best run with the understanding that characters will only level up upon completion of the adventure. Judges wishing to allow characters to level up sooner should keep in mind that it will add a substantial delay to the session and that encounters are designed with 0-level characters in mind. Judges should adjust encounters to offer a challenge to characters that are allowed to level up before the end of *Death Crawls West* (increase number of creatures, add additional hit dice, increase attack damage, etc.). Although the authors suggest not allowing characters the chance to level up mid-game, judges are encouraged to instruct players to keep up with any earned experience during the adventure to apply the total once characters progress from 0-level.

Weird Exposures

The Set Locations and Random Encounters expose the characters to the supernatural weirdness that has seeped into the land since The Seven Days of Night. They also ground the players into the world of the *Weird Frontiers Roleplaying Game*, introducing them to some of the character classes to which their 0-level characters may one day enter at 1st-level.

Character Death

Life is uncertain along the trail, and characters are expected to die. If all the PCs a player controls die, the judge may let the player roll up replacements. These are 0-level settlers or hirelings traveling with the train that have been assigned to the same camp work group as the other characters; however, remind players that there are two character classes (Tommyknocker and the Sin-Eater) that can only be played by 0-level characters that died during the game; they'll want to hold on to their character sheets just in case they decide to use those deceased characters when they level up to 1st-level characters.

Homesteaders During Encounters

Over two hundred settlers and teamsters are traveling with the wagon train. These God-fearing men and women are generally friendly and willing to help their fellow travelers. They understand that everyone must work together to reach Whitaker's Valley. However, it is important to keep in mind that they are not soldiers. The settlers defend themselves if they are attacked, but they don't go looking for trouble and are of minimal help during any fight.

If the wagon train is attacked, the judge should describe the settlers shooting haphazardly at their enemies from the safety of their wagons. Three out of four settlers are cowardly ("jus' plum skeered") or too set in protecting their own families to offer much help. The advance scouts (those most capable with weapons) are typically the first to die in any attack. This means that in most cases, it is largely up to the PCs to step up and handle any threats along the trail.

RUNNING THE ADVENTURE

The trail to Whitaker's Valley is long and perilous, with strange events and violent encounters interspersed along the way. However, most of the trip consists of day-to-day drudgery that can be

handled as "downtime." The judge should paraphrase the following text as needed so the PCs understand what life is like along the trail, then introduce Set Locations and Random Encounters as they occur.

Life on the Trail

A normal day begins before sunrise with the cattle being rounded up, the camp chef fixing breakfast, and the settlers and teamsters taking down the tents, saddling horses, and loading up the wagons. After breakfast, the teams are hitched to the wagons and the wagon master gives the "Wagon's Ho!" command to move out.

All able-bodied men and women must act as advance scouts, wagon tenders, and camp guards. The advance scouts ride ahead with shovels and axes to cut down brush, fell trees, and clear rocks to make room for the wagons. Wagon tenders drive the wagons, repair broken axles and wheels, make and break camp, tend livestock, and do other chores along the trail. Camp guards patrol the camp at night, sounding the alarm if danger threatens.

Player characters are all in the same group and will spend the trip in each other's company as they perform their group's assigned duty. Whenever a Set Location is presented or a Random Encounter occurs (Camp Event, Trail Event, or Monster Attack), the judge informs the players what role the characters have assumed (wagon tender, camp guard, or advance scout) based on the information presented in the encounter.

Around noon, the wagon train stops so the settlers can rest, eat, and feed and water the animals. An hour or so later, they are back on the trail. The wagons average about 15 miles a day—18 to 20 miles is considered a good day.

Before dark, the advance scouts locate a place with ample water and grass to bed down for the night. The wagons are formed into a large circle and several campfires are lit. The families unpack and the camp chef makes supper. Reverend Halpern says the nightly blessing before they eat.

After dinner, the settlers socialize around the campfires. On a good night, the folks smoke and gossip (some play harmonicas or fiddles and sing songs) while the young people dance. If anyone was killed during the day, the mood is more subdued and the settlers turn in early.

The night guards go on duty as everyone else beds down for the night. The guards are relieved at midnight, and their replacements wake the camp just before sunrise to start the day all over again.

The trail to Whitaker's Valley should take approximately 21 days (give or take). There are a combination of 14 Random Encounters and Set Locations that take place over that time. These scheduled events happen every other day, but the judge may wish to add some other minor encounters in each day to add flavor to the trip.

RANDOM ENCOUNTERS

The following encounters can be inserted to spice up travel along the trail, but lend nothing to the plot driving the adventure. When running a convention game, use these encounters to pad/pace your game. Use fewer if you are running behind and more if you need to stretch the running time of your game.

Clever judges with ample time could use many of these as story-driven encounters to award experience points. For example: take #7 in the following list; should a player attempt to step in and roleplay their characters trying to help the ladies make amends (thereby keeping the peace), that character would earn 1 XP. This will encourage players to embrace the role play aspect of the game. Keep in mind, characters will not level up in *Death Crawls West* until the end of the adventure, but players should keep a running tally of earned XP.

Random Day Encounters on the Trail

1. Bess Chambers and a few of the other ladies want to learn how to shoot. Their menfolk ain't too happy about it.
2. Bill Jeffers broke his arm trying to fix his wagon's axle. The Reverend Halpern helped patch him up, but they're worried about an infection setting in.
3. Clean your rifle barrels out. Nate Henstridge went to shoot at one o' those rat-tailed buzzards and found his gun packed full of roaches.
4. The ground begins to tremble. The settlers cry out in panic as dogs bark and horses snort and

stamp their feet. After a time, the trembling stops and the wagon train resumes its march, but folks are scared, that's fer sure.

5. Heard some explosions a few miles to the east. Jed Rawlings said it was probably miners.

6. Jed Rawlings yelled at Sonny Mattias for loafing. Good for him. Everyone needs to do their part if we're gonna make it to Whitaker's Valley.

7. Laney Palmer and Christine Shafer got into a spat over laundry. Seems someone's clothes got mixed up or something.

8. The ground begins to tremble. The settlers cry out in panic as dogs bark and horses snort and stamp their feet. After a time, the trembling stops and the wagon train resumes its march, but folks are scared, that's fer sure.

9. Shorty Gellingham climbed on top of one of those dirt mounds to have a looksee and almost got bit by a rattler. Bet he won't be so quick to leave the trail again.

10. Slim Newsome was scouting the trail and got crushed by a boulder. The boys with him said it fell outta the sky, but that ain't likely. They stayed back with the Reverend to bury him, but they caught back up with the train before nightfall.

11. Stan Relson's packhorse was loaded down too heavy. He was told, but damned if he'd listen. It finally stopped and refused to move so he whipped it to death. Stan Relson's an idjit.

12. The ground begins to tremble. The settlers cry out in panic as dogs bark and horses snort and stamp their feet. After a time, the trembling stops and the wagon train resumes its march, but folks are scared, that's fer sure.

13. The boys went hunting antelope yesterday and came across some funny tracks. Said they looked like wolves or coyotes, dragging their hindquarters behind them.

14. The ground begins to tremble. The settlers cry out in panic as dogs bark and horses snort and stamp their feet. After a time, the trembling stops and the wagon train resumes its march, but folks are scared, that's fer sure.

15. The Millinghouse boy is a quick study. Youngster's learnin' how to drive a wagon all on his own, and him not twelve years old.

16. The noonday meal was pretty sparse. Cook said roaches had gotten at the meat again.

17. The sun was relentless. Some folks ain't used to the heat and are hidin' out in the wagons while other folks is doin' work. That ain't gonna sit well.

18. The ground begins to tremble. The settlers cry out in panic as dogs bark and horses snort and stamp their feet. After a time, the trembling stops and the wagon train resumes its march, but folks are scared, that's fer sure.

19. You passed by a natural spring today, but there was bones all around it. Even so, you had to fight the horses to keep them from drinkin'. Stupid animals.

20. You saw Miss Patty Goins cryin' again. No one, not even her husband, Ian, knows what she's so upset about.

Random Night Encounters

The following encounters can be inserted to spice up happenings at the nightly camp. The judge can finish the encounter with the phrase ". . .Otherwise, the night passes uneventfully."

1. A blood-curdling shriek wakes the entire camp. The settlers arm themselves and wait for an attack, but it never comes. It's not so easy to get back to sleep after that. Tomorrow's gonna be a long day.

2. A few horses went missing in the night. Might've been Comanches. Might've been something else.

3. George Gambrel's got himself a family band! His wife and daughters sing, the son-in-law plays the fiddle, and George can bang the drums. Even the littluns can clap a set o' spoons. Sure will be good to hear that sound when we finally reach the valley.

4. Jenny Sadler turned some heads at the dance tonight. Her pa didn't like it none. I expect there'll be trouble before this trip is done.

5. The ground begins to tremble. The settlers cry out in panic as dogs bark and horses snort and stamp

their feet. After a time, the trembling stops and the settlers return to sleep, but folks are scared, that's fer sure.

6. Mr. Wisenhurst is fit to be tied. Someone killed and ate another one o' his pigs last night. Tonight he's got his scattergun and he's sleeping in the pen with 'em.

7. No one's feeling much like socializing tonight. The Thatchers and the Bottlers have a stomach bug. Got it comin' outta both ends. I sure hope it don't spread. That would be a disaster.

8. The Reverend Halpern's dinner blessing touched a nerve tonight. He spoke out against drinkin' and gamblin', and it's aimed at some boys who have taken to doin' both at night.

9. The ground begins to tremble. The settlers cry out in panic as dogs bark and horses snort and stamp their feet. After a time, the trembling stops and the settlers return to sleep, but folks are scared, that's fer sure.

10. Somethin' strange about all these roaches we been findin'. Bugs are part of life on the trail, I get that, but I ain't never seen nothin' like this.

11. That French chef Claude Boulet cooked up an excellent stew tonight. Said it was a family recipe. I'll be happy to have more o' that.

12. The camp dogs are tryin' to get to the chickens and other stock. There's not much leftover food and they're gettin' hungry. Jed Rawlings is talking about shootin' them all.

13. The ground begins to tremble. The settlers cry out in panic as dogs bark and horses snort and stamp their feet. After a time, the trembling stops and the settlers return to sleep, but folks are scared, that's fer sure.

14. The old man Hop Crabtree showed a couple of youngsters how to make a fire with just two sticks. Them boys'll probably set half the camp on fire now.

15. There was roach parts in the potatoes tonight. Made a couple of the softer folks sick. Cook was real sorry about it. Said there weren't nothin' he could do about it, and he's probably right, but most of the folks are sore at him nonetheless.



16. There's a few grumbles in camp. Some folks are even talking about turning back.

17. The ground begins to tremble. The settlers cry out in panic as dogs bark and horse snort and stamp their feet. After a time, the trembling stops and the settlers return to sleep, but folks are scared, that's fer sure.

18. *To the character with lowest Luck:* A cockroach crawled into your ear while you slept. You could hear it jumping around until you shook it out. You barely slept a wink afterward.

19. *To the character with the highest Intelligence:* You are looking up at the moon when a dark, winged shape passes in front of it. None of the other settlers saw it.

20. The ground begins to tremble. The settlers cry out in panic as dogs bark and horses snort and stamp their feet. After a time, the trembling stops and the settlers return to sleep, but folks are scared, that's fer sure.

ENCOUNTERS

Judges will find a rough map of the area (pg 186) to help plot the course of the adventure and use as a point of reference.The judge may insert additional encounters and locations as needed. The following terms are included with each entry.

Italicized Text: The italicized text is meant to be read aloud. Unless otherwise noted, it is assumed that more than one character is experiencing the encounter given in the italicized text. The pronouns you, your, and yours apply to the entire group.

Monster or NPC: The stats for the monster(s) or NPC(s) encountered.

XP Award: This is the number of Experience Points that can be earned for the encounter. The judge may award more XP, depending on how events unfold. Remember that characters should not be allowed to level up until finishing the adventure.

Exposure to the Weird: For multi-session games, keep track of the characters that experience these events. They may give judges a reason to allow a deceased character to return from the dead at the end of the adventure as one of the classes that would support this. For other characters, it may give them reason to pursue certain classes when they level.

Character Role: This is the suggested camp task the characters should be following when the encounter occurs.

RANDOM ENCOUNTERS

It takes approximately three weeks for the wagon train to reach Whitaker's Valley. Each week the PCs spend on the road they encounter (1) Camp Encounter, (1) Trail Encounter, and (1) Monster Encounter. The authors suggests rolling 1d7 for each encounter at the start of the week to help determine the number of days that pass to help factor any natural healing characters receive. Random encounters are marked on the judge's map to help them keep track of events. This means that by trail's end, the PCs should have encountered (3) Camp Encounters, (3) Trail Encounters, and (3) Monster Encounters, in addition to any encounters that occur at the Set Locations (see below).

Each of the following Random Encounters can only happen once.

An * is placed next to each encounter that works well for convention play.

CAMP ENCOUNTERS

The following events happen after the wagon train makes camp for the night. Roll 1d6 and consult the table below.

Camp Encounters

1. The Wailing Woman*
2. Immolation
3. Know When to Fold 'Em*
4. Lookee Here
5. Promised Land
6. Will o'Wisps

The Wailing Woman

Exhaustion sets in after a long hot day on the trail. The desert cools down as night falls and your bedroll does little to keep out the chill. A coyote...or something worse howls in the distance as you settle in for some much-needed sleep.

One or more of the characters will be on watch when, out of nowhere, a ghost manifests behind one of the characters on watch. Read the following once the character is determined.

You're taking your watch helping to protect your fellow settlers, when a sudden scurrying gives you a start. With your weapon drawn, you walk the perimeter of the campfire, finding the source of the disturbance. With a well-aimed rock toss the coyote darts away with a high-pitched whine. Turning to head back to your stool you find yourself face to face with a horror straight out of your nightmares. A ghostly figure hovers within a foot of you and would be eye to eye if her head was not tucked neatly under her arm, the bloody stump of her neck steadily streams crimson down her neatly pressed blue-trimmed ivory dress. Your eyes move down to her head and lock eyes for a brief instant, and then, her mouth slowly opens as if she's trying to speak, but instead a banshee-like wail hits you harder than a mule kick to the tenders!

Character(s) are surprised by the spirit and must immediately pass a DC 11 Grit check in addition to



a DC 12 Reflex save to avoid being knocked to the ground from the ghostly wail. The ghost screams for two rounds before vanishing, unless successfully attacked first (AC 10).

All sleeping characters will awaken from the scream, having just had violence-infused nightmares. This encounter can run for several nights before characters begin to suspect the ghostly woman is trying to communicate something. Any character who asks around about the ghost's appearance will spot Rath Bentley later the next day hanging clothes up on a line, with one piece of clothing resembling the ivory dress trimmed in blue the ghost wears. If questioned about the dress, Rath will do his best to choke up about about Lilly, his wife, who passed, who passed just before the settlers began their journey. Players studying Rath as he talks may attempt a DC 10 Intelligence check to detect something being "off" about his story.

If the PCs snoop around Rath's wagon without confronting him: Rath murdered his wife shortly before setting out on the trail and keeps her head in the false bottom of a clothing chest in his wagon. If the PCs investigate the chest, a DC 8 Intelligence check will reveal the hidden compartment and its contents—a withered decapitated head serving as a nest for roaches. A few cockroaches scatter out of the decapitated head's mouth across the wagon floor as the characters approach.

If questioned before investigating his wagon: Rath is on to the characters and will assume they will come nosing around his wagon on the outskirts of the camp. Characters returning at night will find a form on the cot in the wagon quietly sleeping. The figure is actually the dress of his murdered wife, stuffed with pillows, the decapitated head of his wife resting loosely on the pillow.

Once discovered, Rath will toss a torch, match, or lantern (whatever fits the moment) from behind, catching the oil-soaked ground all around the wagon on fire. Characters within 5' of the wagon must pass a DC 10 Reflex save to avoid catching fire (1d6 damage each round until a full-round action is used to put out the fire). Rath will then try to escape into the dark of the night.

If captured, the settlers imprison him in a wagon until they can hand him over to the proper authorities.

Rath Bentley: Init +1, Atk Bowie knife +1 melee (1d6); AC 11; HD 1d4; hp 4; MV 30'; Act 1d20; SV Fort +2, Ref +1, Will +1; Path POD +3; half empty bottle of whiskey, lock of woman's hair, woman's cameo brooch, $4 cash.

If Rath Bentley is exposed: The following night, the unnerving headless corpse will speak instead of wailing.

"You now know of my fate at the hand of that cruel devil of a man. He married me and swindled me out of what remained of the small inheritance my previous husband left for me before he died at Gettysburg. Rath decided he'd murder me once word of the settlers heading for the valley broke. I have one last request of you. I'll never find my peace until my remains are united and buried together. There's a woman in these parts; she's known as the dead-talker. You'll know her when you see her and

her posse as they're an odd bunch. Carry what's left of my head with you til' you run across her and tell her my story. If anyone can find my body and put me to rest, it's her."

XP Award: 1 if Rath is discovered, captured, or killed
Character Role: Wagon Tender

Immolation

Another hard day on the trail ends with the nightly meal around the fire. Hal Peterson breaks out his mouth-harp and twangs a lively tune while a few of the young-uns get up and dance. Hands clap a rhythm and smiles appear on weary faces. It's a good thing to see. The only one who's not enjoying the merriment is Dan Cutler. You overhear a few folks who are staring at him mention how 'Dan's has been a scratchin' a lot lately and slacking off from his trail duties.

As if on cue, Dan rises and shudders and twitches, collapsing to the ground and barely missing the fire. His body convulses as he foams at the mouth. You rush to help the poor fella out and soon the seizure passes. Starla, Dan's wife, thanks you for helping her ailin' husband and asks if you can help him to their wagon so she can get him cleaned up and put to bed. "He ain't been right since we left the fort," she says. "I'm worried he's coming down with the flu, and he's obsessed with cleaning our wagon." She pauses before going on, "He keeps talking about roach-bugs comin' to visit him at night a whisperin' vile things!"

Characters helping Starla get Dan to his wagon safe will be offered some biscuits covered with cinnamon and sugar she made before they return to the campfire. A few hours later, just as the last folks say their goodnights, Dan returns.

Just as Emma and Jake bid you a restful night, you're startled to see Dan standing, staring blankly at the fire. He's wearing his bedclothes, that are covered in a spray of crimson gore. In one hand he holds a gleaming Bowie knife, while the other looks to be holding a bloodied heart. He twitches in a way that would make you think he was on the end of marionette strings, his sallow face rolling back before snapping back to take you in.

"If you let 'em, they'll take you places. Whisperin' in yer' ear once they burrow deep, scurrying around and stirring up madness in the soul! They showed me what's waiting for me..." he pauses as he gazes at you piercingly, eyes filling with tears, "...what's waitin' on all of us once she rises from her tomb. Ya'll have to forgive me, Starla's too Godly to suffer these pains. Ain't nothing left for me to do but cleanse my soul, for the Devil's got a hold of me."

With that, Dan jumps into the flames of the campfire, screaming as the flickering pyre catches his clothing, setting it aflame. People recoil in horror as the man's skin crawls with hundreds of coin-sized objects trying to find refuge from the fire. Suddenly, Dan vomits a gout of crawling roaches that spill out into the fire, crackling like corn in a skillet! Any investigation of the couple's wagon will reveal Starla's murdered corpse crawling with roaches.

All characters must make a DC 8 Grit check. If the PCs rescue Dan, his body is so badly burned that he dies in 1d3 days and is buried beside the trail. The mood among the settlers becomes so grim that all die rolls suffer a -1 penalty in the next Random Encounter. ***Judge's Note:*** The chef doctored Dan's chow, but instead of sedating Dan and making him an easier target for the reverend, it drove him insane.

XP Award: 1
Character Role: Wagon Tender

Know When to Fold 'Em

A group of settlers is playing cards and drinking whisky at night after the Reverend Halpern goes to sleep. The PCs are invited to join, as is the trail hand, Russ Daggett (if he is still alive*). Wagers start friendly with pots rarely reaching more than a dollar or two, but after a few nights, a former Union Army sergeant named Paul Holcomb accuses a drunken Russ Daggett of cheating. This is a huge insult in the West and cannot be ignored.

*If Daggett is already dead, Paul Holcomb accuses the gambler, Thurmond G. Willoughby, of cheating, with the same results.

The boys have been at it all night, bending elbows (drinkin' whiskey) and playin' poker in Shorty Pickens's social tent—no one would dare to call it a saloon, but that's pretty much what it's become. As camp guards, you've had to tell them several times to quiet down. If the Reverend Halpern wakes up, there'll be Hell to pay.

Paul Holcomb is drunk. He's had a bad run of cards and ain't thinkin' straight. Now he's started jawjackin' with Rawlings' man, that ornery cuss, Russ Daggett. To make things worse, that sly gambler, Thurmond*

Willoughby, thinks it's funny to be eggin' them on. He's a clever fella' who's good with words, so just about every time he opens his mouth, one or the other looks plumb ready to fight.

Finally, what everybody knew was gonna happen happens. Paul Holcomb throws his cards down and calls Russ Dagget a cheat. The two men stand up, hands hovering over their guns, and a hush falls over the tent. Paul was a bluecoat sergeant during the war and he's a good hand with a gun when he's sober, but he's drunk now and that Russ Daggett's* got a mean streak a mile wide. Someone's gotta speak up before the shootin' starts, but who's it gonna be?*

Daggett* challenges Paul to draw. Characters making a DC 16 Personality check can convince Paul to make an apology. Otherwise, Daggett* draws his gun and kills Paul. If Paul apologizes, Daggett shoots and kills him later that evening, then plants a pistol in Paul's hand. The settlers want to hang Russ, but Rawlings convinces them that Russ only acted in self-defense.

After the encounter is resolved, Thurmond G. Willoughby approaches the PCs and says:

"For the record, I don't think Daggett was cheating. Not unless he's a lot more than he appears to be, which I feel is unlikely. I once knew a woman who could really make the cards dance. In all the saloons, in all the parlors, on all the riverboats I watched her play, I never saw her lose her stake. There was something strange about her for sure, if you know what I mean. Some folks say she'd been kissed by Lady Luck. Whatever the case, Lady Luck was certainly on her side."

Judge's Note: To simulate a poker game, have characters roll 5d14. Treat a 1 as an ace, an 11 as a jack, a 12 as a queen, a 13 as a King, and a 14 as a joker (or wild card). Make the best "hand" from the rolls. It's not exact, but it is quick and dirty. "Cheaters" can make a Luck check. A success allows you to re-roll one of your dice. Failure means that at least one person at the table had their eagle eyes on you and noticed the sleight of hand.

Paul Holcomb: Init +1, Atk pistol +1 ranged (1d8); AC 12; HD 1d4; hp 4; MV 30'; Act 1d20; SV Fort +1, Ref +2, Will +1; Path POD +1; bottle of gin, (2) Colt Navy, 8 pistol bullets, playing cards, dancer photo, $7 cash.

Russ Daggett: see Major NPCs

XP Award: 1 if the characters get Russ to apologize

Character Role: Camp Guard

Lookee Here

At camp one night, you see a settler named James Mayhew oiling a strange-looking metal star with five retractable blades, each about a foot long.

"You like it?" James asks. "Got it from one of those inventor types who was down on his luck and needed some quick cash. Fella by the name of Zimbo Zed. A little crazy, that one, and trouble always seemed to follow him around, but he knew his craft. This here weapon's got the perfect weight and balance. Called it the Boomstarang. Said it was half star, half boomerang, whatever'n tarnation that is. Lemme show you how it works."

With that, James stands up, puts on a chain-metal glove, and hurls the weapon into the night. The Boomstarang makes a whistling sound as it sails out in a straight line, then loops back toward him. James takes a few steps to put himself in its path, then catches the weapon in his gloved hand. His grin is infectious.

A few settlers watching the spectacle applaud the catch while others give dark looks, shake their heads, and mutter under their breath.

A settler named James Mayhew shows the PCs a weapon called the "Boomstarang" which he bought from a traveling carpetbagger. The Boomstarang is a weapon of bedlamite design. It resembles a metal star with five retractable curved blades, each as long as a dagger. The Boomstarang always returns to the hand of its thrower after it successfully strikes a target. Any hit strikes the target with 1d4 blades doing 1d5 damage per blade. However, any miss requires the thrower to make a DC 16 Agility check. Failure means the Boomstarang misses the chainmail glove and hits the thrower for normal damage. The Boomstarang may have additional powers or uses, at the judge's discretion.

James is killed during the next battle and the PCs may pick up the chainmail glove and the Boomstarang—the other settlers are too afraid to touch it. It must be cleaned and oiled regularly to remain serviceable.

XP Award: 1 if the Boomstarang is recovered

Weird Exposure: None, but this could serve to have a curious character pursue the bedlamite class.

Character Role: Wagon Tender

Promised Land

At the evening meal, the Reverend Halpern gives a sermon quoting the Ten Commandments from Deuteronomy 27:3.

"And thou shalt write upon them all the words of this law, when thou art passed over, that thou mayest go in unto the land which the Lord thy God giveth thee, a land that floweth with milk and honey; as the Lord God of thy fathers hath promised thee."

Reverend Halpern ends the sermon by applying it to the wagon train and the journey to Whitaker's Valley.

Reverend Halpern is using his Elder Blessing to sway the congregation. 1d12 members of the congregation are brought under the Reverend's power. These folks will throw away their lives in defense of the Reverend and count as 'cultists' for the artifact that Reverend Halpern holds. Claude Boulet's food has been slowly sapping the will out of the campers, making them more pliable for the Reverend.

The next day all the good folks listening to the sermon find their bed clothes and gear infested with cockroaches.

Character Role: Wagon Tender

Will o' Wisps

You are standing watch tonight when ghostly lights begin to blink in the darkness, twinkling like giant fireflies. The sound of children's laughter drifts across the hills. A woman named Wilma Castleberry has just brought water to you and the other camp guards. She draws her shawl close and stares fearfully into the night.

"Some kids must have gotten past you," she says.

A settler named Cliff Gravelsy has just woken up to answer Nature's call. He peers into the darkness and shakes his head.

"Them's ghosts, ma'am," he says. "I spoke to a skull-maiden one time who told me to steer clear of what she called "lanterns in the night" or else they'd lead me into trouble. I'ma headin' back to bed. G'night ma'am."

"I don't believe in ghosts, Mr. Gravelsy," Wilma says. "Those are children. Listen to them. You can't just leave them out there!" She looks frantically at all of you and says: "What kind of men are you?"

While on night watch guard duty, the characters see ghostly lights dancing in the darkness and hear the light laughter of children. If the characters ignore the lights, they eventually disappear. In the morning, all children are present and accounted for and Wilma Castleberry apologizes to the PCs.

Any PCs attempting to locate the "children" unnecessarily put themselves in danger but take a step down the Path of Righteousness. As they venture out into the night, they are attacked by the dancing lights for one round and must make a DC 12 Fortitude saving throw or be blinded for 1d8 rounds.

The blinded character with the lowest Luck must make a DC 9 Reflex saving throw or fall 30' down (3d6 damage, ½ with a successful save) into an open sinkhole and lands on a large anthill. If the fall itself doesn't kill the character, they die screaming, covered in a swarm of red ants.

XP Award: 1 if attacked by the lights, 2 if the blinding saving throw is successful

Character Role: Camp Guard

TRAIL ENCOUNTERS

The following events happen as the wagon train makes its way down the trail towards Whitaker's Valley. Roll 1d6 and consult the table below.

Trail Encounters

*1. Alien Meteor Shower
2. Bad Medicine
3. Hasenfeffer
4. Deliver Us From Evil
*5. Skywagon
*6. Wayward Mare

Alien Meteor Shower

As your scouting party picks its way across the rough terrain, the sky turns cloudy and gray, and storm clouds gather on the horizon. Lightning flashes in the distance and thunder rumbles above. Suddenly, dozens of tiny meteors streak out of the clouds, disappearing into the hills surrounding you. One whistling meteor streaks low enough to garner screams from the caravan as it pierces one of the covered wagons before colliding into a mound of boulders, exploding and showering you with debris.

You proceed cautiously ahead, topping the ridge to see a smoldering crater in the ground below. Large, broken

pieces of strange glowing metal lay scattered around the hole. It's as if the meteor exploded on impact. The air smells strongly of sulfur and your horses seem unnerved, snorting, stamping the ground, and shying away.

Cursory inspection of the broken shards reveal unreadable runes and strange pictographs engraved in the stone. Gazing upon the metal forces a DC 9 Willpower save. Success means the character sees a bas-relief of stylized eyes, looming pyramids crackling with eldritch energy, and hideous giant glowing slugs.

Failure means the character loses 1d4 Grit points as they have seen the end of all things. The obsidian meteors are alien transports piercing our dimension from that of the Elder Gods and contain 1d6 slug-like alien life forms.

The creatures move with startling speed and attempt to crawl onto a character and force their way down their victim's throat. Characters closest to the meteor are attacked first and must beat the space slugs on an opposed Agility roll. Failure means the slug begins to force its way into the character's mouth, which will force an opposed Strength roll on the following round. Failure means the character succumbs to the mind control of the space slug and begins attacking those closest to them while screeching some unintelligible language that causes all within hearing range to develop nose bleeds.

Judge's Note: there is a 50% chance one of the slugs slithers away towards the camp and attacks/takes over a cow which will then attack on the following night during chow. Judges should make the man-eating cow as horrific as possible.

Space slugs (6): Init +3; Atk SP (possession); AC 12; HD 1; hp 1; MV 40; Act 1d20; SP possession; SV Fort -2, Ref+3, Will 0; Path POD.

Possession: Targets must pass an opposed Agility roll to catch the slug before it reaches their mouths, effectively squishing it. Failing the save results in an opposed Strength check on the following round with failure resulting in the slug forcing its way down the victim's throat, resulting in the victims mind being devoured and the body taken over and directed to attack the closest ally.

XP Award: 1 for surviving.

Weird Exposure: Characters making the meteorite shard save may find themselves drawn to the dark research that leads to the occultist class.

Character Role: Advance Scout

Man-Eating Cow: Init +1; Atk slam melee +1 (1d4), tongue grapple +1 ranged, bite +1 melee (1d8); AC 12; HD 3d8; hp 16; MV 30; Act 2d20; SP slam, tongue grapple; SV Fort +3, Ref 0, Will +2; Path POD +2.

Slam: Characters struck by a slam attack are knocked prone.

Tongue Grapple: Characters struck are knocked prone and must pass an opposed Strength check with their next available action to avoid being constricted by the tongue and pulled into the cow's mouth. Anyone pulled to the mouth suffers an automatic 1d4 damage from the cow's masticated gnawing at the end of each of their rounds after failing the opposed Strength check until they escape. They may repeat the opposed Strength check as an action at the start of their turn in initiative to try and escape.

Bad Medicine

You wake up late into the night with your stomach in distress, causing you to stumble half-dressed to the edge of the wagon circle. You barely have time to drop trow before you vomit and lose control of your bowels at the same time. After you're finished, weakness washes over you in waves, forcing you to lean on a wagon for support. As you wipe rank sweat from your forehead, your first thought is the dreaded dysentery, which has left settlers dead on trails all across America. You look around and realize that several settlers in the camp are in a similar state. Well, not everyone. Standing next to the chuck wagon, you see the French cook Claude Boulet surveying the camp with a look of worry.

The characters must pass a DC 10 Fortitude save or become violently ill, causing the wagon train to stop for two days. All affected character's die rolls suffer a -2d penalty during this time. Each player's character with the lowest Luck character must make a DC 12 Fort save or suffer 1d5 temporary Stamina loss each day until the save is passed or the character reaches 0 Stamina, in which case they burst in a gory spray of infection and roaches. Characters passing the save are instantly restored to their starting Stamina score.

Claude is one of the few who does not become sick and if confronted, he covers his mouth with

a bandana and shows the players a barrel of flour, claiming the food must have been spoiled by roaches. Claude has an allergy to wheat; thus he did not partake of dinner that night. He offers to mix a remedy for stomach pain if the PCs agree to gather the proper ingredients.

"I had a friend in New Orleans who could mix a cure for any ailment," Claude says in heavily accented English. "Warm compresses for cuts, drinks that could clear the head, and cold creams for rashes—even the worst ones acquired in the French Quarter brothels. People came from all around to sample his wares. If you can gather me up enough sage flowers, red mushrooms, and prickly pear cacti, I can brew a tea that can ease the pain in the bellies of you and the other settlers."

Claude has a sample of each ingredient to show the PCs. If they venture out into the wilds, they quickly acquire enough for Claude's tea. However, they are attacked by a pack of brush spiders on their return trip. The tea smells and tastes horrible, but anyone who drinks it may make a DC 8 Fortitude save to recover from the effects.

Brush spider (8): Init +1; Atk bite -1 melee (1); AC 12; HD1d2; hp 1, 1, 1, 1, 2, 2, 2, 2; MV 20; Act 1d20; SV Fort -2, Ref +1, Will-2; Path POD.

XP Award: 1 (2 if the PCs fight the brush spiders and help Claude collect ingredients).

Weird Exposure: If the lowest Luck character dies, the judge may allow the character to come back as a Tommyknocker.

Character Role: Wagon Tender

Hasenfeffer

A single shot rings out as the wagons plod through the broken countryside. Startled, you draw your guns and search for the shooter only to see a group of armed settlers laughing and walking next to the chuck wagon. The gambler, Thurmond G. Willoughby, is with them, pointing to the brush to one side of the trail. He sees you watching and shouts: "Horned jackrabbits! They're fast as lightning! I've got five dollars for any who can hit one! And I'll pay three dollars if you can bring back its hide. You think you're up to the task?"

You look to where he is pointing and see half a dozen motley-colored rabbits with jagged buckteeth, patchy fur, and a row of spiny quills down their backs. The rabbits move quickly between the rocks chasing a doomed lizard, only briefly exposing themselves. Ugly creatures for sure, but the chance to win five dollars is tempting...

The horned rabbits are AC 18 (because of their speed and a camouflage ability) and each has 1 hit point. The characters have two rounds to fire before the rabbits disperse. The corpse of a dead hare expels a putrid gas within a 10' radius if disturbed. Those caught in the area must make a DC 9 Fortitude save or fall prone and begin vomiting and twitching on the ground for 1d3 rounds. The gas sends the remaining hares into a frenzy giving them a +2 leaping gore melee attack that inflicts 1 point of damage.

At the end of the encounter, Willoughby happily pays out what he owes saying:

"Well done my rugged friends, and here is your reward. A true gambler lives and dies by the wager and always pays his debts. To do otherwise is to risk the disfavor of Lady Luck."

XP Award: 0 (1 if they shoot a hare or 2 if exposed to the gas).

Character Role: Wagon Tender

Deliver Us From Evil

You are helping to drive the wagons when you see the Piping girl, Dorothy, stop to pick a flower in a rare patch of green grass beside the trail. Suddenly, the child cries out and shakes her hand, flinging a deformed, eight-eyed caterpillar onto the ground. The girl falls to the ground and immediately begins convulsing. The bite has turned her hand black and swollen.

The poison works its way through her system and there is nothing anyone can do except help make her comfortable in her family wagon.

That night at camp, Reverend Halpern does his best to console the distraught Pipings and calls for the entire wagon train to hold a prayer vigil until morning. The judge should get a head count of any PCs that attend the vigil and then read the following:

The camp is quiet that night, except for the tearful sobbing of Mr. and Mrs. Piping heard from their wagon. Settlers surround the wagon until dawn, holding candles and offering prayers. Every man and woman

here has accepted that death on the trail is a possibility, but the death of a child hits hard.

As the first light of dawn breaks the horizon, you see a flash of light rise above the Piping wagon and disappear into the morning sky. You must be plumb tuckered out because you'd swear that light had the look of an angel flying straight up to Heaven.

Just then, a scream erupts from inside the wagon and everyone fears the worst. But then voices lift up praise and thanks to the Almighty. A few moments later, Reverend Halpern steps out of the wagon, holding little Dorothy Piping by the hand. Her parents follow close behind, overcome with joy.

"The girl is healed," Reverend Halpern says. "It's a miracle. A miracle. Blessed be the Lord our God and thank you all for your prayers this night!"

The stunned settlers erupt in cheers and hugs as the camp comes together to rejoice.

The little girl Dorothy Piping is unfazed by the ordeal and confused by all the attention. The blessings of the Elder Gods do not come without a price, however. The girl will appear to be healthy and full of life but become paler and bloated looking after a few days. In 1d30 days the girl explodes, showering anyone within 10' with blood, bone, and ravenous cockroaches that do 1d6 damage per round until those exposed can take an action to clean themselves of the mess.

XP Award: 0 (1 if the PC attends the prayer vigil)

Character Role: Wagon Tender

Skywagon

"What in tarnation is that?" a teamster named Jason Howell says, pointing into the sky. Shading your eyes with your hand you see a strange-looking hot-air balloon floating in the distance.

The balloon is bright red, with an intricately carved, brightly painted wagon serving as the gondola. The words "Dr. Charlie's Effervescent Elixirs" is painted on its side and two mules hang in a sling underneath, twirling around in the breeze. A pair of gaudily dressed fellows on the roof of the wagon operate a furnace and bellows that emits an occasional burst of fire, keeping the balloon aloft.

The men appear to be trying to out fly a large flock of vultures. Closer inspection reveals these creatures are anything but vultures! Screams pierce the air from their very human, feminine heads, while long arms dangle below wings that keep them in flight. The balloon is no match for the flock, and as if in preparation for a final stand, it begins a quick decent as one of the men fires lightning from a blunderbuss at the cackling creatures. As one creature crosses the path of the weapon, its smoking carcass plummets to land on the ground in front of you. It has the head of one of the ugliest females you've ever seen attached to a vulture's body. Its long gangly arms flail as it takes a final breath.

Characters can attempt to aid the men on the balloon by firing off ranged attacks; however, missed shots have a 50% chance of striking the balloon and puncturing it (AC 10). Striking the balloon only causes it to descend more quickly. When the encounter begins, the balloon has descended to within 100' and drops a further 30' each round unless punctured, in which case it drops 60'. The balloon will eject a plume of air at the last minute to prevent a crash landing.

Those helping the balloon pilots will be rewarded with a basket of poultice (1 per character aiding the men). Each poultice has two doses and heals 1d4 damage. The basket is dropped from above with a miniature parachute that delivers it safely to the ground below. Along with the poultice are handbills for a new show that reads: "Coming Soon: Dr. Charlie and Greg the Gearman's Dodgery-Do and Traveling Distillery."

The skywagon eventually disappears over the horizon, but is the subject of much talk among the settlers.

Wych-harpies (8): Init +3; Atk talons +1 melee (1 point); AC 12; HD 2d8; hp 15, 6, 12, 9, 10, 7, 15, 9; MV flight 30'; Act 1d20; SP snatch and grab; SV Fort +1, Ref +2, Will +2; Path POD.

Snatch and grab: if two wych-harpies successfully attack one target, they immediately lift them 30' into the air and drop them for 3d6 falling damage.

XP Award: 0

Weird Exposure: None, but this may lead curious characters down the path of the mountebank or bedlamite.

Character Role: Wagon Tender

Wayward Mare

While scouting the trail ahead, you see a dapple-gray mare with a weathered saddle. The horse appears skittish and reluctant to approach, but you know enough about horses to see that it's lonely for human company. It's a fine-looking animal that seems to be well fed and taken care of.

The horse belonged to Sheriff Cole Hanlon, who was killed while trailing the outlaw Jose Lazarro (see Luchador Canyon, below). The PCs may make a DC 10 Personality check to approach the horse and grab its bridle. A pouch on its saddle contains a canteen, bedroll, rifle in a scabbard, a rolled up Wanted poster depicting the face of Robert "Fitzy" Fitzgibbon a.k.a. Russ Daggett ($100 reward) and a rolled up Wanted poster depicting the corpse-like face of Jose Lazarro.

MODEL	TYPE	AMMO
1868 Sharps Rifle	Single Action	50/cartridge
DAMAGE	**LOAD**	**ROF**
d14	1 shot	1
RANGE S/M/L	**RELOAD**	**CONCEALMENT**
50/200/600	3 rounds	-1d

XP Award: 0 (1 if the horse is caught).
Character Role: Advance Scout

MONSTER ENCOUNTERS

The following Monster encounters occur at various times during the journey. If you are running a home game and you need to inject some action, Roll 1d6 and consult the table below. In a game that has a set time limit, use the chart as you need to stretch your time or ignore it if you are running short on time. The Tuupe Kwasinabo Attack is the only Monster Attack that can occur more than once (otherwise, re-roll duplicate results). For Con games it is suggested that judges use the encounters marked by an asterix.

Monster Encounters

1. Book of Bleeding*
2. Broken Wolves
3. Brush Spiders
4. Locust Plague
5. Texas Crude*
6. Tuupe Kwasinabo Attack*

Book of Bleeding

You are standing watch at night when you hear a woman's screams coming from inside a wagon. As you approach, Mrs. Gertrude Meiser, wife of the liveryman Karl Meiser, rushes out of the wagon in her nightclothes.

"He's dead!" she screams. "He's dead, he's dead, he's dead!"

Gertrude is distraught and can offer no useful information. Her husband is lying in their wagon bed with his throat sliced cleanly. There is a surprising lack of blood on the sheets or anywhere else, including the victim. Any character who makes a DC 10 skill check (d10 with no related occupation, or d20 should a character have a related occupation that would have investigation based skills) finds a few drops of blood leading out of the wagon, across the ground, and up to the wagon of the butcher Finneus Shane that is parked nearby.

Shane is present (also in his nightclothes) and if awakened, is confused and protests his innocence. He allows the PCs to search his wagon if they insist.

The book needs to feed every few months. Unfortunately, it snuck out of Shane's wagon tonight and killed Karl Meiser in his sleep.

Inside Shane's wagon, the characters locate a drop of fresh blood on the handle of a trunk of old dusty books. Finneus Shane came west with a trunk of old books handed down from his grandfather.



Unbeknownst to him, one of these books is a bloodsucking monster posing as a butcher's tome entitled "Choice Cuts." The carnivorous book is resting inside the trunk, stacked on top of several others. If the PCs sort through the books, they discover the pages of the carnivorous book are wet with blood just before the book opens its eyes and attacks with surprise during the first round, trying to shred the PCs with its unusually sharp pages.

Carnivorous Book: Init +3; Atk sharp pages +1 melee (1 point); AC 16; HD 3d8; hp 15; MV flight 15'; Act 1d20, 1d16, 1d14; SP blood drain, fire vulnerability (fire does 1d6 damage per round); SV Fort +4, Ref +1, Will+2; Path POD.

Blood drain: on a successful strike, characters must immediately pass a DC 8 Reflex save to avoid an additional 1d3 damage as the pages drain their victim's blood.

XP Award: 2 (if the carnivorous book is discovered).

Weird Exposure: Characters may become interested in pursuing the dark path of the occultist after this encounter.

Character Role: Camp Guard

Broken Wolves

You are scouting the trail ahead of the wagon train, clearing debris and trying to head off possible trouble. As you stop to take a drink of precious water from your canteens, a howl cuts through the air, echoing off the sides of the ravine. It is answered by another and then another. You are surrounded!

A half-dozen malformed wolves with muscular shoulders, patchy fur, and tentacles serving as hindquarters drag themselves out from behind the rocks. Their lips are pulled back showing pointed teeth as slaver drips from their snarling mouths.

Broken wolves drag themselves along in short bursts of speed, moving faster than a human can run. They are ravenous and attack until half or more of their number are dead.

Broken wolf (6): Init +3; Atk bite +2 melee (1d4); AC 12; HD 1d8; hp 3, 4, 4, 5, 7, 8; MV 20' or 40'; Act 1d20; SP speed burst (every other round may move 40'), trip attack; SV Fort+3, Ref+2, Will +1; Path POD.

Trip attack: every attack forces the target to make an Agility check to remain on their feet, with failure resulting in falling prone.

XP Award: 2

Character Role: Advance Scout

Brush Spiders

You are scouting ahead of the wagon train when the tumbleweeds to either side of the trail move of their own accord! Your horses whinny and snort, forcing you to hold on to the reins as dog-sized spiders that look like scrub-brush scramble up their legs. Terror grips your heart as the arachnids' eyes reflect in the light, sinister emerald pin-pricks intent on an easy meal.

The brush spiders scramble up the horse's legs, causing the horses to rear and forcing the PCs to make a DC 10 Agility check to stay mounted. Anyone thrown from a horse suffers 1d2 damage from the fall. The spiders retreat if half or more of their number are killed.

After the fight, the characters see the withered remains of the spiders' victims cocooned in what looks like scrub-brush. If they sift through the remains they find $13 cash, a woman's gold ring worth $25, a brass belt buckle worth $5, and an ivory handled pocket knife (1d3) worth $6.

Brush Spider (10): Init +2; Atk bite -1 melee (1d4), web attack +1 ranged (special); AC 12; HD 1d4; hp 1, 1, 1, 2, 2, 2, 2, 3, 4, 4; MV 20'; Act 1d20; SP web spinning; SV Fort -2, Ref+3, Will-2; Path POD.

Web spinning: brush spiders can use their webbing in two ways: 1) on a successful ranged attack, the target must pass an Agility check with a DC equal to the attack roll; on a fail the target is knocked prone, and the spider pulls its prey away from the fight where it will 2) cocoon the target in anesthetic-laced webbing which will render the prey motionless but able to breathe for 1d12 days before they are devoured by the brush spider colony, or die of thirst. The prey has one chance at a Fortitude save vs. DC 12 to pull away from the webbing before the anesthetic takes hold.

XP Award: 2

Character Role: Advance Scout

Locust Plague

Things have been moving smoothly on the trail and you've been making good ground along with the rest of your fellow settlers, but no sooner than you comment on it, the sky grows dark and fills with a droning buzz that alerts you to the plague-like swarm that descends upon you. In an instant, locusts cover everything, living or otherwise. Screams are heard from all directions, and as the insects begin to bite, the fear generated from their painful attacks is amplified as you see the burning red glow of their eyes!

A plague of carnivorous red locusts descends upon the wagon train. Anyone who does not state they are taking cover inside a wagon suffers 1 point of damage per round from the swarm. The attacks lasts for approximately 10 rounds before the swarm moves on. A handful of settlers along with dozens of animals are wounded or killed, forcing the wagon train to stop for the day. Dozens of dead locusts lie on the ground, killed after striking the sides of the wagons, or from settlers stomping them into the ground.

The settlers are disheartened, and many of them associate the plague with God's disfavor. However, closer inspection of the dead locusts reveals something strange—the insects are clumped together in groups of seven and each has markings on their back that seem to resemble weird arcane



symbols. The Reverend will waste no time gathering the settlers as he goes into a fire and brimstone sermon to fuel the fires of faith in those showing doubt.

Behind the scenes: The Reverend was in danger of its human guise rotting from exposure to the elements and needed quick sustenance to make repairs. The locusts were created from Elder God magics and their victim's life-blood was transferred to the Reverend.

XP Award: 1

Character Role: Wagon Tender

Texas Crude

After several hours of pushing along the trail with your wagons and livestock, you are lead to a ravine that has been blocked from a recent rock slide. Upon closer inspection, you notice the rocks and ground around them are slick with what looks like oil. This could be quite a profitable discovery as whispers of "Texas crude" travel down the line.

Read the following should characters approach.

You nearly slip on the oil as you move closer to the rockslide. The rocks should pose no problem for a few strong backs thrown at the effort to clear the path, but that's when the oil drips away revealing a human skull. Hairs rise on your neck as you realize several skeletons could be assembled from the broken menagerie scattered amongst the ebon-stained rocks. You turn to give a warning cry, but before you can speak a featureless face forms in the "oil" rising to eye-level just before it attacks!

The black oily residue is alive. If the rocks are investigated, the oil ooze slithers out and attacks with surprise during the first round. If the characters retreat, the ooze eventually wanders off and the trail can be cleared normally.

If they sift through the bones and debris they find $6 in coins, a wooden comb and a bowie knife (1d6 damage).

Oil ooze: Init -1; Atk pseudopod +1 melee (1d2+trip); AC 12; HD 4d8; hp 22; MV 10'; Act 1d20; SP dissolve flesh (unconscious target killed in 1d6+1 rounds if oil ooze covers body for the duration), fire vulnerability (fire does 1d8 damage per round); SV Fort+5, Ref+1, Will+1; Path POD.

Trip attack: any successful attack lands a victim prone unless a DC 8 Reflex save is passed.

XP Award: 2

Character Role: Advance Scout

Tuupe Kwasinabo Attack

The earth trembles and the settlers curse and shout in fear and confusion as the horses threaten to stampede. Suddenly, the ground erupts in a shower of dirt and debris as an enormous worm-like creature rises out of the hole to tower over the wagon train. The worm's wide mouth is filled with teeth and ringed by giant tentacles. Its hide is covered with a chitinous shell resembling that of a cockroach with many insectile legs arrayed about the body.

With a great roar, the worm descends on a pair of oxen, snatching them up in its tentacles and crushes the life from them before stuffing their broken carcasses into its gaping maw. Again it strikes, this time splintering an entire wagon beneath its weight. Cockroaches fall from the sky like rain, pouring from the mouth of the giant creature.

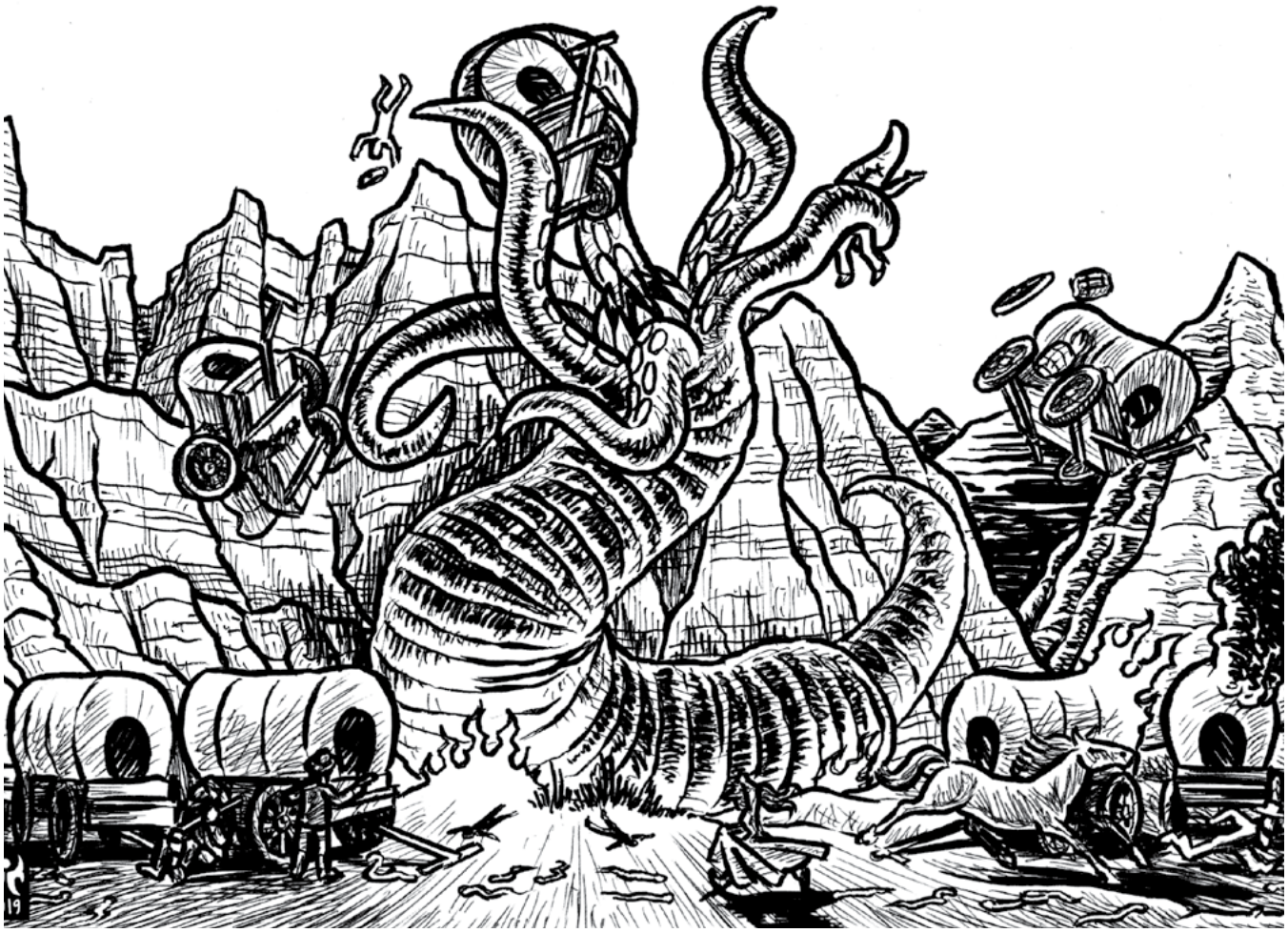
The gargantuan chthonic worm from the Rumbling Badlands is always hungry. It follows the wagon train underground all the way to Whitaker's Valley, occasionally surfacing to gulp down a few hapless settlers at night. The judge can add tension to the trip by having the ground shake and sinkholes full of cockroaches randomly open up in the ground. The settlers dub the monster "The Beast" in a Biblical reference to the Devil.

The worm is an alien horror that is difficult to hurt or kill by normal means. The settlers feel tremors in the earth increase just before it attacks. It surfaces for six rounds, causing suffering and death. Cockroaches fall from its hide, adding to the chaos.

Tuupe Kwasinabo is so alien and horrific that the sight of it always forces a DC 15 Grit check. The PCs receive a cumulative +1 bonus to their Grit check rolls with every additional Tuupe Kwasinabo encounter.

The character with the lowest Luck from each player must make a Luck check or be instantly scooped up in its tentacles, crushed to a pulp, and swallowed (along with a wagon, oxen, and 1d8 screaming settlers).

The settlers are terrified after a Tuupe Kwasinabo attack, and the wagon train is forced to stop to



assess damages, commence repairs, and round up scattered horses and livestock. Hundreds of live cockroaches must also be killed or chased off, and may appear later at inopportune times, at the judge's discretion.

Reverend Halpern needs this creature to help drain the required energy during the Ritual of Sacrifice once the valley (and ley line) is reached; however, he does not have it completely under his control. At times the great beast grows impatient to devour flesh and harries the caravan.

The cockroaches spewed forth from the monster's gullet have a poisonous bite, inflicting 1 point of damage on those bitten by them (Luck check for those within 50' of a swarm). Bitten characters will be at -1 to all actions for the next 1d4 days.

While normal weapons don't do much to dissuade the Great Beast from going for a quick snack, enough concentrated fire power and damage (a cumulative 100 hp, AC 12) will force it back underground before its six rounds of carnage is over.

Judge's Note: The reverend has limited control over Old Snake Mouth, and occasionally summons it up to increase the panic and fear surrounding the camp. The emotional weight of the fear is an essential component in the ritual to tap the nexus. As a judge, instead of rolling this encounter randomly, give many warnings prior to the encounter by stating the ground rumbles and bucks like a bronco every now and then. Once the encounter takes place, the PCs will be on their toes every time the earth bucks. The creature cannot be killed prior to reaching the nexus point. Once there, powers will be in play that can be used to neutralize or kill the beast. Those unlucky enough to be bitten by the cockroach attack will be easy prey for the Reverend when he needs a quick late-night snack.

XP Award: 2

Weird Exposure: High!

Character Role: Wagon Tender

SET LOCATION ENCOUNTERS

There are five Set Locations along the trail to Whitaker's Valley. These are the Rumbling Badlands, the Devil's Caves, Luchador Canyon, Mystic Hill, and River Crossing.



WEEK ONE: RUMBLING BADLANDS

A short time after leaving Fort Fallow, you reach the edge of a dry stretch of hardpan desert broken up by a few mounds of rock and upturned soil. Jed Rawlings assembles the advance scouts and says:

"This here is the Rumbling Badlands. It gets its name from the tremors that occasionally shake the earth. It's as rough a country as you've ever seen. Water is scarce, and not all of it is safe to drink. The sun beats down on patches of dry brown grass and twisted scrub brush, with nary a hint of trees for shade. Keep watch for sinkholes swarming with rattlers. They're everywhere. But stick to the trail and you should be all right. If all goes as planned, we'll be through the badlands and into the canyons in a week."

RUMBLING BADLANDS

The Rumbling Badlands are routinely shaken by light tremors and quakes. The tremors are caused by the burrowing of a giant chthonic monster the Comanches named Tuupe Kwasinabo (Old Snake-Mouth). The PCs will see signs of its passing in the form of mounds of broken rock and upturned soil.

Tuupe Kwasinabo is not native to this world. It was born to an atmosphere with much higher gravity and cannot survive above ground for long periods of time. The monster surfaces only to attack and devour prey. It follows the wagon train and attacks at various times, and finally as it reaches the hidden valley at the end of the trail.

Dead Lawman

The withered remains of a dead lawman rests against the base a leafless cottonwood tree. His bones are nearly picked clean, but the tin star is evident on his tattered shirt and a pair of six-guns rest in his cracked leather holsters. The earth nearby is churned into a mound of loose rocks and soil and three brass shell casings, each the size of a flour sack, lie on the ground next to a handful of dead cockroaches. A flock of motley-looking buzzards with rat-like tails glares at you from the branches overhead.

Sheriff Cole Hanlon and his deputies had trailed the outlaw Jose Lazarro into the Rumbling Badlands. Hanlon was critically wounded during a Tuupe Kwasinabo attack. The men eventually drove the creature away with the Thundermaker (see the Wagon Cannon encounter, below) but were unaware the Sheriff survived the beast and left for fear it would return. The Sheriff eventually regained consciousness crawling to the tree his bones now rest under.

Judge's Note: The buzzards are harmless, but should one of the characters take the sheriff's pistols, the group will be visited throughout the rest of the journey by a spectral image of the lawman. Hanlon is sizing up the group in hopes that one will prove

worthy of becoming an apprentice dedicated to the study of vengeance. Should a character choose to play a gunslinger at the end of the adventure, Hanlon will possess the pistols.

MODEL	TYPE	AMMO
Colt 1862, New Model Police	Single Action	31
DAMAGE	**LOAD**	**ROF**
1d6	5 shots	3
RANGE S/M/L	**RELOAD**	**CONCEALMENT**
6/15/50	2 rounds	+3

XP Award: 1

Weird Exposure: If the sheriff's guns are taken, at the judge's discretion, his spirit may quietly possess them and reach out to a brave character who wishes to become a Gunslinger.

Character Role: Advance Scout

The Wagon-Cannon

As you round a bend in the canyon, you come across a cold campfire. Torn, bloody bedrolls lie next to a flatbed wagon and a tattered tarp covers something bulky in the wagon's bed. Several men seem split between the task of loading anything of value in the wagon and cinching down the straps of a wagon harness on agitated horses. Lying around the cold ashes of the campfire are the bodies of four deceased men. Their wounds look too old and vicious to be caused by the guns the men carry—something took to making a meal out of the poor souls, and now it looks like the vultures have come to roost. You watch the men rush to clear the area, unaware of your presence.

Several days ago (as judged by the decay of the bodies), Sheriff Hanlon's deputies were attacked and devoured by some ravenous beast. The men are a group of low-downs called the Juarez Jackals and are in the process of looting the scene. Their leader, one Jackson Doyle, will try to ply his Irish charm on the group to convince them that they were in the process of loading everything up, including the bodies, to take back to a nearby town. If the characters ask too many questions, Jackson will attempt to take cover by the wagon and begin firing and yelling for his boys to follow suit.

The tarp covers the "Thundermaker"—an enormous bedlamite-designed cannon, fired with a pistol grip, and a crate of six flour-sack-sized shells. The Thundermaker is mounted to a thick swivel and can be fired in any direction at 50/200/400, 3 rounds to reload. It does 1d30 damage in a 10' area of effect on a successful hit. However, the sound is so terrifying that normal animals must make a DC 14 Willpower save (oxen have Will +1) or flee in fear for 1d6 rounds. If the wagon is hitched to horses or oxen, the animals flee from the sound, taking anyone aboard for a ride.

The Jackals came upon the carnage several days after the massacre, and someone had already gone through most of their weapons and belongings. The only valuables the gang found other than the cannon are a mess kit, a Bible, silver pocket watches (2), pipe and tobacco pouches (3), and various personal items (like photographs, letters, etc.).

The Thundermaker is one of the few weapons capable of killing Ole' Snake Mouth. Directions for how to operate the gun are engraved on a metal plate mounted to the wagon, but it still requires a DC 8 Intelligence check to engage the weapon successfully.

Jackson Doyle: Init +2; Atk pistol +2 ranged (1d12), Bowie knife +1 melee (1d6); AC 12; HD 2d8; hp 14; MV 30'; Act 1d20; SV Fort +1, Ref +3, Will +1; Path POD.

MODEL	TYPE	AMMO
Star Action Army	Double Action	44
DAMAGE	**LOAD**	**ROF**
1d12	6 shots	3
RANGE S/M/L	**RELOAD**	**CONCEALMENT**
10/25/75	2 rounds	+2

Juarez Jackals (5): Init +1; Atk pistol +1 ranged (1d6), knife +0 melee (1d4); AC 10; HD 1d8; hp 8, 3, 2, 7, 8; MV 30'; Act 1d20; SV Fort +1, Ref +1, Will +1; Path POD.

MODEL	TYPE	AMMO
Colt 1862, New Model Police	Single Action	31
DAMAGE	**LOAD**	**ROF**
1d6	5 shots	3
RANGE S/M/L	**RELOAD**	**CONCEALMENT**
6/15/50	2 rounds	+3

Jackson and his men all ride average horses with low quality saddles and saddle bags that contain a collective $30 cash, cheap hooch, Wanted posters (naming the Jackals of various heinous crimes), several days worth of hardtack and 30 remaining rounds for the guns used after the fight.

XP Award: 1 (2 if the Thundermaker is taken)

Weird Exposure: None but the Thundermaker may interest a character who wishes to become a bedlamite.

Character Role: Advance Scout

WEEK TWO: DEVIL'S CAVES, LUCHADOR CANYON, AND DIVINE SPRINGS

It's been a week since you set out from Fort Fallow. The road has been full of trials and tribulations, and the desert was relentless and unyielding. At times, the settlers had grown despondent, but spirits seem to lift as the wagon train enters a range of barren, rocky hills and narrow canyons. At least here there will be watering holes.

Reverend Halpern gathers you together as you prepare to take on the role of scouts and says: "Just a brief warning of what lies ahead. The canyons and arroyos ahead are full of strangeness. First you'll come upon a line of wooden crosses overlooking the trail. These crosses guard a handful of caves that have a dark feel about them. Beyond the caves, the trail leads to a twisting canyon with giant faces carved into the canyon walls. I'm putting my faith in you that you'll keep my flock safe. You must be vigilant." With that, he removes his hat and bows his head "Now, let's say a prayer to help get you on your way."

DEVIL'S CAVES

An unnatural quiet greets you as you enter a twisting ravine. Six caves overlook the trail as it winds through the gulley. Wooden crosses wrapped with silver wire have been erected in front of each cave. One of the wooden crosses is damaged and appears to have been chopped down with an axe. Crosses are also inscribed in the rock over each cave entrance. A cool breeze brings a slight relief as you shift in the saddle taking the sight in, but the indistinct cry of a child carried on the breeze gives it a sinister feel.

Packs of 1d4+1 ravenous corpse renders were imprisoned in each cave years ago by a revelator and a band of brave luchadores. The semi-intelligent un-dead corpses were created by having their organs devoured internally by symbiotic roaches hailing from the realms of the Elder Gods. Once a living "host" has been devoured the corpse rises in 1d6 days and serves as a source of shelter and protection for the roach hive living inside. If the PCs approach the caves, they see and hear a child-like cry and see movement in the shadows just inside the cave without the cross. Characters venturing into the cave will find a young child huddled in the back corner of the shadowy cave.

Read the following if characters assist the child-like corpse render:

Your calming words seem to help the poor soul as she trembles in fear, knees pulled to her chest, her sobs seeming to grow at the sound of your voice. As you move closer to take her from the cave her head snaps up revealing the child's eyes have been eaten away. Instead of eyes, large roaches with gleaming pin pricks for eyes seem to be sizing you up as she launches at you with a frightful hiss.

Characters in the cave are surprised during the first round as the remaining corpse renderers move from the shadows to attack. The 'renders are allergic to sunlight and recoil from light sources but attack anyone who enters the caves.

The silver wire adorning each cross is worth $15. The floor of each cave is littered with human bones, tattered clothing, and broken equipment, as well $8 in assorted coins and bills, a gold tooth worth $16, a silver cigarette case (empty) worth $25, and a chisel (1d2 damage) worth $3. Characters also find a small altar where something once stood. Strange symbols and roach-like glyphs adorn the altar. This was where the relic the Reverend now carries was once guarded.

If the silver is taken or the wooden cross removed, the corpse renders in that cave are free to exit at night. The monsters will track down the wagon train and attack, fighting until half their number are killed before retreating. The corpse renders return to the wagon train each night until they are destroyed.

Corpse render (1d4+1): Init -4; Atk bite +3 melee (1d4); AC 9; HD 3d6; MV 20'; Act 1d20; SP un-dead, sunlight allergy, contagious roach vomit; SV Fort +4, Ref-4, Will+2; Path POD.

Contagious roach vomit: if a corpse render scores a critical hit on a bite attack, it gets close enough to a character to disgorge the contents of its stomach and a nest of roaches into the face of its victim. The target must make a DC 10 Reflex save to avoid getting any of the roaches/vomit into their mouths. A failed check results in the victim suffering 1d3 Stamina loss each day as the roaches begin feasting on their innards. Once the host's Stamina is reduced to 4 or less, they crave fresher meat, leaving the host to search out the nearest living being within 10' of the host. If there is no other living being, the roaches continue to drain their host and any host reaching 0 Stamina rises under the next moon to become a corpse render.

Sunlight allergy: -3 to all actions in sunlight.

XP Award: 1 (2 if the corpse renders are defeated)

Weird Exposure: High!

Character Role: Advance Scout

Divine Waters

Water from a natural spring trickles down the rocks into a manmade basin. The plants around the basin are green and healthy. Your horses tug at their reins, trying to get to the cool, clear water. Moving closer, you see a small altar above the spring. An angelic figure brings a sense of peace over your weary soul. Below her, just above the spring, rests a large clay bowl, which appears to contain a handful of gold and silver coins.

The characters see plants growing around a natural spring in the middle of the barren rocks. The water here is cool and clear and the plants around the spring are healthy. Anyone who drops a silver or gold coin in the bowl that then drinks from the spring is healed for 1d4 hp. Storing the water is possible, but only one dose can be taken per character and the water loses its magical properties once removed from the spring by -1d per day (day 1/1d4, day 2/1d3, day 3/1d2, day 4/+1).

XP Award: 0 (1 if the water is drunk).

Character Role: Advance Scout

LUCHADOR CANYON

This canyon was home to a band of luchadores known as the Tres Campiones who retired here to train in peace. Their names were Insano, Cactopus, and Kiss of Death. Insano was killed last year by Tuupe Kwasinabo. After his death, the other two luchadores left the canyon and never returned.

Adobe Home and Mosaic Walls

As you enter the canyon, you see three giant mosaic masks made of painted stones embedded in the canyon walls. One depicts a white mask with a black spiral pattern starting at the eyes, one depicts a green mask with spikes protruding from it, and one depicts a woman's pigtails extending from a mask with exaggerated eyelashes and feminine lips.

In the center of the canyon is a modest adobe home with a corral nearby and a ruined barn or church out back. A small plume of smoke drifts to the sky from inside the home.

The vile outlaw Jose Lazarro is a tommyknocker who has been hiding out in the canyon. He has been "living" in the adobe home for the past few weeks, on the run from Sheriff Hanlon's posse.

Jose assumes the advance scouts are a new posse hunting him down, and gains one round of surprise rifle fire from the cover of the canyon wall closest to the house. If the characters take cover and try to speak with Lazarro, he warns them to leave the canyon and never return. He won't attack the wagon train if it passes through the canyon without stopping. If the PCs approach the house, he opens fire and fights to the "death." Note that Jose has the advantage of cover (+4 to AC) over the PCs.

Lazarro is also sitting on a case of 20 sticks of dynamite he is not afraid to use. Characters that close the distance with Jose will find him dropping a lit stick on their heads. Killing Jose reveals a strange sight as his skin has shriveled and peeled back from his face, making for a ghoulish appearance. Unless Jose is burned and decapitated, he will automatically pass roll the body checks, rising with one less point of Stamina (as per tommyknocker rules) eager to exact revenge on the players somewhere down the road.

Jose Lazarro (2nd-level tommyknocker): Init +1; Atk claw +3 melee (1d6+2) or rifle +3 ranged (1d14) or 2 pistols +3 ranged (1d6) or hand axe +3 melee (1d8), dynamite*; AC 13; HD 2d14; hp 31; MV 30'; Act 1d20; SV Fort +3, Ref +2, Will +3; Path POD +1; 2 Colt 1862 pistols, 40 pistol bullets, Sharps 1868 rifle, 24 rifle bullets, sewing needle and thread, bottle of tequila,



splint, box of matches, $16 cash. *A standard stick of dynamite inflicts a base 6d6 damage to all targets within a 50' area (DC 12 Reflex save for half damage if you can take cover).

XP Award: 1 (3 if Lazarro is killed)

Weird Exposure: Tommyknocker class

Character Role: Advance Scout

Center Ring

A wooden cross adorns the sagging roof of the old barn out back. Inside the barn, you see a dilapidated wrestling ring and a large sinkhole in the ground.

Three faded posters adorn the walls. One depicts a white mask with a black spiral pattern starting at the eyes and the word Insano underneath. One depicts a green mask with spikes protruding from it and the word Cactopus underneath. The last one depicts a woman's pigtails extending from a mask with exaggerated eyelashes and feminine lips and the words Kiss of Death underneath.

If the PCs investigate the ruined ring, read the following:

A masked skeleton lies amidst the ring wreckage, surrounded by the piled remains of cockroaches. The skeleton's torn white mask has a black spiral pattern that starts at the eyes. The longer you stare at it, the more you feel a calming warmth envelope your soul. You feel there was an undeniable goodness to the man who wore the mask.

The skeleton and mask belong to Insano, killed while preparing for a battle with Tuupe Kwasinabo. Insano and the family planned to lure Tuupe Kwasinabo to the ring and blow it up with dynamite in epic fashion, thus ridding the area of the Great Beast once and for all. As fate would have it, the great worm unexpectedly struck the luchadores during a time when the wrestlers were separated, with two of the warriors away saving a village from a plague of wandering un-dead. A valiant stand was made, but in the end, Insano was quickly overtaken.

Ole' Snake Mouth engulfed the warrior and spit his bones, stripped of all flesh, back into the ring to serve as a reminder to the returning warriors that the Great Beast was not to be tangled with on a whim.

Characters searching around will find a small vanity serving as a shrine. Various statuary representing patron-saints rest on the surface, alongside incense, a Bible, rosary beads, and a large bottle of liquid labeled "luchar-petroleo." Characters searching behind the vanity will find a bundle of dynamite (4) taped together with a 10 second fuse.

XP Award: 0 (1 if the mask is taken)

Weird Exposure: None, but may interest characters in the way of the luchadore.

Character Role: Advance Scout

WEEK THREE: MYSTIC HILL, RIVER CROSSING AND RETURN OF OLE' SNAKE MOUTH

The narrow canyons slowly give way to hills dotted with patches of green. The sight boosts the settlers' morale. The livestock has fresh grass on which to graze and unmutated game is present.

Jed Rawlings pulls the advance scouts aside and says, "This is the last leg of the journey. The trail takes us into the hills, where streams are plentiful—a welcome respite after the barren canyons and desert. In a few days we'll come upon an old fountain sitting on top of a hill. A few days later, we'll reach the banks of a winding river. I've found a place where it should be shallow enough for the wagon train to ford, but it won't be easy, and not all of us may make it across. But beyond the river is Whitaker's Valley, and it will be well worth any sacrifices we have to make along the way."

The last three sentences of this speech have a double meaning. Rawlings knows about the hag at the River Crossing (see below) and the toll she requires.

MYSTIC HILL

You top a gentle rise to see a puzzling sight. A small pond with lush vegetation surrounds an exotic lotus flower. Its lavender bloom extends outward for 10 feet. Each of you sits up in your saddle, taking in the pleasant fragrance of the flower. Neighboring birds periodically flitter about in the waters, bathing and drinking before flying away. Adding to the bizarre scene is a short run of train tracks that encircle the pond, seemingly for no reason.

Characters crossing inside the tracks will immediately be transported to a pocket dimension. Read the following:

Stepping across the tracks immediately induces a slight feeling of weightlessness as you step into what appears to be a curtain of night. The darkness envelops only momentarily, as seconds later you're blinded from the sudden rays of sunlight emanating from a strange landscape. Stepping into the light lands you in a fragrant orchard. Exotic flowers you've never seen bloom in intricate patterns to either side of a set of sandstone steps leading up a gently sloping hill topped by what appears to be a small temple. Looking behind you, the curtain of night seems to mock the sunlight, awaiting your return.

The PCs have stumbled into a pocket dimension created by a circle of mystic monks to contain a malevolent Eastern Pan-Long dragon. The creature has remained imprisoned for several years and desperately seeks escape.

Upon reaching the top steps read the following:

Cresting the sandstone steps you take in an exotic scene. A small temple sits amongst several koi ponds containing fountains sculpted in the form of fancy finned fish. A strange sight pulls you away from the tranquil ponds. Sitting in a semi-circle around the squat red-lacquered temple are the skeletal remains of nine monks. Each sits in a cross-legged fashion, skeletal hands resting on their knees. The monks all look up the short set of steps to the statue carved into the form of a jade dragon. The dragon is coiled as if in mid-strike, fangs and ruby eyes set intensely on the monks below. A brass gong lies against the temple wall.

Characters moving to the top of the steps of the temple will immediately see a section of recessed floor housing the body a female of Asian descent, her form lined in lavender lotus flowers. Her beauty steals the breath of anyone that gazes down upon her. The angelic form appears to be sleeping but will awaken at any obvious discussion between the setters.



The female is actually the dragon in one of her many forms. Shenlong will tell the characters that she was taken here for her own safety to protect her from a dragon that pursued her family across the ocean and into the territories. All of her family fell victim to the dragon as it pursued a generations long vendetta, intent upon wiping her father's bloodline from the face of the Earth. Upon his death bed, Shenlong's father begged an order of mystic monks to take her to a place that the dragon's wrath wouldn't reach. She tells the settlers that the monks sat in meditation to shroud the haven while she slept in a trance-like state. Once Shenlong sees the monks' skeletal remains, she'll work up false tears and beg the group to take her with them. With the monks death, the dragon must also have perished or the creature would have found her by now.

Should the characters refuse to help her escape, Shenlong assumes dragon form and attacks. Helping the dragon escape merely requires a human hand holding Shenlong's, pulling her back into the settlers' world. However, the iron rails serve as a secondary means of keeping her trapped, thus she will ask the settlers to move one of the tracks to remove the protective barrier, allowing her to leave.

For characters fighting the dragon temple side, striking the gong nine times will cause the dragon to burst into a blanket of flying lotus petals, swirling back to the recession where she will reform (in 1d7 weeks) into a slumbering female once again. Each strike of the gong causes one of the skeletal monks' remains to turn to dust (granting them nirvana). Fighting the dragon on Earth (back through the black-curtain portal) is a bit easier as the dragon loses her immunity to physical attacks due to the large amounts of iron nearby in the from of rail tracks. Killing her on the Earthly side sends her essence back through the portal to sleep again until another poor soul is tempted to release her.

Shenlong the Lotus Dragon: Init +2; Atk bite +2 melee (1d6) or claw +2 melee (1d8); AC 18; HD 5d8; hp 38; MV 40'; Act 2d20; SP immune to physical attacks while in the pocket dimension, soul possession; SV Fort +1, Ref +3, Will +2; Path POD.

Soul possession: target must make a DC 16 Willpower save or remain under the control of Shenlong until she chooses to leave the body or the character is killed. A new save can be attempted each round.

XP Award: 2

Weirdness Exposure: High! Interested characters may also spend time learning about the monks that lived here and may later join a monastery to become a mystic monk.

Character Role: Advance Scout

The River Crossing

Judges should set this encounter up before placing characters in the meat of the crossing encounter. A powerful river hag lives along the banks of the Worley River. When the Seven Days of Night hit, dark powers found easy purchase in which to sink their claws and began exerting their influence in the weak and corrupt souls inhabiting our world. Minerva Haynes is one such mortal that answered the whispers on the wind. Minerva worships a dark

power and plies her blood-craft along the banks of the river. Judges should have Minerva appear during the night before the actual encounter happens. She visits several settlers in their sleep, asking for her toll to cross the river.

The night before the crossing, read the following:

The excitement of finally reaching the promised land Reverend Halpern vowed to lead you to has many of you finding it hard to grab some shuteye. Visions of the land you'll come to claim and the new life you'll have flood your consciousness. Eventually, you quiet your mind and drift off. Dreams soon follow and visions of grassy meadows and fertile land take a turn darker as you find yourselves pulled from those visions towards something decidedly more sinister. As scenery melts away, you find the sun replaced by a baleful moon, and you're standing on the banks of a slow-moving river. The water is still and dark, and the smell of rot and decay overwhelms your senses. The ground under your feet feels spongy, but you dare to take a closer look at the waters, running your fingers along the edge. Your fingers are wet with blood! As you realize the contents of the river, your spine tingles at the sound of a cackling that pierces the air behind you. Turning on your heels reveals an elderly crone of a woman. Her bones are misshapen and her limbs unusually long. She looks as old as the Earth, eyes dark except for fiery pin-pricks of light that burn through your soul.

"Will you help an old woman?" she croaks.

Characters have two options. They can offer to pay the price, giving Minerva their palms so that she might cut them with her wicked fishing knife, squeezing her toll into a wooden cup. Characters that offer the sacrifice will gain free access to cross the river the following day, awakening with a wound on the palms of their hands. Should characters refuse or attack the hag in the dream, she will burst into a swarm of bog flies that engulfs the character, causing them to awaken in a cold sweat. PCs refusing to pay the toll will be attacked as they try to cross the following day.

The following day

You finally reach the river's edge, and the spot Jed Rawlins scouted out looks to be the safest spot to cross. You and the other settlers start unloading the wagons before noon, piling up furniture, clothing chests, and other personal effects on the near bank. Trees are felled and crude rafts constructed. The settlers are in good spirits, despite anger and disgust at the number of cockroaches that scurry to find new hiding places. The first wagons are driven into the river after the noonday meal. The work involves a lot of shouting and whipping and prodding the oxen as they pull the heavy wagons across the muddy riverbed. The settlers' belongings will be ferried across the river on rafts.

As the first wagons begin the crossing, read the following:

The first six wagons slog their way to the middle of the 120' crossing, when suddenly, thunder rumbles in the sky and storm clouds roll in with an almost supernatural quickness. The water slows to a crawl and churns a dark crimson color. You hear a cry of fear from the wagon tenders as the settlers point at the river. Dozens, maybe hundreds, of human corpses float to the surface, their eyes staring up to the gray sky as mouths issue gurgling moans that send chills up your spine. The dead rise from their watery graves, intent on dragging you beneath the water to share in their fates! Were this not bad enough, the visitor from your nightmare rises from the center of a whirlpool in the center of the river. The giant hag is covered in river muck, and her eyes burn with a hellish light. She peers at the wagon train with an evil gleam in her eye. She cackles, revealing a mouthful of sharp teeth, along with wicked claws that clack excitedly.

Her voice rattles your nerve, sounding as if a group of people are all speaking in unison. "Those that paid the toll may pass, but those that thought better ta' cheat me of my rightful bounty will join my children in their watery graves!"

The wagon drivers are terrified at the sight and are unable to move. Judges should have PCs attempt a DC 12 Grit check before rolling for initiative.

Minerva and her horde of river zombies attack the wagon train and anyone along the banks of the river. The hag will attempt to snatch up settlers and bite off their heads as the zombies clamber aboard the wagons. The zombies spit gobs of black, watery phlegm as they attack. This phlegm is impossible to avoid and instantly turns any dead settlers into zombies who rise and attack the wagon train.

Neither the hag nor the zombies leave the river. If

the settlers retreat from the river, the river magically swells and water spills over its banks, flooding the surrounding hills. Minerva and her zombies wade through the flood, slaughtering settlers in their path. Any PC who attempts to move by foot through the water must make a DC 6 Agility check or slips in the current—swept towards a zombie.

If the PCs reduce Minerva to 0 hp, she retreats beneath the waters, calling her "children" back below the surface. The storm clouds will then part and the floodwaters recede. Although the settlers are deeply shaken, the wagon train may cross the river without further interference.

Minerva Worley (river hag): Init +1; Atk bite +1 melee (1d6) or claw +1 melee (1d4); AC 16; HD 4d8+2; hp 28; MV 20' swim 30'; Act 2d20; SP regeneration, watery grave; SV Fort +2, Ref +1, Will +2; Path POD +2.

Regeneration: heals 1d3 hp at the end of each round unless she was dealt fire damage.

Watery grave: once per round Minerva can force one character to make a DC 12 Wilpower save to avoid drowning themselves. On a failed save, the victim willingly goes below the water's surface and fills their lungs with water, suffering 1d6 Stamina damage each round. Affected characters may attempt a new save at the start of each of their rounds or suffer an additional 1d6 Stamina damage until Stamina reaches 0, signifying the victim has drowned.

River Zombie (20): Init attacks last; Atk bite +0 melee (1d3); AC 8; HD 1d6; hp 6, 3, 2, 1, 2, 4, 5, 6, 1, 4, 3, 5, 6, 1, 3, 1, 2, 2, 3, 6; MV 20'; Act 1d20; SV Fort +2, Ref -2, Will +0; Path POD.

XP Award: 2 if the sacrifice is made (4 if the characters fight Worley and her zombies)

Weird Exposure: Occultist

Character Role: Advance Scout

RETURN OF OLE' SNAKE MOUTH

A day after fording the River of Unwanted Souls, you top a rise to see the lush green swath of Whitaker's Valley before you. As the wagon train spreads out across the summit, the surviving settlers let out a happy cheer, hug each other, and weep for joy. This is the moment you've all been waiting on, but your joy is cut short as the familiar shudders of the earth cause the hairs to rise on the back of your neck. Old Snake Mouth bursts from the earth with a bloodcurdling roar, intent on feasting on the masses!

As you prepare to join the other settlers in this final stand, a strange sight briefly catches your attention. The Reverend is walking a straight line from the creature, almost in anticipation of the creature's attack. He holds something high into the air while shouting in a language you've never heard. The object he's raising to the sky clearly holds sway over the mammoth beast and for a second, you'd swear the two were communicating. Suddenly the ground erupts...differently. Undulating waves of a warm amber energy rise from the earth, flowing through you as if some unseen force had summoned it.

The Reverend turns to face you as the warming energies course through your body. His face is twisted in a way that almost makes you think his skin is about to peel away. His rictus-grin only adds to his cries of joy as the object he holds begins pulling at the amber energies like a magnet. The object appears to be a large chunk of amber, encasing something insectile that twitches excitedly as the Earth-born energies flow through it.

The Reverend points to you and the settlers, appearing to direct the abomination swaying above him.

"One hundred souls and more, Tuupe Kwasinabo! Swallow them all so we can free our queen, that her kiss of pestilence might bring the truth to the unbelievers! Rejoice settlers, for you have made this perilous journey to offer yourselves as sacrifice!"

What's Going On

Characters will notice that most of the settlers seem to have succumbed to a zombie-like state; rather than running or grabbing for their weapons, they've succumbed to the vile words of the Reverend—willing to be swallowed by the worm which moves to devour the helpless. Unbeknownst to the settlers or characters, Claude has been tainting their souls by mixing ground roaches into their meals during the journey. Judges should have all characters attempt a DC 8 Willpower save to avoid joining the hapless settlers. Failure results in the character simply becoming immobile and docile. Characters who fail may re-attempt the save each round after passing a Luck check to avoid being swallowed whole by Ole' Snake Mouth.


Torres '19

The reverend is using the relic to syphon ley-line energy to add fuel to the ritual sacrifice. The ritual is a success if it is allowed to go on for 10 rounds, the time needed for 100 souls to be harvested by the great worm. There are a few ways to stop the ritual and effectively save the day.

Saving the Day

Kill the Reverend: Killing Reverend Halpern will end the ritual. The worm will thrash around in defiance for 1 round before swallowing both Halpern and the relic and burrowing back into the earth. Attacking the Reverend causes him and Jed and Claude to shed their skin revealing their roach-like forms.

Kill Ole' Snake Mouth: Killing the mammoth creature is a near impossible task; however, should characters have access to dynamite or the Thundermaker cannon, they have a chance. Allow characters to get creative with the dynamite, perhaps throwing it into the creature's maw and then shooting the bundle to cause an epic "Jaws"-like ending. Several hits from the Thundermaker cannon will also likely slay the worm, or drive it off. Killing the worm means still having to deal with the Reverend and those aligned with him that are still alive (Jed, Claude, and any followers gained from the Promised Land Camp Encounter).

Reverend Andrew Halpern

Reverend Halpern was born and raised in Northern Virginia and felt the Lord's call early in life. During the war, he converted his church into a hospital, earning the respect of Union and Confederate soldiers alike.

Reverend Halpern *was* a genuinely good person. A few months ago he received a vision of a bright, green valley that had been "touched by God's hand" and immediately came West to find it. Over the course of his journey, his visions became more fevered as the bright, green valley became a nightmare hellscape. An illness consumed his body as the crawling cockroach minions of The One Who Crawls infected his food and bedding. By the time the reverend arrives at Fort Fallow, the metamorphosis has run its course and the husk that was once a God-fearing man is now inhabited by a minion of an Elder God. The unknowing settlers look to Reverend Halpern for spiritual guidance. Rawlings pretends to share leadership with Reverend Halpern but is in truth a lesser servant to the thing that plays at being Halpern. Claude, the camp cook, is also a lesser servant. Though the three work towards the same goal, the avatar using Halpern's body won't think twice over using Claude or Rawlings as a scapegoat should suspicions arise.

Reverend Andrew Halpern (High Priest of The One Who Crawls): Init +2; Atk talon rend +2 melee (1d8), bite +2 melee (1d6), or by weapon; AC 16; HD 3d8; hp 16; MV 30' (and can cling to any surface); Act 2d20; SP crawling vomit, chitin armor, Elder blessings; SV Fort +5, Ref +2, Will +3; Path POD +3.

To use any Elder God gifted abilities, the Reverend must shed his human skin, revealing a cockroach/human hybrid. The Reverend must consume a human being (leaving heaping piles of roach-scat) to regrow its human guise.

Crawling vomit: attack range 10', 1d3 damage each round until the target can take an action to remove the mixture of digestive juices and living cockroaches that covers them by either rolling on the ground and crushing the insects or by submerging their entire body in water.

Chitin armor: repels all bullets unless they score a critical hit, in which case damage is applied normally. Bludgeoning and piercing melee attacks do normal damage and slashing damage is halved (round up).

Elder blessings: account for the spell-like powers the Reverend uses to perform minor "miracles" about the camp, such as healing wounds. However, all the benefits from this power are cosmetic and the person receiving any help will expire within a month, or immediately should Halpern become deceased, their body being consumed from the inside by larval cockroaches that burst forth after their month-long incubation.

Bullet shield talisman: This is an artifact dedicated to The One Who Crawls which is used by her worshippers. This copper and lapis lazuli talisman is Halpern's link to the Elder God and provides a unique defensive bonus when worn around the neck: Anyone swayed by Halpern to worship the Elder Goddess as a minion attracts all bullets and missiles fired at Halpern if they are within 10' of him. Projectiles veer off target and noticeably change direction, striking the nearest cultist instead

of Halpern. Reverend Hapern is assumed to have 1d5+5 followers (secret converts) should he fall under attack at anytime.

Jed Rawlings

Jed Rawlings is the wagon master for the Rawlings Expedition. He's a tough, grizzled man with a gimpy left arm that he wears in a tight sling. He fought for the Union Army during the war and claims a Confederate shell in Atlanta cost him the use of his arm. In reality, Rawlings is a cultist disciple of H'ahf' Ahfhtagnor. His misguided allegiance to this dark power has transformed his arm into an insectile forearm and claw. If his deformity is ever exposed, Rawlings claims his arm became infected after a fight with a bug-like monster.

Jed Rawlings: Init +1; Atk claw +1 melee (1d6), bite +2 melee (1d4), pistol +1 ranged (1d8); AC 12; HD 3d8; hp 16; MV 30'; Act 1d20; SP crawling vomit, lesser chitin armor, poison; SV Fort +2, Ref +1, Will +1; Path POD +2; Pistol: Starr Action Pistol - shots 6, damage 1d12, range 10/25/75, reload 2 rds; silver whiskey flask, tobacco pouch and rolling papers, average horse, saddle, saddle bags, mess kit, canteen, flint and tinder, harmonica, $30 cash.

MODEL	TYPE	AMMO
Star Action Army	Double Action	44
DAMAGE	**LOAD**	**ROF**
1d12	6 shots	3
RANGE S/M/L	**RELOAD**	**CONCEALMENT**
10/25/75	2 rounds	+2

To use any Elder God gifted abilities, Jed must shed his human skin, revealing a cockroach/human hybrid. Rawlings must consume a human being (leaving heaping piles of roach-scat) to regrow its human guise.

Crawling vomit: attack range 10', 1d3 damage each round until the target can take an action to remove the mixture of digestive juices and living cockroaches that covers them by either rolling on the ground and crushing the insects or by submerging their entire body in water.

Chitin armor: the natural carapace of the creature gives a natural +4 bonus to AC and damage from slashing weapons is reduced by 1/2. Striking Jed's chitin armor causes damage to his human flesh,



showing the insect carapace beneath. Eating raw flesh repairs the cosmetic damage after a suitable digestion period.

Poison: Jed's poisonous saliva causes stomach cramping and weakness in those ingesting it or who are bitten by him (DC 10 Fort save on hit or at -1d to all actions for 24 hours. This is cumulative with multiple bites, minimum 1d3).

Claude Boulet

Claude Boulet is an aging French chef from New Orleans who came out West after poisoning a younger culinary rival. He brews coffee and makes breakfast and dinner for the settlers. He does a passable job, mostly, but likes to experiment with different ingredients and sometimes the effects are disastrous. The PCs occasionally hear him swearing furiously in French. Claude is a cultist and follower of The One Who Crawls and has been transformed into a minor cockroach/human hybrid.

Claude Boulet: Init -1; Atk butcher knife +1 melee (1d6), bite +2 melee (1d5); AC 12; HD 2d8; hp 10; MV 20'; Act 1d20; SP crawling vomit, lesser chitin armor, poison; SV Fort +0, Ref +1, Will +1; Path POD +3; chef's knives (6), box of spices, old apron, hand rolled cigarettes, rolling pin (1d3), $3 cash.

To use any Elder God gifted abilities, Claude must shed his human skin, revealing a cockroach/human hybrid. Claude must consume a human being (leaving heaping piles of roach-scat) to regrow its human guise.

Crawling vomit: attack range 10', 1d3 damage each round until the target can take an action to remove the mixture of digestive juices and living cockroaches that covers them by either rolling on the ground and crushing the insects or by submerging their entire body in water.

Chitin armor: the natural carapace of the creature gives a natural +4 bonus to AC and damage from slashing weapons is reduced by 1/2. Striking Claude's chitin armor causes damage to his human flesh, showing the insect carapace beneath. Eating raw flesh repairs the cosmetic damage after a suitable digestion period.

Poison: Claude's poisonous saliva causes stomach cramping and weakness in those ingesting it or who are bitten by him (DC 10 Fort save on hit or at -1d to all actions for 24 hours. This is cumulative with multiple bites, minimum 1d3).

Wagon Train Cultist: Init -1; Atk farm tool +1 melee (1d6) or rifle +1 ranged (1d14); AC 10; HD 1d4; hp 3; MV 30'; Act 1d20; SV Fort +2, Ref +1, Will +1; Path POD; one in every fifth settler owns a Sharps 1868 rifle, handkerchief, water skin, farm tool (shovel, spade, pitchfork), $1 cash.

Tuupe Kwasinabo "Ole' Snake Mouth": Init +2; Atk smash +1 melee (1d20), roach vomit +2 ranged (SP, 50'); AC 16; HD 10d30; hp 171; MV 100', burrow 50'; Act 2d20; SP fear, engulf, roach vomit; SV Fort +5, Ref -1, Will +0; Path POD +1d.

Fear: Tuupe Kwasinabo is so alien and horrific that the sight of it always forces a DC 15 Grit check. The PCs receive a cumulative +1 bonus to this check with every additional Tuupe Kwasinabo encounter.

Engulf: Each round of combat have the character with the lowest Luck make a Luck check or be instantly scooped up in its tentacles, crushed to a pulp, and swallowed (along with a wagon, oxen, and 1d8 screaming settlers).

Roach vomit: The cockroaches spewed forth from the monster's gullet have a poisonous bite, inflicting 1 point of damage on those bitten by them (Luck check to avoid the spray for those within 50' of the vomit). Bitten characters will be at -1d to all actions for the next 1d4 days.

THE LEY LINE PULSES

Read the following once the battle is over.

It's over almost as quickly as it started and an uneasy quiet brings a strange calm amongst you and your allies. You gaze at these men and women that helped you all along the way on this perilous journey, getting the settlers safely to the lush valley that now lies blanketed in the carnage brought about by the Elder God and her twisted cabal. You begin to speak, but your voice is silenced by thrumming pulses emanating from the Earth. The ley-line energy washes over you in soft pulses, each slowly healing your wounds while simultaneously filling your mind with visions of what must be the future of your world. Creatures that go far beyond the scope of evil stir from a slumber imposed upon them by mankind. Their dark agents,like those you've just faced and defeated would like nothing more than to free them, bringing an end to civilization and casting a never-ending darkness on the world.

Along with these apocalyptic visions you catch glimpses of hope! There are those who dare to take a stand against the night! Heroes that have been baptized in the same supernatural energies you now feel washing over you. Perhaps you'll settle down in Whittaker's Valley and work on that farm you've always envisioned, or maybe you'll just keep riding West, seeking out, and joining these heroes in their fight against the forces of darkness.

This is where the adventure ends and your players will select one of the available classes for the Weird Frontiers RPG. In game terms, it may happen immediately, but it could also take several months before a character meets Mistress Fate and is shown the way to the path (class) they will choose. Allow players room to come up with creative backstories concerning how their characters come to be.



LOST SOULS CANYON

A 1ST LEVEL WEIRD FRONTIERS ADVENTURE FOR 6-8 PCS
BY STEVE BEAN

NOTE

The Native American NPCs in this adventure are alternative history representations of the Arapaho, who were among several groups who historically inhabited the geographic region in which the adventure takes place. With this in mind, the adventure tries to approximate the Arapaho language. The author acknowledges, however, that he is not educated in the Arapaho language; he has exclusively used the Dictionary of the Arapaho Language by Salzmann, Anderson, Moss, Moss-Glenmore, C'Hair and C'Hair (viewable at https://www.aaanativearts.com/wp-content/uploads/2012/07/Arapaho-Dictionary.pdf) as his tool for translation. Furthermore, because Arapaho uses letters, letter combinations and grammatical rules not found in English, he has written his translations phonetically, using English letters, letter combinations and diacritics, doing his best to represent how he understands the Arapaho words sound.

ADVENTURE OVERVIEW

At a major military outpost in New Mexico, the characters land a job as—or are appointed—scouts for a cattle drive to the Arkansas River. At the midpoint of the journey, they meet a group of Native Americans (refugees) made up of elders and children. The group is terrified. For the past three mornings, they've awakened to find that one or two warriors from the group protecting them have gone missing—now they're down to only a few warriors as an escort. One elder insists the warriors were taken by evil spirits she calls the "Awwth-aww-neh-huh-yun." She asks the PCs to track the spirits, defeat them, and rescue her missing people. She offers the PCs a fetish, claiming that they will need it to enter the realm of the awwth- aww-neh-huh-yun. The awwth-aww-neh-huh-yun also pose a significant threat to the cattle drive just a half-day behind, so the PCs search out and find the strange, alien tracks of the awwth-aww-neh-huh-yun. The trail leads deep into the Lost Souls Canyonlands. There a stone arch gates them into the twilight dimension called the Near and to Huh-Yun, the Near's analogue of the Lost Souls Canyonlands. The PCs are ambushed by giant spiders—the awwth-aww-neh-huh-yun. The spiders try to ensnare them in strands of webbing they cast down from high up on the canyon walls. Delving deeper into the canyonlands, the PCs find the ruins of a small, ancient cliff dwelling. Making their way up through the dwelling, they encounter venom-formed mummies and more of the giant spiders. They will have to hurry to prevent any compatriots who have been captured by the spiders from being devoured. This requires them to climb high up into the crevice that cradles the cliff dwelling and outfight or outwit a spider the size of a plow horse—an attendant to the goddess "Grandmother-Weaver" that has been corrupted by the malevolent aspect of the trickster god "Aunt-Uncle Mystery."

Getting the PCs Involved

It's June 1866, and the PCs are in Fort Union, New Mexico, 60 miles northeast of Santa Fe as the crow flies—just west of the Texas border and just south of the Colorado border. Fort Union is a beehive of activity. It's a key military outpost on the Santa Fe Trail (the pre-railroad freight "superhighway" of its day) and serves as a supply depot for all the other forts in the region. Hundreds of civilian workers are improving garrison facilities as well as constructing a dedicated arsenal and a large quartermaster's depot. All of this is to support the campaign against scattered pockets of aberrant forces—cabalists, ghouls, ghasts, and nightgaunts—that are still operating in the region after the Seven Days of Night.

ENCOUNTER OUTLINE		
ENCOUNTER	TITLE	TYPE
1	First Threat on the Trail	M (Tumblefeeds)
2	Native Refugees and the Traces Left Behind by Raiders	M (La Cegua)
3	The Great Stone Arch and Stealthy Snares from "On High"	P, M (Hybrid Huh-Yun Spiders)
4	Salvage from a Survey Crew (& More Snares from "On High")	P, M (Hybrid Huh-Yun Spiders)
5	A Foreboding, Otherworldly Cliff Dwelling	N/A
5A	Storehouse	M (Mummified Arachno-Animates, Spiderling Swarm)
5B	Secret Kiva—Aunt-Uncle Mystery's Medicine Lodge	P (Alchemical Raw Materials)
5C	Ramp	T, M (Slippery Surface and Spiderling Swarm)
5D	Cocina	M (Mummified Arachno-Animates)
5E	Sleeping Space	T, M (Mummified Arachno-Animates, Hybrid Huh-Yun Spiders, Unstable Ladder)
5F	Living space	M (Hybrid Huh-Yun Spiders) T (Unstable Ladder)
5G	Crevice Climb	T (Glass Web) M (Glass Web Spider)
5H	Cleft of the Corrupted Weaver	M Corrupted "Gray Weaver") P/T (Funnel Web and Hatching Egg Sac)

Amidst all this, Texas cattleman and future cowboy legend Oliver Loving arrives at the fort with a sizable herd. Loving and his partner Charles Goodnight have been blazing the soon-to-be famous Goodnight- Loving Cattle Trail with this inaugural drive. The pair have sold 1200 of their original 2000 head here at the fort, where the meat is enthusiastically welcomed by the thousands of Alliance soldiers and tribal warriors garrisoning there, as well as by the civilian crafters and laborers expanding the facility. Loving has sent Goodnight and a half-dozen cowpokes handy with their shootin' irons back to Texas to buy more stock. Loving is continuing north to the railhead in Denver, Colorado, to sell the remaining 800 head of cattle. The southern Cimarron Route of the Santa Fe Trail is basically impassable because of the constant action against settlers and commerce by aberrant marauders. Loving's original plan was to follow the Santa Fe Trail's Mountain Route, but an inflated 20-cents-a-head toll at Raton Pass has him considering his other option: the Fort Union to Granada Military Road that runs south of the Purgatoire River—parallel to, but in between the two Santa Fe Trail routes. Problem is, Loving doesn't know the road, and while it would definitely be safer than the Cimarron Route, it's still likely there'll be plenty of trouble.

To safely transit the route, Loving needs scouts to operate just ahead of the drive, but the departure of Goodnight and his escort has left Loving short-handed—he barely has enough cowpokes to handle wrangling the herd. That's where the PCs come in. Loving offers them $325 to work for him as armed scouts. It's more than the $160 toll at Raton, but by helping Loving learn the route, he figures they're saving him at least another $300 on the next drive. The fort commander sweetens the pot with an additional $125 due to the PCs saving the military the cost and manpower of running one of their scheduled patrols up the road. This makes the total payout $400 with the terms being a third up front and the remaining balance when the herd reaches Fort Lyon. PCs with government or military connections will want to help out from a sense of duty or obligation; those without such connections should recognize that it's always good to have the authorities owe you a favor. If the PCs need their arms twisted, the fort commander can draft them into temporary service using emergency powers granted him by the current crisis. If the PCs take the job but are poorly equipped, the fort commander



will authorize the issuance of quality mounts and tack to any PCs lacking them and authorize the PCs to requisition up to $100 worth of weapons, equipment, and supplies from the quartermaster's office with the mounts, tack, weapons, and any other durable goods to be turned in to the garrison at Fort Lyon at the end of the journey.

ADVENTURE START: SETTING OUT ON THE FORT UNION TO GRANADA ROAD

The PCs meet Loving at the staging area for the next leg of the drive—the far side of the Canadian River at Rock Crossing, a day's fast ride from Fort Union. Loving instructs them to scout a half-day's ride ahead of the herd and to report, and whenever possible, interdict the threats they identify. With no delays it will take the herd 11 days to cross the ~170-mile leg from Rock Crossing to Fort Lyon. Loving will assign one of his cowpokes to the scouting party to ride back and forth between the scouts and herd on a regular basis and deliver reports.

Cowpoke (1): Init +1; Atk Rifle +2 ranged (1d14), Pistol +1 ranged (1d8), or D-Guard Bowie knife +0 melee (1d5) ; AC 11; HD 2d8+2; MV 30'; Act 1d20; SP expert horse rider; SV Fort +1, Ref +1, Will -1; WtL.

Description: *Leaving Fort Union while Loving and his wranglers gather the herd, you immediately pick up the road heading northeast across the dry region's grasslands. The first two day's to Rock Crossing and its ford across the Canadian River is fairly well populated with ranches and close enough to the fort that you don't expect to encounter trouble on this first leg—and you don't.*

1. The First Threat on the Trail

The first and second days of travel after Rock crossing are through flat, open, dry prairie. On the second day, a "pack" of tumblefeed (carnivorous plants) crosses paths with the scouting party. A tumblefeed looks like its harmless counterpart (a tumbleWEED), measuring between two-to-three feet in diameter. A tumblefeed is mostly dead, except for its spore-seeds that get distributed as it tumbles. A tumblefeed normally moves with whatever breeze



happens to be carrying it, but it has some ability to direct itself towards prey within 100'. It uses its near indistinguishability from a normal tumbleweed to strike with surprise, achieving this 80% of the time.

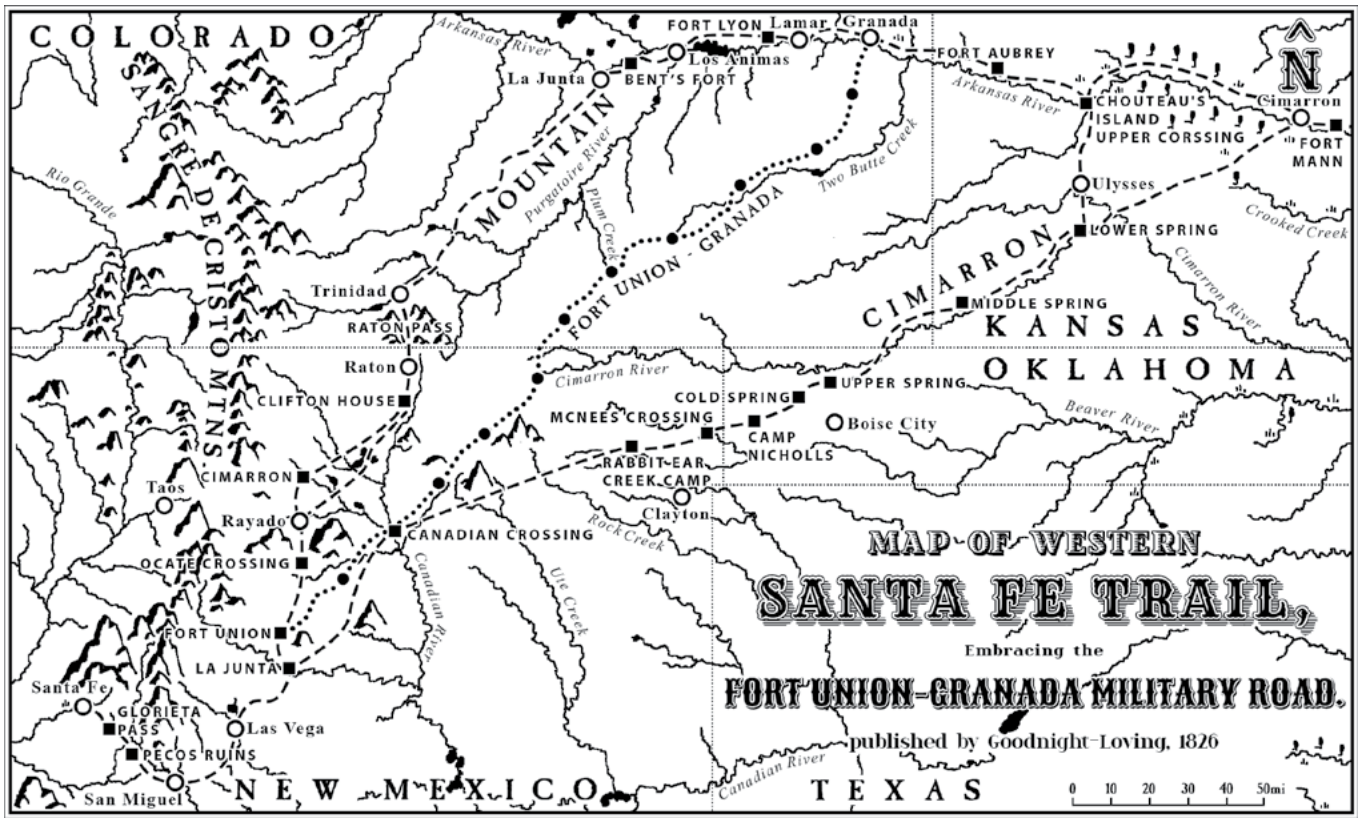
Tumblefeed (5): Init -3; Atk branches +5 melee (1d3 plus blood drain); AC 12; HD 3d8+3; MV 20'; Act 1d20; SP shared plant abilities, blood drain, seeds; SV Fort +3, Ref +1, Will +0; WtL.

Blood drain: Should the weed strike a target, branches immediately burrow into the skin draining the victim of 1d3 hp each round for 1d3+1 rounds.

Seeds: Tumblefeeds embed 1d4 seeds into any wounds it inflicts. Seeds turn into swelling pustules in 1d4 days, causing 1 temporary point of damage to both Agility and Stamina each day until the total temporary Stamina damage caused by a seed reaches 4, at which point the seed bursts out of the wound as a three-inch-diameter newborn tumblefeed with 1 hp. Each seed can be removed with 3 HD of magical healing or by any spell or effect that can remove diseases or parasites. Prickly Simon can also remove tumblefeed seeds, with the normal penalties applying.

Shared plant traits: Plants are generally immune to critical hits and are generally aware of living beings within 100', although few react until a creature wanders into their range. They are immune to mind-affecting effects and any spells that target animals, including paralysis. They have no true sense of sight or hearing and are not affected by spells that utilize these. They are also immune to piercing damage and take half damage from firearms and bludgeoning attacks.

On the PCs' third day of travel the prairie turns into broken, grassy knolls that straddle the New Mexico-Colorado border and require two days' travel to cross.



2. Native Refugees and the Traces Left Behind by Raiders

Description: *Around midday on the fourth day of scouting you're descending the last, gentle slope that marks your departure from hill country and entry to the high plains. You spot a group of a couple-dozen, human-seeming figures a mile or so to the north, approaching on the road from the opposite direction. They are on foot, without so much as a pack animal. The vantage point provided by your elevation reinforces your impression that the group is composed of tribal natives.*

PCs with expert knowledge of the region's Native Americans can identify the group as mixed: predominantly Arapaho with a few Kiowa and Cheyenne. The group is almost entirely made up of elders and children—there appear to be only two warriors escorting the group—a meagre guard in a dangerous region. If the PCs approach the group peacefully, they immediately see that the group's constituents are exhausted and terrified—but not terrified of the PCs.

You're greeted by an elder and one of the warriors. The elder speaks passable English and introduces herself as Jeebahht-ih; she identifies the warrior as Hees-eese Hahhg-eh-jee. She shares the group's story: They have been traveling for six days, headed for Fort Union to seek refuge from the marauding bands of aberrants that pose a dire threat to their village. Their original escort numbered nine warriors, but each morning, for the past four mornings, they've awakened to find one or two of the warriors missing, along with some of their pack horses and possessions. After the third night's attack, the group left behind everything but their rations to travel as quickly as possible. Last night they slept minimally and kept close watch, but those on guard were, again, missing in the morning. Jeebahht-ih believes her people, her warrior-grandson among them, were taken by evil spirit-creatures she calls the "Awwth-aww-neh-huh-yun."

Jeebahht-ih claims to have sensed the presence of the awwth-aww-neh-huh-yun and asserts that she read their presence most strongly at "Baahs-ih-bih-nah jeethuh-eehih neejee," the "River of Plums." Jeebahht-ih will ask the PCs to track the spirits, defeat them, and rescue her missing people if any are still alive. She offers the PCs a "kahnay-hee hah-oo-hoot" fetish (a "dream catcher"), explaining that any of them unable to cross over to the spirit world on their own will be able to follow the awwth-aww-neh- huh-yun to their realm in the spirit world with

it. She describes in detail the spot where the road crosses the River of Plums. She has no description for the true form of the creature as it disguises itself as a crying woman.

If the plight of the natives is insufficient to motivate the PCs to pursue the awwth-aww-neh-huh-yun, their contractual responsibility to interdict on threats of the sort that the awwth-aww-neh-huh-yun pose to the cattle drive should do the trick. The PCs should instruct the cowpoke accompanying them to ride back and report to Loving on the situation and come back with a few armed hands to help Jeebahht-ih's group get to safety.

The River of Plums is a full day's hard ride up the road. Since it will already be early afternoon by the time the PCs set out, they will have to stop and camp for the night on the way. Just after full dark, they will be approached by a cegua posing as an Arapaho refugee straggling behind Jeebahht-ih's group. A cegua is a type of spirit that haunts trails and roads at night, appearing as a woman in distress—crying, whispering, and asking for help or transport. Dressed in a flowing dress with long hair that partly covers her face, a cegua appears to be a beautiful woman of some refinement. Only when passerbys approach to give aid does her true nature reveal itself. She will laugh maniacally, relishing the terror of her intended victims as she reveals a horse-skull face hidden beneath their veil of hair (requiring a DC 12 Grit check from those who witness the reveal).

La Cegua: Init +2; Atk bite +2 melee (1d6), claw +3 melee (1d4); AC 16; HD 4d6+2; MV Fly 30'; Act 2d20; SP fly, half damage from non-magical weapons, maniacal laugh; SV Fort +2, Ref +3, Will +2; PoD+1.

Maniacal laugh: A cegua's laugh forces all those within 30' to make a DC 18 Willpower save or be stunned by terror, granting the cengua surprise that round.

La Cegua will strike at the nearest male target with her claws and attempt to pull the target into her huge skeletal horse maw. She then targets the face of her victim with a bite attack. If her victim flees, she will pursue, using her ability to fly to her advantage. When a cegua is slain, her body and dress are enveloped in an explosive whirl of wind and scatters to bits, and her screams fade into nothingness. Only the horse skull remains, falling to the ground. A cegua's skull is a highly valuable trophy or ingredient to many necromantic cults.

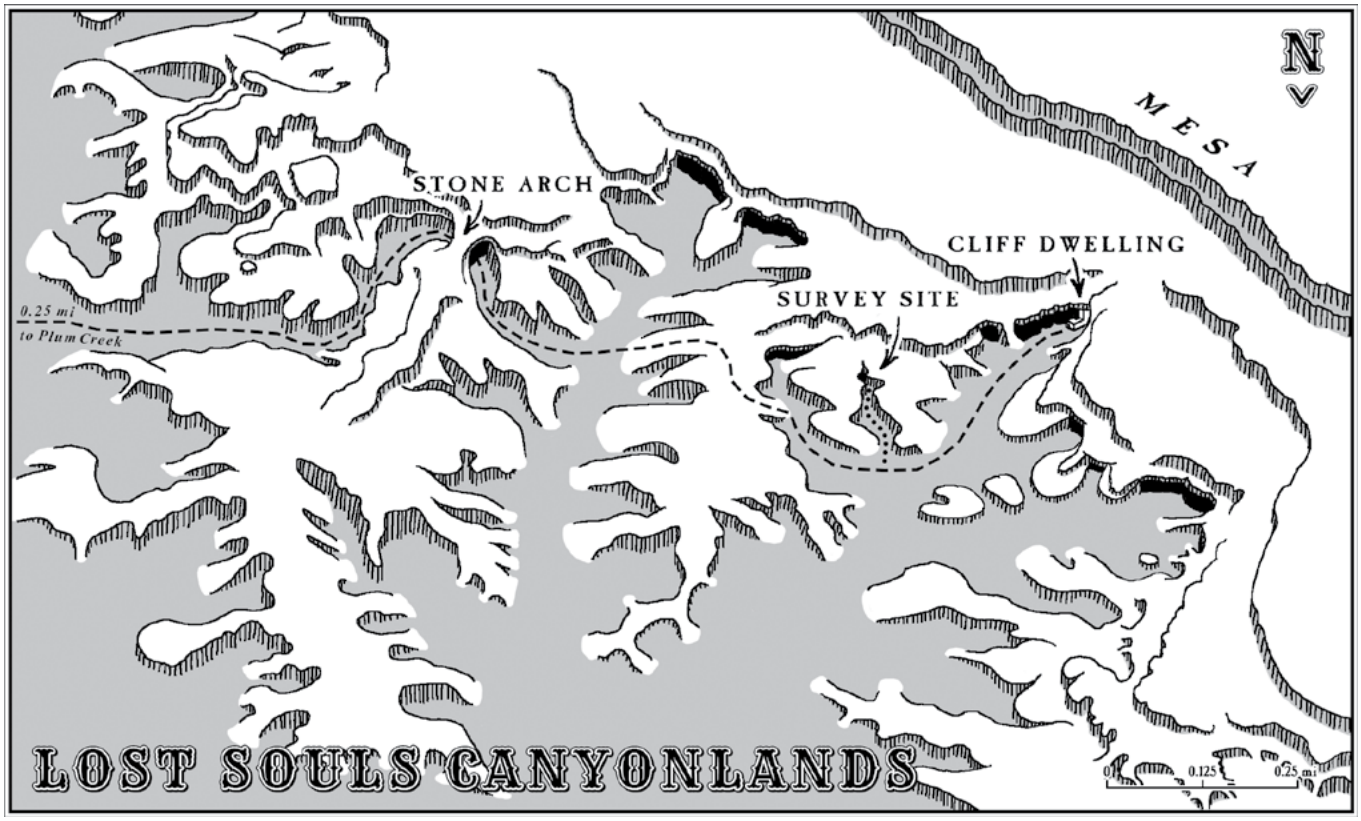
The spot where the road crosses the River of Plums is just as Jeebahht-ih described, and finding a trail of strange tracks leading away from the camp, headed west, is also easy. The tracks are suggestive of creatures walking on thin pointed stilts a quarter of an inch in diameter, and these depressions are sunk an inch or so into the ground. A skilled tracker who succeeds at a DC 13 skill check will recognize the similarity of these tracks to those of an insect, but to make them, the insect would have to be the size of a dog. With a successful DC 15 skill check a tracker can ascertain that at least some of the creatures, likely light-of-foot under normal circumstances, departed the site weighed down with heavy loads.

3. The Great Stone Arch and Stealthy Snares from "On High"

Description: *The strange tracks are easy to follow for the first 16 miles of the ride. It's early summer and the water has just begun receding, leaving the streambank soils damp, soft, and receptive to the imprints of your quarry. From the start, you see that the River of Plums, flowing north-northwest, quickly leaves the flat, high grasslands to dive into stunning-but-rugged painted canyonlands. The canyons are formed from a base of red rock banded with white limestone and thinner strips of mustard-colored ochre. Within the first four miles of the ride, the small river has descended into a canyon, and as you continue on, walls, pillars, and mesas rise up around you until both the stream, and your party, seem cradled in rock and stone.*

At the 16-mile mark, the small river makes a sharp, righthand, 90-degree bend to the east, then another right-angled bend—jogging its way around a spur of 300'-tall canyon wall to continue its northward flow. The creek hugs the rounded spur for an eighth of a mile, after which the mouth of a sizable side canyon opens up on the left-hand (western) side of the creek. The tracks diverge from the creek you've been following in the direction of the mouth of the new canyon.

The side canyon is an entrance into the Lost Souls Canyonlands. Here, with a successful DC 12 Intelligence check or a tracking-related skill, the PCs can detect a trail of boot prints and heavily laden pack-mule prints a few weeks old. This trail comes in from the north and then heads up the side



canyon towards the Lost Souls Canyonlands. The trail was left by a survey expedition that met its end at the "hands" of the awwth-aww-neh-huh-yun (see encounter 4, below).

Description: *After traveling three-eighths of a mile, the broad, grassy mouth of this canyon becomes narrower, with steeply sloped ridges on the left (south) side and a sheer canyon wall on the right (north) side. To your left, a large, flat-topped mesa looms over the canyonlands. After another eighth of a mile, the canyon makes a sharp, 90-degree left turn, runs south for an eighth of a mile, then makes a second sharp, 90-degree turn, this time to the right (west). As you approach this second turn, you can see that the canyon trail runs directly under and through a large ridge running down from the mesa's false summit. The canyon's passage through the ridge is made possible by a natural stone archway or bridge—the lowest strata of ridge rock has been hollowed out by erosion, creating a 180' wide x 140' high tunnel, cutting through 260' of ridgeline.*

The stone arch is more than a breath-taking geological formation. It sits at a convergence of ley lines that allow it to act as a magical gateway to a mystical mesa Arapaho shamans call "Huh-yun jaah-ahd-ah-yaah"—the site of the lair of the awwth-aww-neh-huh-yun, a hybrid species resulting from cross-breeding between the giant spiders of Huh-yun jaah-ahd-ah-yaah and the largest huntsman spiders of the American Southwest.

Huh-yun jaah-ahd-ah-yaah exist in the ephemeral spirit dimension called the Near, where they constantly shift locations; they have also been known to phase into existence in our world, in seemingly random mountainous locations and never stay phased-in for very long. Anyone passing through the archway without activating a spell, ability, or device that opens a way into the Near will be physically unable to find the awwth-aww-neh-huh-yun lair—it simply does not exist in our world.

Because the awwth-aww-neh-huh-yun cross over through the archway, the trail the PCs have been following leads under the arch and then vanishes. A successful DC 11 Intelligence check (or some other deduction-related skill) will confirm that the trail vanishes at the precise mid-point of the traverse under the archway.

Unfortunately for the PCs, the awwth-aww-neh-huh-yun maintain a watch on the terrestrial side of the archway-portal.

Awwth-aww-neh-huh-yun "Hybrid Huh-Yun Spiders" (1 per PC): Init +2; Atk bite +2 melee (1d3+venom); AC 14; HD 4d4; MV 30' or climb 30'; Act 1d20; SP traverse impossible surfaces, stealthy, web snares, tactical use of cover, venom; SV Fort +0, Ref +2, Will +1; PoD+1

The awwth-aww-neh-huh-yun are Leng spiders who've bred with the terrestrial Southwest's largest breeds of huntsman spiders. The result of this cross-breeding is a maroon- or auburn-hued, long-legged spider with a bulbous abdomen slightly smaller than an English bulldog.

Traverse impossible surfaces: These giant spiders, like many of their terrestrial kin, have the ability to move up and down sheer, vertical surfaces as well as across the underside of sheer, horizontal surfaces like eaves and overhangs.

Stealth: The awwth-aww-neh-huh-yun combine quiet movement, the ability to move across almost any surface, and camouflaging coloration to achieve an almost preternatural level of stealth in their natural habitat. In combat, their stealthiness typically grants them the advantage of surprise. Furthermore, a PC trying to pinpoint the location of one of these spiders at a distance of 30' or more must succeed at a DC 12 Intelligence check. If the spider is 120' away or more, the check is made at -1d. Even if the check is successful, any action by the PC that targets the spider is performed with a -2 penalty. This penalty drops to -1 if the modified roll on the Intelligence Check to locate the target spider was 13 and drops to 0 if the modified roll was 14+.

Web snares: These spiders create strong web strands with super-sticky, bulbous ends. These spiders' preferred tactic is to find a concealed vantage point above their targets then ambush their prey by dropping web strands on them like gooey lassos. Awwth-aww-neh-huh-yun receive a +2 bonus to these attacks, plus any applicable bonuses if they surprise their target. If a web end contacts a target, it sticks fast to that creature. Pulling free from the sticky end of a web strand requires a successful DC 14 Strength Check. Furthermore, the fibrous, elastic, sticky strands are AC 15 and can withstand 16 points of damage before severing. Creatures snared from above are typically hauled up to elevated positions that are tactically advantageous to the spiders—especially spots where a group of spiders can swarm the target, inflicting multiple, venomous bites from every direction. The snare stretches up to 150' long and can be hauled up by the spider at a rate of 30' per round.

Tactical use of cover: To add further to the challenge of fighting these creatures, they are highly intelligent and understand the threat posed to them by ranged weapons. To protect themselves from this danger, when positioning themselves for an ambush, they will make the best use possible of cover to make them more difficult to hit.

Venom: The venom of the awwth-aww-neh-huh-yun is a paralytic neuro-toxin. Any creature bitten must succeed at a DC 13 Fortitude save or become paralyzed on the second round following the bite. Paralysis lasts 12d10 minutes.

The awwth-aww-neh-huh-yun have set a watchpost "garrison" at the arch and will try to snare individual PCs, pull them up into isolated crevices in the ceiling of the stone arch, paralyze them with venom, and haul them off through the inter-dimensional boundary to their lair in the Near.

The PCs may have the opportunity to observe awwth-aww-neh-huh-yun visually dematerialize as they cross the dimensional boundary. PCs who are sensitive to the Near such as calaveras and sin-eaters may detect the thinning of the boundary between dimensions created by the convergence of the ley lines and can use their *side-step* (or other comparable) ability to cross the boundary. The awwth-aww-neh-huh-yun themselves do not have an innate ability to cross over to the Near, but their mother-mistress Nih-wah Daahnih-naaw-aawt (Nih-wah for short), a corrupted, former "Gray Weaver" (the spider-attendants to the Native American goddess Grandmother-Weaver), projects a magical field that allows her spider minions to cross back and forth to the Near through the archway. This field is detectable as magic and the PCs might be able to use spells or bedlamite devices that manipulate energy fields that will enable them to use Nih-wah's field to cross the dimensions in a manner similar to the awwth-aww-neh-huh-yun. If the PCs have the kahnay-hee hah-oo-hoot dream-catcher fetish offered to them by Jeebahht-ih, it will calibrate to Nih-wah's magical field, allowing them to cross the dimensional boundary.

If a PC crosses into the Near:

Description: You feel a sensation on your skin akin to plunging into a cold mountain lake. After a slight, momentary shock, you again take note of your surroundings. The landscape is geomorphically the same as it was before, but your experience of it is very different—visually and atmospherically. The sky is washed-out with a slight amber quality, as if the sun were shining through a faint-but-perpetual haze of smoke. A hot wind blows, laden with energetic tension, as if a dry thunderstorm could begin at any moment (but never does). The red of the rock walls of the canyons has been replaced by bleached-white limestone, striped and stippled with a different yellowed-white rock with the look of tobacco-stained teeth. The creek beds are yellow-cake ochre clay soils studded with patches of gray-black volcanic pumice gravel. The plant life has a dessicated quality but seems at the same time more sharp-edged and more alive, as if it possesses preternatural sentience that lies just below a dormant surface.

4. Salvage from a Survey Crew (& More Snares from "On High")

Description: *From the arch, you continue to follow the combined trail of alien depressions, boot prints, and mule tracks. The trail inscribes a broad left-hand curve across the floor of a canyon and over a trickle of a stream until, 1200' later, it curves to the right, up and over a sloped, many-fingered fan of short ridges that run down from the false summit of the mesa on your left. After traversing another 1200', the trail descends the finger-ridges into a canyon narrower than previous ones and follows that canyon's slight left-hand curve that runs north-northwest.*

After another 1200', the older and fresher tracks diverge. The older "boots-and-hooves" trail curves around the knob-end of a rounded ridge spur and heads south up a narrow slot canyon, following another trickle of a stream. The alien tracks lead away into a canyon stretching out in front of you. That canyon heads directly into the sheer wall of the mesa base and into the dark shadows of the canyon's terminus under a 150' deep overhang, whose ceiling vaults 400' above the canyon floor.

If the PCs follow the "boot-and-hoof" tracks to a spot 60' short of the canyon's terminus (passing under 90' of overhang), they will find the weeks-old testing site of a surveying expedition. Leading the expedition were Elijah Grey and Imus Brayton-Reinbolt, two bedlamites in business together inventing a fantastic new surveying tool—an electra-magno-phlogistonic scanner that they believed would revolutionize the mineral prospecting industry. When the expedition reached the stone arch, the convergence of ley lines was playing havoc with their scanner tests. In the course of adjusting the scanner to remove background "static" (produced, unbeknownst to them, by the convergence), they inadvertently harmonized the scanner's frequency with Nih-wah's magical field and unintentionally crossed over into the Near. So intent were Grey and Brayton-Reinbolt on conducting their experiments that they ignored the concerns of the other members of their expedition about the strange changes to the environment. The expedition made its way up this canyon to conduct field tests on the

WHAT IF THE PCS DON'T DISCOVER THE INTERDIMENSIONAL PORTAL?

If the PCs fail to grasp that the awwth-aww-neh-huh-yun are crossing dimensions and (or) do not find a way to navigate the interdimen- sional gateway within the archway, their exploration of the Lost Souls canyonlands will become an exercise in frustration. There will be absolutely no sign of the lair or any remnants of the survey expedition (encounter 4, below) which only exist in the Near. During their exploration, the PCs will encounter hostile creatures introduced to the area by the Seven Days of Night that still plague the region, such as night- cursed coyotes, Mythos ghouls, and rot nags. Judges wanting to give their players a break could have a sin-eater or calavera PC encounter one or more ghosts—restless spirits of past awwth-aww-neh-huh-yun victims—who might clue them in to the trans-dimensional nature of the spiders' territory. If they depart the canyonlands and return to scouting the road, both they and the cattle drive will be ambushed by hunting packs of awwth-aww-neh-huh-yun for two days on either side of the Plum River.

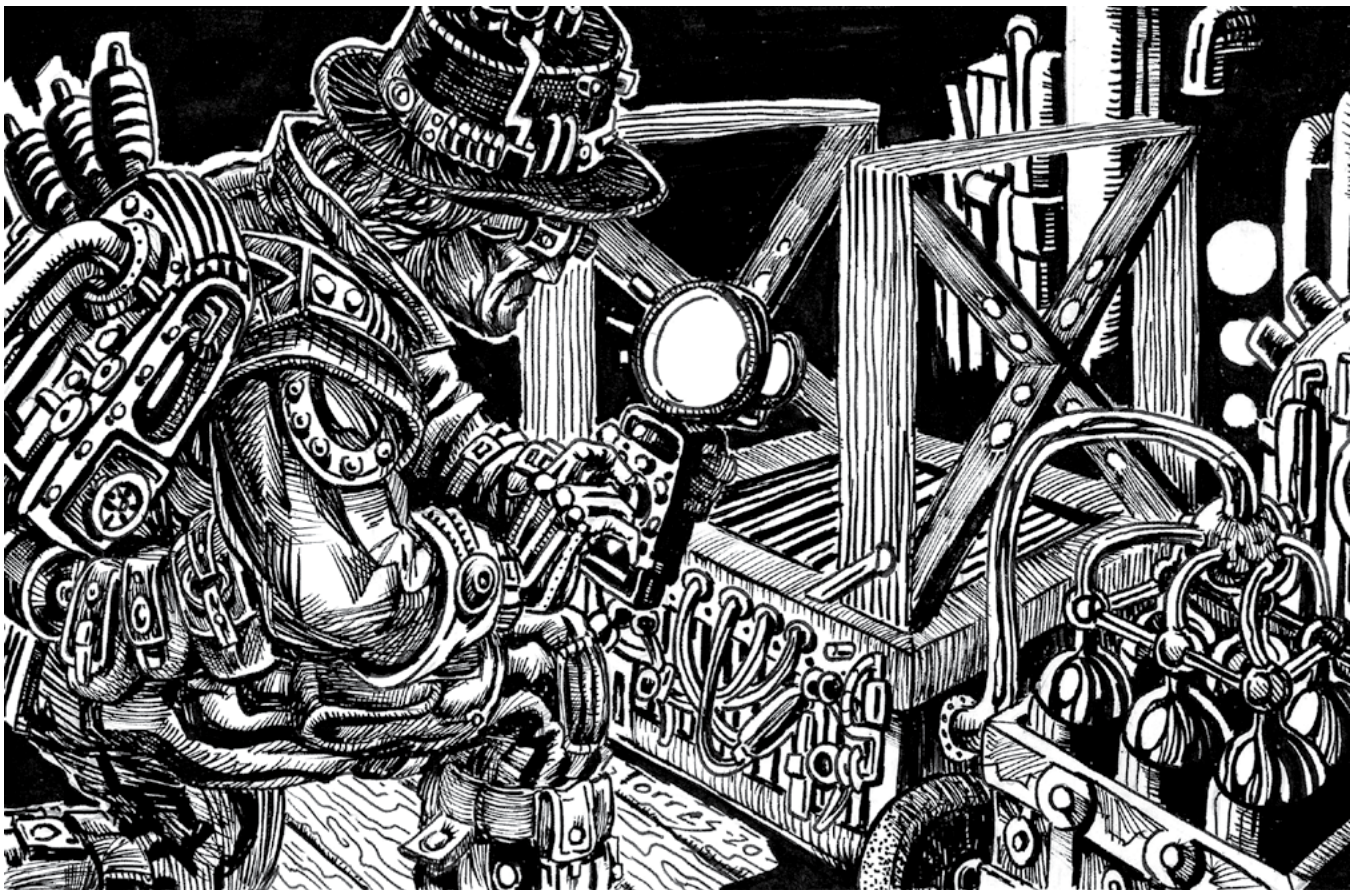


exposed heart of the mesa only to be ambushed by an awwth-aww-neh-huh-yun hunting pack. The members of the expedition who were not paralyzed and carried off ran out into the canyonlands where they were devoured by other monsters.

The contents of the testing site were scattered over a 120' radius by the ravages of the battle with the Huh-Yun spiders and the later foraging of scavengers. For every five minutes a PC spends combing the site, they can make a Luck check. If the check is successful, they find a serviceable weapon or piece of gear. If the Luck check roll is 2 or 3 points under the target number, that PC finds 10d12 dollars worth of U.S. currency (coin and/or scrip). If the Luck check is 4 or more under the target number, that PC finds a small, sealed case of replacement parts for the scanner fashioned primarily from rare, precious metals and crystals worth $600 (this result can only occur once).

Any search of the site will locate the experimental scanner, the Spectro-DenSenzitiv Mass Frequenz-O-Meter, or "Spek-Dee Mass Freek Meter" for short. The scanner sits in a sturdy two-piece travel case bolted to a small four-wheeled cart with another cart alongside carrying a full load of Leyden jar lead-acid batteries. This device scans and differentiates substances based on the energy signatures of their atomic composition and their properties of energy projection, processing, and absorption. The Spek-Dee Mass Freek Meter can scan for specific substances, identifying them by their unique energy signature. It can scan past or through other substances by being calibrated to ignore their energy signatures. The current setting of its active scanning energy transmission will open interdimensional portals at any convergence of ley lines that the device's field comes in contact with.

Who knows what wonders a bedlamite could work with this contraption? Any tinkering will be greatly facilitated and accelerated by the copies of design specification documents and blueprints rolled up in an oiled leather map case embossed with the name "Grey-B.Rein Matter & Energy Enterprises" stored in a drawer in the device's travel case. With these documents in hand, a Bedlamite's normal time frames for repairing and modifying this device are reduced from units of days to units of hours.



However, if the PCs spend two hours or more in the area, they will be discovered by a patrolling pack of awwth-aww-neh-huh-yun that will ambush them from concealed crevices in the rock overhang, making every effort to snare individual PCs, pull them up into isolated crevices, paralyze them with venom, and carry them off to their lair in the Near. (The pack contains one awwth-aww-neh-huh-yun per PC).

5. A Foreboding, Otherworldly Cliff Dwelling

Where the older "boots-and-hooves" tracks split off sharply left at the knob-ended canyon spur, the alien prints of the awwth-aww-neh-huh-yun continue to follow the wider, main canyon floor, curving shallowly left for 650' around both the knob-ended ridge spur and a second blade-shaped spur. After rounding this bend, the tracks head into a large wedge-shaped canyon that is broad at its mouth but narrowing continually to its terminus. The actual end of the half-mile long canyon can't be seen—it's hidden somewhere in a deeply shadowed hollow created by the mesa's overhanging base rock. To see what lies within the shadows of the hollow, the PCs will have to travel past the shadow boundary and into the hollow under the overhang which extends 300' back into the Stygian gloom. A thin, vertical crack in the overhang runs its full length and extends up through its full thickness, allowing faint daylight to illuminate its cavernous hollow. Its walls are formed from the predominant canyon rock (bone-white limestone with cream and tan striations with the look of aged, coffee-stained ivory). Sickly, gray sage flowerettes of lichen carpet the walls. Pustulelike plant cankers pox the walls scattershot fashion in streaky patches; these pustules emit a urine-yellow bioluminescence.

Description: *120' from the end of the hollow you can make out a four-storey, 50' tall, Pueblo-esque cliff dwelling built into a vertical crevice. The crevice extends vertically up the back wall to the overhanging roof almost 300' overhead. The tiers of the dwelling are plastered in a stucco made from the yellow cake ochre clay of the local streambeds. Time and neglect have caused large patches of stucco to peel off, exposing the "bones" of the dwelling—mortared walls made from rough slabs, crudely cut blocks, and naturally rounded stones of the native white limestone. An inclined causeway of packed stone and gravel forms a ramp up to the entry door of the lowest tier of the four-storey structure, built on a rock shelf 10' above the floor of the undercliff hollow.*

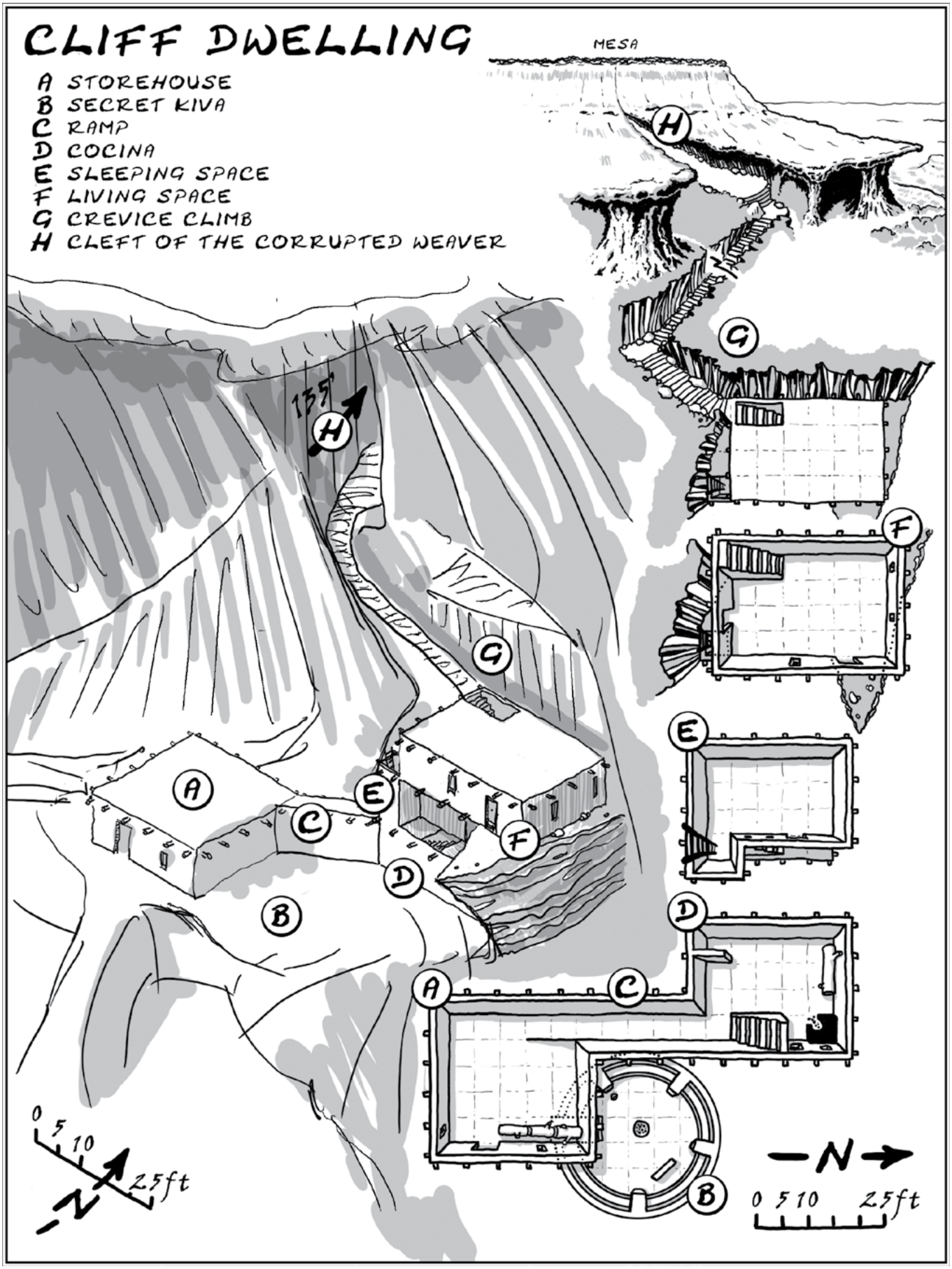
This cliff dwelling was built and inhabited hundreds of thousands of years ago by hairy, horned proto-people, the ancient ancestors of the current humanoid inhabitants of the top of the Huh-Yun Mesa. In the coolness of the hollow, the proto-people hid from alien gods, building henges on the false summit of the mesa and inscribing them with runes of warding they knew were too feeble to protect them from the capricious malevolence of beings they both worshipped and feared. They ventured out only to hunt and grow a few crops. This dwelling was abandoned long before Nih-wah turned it into her hideout and began populating it with giant Huh-Yun/terrestrial spider hybrids.

All ceiling heights in the cliff dwelling are 10'. Door openings are 6' tall and 2' 8" wide and any lattice doors or curtains that once covered these openings have long since rotted away due to age. All windows are 3' tall and 1' wide and are also open, lacking shutters or coverings of any kind.

5.A. Storehouse

Description: *The rock-lined, steep ramp leads up to a 10' tall structure that looks like a granary—a place to store kernels, seeds, berries, and groats. The interior of this 25' square structure features remnants of woven containers (long since unravelled and dried out into snarled heaps of fibrous strings) which were likely used to haul, store, and hold the harvest. Three 5' lengths of hewn logs, butting up end-to-end, form what looks like a workbench (riddled with termite tunnels and calcified with lime). A wall lined with holes suggests where wooden pegs once held implements for farming or foraging. The pegs have long since been consumed by termites, as have the tool handles, leaving stone tool heads lying jumbled on the floor at the base of the wall. A stone ramp occupies the far right corner of the room, leading out and up a covered causeway to the bottom floor of the main, three-tier dwelling.*

Lying amongst the fibrous debris of the old baskets and grain stores are three mummified "zombies"—Arapaho warriors among those who were escorting the refugee group the PCs met on the road. After being paralyzed by the spiders' venom and carried


CLIFF DWELLING
A STOREHOUSE
B SECRET KIVA
C RAMP
D COCINA
E SLEEPING SPACE
F LIVING SPACE
G CREVICE CLIMB
H CLEFT OF THE CORRUPTED WEAVER
MESA
135'
0 5 10 25ft
N
0 5 10 25ft

here, the captive warriors were turned into pseudo-zombies by a side effect of awwth-aww-neh-huh-yun feeding and reproductive processes. The hybrid Huh-Yun spiders encase their prey in web silk then inject a toxin that liquifies their internal organs, which they then suck out for sustenance, leaving the victim a hollow, dessicated husk. A female hybrid Huh-Yun then lays a clutch of eggs inside the hollowed-out body cavity. The eggs hatch into hundreds of immature spiderlings who feed on the remaining viable interior tissue of the victim. The shell of the victim's body protects the spiderlings as they grow. Through coordinated movement, the mass of spiderlings are able to animate the shell like a puppet, telepathically helped and guided by Nih-wah.

Mummified Arachno-Animates: Init 0; Atk clawing fingernails +1 melee (1d3); AC 12; HD 1d7+4; MV 25'; Act 1d16/1d16; SP adhesive trap, strangulation attack, spiderling swarm eruption; SV Fort +2, Ref 0, Will +2; PoD +1.

Adhesive trap: the spider silk "mummy wraps" encasing the animated shell retain their stickiness. Thus, when an opponent successfully strikes the animate with a melee weapon or while in hand-to-hand combat, they must make a successful DC 13 Strength check or their weapon or the appendage with which they attacked sticks fast to the animate. To free the weapon or appendage, they must succeed at a DC 13 Strength check in a subsequent round. An opponent fighting with their fists whose appendage is stuck attacks with a -2 penalty until all of their appendages are freed.

Strangulation attack: If both of the animate's clawing attacks succeed against a single opponent, it secures a stranglehold on its opponent. Each round the stranglehold is in place, the creature being strangled temporarily loses 1d3+1 points of Stamina minus their Strength modifier (to a minimum of 1 point lost). If the Stamina of the creature being strangled falls below 3, they die from a crushed windpipe. The stranglehold can be broken by succeeding at a grapple attack; an animate that has secured a stranglehold makes its opposed grapple roll at +2.

Spiderling swarm eruption: When an animate's hp total drops to zero or below, its shell loses its structural integrity and its spider-silk casing can no longer keep it in one piece. It violently ruptures and splits, spewing forth the swarm of spiderlings that were animating it. Witnesses to the vomiting forth of this gooey mass of arachnids must make a DC 12 Grit check and face a horrible new opponent.

Spiderling Swarm (1 swarm per animate): Init +1; Atk bite +3 melee (1d3+1); AC 13; HD 4d2; MV 25'; Act 1d20; SP swarm traits; SV Fort +2, Ref +2, Will 0; PoD +1.

Swarm traits: As each individual insect in the swarm is very difficult to target and counts as only a small fragment of the swarm's hit points, successful melee or missile attacks only do 1 hp of damage for each successful attack. Any area-of-effect attack does full damage.

The section of the calcified hewn-log workbench closest to the corner of the room covers and conceals a trapdoor leading to a secret kiva. There are no tracks or other disturbances in the millennia-old layer of dust and dirt on the floor to give away the existence of the trapdoor. The one being who still uses the kiva, the god "Aunt-Uncle Mystery," accesses it through its exterior smoke hole. Treat this entry point as concealed—Aunt-Uncle Mystery covers it over with a stiff mat woven from thin, supple branches, then covers the mat with dirt and rocks to make the exterior roof of the kiva appear solid.

5.B. Secret Kiva—Aunt-Uncle Mystery's "Medicine Lodge"

Description: *You descend into a windowless, subterranean, circular room 30' in diameter. Six buttresses lend support to heavy roof beams. A contiguous bench circumscribes the perimeter of the room, integrally built into the interior stone wall. Beneath one buttresses is a 1' diameter, stone-lined hole dug into the earth. The buttress directly in line with the hole features carved petroglyphs. In the center of the room is a circular fire pit. A 4' tall, foot-thick stone slab for draft deflection and a smoke vent provides evidence of thoughtful architecture. A fringed deerskin dyed with brilliant colors, sequined with a variety of beads, and embroidered with silken thread lays atop the slab like a tablecloth. Arranged on the cloth are a fringed deerskin shoulder pouch, a rattlesnake rattle, a stone mortar and pestle, a hammer, and a round-pointed chisel.*

This space was the ancient proto-people's

version of a kiva—a sacred space for councils and religious rituals. The stone-lined "well-hole" is a representation of the proto-people's creation story.

The panel of petroglyphs above the well hole was created using a "picking" technique of patient, strong hammering on a hard, pointed tool placed up against the wall (not unlike "tattooing" the stone). This panel has recently been altered. Fresh glyphs have been carved over the ancient ones, thus "editing" the story as told by the panel. If the PCs have a skill or magic power that translates languages, they can use it to understand the panel. This panel depicts the progenitors of the proto-people living in a place of darkness ("world-womb") but getting energized by nourishment sent to them by Grandmother-Weaver through a hollow cord (umbilical). Curious about the source of this nourishment, the progenitors pulled themselves up through the cord to be "kidded" into the world, taking a goatlike humanoid form suited to living in rocky canyonlands. The panel has been modified so the story now reads that Aunt-Uncle Mystery reached down through the cord and awakened the progenitors with spirit magic and drew them up through the cord, bonding them with animal spirits so they might thrive in the mortal world.

The trickster god Aunt-Uncle Mystery has been at work in the cliff dwelling, not only altering its petroglyphic stories but also establishing Nih-wah's nest of giant spiders and utilizing the kiva as a "medicine lodge" to work his spirit-alchemy. Stored here are:

- A pair of tools- a metal-headed hammer and a metal punch that Aunt-Uncle Mystery is using to modify and create petroglyphs. The pair are forged from a steel alloy made from cold (meteoric) iron. The rarity of this alloy makes the pair of tools worth $100 to the right buyer.
- A rattlesnake rattle that conveys a +2 bonus to any spell check made by a caster when used as part of casting a spell related to snakes, poison, or sound.
- A mundane but finely crafted stone mortar and pestle made from green Orpheus agate (worth $50). The mortar contains three "buttons" or balls of dried paste made from cattail pollen, tree sap, and ground toasted pinon nuts. The paste is a powerful ritualistic hallucinogenic. Anyone ingesting a button will hallucinate for 3d3+4 hours, losing all practical touch with reality. During that time, the individual can cross between dimensions at any portal (like the one at the stone arch). If the ingester is a spellcaster, at the end of their hallucinogenic journey, they know a new spell they couldn't cast before (judge's choice).
- A medicine pouch containing two tied bundles of herbs, a bundle of dried nopales (cactus pads), and a pair of goat's horns plugged at the wide end with cork and the narrow end with beeswax. The herbs and nopales are mundane but useful in the brewing of non-magical remedies. The ram's horn "vials" contain a liquid similar to quicksilver (mercury), except a white, pearlescent color. A mountebank who succeeds at a DC 11 Intelligence check can identify the substance as "azoth." Azoth is a potent-but-unpredictable alchemical catalyst. If azoth is used by a mountebank as an ingredient in a magical formula, they make their Brew check at +1d, but a Mutagenic Reaction will occur on a natural roll of 1-4. If a mountebank uses azoth as an ingredient in a mundane formula, they draw two cards from their deck then must roll a Luck check. If the check is successful, they use the more favorable card, and if the check fails, they use the less favorable card.

5.C. Ramp

Description: *A 5' wide, 35' long enclosed ramp connects the lower set-apart structure to the main, three-storey dwelling, like a windowless, inclined hallway. The flat roof is covered with thin pieces of shale. This shingling has not perfectly withstood the passage of time—its many cracks, gaps, and holes provide evidence that the structure has shifted and settled over time as well as having been subjected to rockfall from the crevice above. Over the millennia, debris has infiltrated through these gaps. The incline is strewn with a patchy carpet of scree and pea gravel. At the top of the ramp, you can make out in the dim light two human figures slumped one overtop the other. From your vantage point, you can see they are dressed in sturdy canvas-and-leather clothing typical of engineers. A liquid oozes out from under them and down the top of the ramp, suggesting that one or both of them is badly wounded.*

If the PCs venture up the ramp to within 10' of the bodies or climb into the cocina through its narrow window, they will get a better look:

Description: *The body on the floor is obscured by the one on top of it, as well as by wraps of bandages. The one on top lies on his back on top of the one on the floor—a spindly man with a weak, cleft chin and receding hairline whose clothes drape baggily on an emaciated frame. An embroidered patch on the chest pocket of his overalls reads: "Grey-B. Rein Matter & Energy Enterprises." A clear liquid drips out from somewhere under his back, but he appears to still be alive as one arm twitches and you can detect a slight movement in his chest.*

The two figures are Elijah Grey and Imus Brayton-Reinbolt, the bedlamite inventors who journeyed to Lost Souls Canyon to field test their experimental Spek-Dee Mass Freek Meter. Reinbolt's heart gave out, and he died before reaching the cliff dwelling, and thus it was not necessary for the awwth-aww-neh-huh-yun to encase him in silk to restrain him. Both are dead, fed upon by hybrid Huh-Yun spiders and impregnated with sacs of eggs. The eggs are, in this moment, hatching—as the sac splits open, its fluid leaches out of the bodies and the undulations of spiderlings explain the motion of Brayton-Reinholt's body that makes it seem like he still lives and breathes.

The combination of fluid and scree on the ramp makes the footing at its top 15' treacherous. Anyone attempting to traverse this stretch must succeed at a DC 12 Agility check or slip and fall, taking 1d3 damage and are stunned for 1d3 rounds (DC 13 Fortitude save for half duration, rounded down, no minimum). The clatter caused by a fall—or any other loud noise—incites the spiderlings to bust out of Grey's and Brayton-Reinbolt's bodies in pursuit of live prey, forcing any who witness it to make a DC 12 Grit Check. The shower of gore produced by this eruption extends the slipperiness of the floor 5' into the cocina and 5' further down the ramp. The spiderling swarm that issues forth is ravenous and taking particular interest in prey that is stunned or prone.

Commingled Spiderling Swarm (1): Init +1; Atk bite +3 melee (2d4+1); AC 13; HD 6d3; MV 25'; Act 1d16/1d16; SP venom, swarm traits; SV Fort +3, Ref +2, Will 0; PoD +1.

Venom: The doubled dosage of venom delivered by this commingled swarm reaches a threshold of affect—any human-sized or smaller creature bitten by the swarm must succeed at a DC 10 Fortitude save or suffer vertigo, which require the afflicted individual to succeed at a DC 11 Willpower save to attempt any action or movement; failure causes the afflicted individual to fall to the ground.

Swarm traits: As each individual insect in the swarm is very difficult to target and counts as only a small fragment of the swarm's hit points, successful melee or missile attacks only do 1 hp of damage for each successful attack. Any area-of-effect attack does full damage.

5.D. Cocina

Description: *A hewn-log work surface, now calcified, along with an open hearth oven and a pile of calcified termite droppings where a supply of wood for the cookfire must have stood, suggest that this 20' wide by 25' deep space was a cocina used for preparing foodstuffs and meals. On one side of the room, a staircase ascends to the next floor; the open space under the stairs, which would have once served perfectly as a pantry, is shrouded in shadows concealing both contents and function.*

Two (2) mummified arachno-animates (former Arapaho warrior-escorts) wait in ambush in the shadowy pantry while a third crouches concealed just short of the landing at the top of the first flight of stairs. (Refer to Encounter Area 5. A, above for the mummified arachno-animates monster stat block.)

5.E. Sleeping Space

Description: *The stairs from the cocina ascend through an open-air space. To the left is an exterior wall face of the main structure with two tall, narrow windows perforating it. Directly ahead is a sheer, 15' high, wedge-shaped spur of the cliff wall. Short of the face of the spur, the stairs terminate at another small landing with an open doorway into the second storey of the structure, on the left.*

Two (2) awwth-aww-neh-huh-yun observe the staircase: one from the top-floor, living-space structure's window (Encounter area 5. F, below) and one from the "cliff balcony," respectively. From there, they use their sticky web strands to "fish" for intruders coming up the stairs.

Description: *The doorway opens into a 15' deep, 25' wide rectangular room barren of any furnishings or contents—not surprising given what you've seen previously regarding the ancientness of the structure and the effect of its long abandonment by its builders on its condition.*

Two (2) mummified arachno-animates (former Arapaho warrior-escorts) wait in ambush in an open-air alcove in the southeast corner of the room. (Refer to Encounter Area 5. A, above for the mummified arachno-animates stat block.)

A wooden ladder provides access to the top-floor, living-space structure (Encounter area 5. F). Calcified, perforated with termite bore holes, and brittle with age, this ladder is unlikely to support the weight of a person. When any roughly human-sized individual attempts to climb the ladder, they must succeed at a DC 10 Strength Check modified by Luck; the roll incurs a -2 penalty if the individual is carrying a heavy load. (If 2+ individuals attempt to climb the ladder at the same time, the lead climber makes the roll and incurs an additional -2 penalty). The ladder breaks under the first climber who fails a check, and that climber falls 10' to the floor of the alcove which breaks from the force, dropping everyone in the alcove down on to the staircase landing between the first and second flights in the Cocina (map area D.) The individual who fell from the ladder takes 1d6+1 fall damage with the normal chance of breaking a bone (a successful DC 13 Reflex save halves the damage, rounded up).

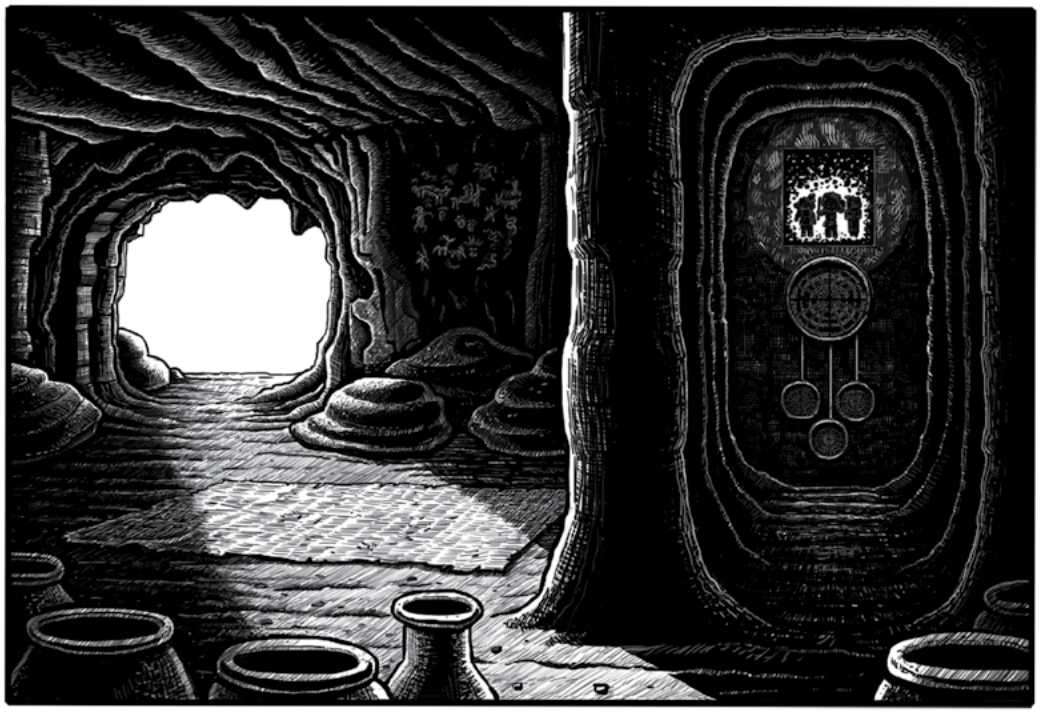
The sound of the ladder breaking will draw two hybrid Huh-Yun spiders to the steep rock face that abuts the south side of the top-floor, living space structure (Encounter area 5. F). From there they will cover the "ladder course," using their sticky web strands to "fish" for intruders coming up the ladder or standing in the alcove.

5.F. Living Space

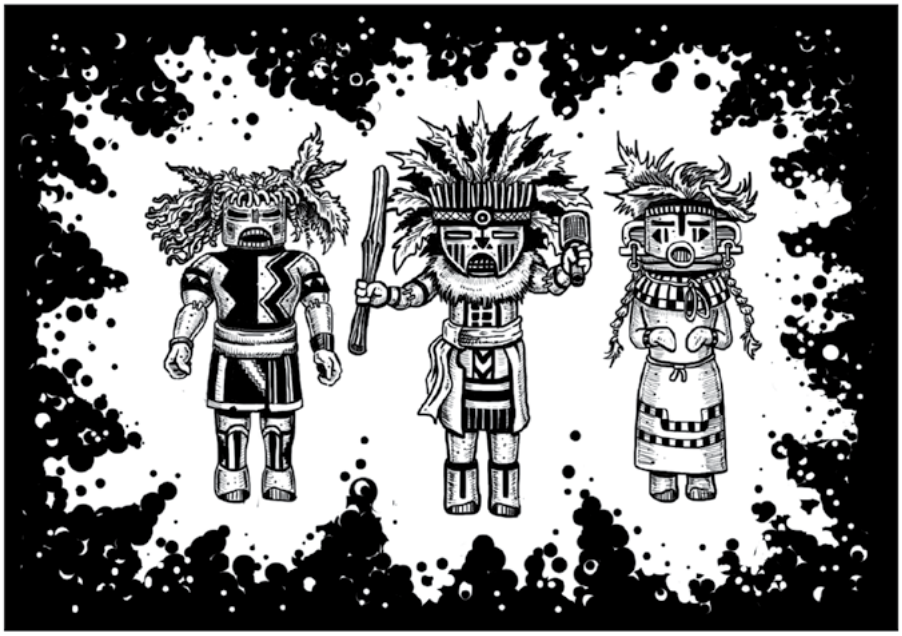
Description: *The ladder from the second floor of the main structure leads to a 5' wide, 10' long, wedge-shaped landing that narrows to a point at the end furthest from the ladder. The left side of the landing is flanked by a steep flange of cliff face. To the right is the southern wall of the structure's top floor, where a doorway opening provides ingress into the structure.*

The interior of the structure is 30' deep and 20' wide rectangle. Two narrow windows penetrate the north wall, while the east wall features one narrow window and a door leading out to a flat ledge atop a flange of rock that juts out from the main wall of the cliff. In the southern half of the west wall the natural geomorphic shape of the cliff facilitated the hewing of a steep, uneven staircase that ascends through the roof of the structure. Pointillist petroglyphs adorn the four largest, open sections of the interior walls.

The PCs adversaries in this location will be up to four hybrid Huh-Yun spiders—any from the pairs that were covering the open-air staircase and the ladder course in encounter 6. E, above, that have not been dispatched prior to the PCs entering this location. These awwth-aww-neh-huh-yun survivors will have retreated through the rooftop and climbed



up the main cliff face—the vantage point from which they will attempt to ambush the party using their sticky-web snares.



The room's petroglyphs were created using the same "picking" technique as the panel in the kiva. Each of the four panels tells part of the creation story of the proto-people who lived in the region millennia ago:

i. East wall, south of the window- this panel depicts the progenitors of the proto-people living a dormant existence in a place of total darkness (their womb). The goddess of creation, Grandmother-Weaver, lowers a hollow silken cord to them and sends nourishment down through the cord.

ii. East wall, between the window and the door to the ledge "balcony"- this panel depicts the progenitors of the proto-people, energized by the nourishment sent them by Grandmother-Weaver,and curious about its source, pulling themselves up through the cord and being "kidded" (birthed) into the world and taking a goatlike humanoid form suited to life in the rocky canyonlands.

iii. North wall, between the two windows- this panel depicts the newly kidded (arrived) proto-people meeting the other gods of the world, notably "Grandfather Grower-Harvester" (the sun) and "Aunt-Uncle Mystery" who is shown as having multiple aspects: wisdom, cleverness, foolishness, hubris, madness, etc.

iv. West wall, north of the staircase- the work on this panel is new, with fresh chips and dust from the wall stone covering the first couple of feet of floor closest to the panel! The panel focuses on a story about Aunt-Uncle Mystery's current work in this world. The panel depicts her-him, in partnership with her-his sibling "Wind," attempting to subvert Grandmother-Weaver's children and turn them against her—but the panel is incomplete, and the viewer cannot tell what motivates the god-siblings or how the story ends.

The wall stone in panel iii, on which the glyph for "Aunt-Uncle Mystery" is inscribed, radiates magic and is a secret storage cache. An individual searching the wall will recognize something unusual about the stone with a successful DC 13 Intelligence check. The stone is a facade fitted to stone pegs that seat it firmly against the wall. The facing piece is trapped. Anyone removing the facade without disarming the trap (requires a successful DC 12 check using an applicable skill or ability) causes a small cloud of poisonous mold spores to be released into the room. Anyone within 12' of the cache must make a successful DC 12 Fortitude save or suffer severe brain damage, permanently losing 3d4 points from Personality or Intelligence (or spread between them) steadily over the next 24 hours.

Behind this facing is a dry, stone-lined compartment. The compartment contains three magical fetishes in the form of small dolls. Two of the fetishes are detailed models of the spirit-personification of magic spells: the revelator miracle *fortitude* and the occultist spell *obscuring mists*.

Occultists may learn the spell as if it were from a tome or scroll, or they may cast the spell directly from the fetish, as if it were a scroll (destroying the fetish afterwards). A revelator may release the blessing from within the fetish as if it were a scroll as well. The third fetish can be used by any spell caster to generate a spell-like ability that opens an interdimensional portal between the mortal world

and the Near when the caster is standing within 120' of a convergence of two or more ley lines. Activating the fetish's powers requires a spell check roll of 13+ (no spellburn permitted); a modified activation roll of 10 or less advances a revelator's fall from grace while an occultist whose natural activation roll is a 1, 2 or a 3 suffers minor corruption.

5.G. Crevice Climb

Description: *The steep staircase follows the natural contours of the crevice. Its builders clearly leveraged its natural geomorphy to save on the difficulty of constructing it, leveraging ledges, faults, and boulders as ready-made steps, ramps, and landings. From the roof of the top tier of the main structure you can see that the stairs ascend upwards at a 50-degree angle on a 15' southwest run up to a landing, then turn ninety degrees to the right where its second flight disappears behind a huge rock flake jutting from the cliff face.*

A glass web spider guards the first flight of stairs up into the crevice. It is in thrall to, and a consort of, Nih-wah Daahnih-naaw-aawt. It has placed its nearly invisible web at the top of the first flight of this staircase, keeping watch on the web from a ledge atop the rock flake that looms over the stairs.

Glass Web Spider: Init +3; Atk bite +3 melee (1d6+poison); AC 16; HD 4d8; MV 30'; Act 1d20; SP invisible web, +4 to stealth checks, poison; SV Fort +2, Ref +3, Will +1; WtL.

Glass web spiders are giants of their genus, typically the size of a large dog. Glass web spiders are known for their translucent "glass" abdomens through which their innards and bodily fluids can be seen. If the abdomen of a glass web spider is still intact after its death, the largest of the glasslike shards of its abdominal carapace can be harvested (1d3 usable pieces) and fashioned into a preternaturally sharp knife (1d7 damage) with a conceal value of 6. It breaks after its first successful attack.

Invisible web: The spider can spin a nigh-invisible "glass-thread" web up to 10' on a side. It positions them in the doorways, archways or other openings through which prey is apt to pass. The spider then conceals itself nearby, waiting for a creature to become trapped in its web. To notice a "glass web" requires a DC 18 Intelligence check. A warning to someone about to walk into a glass web grants that individual a DC 16 Reflex save to stop in time. Walking or falling into the web causes entanglement, imposing a -1d penalty to all actions for 1d4 rounds as the sticky web hampers movement and vision.

Poison: Creatures bitten by this spider must succeed at a DC 14 Fortitude save or lose 1d6 points of Stamina. If the bitten creature's Stamina drops below 3, they fall unconscious. Bitten creatures must repeat this save each round until they either succeed at it or their Stamina drops to zero or below and they die.

5.H. Cleft of the Corrupted Weaver

Description: *The steep-pitched, half-natural staircase switchbacks up the crevice for 150 linear feet (95 vertical feet) at which point you can clearly see the stairs and walls of the crevice up ahead are carpeted by a funnel woven from spider silk. The funnel—almost 30' wide at its mouth and 20' long—constricts down through the hollow cleft that cuts 20' northwest into the back of the crevice. At the back wall of the cleft, the funnel has narrowed to 8' in diameter where it enshrouds the mouth of a tunnel. Several figures hang upside down in midair in the center of the funnel, bound in spider-silk cords.*

The cleft is the lair of Nih-wah Daahnih-naaw-aawt, a funnel-weaver spider the size of a plow horse. Nih-wah was once one of the "Gray Weavers"—attendants to the goddess Grandmother-Weaver. She was corrupted by Aunt-Uncle Mystery when it visited her in its malevolent, tainted aspect. She took up residence in the cleft where she grows a great conclave of spiders. When the PCs arrive, she is resting in the rock tunnel brooding a sac of eggs.

The bound figures suspended in midair are PCs and NPCs who, earlier in the adventure, were snared, paralyzed, and carried off. Any and all PCs previously captured will be found hanging upside down here, incapacitated by venom. If no PCs were captured, then Jeebahht-ih's grandson Nih-shi-jeh hangs here. If the captives spot the PCs, they will call out semi-coherently (Nih-wah ignores them as she is used to her prey uttering their feeble cries before being eaten). In amongst their gibberish, one word will be repeated and therefore recognized: eggs… eggs…eggs… . The captives have been brought here alive to feed a clutch of eggs about to hatch into spiderlings—the party has 3d6 minutes before that horrific event unfolds.


Torres -20-

Intent on guarding the eggs she sits on in the tunnel, Nih-wah will only emerge if she detects movement on her funnel web. The PCs can rescue the captives without facing Nih-wah if they can devise a means to cut them loose and take them out of the funnel web without transmitting their movements through the web. The web is flammable, but burning it instantaneously provokes Nih-wah. Walking on the web without provoking Nih-wah is possible but difficult. The web is not sticky, but its tangled weave means that individuals moving on it must reduce their movement speed to 10'/round or automatically provoke Nih-wah. Even then, the proclivity of the web to transmit vibrations means that every 5' traversed requires a successful DC 13 Agility check to avoid alerting and provoking Nih-wah.

Nih-wah Daahnih-naaw-aawt- Huge, Corrupted Gray Weaver Spider: Init +2; Atk bite +3 melee (2d5+4+venom); AC 16; HD 6d12+4; MV 30' or climb 30'; Act 1d20; SP venom, scything mandibles; SV Fort +4, Ref +3, Will +3; PoD+1.

Venom: While Nih-Wah's venom is relatively weak, her immense size makes it dangerous to humanoid prey. Anyone bitten who succeeds at a DC 14 Fortitude save takes five (5) less hp of damage from the bite; failure sends the venom coursing through the victim's bloodstream, causing excruciating pain (victim takes 1d4 temporary Stamina damage each round for 1d3 rounds—if Stamina reaches zero, the victim falls unconscious from the pain for 1d3 turns).

Scything mandibles: Nih-wah's mandibles are incredibly powerful, serrated and keen-edged; this gives her a critical-hit threat range of 18-20.

If the PCs are still in the cleft after the 3d6 roll determined previously, Nih-wah's egg sac hatches, belching forth thousands of spiderlings the size of large crabs from the tunnel (requiring those who witness the hatching to make a DC 15 Grit check). If there are any captives still in the funnel web, the spiderling swarm engulfs them and devours them in such a gruesome manner that anyone watching must make a DC 13 Grit check. On the plus side, this event gives the PCs a five-minute head start on the swarm.

Nih-Wah's Spiderling Swarms (1): Init +1; Atk bite +3 melee (2d6+3); AC 14; HD 10d4; MV 25'; Act 1d20/1d20; SP swarm tactics, swarm traits; SV Fort +4, Ref +2, Will +0; PoD +1.

Swarm tactics: When a swarm first catches up with prey, it will forego its bite attacks in favor of blanketing the creature and attempting to bear it down to the ground. This blanketing maneuver has an attack bonus of +4, and If both attack rolls hit during the maneuver, the target is grappled and dragged prone. The swarmed creature can take no other action until it breaks the grapple (the swarm gets a +4 bonus in the opposed check) and takes 2d6+3 damage each round they are held in the grapple.

Swarm traits: As each individual insect in the swarm is very difficult to target and counts as only a small fragment of the swarm's hit points, successful melee or missile attacks only do 1 hp of damage for each successful attack. Any area-of-effect attack does full damage.

Concluding the Adventure

Assuming the PCs survive their encounter with the awwth-aww-neh-huh-yun nest, Nih-wah Daahnih-naaw-aawt, and her brood, they can pass back across the interdimensional boundary by any means available to them. (If they slay Nih-wah Daahnih-naaw-aawt, the magical field she was projecting that enabled the awwth-aww-neh-huh-yun to cross between dimensions is dispelled.) Once back in our world, they can resume their work scouting for the cattle drive. They may encounter more aberrants or tainted creatures, or, conversely, a merciful judge could make the second half of the drive problem-free and peaceable. Either way, if they survive the journey they will receive the outstanding balance on their promised pay and will have earned the respect and good will of Oliver Loving and the Alliance military.

At some point Aunt-Uncle Mystery will return to the cliff dwelling and learn about the PCs. While Aunt-Uncle Mystery had no real vested interest in the nest or its matriarch, the fact that someone attacked and possibly destroyed it may spark its *curiosity.* As a trickster god with wise, cunning, playful, and malevolent aspects, any attention it chooses to pay the PCs can take any number of diverse forms.

However, if after visiting the cliff dwelling the PCs have somehow lost their means to cross back from the Near, they will be forced to undertake a quest in that twilit dimension to find another way back to the mortal world; such a quest will involve all manner of bizarre challenges.

CHAPTER NINE
APPENDIX

That weapon will replace your tongue.
You will learn to speak through it. And your
poetry will now be written with blood.

— Nobody, *Dead Man (1995)*



THE LIVERY

THE LIVERY										
ANIMAL	**MOVEMENT WALK/TROT/ GALLOP**	**HIT DIE**	**INIT**	**AC**	**ATTACK BONUS/ DAMAGE**	**REF**	**FORT**	**WILL**	**SKILL CHECK BONUS**	**COST (AVG)**
Camel	30/60/100	3d8	0	12	0/1d4	+1	+4	+2	+0	$150.00
Horse	40/80/160	3d8	+2	14	+2/1d4+2	+3	+4	+1	+1	$150.00
Horse (draft)	30/60/130	4d8	+1	15	+4/1d6+2	+1	+5	+1	+0	$75.00
Mule/ Donkey	30/60/130	2d8	0	11	0/1d3	+2	+4	+2	+2	$50.00
Oxen	20/40/80	3d8	-1	12	0/1d5	0	+4	+2	+0	$30.00
Pony	30/60/130	2d8	+1	11	+1/1d3	+2	+2	+1	+1	$60.00
Quality Modifiers*										
Crow Bait	-20/-40/NA	-2d8	-2	0	-2/-2	2	-2	-2	-2	/2
Aging	-10/-20/-40	-1d8	-1	0	-1/-1	-1	-1	-1	-1	/1.5
Average	See basic stats	0	0	0	0	0	0	0	+0	0
Quality	+10/+20/+40	+1d8	+1	0	+1/+1	+1	+1	+1	+1	x1.5
Charger	+20/+40/+60	+2d8	+2	0	+2/+2	+2	+2	+2	+2	x2

**Typically, quality modifiers only pertain to the purchase of horses. Feel free to use them as a guideline for the buying and selling of other transport animals of various quality.*

A typical horse was good for 30 miles in a day. A horse can be pushed to gallop for 10 miles, but must rest for a day after being pushed so hard.



CLOTHING & ACCESSORIES (MEN)

ITEM	COST		
Bandana	$0.25	Overcoat	$3.00
Belt	$0.75	Overcoat (duster, waterproof)	$12.00
Boots	$5.00	Overcoat (fur)	$20.00
Boots (military)	$10.00	Pants	$1.75
Boots (quality)	$15.00	Pants (buckskin)	$6.00
Boots (wrestling)	$10.00	Pants (jeans)	$2.50
Boots (wrestling/quality)	$15.00	Pants (quality)	$5.00
Cape	$5.00	Poncho	$3.00
Chaps	$5.00	Raincoat	$3.00
Cigar (quality)	$0.20	Shirt	$1.25
Coat (light)	$4.00	Shirt (buckskin)	$4.00
Coat (winter)	$8.00	Shirt (fancy)	$3.75
Duster	$8.00	Shoes	$2.00
Gloves	$1.50	Shoes (quality)	$6.00
Gloves (work)	$2.50	Socks	$0.25
Hankerchief	$0.20	Suit (full)	$10.00
Hat (bonnet)	$1.00	Suit (fancy)	$30.00
Hat (cowboy)	$2.00	Suspenders	$0.75
Hat (derby)	$1.50	Underwear (pants and shirt)	$2.25
Hat (sombrero)	$2.50	Vest	$1.50
Hat (dress)	$15.00	Wrestling tights (unitard)	$3.00
Necktie	$0.25	Wrestling tights (quality)	$9.00



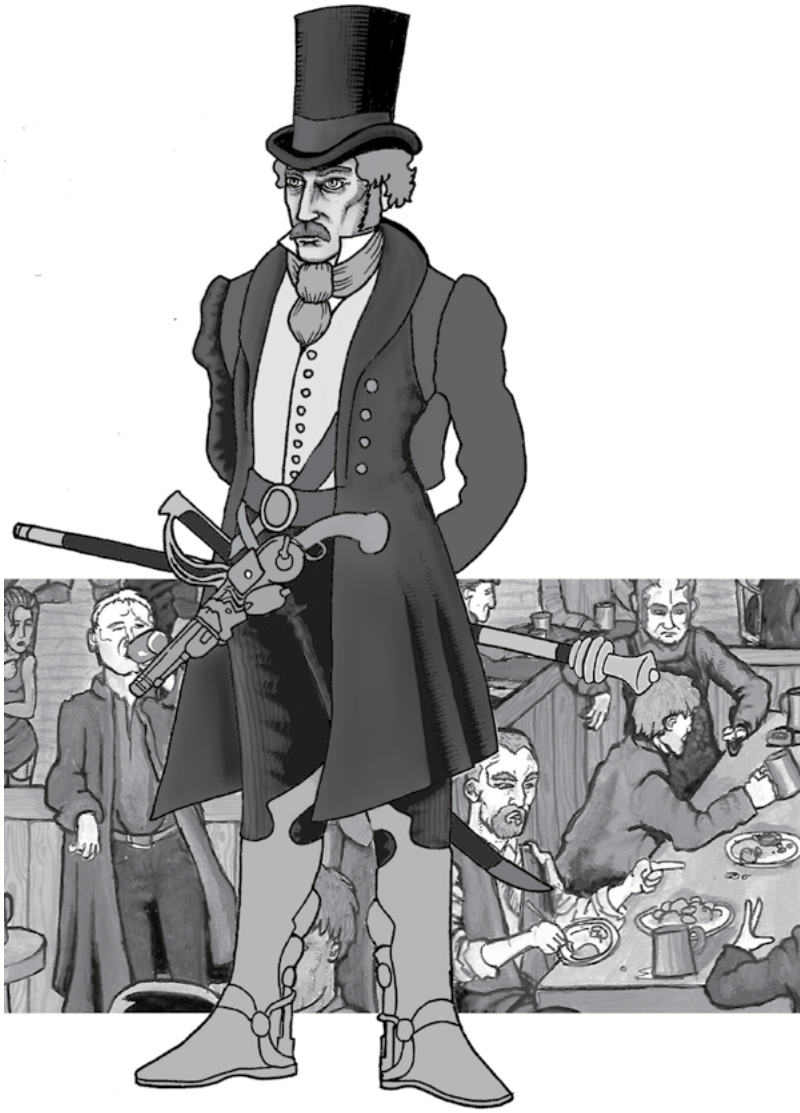
CLOTHING & ACCESSORIES (LADIES)

ITEM	COST
Belt	$0.50
Coat	$2.00
Coat (fancy)	$6.00
Coat (fur)	$16.00
Coat (winter)	$4.00
Corset	$2.50
Corset (quality)	$7.00
Dress	$2.00
Dress (quality)	$8.00
Fan	$0.25
Fan (fancy)	$0.75
Gloves	$0.50
Gloves (fancy)	$1.50
Gown	$1.00
Hankerchief (embroided)	$0.75
Hat	$1.50
Hat (fancy)	$5.00
Hose (silk thigh highs)	$0.50
Perfume	$0.75
Shawl	$0.75
Shawl (fancy)	$2.25
Shirt	$1.25
Shirt fancy)	$3.75
Shirt (under)	$0.75
Shoes	$2.00
Shoes (fancy)	$6.00
Skirt	$2.50
Skirt (fancy)	$7.50
Skirt (under)	$1.00
Suit	$5.00
Suit (fancy)	$10.00
Parasol	$1.25
Wallet (leather)	$0.75

ACCESSORIES

ITEM	COST
Belt Buckle	$0.25
Belt Buckle (gold)	$2.00
Cuff Links (gold)	$3.00
Earring (pair)	$2.00
Locket (gold)	$8.00
Pendant (gold)	$10.00
Pocket Watch	$3.00
Pocket Watch (gold)	$12.00
Ring (gold)	$5.00
Ring (gold/gems)	$10.00

For silver items, halve the cost of gold-priced items.



GENERAL STORE

ITEM	COST
Banjo	$8.00
Barbed wire (100')	$2.00
Basket	$0.10
Bed roll	$3.00
Bell	$0.50
Bible	$4.00
Binoculars	$10.00
Blanket	$3.00
Blasting caps (dozen)	$1.00
Broom	$0.50
Brush	$0.25
Bullets, Box of 50	$1.00
Camera (includes kit)	$10.00
Candle	$0.10
Cane	$0.75
Canteen	$0.75
Cash Box	$10.00
Chalk (dozen sticks)	$0.05
Cigar	$0.10
Cigarettes (100)	$1.00
Cloth (1 yard)	$0.15
Coal (for a year)	$100.00
Coffee Pot	$0.50
Cologne	$0.25
Compass	$2.00
Dice	$0.20
Doctors bag (with instruments)	$20.00
Dynamite (1 stick)	$0.50
Dynamite Plunger	$25.00
Envelopes (100)	$0.25
Eyeglasses	$3.00
Fiddle	$8.00
Fishing Rod	$0.20
Fishing tackle	$0.10
Frying Pan	$0.50
Fuse (per foot)	$0.10
Glue (bottle)	$0.05
Guitar	$8.00
Gun cleaning kit	$1.00
Hair Brush	$0.25

GENERAL STORE (CONT.)

ITEM	COST
Hairbrush (fancy)	$0.75
Handcuffs	$2.00
Harmonica	$0.50
Hunters trap with chain	$3.00
Ink	$0.15
Lamp	$1.50
Lamp (oil)	$0.75
Lantern	$2.50
Lockpicks	$7.00
Make-up	$1.00
Matches (100)	$0.10
Mess Kit	$1.00
Nails (100)	$0.75
Newspaper	$0.02
Novel	$0.10
Pail	$0.50
Paint (gallon)	$1.00
Paint brush	$0.05
Paper (100 sheets)	$0.10
Pen (fountain)	$3.00
Pencil (dozen)	$0.10
Pick	$2.00
Pipe	$1.00
Pitchfork	$5.00
Playing cards	$0.20
Playing cards (marked)	$1.25
Poker set	$2.00
Rolling Papers (50)	$0.05
Rope (50')	$0.25
Sack (large)	$0.10
Sack (small)	$0.05
Safe (small)	$55.00
Scales	$5.00
Shears	$0.75
Shoe polish (Can)	$0.50
Shovel	$0.75
Sledge Hammer	$2.50
Small Mirror	$2.00
Snowshoes	$6.00

GENERAL STORE (CONT.)

ITEM	COST
Soap	$0.10
Spurs	$0.25
Stove (wood)	$25.00
Straight Razor	$0.75
Suitcase	$3.00
Telescope (10 miles)	$20.00
Tent (one man)	$8.00
Thread and thimble	$0.05
Tobacco plug	$0.50
Tools Set (Hammers, screw drivers, etc.)	$6.00
Toothbrush	$0.20
Towel	$0.50
Trail mess kit (pots, pans, coffee pot)	$10.00
Trap w/chain	$8.00
Trunk	$5.00
Typewriter	$25.00
Wheelbarrow	$8.00
Wire Cutters	$2.00

HOME/FARM NEEDS

ITEM	COST
Land	5 per acre
Homestead filing fee	$14.00
House (32'x40' four rooms)	$700.00
House (16 x 32 two rooms)	$300.00
Shanty (dirt floor, one room)	$25.00
Stable & Well	$125.00
Town Lot (double cost for prime location)	$100.00
Outhouse	$50.00
Bedroom Set	$20.00
One Room of Furniture	$30.00
Dishes	$8.00
Wall mirror	$10.00

SUNDRIES

ITEM	COST
Bacon (1lb)	$0.10
Beef (Jerky 1lb)	$0.20
Beer (Small keg)	$3.00
Butter (pound)	$0.15
Candy (1lb)	$0.20
Canned fruit	$0.20
Canned vegetables	$0.20
Cheese (1lb)	$0.30
Cocoa (1lb)	$0.25
Coffee (1lb)	$0.25
Crackers (1lb)	$0.10
Dried fruit (1lb)	$0.10
Fish (1lb)	$0.20
Flour (1lb)	$0.10
Jam (jar)	$0.10
Meat (1lb)	$0.10
Milk (Gallon)	$0.25
Oatmeal (1lb)	$0.50
Pickles (quart)	$0.10
Rice (1lb)	$0.10
Sauce (1 quart)	$0.20
Spices	$1.00
Sugar (1lb)	$0.10
Syrup (1 quart)	$0.25
Tea (1 lb)	$0.25
Trail rations (per day)	$0.30

SMOKES & CHEWS

ITEM	COST
Tobacco (1 oz.)	$0.15
Cigar, cheroot	$0.05
Plug of tobacco (1lb.)	$0.25
Smoking pipe	$2.00
Rolling papers 100	$0.05

ANIMALS

ITEM	COST
Bull	$90.00
Camel	$75.00
Cow	$25.00
Donkey	$8.00
Hog	$15.00
Horse (average)	$60.00
Horse (draft)	$75.00
Horse (riding-good)	$150.00
Mule	$50.00
Oxen (pair)	$100.00
Pony	$25.00
Sheep	$5.00

LIVERY ACCESSORIES

ITEM	COST
Crop	$0.15
Bridle	$1.25
Buggy (2 passengers)	$75.00
Buggy (4 passengers)	$60.00
Feed (month)	$8.00
Harness	$8.00
Harness (team)	$16.00
Horse Brush	$1.00
Saddle & bridle	$25.00
Saddle & bridle (fancy)	$75.00
Saddle bags	$10.00
Saddle blanket	$3.00
Stagecoach	$1,500.00
Wagon (Light 1,500 LBS. MAX)	$60.00
Wagon (Heavy 3,500 LBS. MAX)	$100.00

PHARMACY

ITEM	COST
Doctor/Vet Visit	$2.00
Doctors or Vet bag with instruments	$25.00
Ether (dose)	$0.30
Laudanum (dose)	$0.75
Nitrous Oxide (dose)	$0.50
Quinine (dose)	$0.75

ENTERTAINMENT

ITEM	COST
Bordello	$1.00
Bordello (luxury)	$3.00
Musical	$0.50
Play	$0.50
Stereoscope show	$0.25

SERVICES

ITEM	COST
Hotel (per night)	$1.00
Meal (average)	$0.25
Meal (good)	$1.00
Room & Board (week)	$3.00
Shave and haircut	$0.25
Stable (per night)	$0.25
Stagecoach ride (per mile)	$0.15
Warm bath	$1.00
Telegram (per word)	$0.05
Letter or Package (per punce)	$0.10
Package by Rail (per lb)	$0.10
Stabling & Feeding a Horse (per night)	$0.25
Steamboat Ride (per mile)	$0.10
Stage Coach (per mile)	$0.20
Train ride (per mile)	$0.03

SALOON PRICES

ITEM	COST
Beer (bottle)	$0.10
Beer (glass)	$0.15
Cigar	$0.20
Gin (bottle)	$1.50
Gin (glass)	$0.25
Mineral water (bottle)	$0.15
Root Beer (bottle)	$0.20
Whiskey (bottle)	$2.00
Whiskey (shot)	$0.25
Wine (bottle)	$1.25
Wine (glass)	$0.25
Wine, fancy (bottle)	$3.00
Wine, fancy (glass)	$1.00

WEAPONS

Below you'll find a selection of standard weapons characters are free to choose from (keeping in mind rules for availability and quality). Exotic weapons are reserved for classes such as the mystic monk, sin-eater, or calavera that have special backgrounds that allow for carrying weapons most folks ain't even heard of. Rules for using firearms and other listed weapons can be found in the **Combat** section.

Damage/type is the die used to determine damage inflicted with a successful attack, while type is the type of damage the weapon inflicts (slashing, piercing, blunt). In the case of two types of damage being listed the wielder chooses the type to inflict.

Conceal represents the modifier a player uses when trying to hide a weapon from one or more individuals.

EXPLANATION OF WEAPON TRAITS

Defensive

Weapons with the Defensive trait make attacks against their wielder more difficult to land. Wielders may choose to use the weapons in a defensive fashion to gain a temporary +2 AC bonus against all attacks during the current round, but suffer a -2 to any subsequent attacks. Wielders must not have taken an attack yet to declare the use of the defensive trait.

Disarm

With a successful attack against opponents weapon at -2, defender must make a successful Reflex save versus a DC matching the total attack roll to avoid having the weapon thrown 1d20 feet.

Paired

Weapons with the Paired trait may be wielded in each hand giving the attacker an extra attack if normally allowed, or a +1d to attack with one weapon should the attacker be limited to only one melee attack per round.

Slow

Weapons with the Slow trait take an extra round to reload or ready.

Thrown

Weapons with the Thrown trait may be used in melee or thrown at the listed range for the same listed damage type.

Trip

Weapons with the Trip trait successfully striking a man sized target may forego damage in exchange for a trip attack, in which case the defender must immediately pass a Reflex save versus a DC matching the total attack number to avoid being knocked prone.

Two-handed

Two-handed melee weapons strike with a -1d initiative penalty.

MELEE WEAPONS

WEAPON	DAMAGE	TYPE	WEIGHT	COST	NOTES
Axe, hand	d6	S	4	$3	
Bagh Nakh (tiger claws)	d5+1	S	1	$1	Exotic
Battleaxe	d10	S	5	$12	Exotic
Bayonet	d7	P	2	$1	Must be mounted on a rifle
Brass Knuckles	d6	B	0.5	$2	
Cane	d4	B	1	$1	
Cane Sword	d6	S	1	$3	+4 to concealment rolls
Cestus	d5	P	1	$3	Exotic, grants +1 to AC vs 1 melee attack per round
Chain	d4	B	5	$2	May be used to trip or disarm. Target must beat attack result or fall, become grappled, etc.
Club	d6	B	3	$1	

MELEE WEAPONS (CONT.)

WEAPON	DAMAGE	TYPE	WEIGHT	COST	NOTES
Halberd	d10/d6	S/P	6	$20	Exotic, when used as a piercing weapon attacker gains a +1d bonus to attack rolls versus armored foes. Halbreds may also be used to trip opponents.
Katana	d10	S	6	$20	Exotic, may be used two handed (d12 dmg)
Katar	d5+1	P	3	$5	Exotic, wielder gains a +1d bonus to attack rolls versus armored foes.
Knife, Bowie	d6	S	1	$5	
Knife, Pocket	d4	S	.5	$2	
Kusari Gama	d4/d6	S/B	4	$15	Exotic, may be used as a chain or edged weapon, capable of tripping, or disarming.
Mace	d6	B/P	3	$10	Exotic, attacker gains a +1d bonus to attack rolls versus armored opponents in melee.
Machete	d7	S	3	$3	
Naginata	d8	S	9	$20	Exotic, reach 10'
Nunchaku	d5	B	2	$5	Exotic, may be used to entangle, see chain entry
Pick	d5	P	2	$2	Attacker gains a +1d bonus to attack rolls versus armored opponents in melee.
Pitchfork	d7	P	6	$3	
Saber	d8	S	5	$8	
Sai	d4	P	3	$15	Exotic, disarm.
Sap	d4	B	2	$1	Inflicts non-lethal damage to Stamina. Target falls unconscious after reaching 0 Stamina.
Shovel	d5	B	5	$3	
Sledgehammer	d8	B	8	$7	
Spear	d8	P	6	$4	May be thrown 10/20/30
Staff	d6	B	3	$3	
Straight Razor	d3	S	.05	$1	
Tetsubo	d10	B	5	$30	Exotic
Tomahawk	d6	S	3	$3	May be thrown 5/15/20
Tonfa	d5	B	2	$8	Exotic, may be used to trip, or disarm
Trident	d8	P	5	$10	Exotic, may be thrown 20'
Wakizashi	d7	S	4	$12	Exotic
Warclub, ball headed	d7	B	3	$3	
Warfan	d3	S	1	$2	Exotic, when used as a pair the weapons offer a +2 AC bonus versus melee weapons.
Weird Frontiers	d6	B	1	$60	Beat your foes with the rules book
Whip	d2	S	1	$2	May be used to disarm, or trip.
Zweihander	d12	S	4	$20	Exotic, two handed, adds a +1d modifier to any critical hit chart roll

RANGED WEAPONS

WEAPON	DAMAGE	TYPE	RANGE	WEIGHT	COST	NOTES
Axe, throwing	d5	S	10/15/25	2	$2	
Bola	d3	B	20/40/60	2	$3	May be used to trip an opponent.
Boomerang	d6	B	30/60/120	2	$6	Exotic Weapon, will return if target is missed. DC10 Reflex save to catch upon return.
Blowgun	d2	P	10/20/30	1	$1	
Bow	d8	P	70/140/210	4	$10	
Crossbow	d10	P	80/160/240	5	$20	Weapon takes one full round to reload.
Dynamite	see pg 147	*	10/20/30	.05	$.50 per stick	Explosives. See page 147 for use.
Shuriken	d4	P	10/20/30	.05	$2	Exotic Weapon, two may be thrown each round.
Sling	d4	B	20/40/60	.05	$1	
Slingshot	d5	B	10/20/30	1	$2	
Throwing Knife	d5	P	10/20/30	1	$3	

Firearms (simplified)

The simplified firearms chart has a few new terms as well:

Type: Single or double action refers to how a gun operates when you pull the trigger. A double action gun both cocks and fires the weapon when you pull the trigger. A single action gun can be "fanned" (see **Firearms** rules in the **Combat** section).

Caliber and Ammunition: Lists the caliber and type of ammunition used.

Load: Shows how many bullets the gun holds at one time.

Reload Time: Reflects the number of rounds it takes to reload a single bullet into the firearm.

ROF: How many shots in a round the gun can mechanically fire without fanning.

SIMPLIFIED FIREARMS

WEAPON	CALIBER	TYPE	AMMO	DAMAGE	ROF	LOAD	RELOAD TIME	RANGE	CONCEAL	PRICE	YEAR
Derringer	.41	Single	C&B	d8	2	2	3	2/8/15	4	$7	1850
Pocket Pistol	.30	Single	C&B	d6	2	5	3	5/15/50	2	$10	1850
Light Pistol	.36	Single	C&B	d8	2	6	3	10/20/60	1	$12	1850
Heavy Pistol	.44	Single	C&B	d10	2	6	3	10/20/60	0	$18	1847
Rifle-Musket	.58	Muzzleloading Single	C&B	d16	1	1	3	25/50/75	-8	$15	1800s
Breechloading Carbine	.56	Breechloading Single	C&B	d14	1	1	1	40/80/150	-3	$25	1860
Lever-Action Rifle	.44	Lever	Cart.	d12	3	16	1/3	40/80/150	-4	$40	1864
Breechloading Long-Range Rifle	.50	Breechloading Single	C&B	d16	1	1	1	200/400/600	-6	$50	1850
Muzzleloading shotgun	10-12ga	Muzzleloading Single	C&B	d14/ d10/d7	1	1 or 2	3	15/30/60	-6	$8	1600
Scattergun	10-12ga	Muzzleloading Single	C&B	d16/d8/ d4	1	1 or 2	3	10/20/40	-2	$8	1600
Revolving Shotgun	12ga	Single	C&B	d12/d8/ d5	2	5	3	15/30/60	-6	$30	1857

COMBAT MODIFIERS TABLE

CONDITION	ATTACK ROLL MODIFIER	
	MELEE	RANGED
Missile Fire Range Is…		
Short	N/A	+1
Medium	N/A	0
Long	N/A	-1
Attacker is…		
Invisible	+2	+2
Blinded	-2	-4
On higher ground or mounted	+1	+1
Squeezing through a tight space	-1d	-1d
Entangled	-1d	-1d
Using a non-signature weapon	-2	-2
Firing into melee combat	N/A	50% chance of hitting ally
Firing more than 1 shot in a round		-1 for each shot after the first, cumulative
Fanning the hammer and NOT a gunslinger		-1d for each shot after the first, cumulative
Defender is…		
Blinded	+2	+2
Entangled	+1d	+1d
Helpless (paralyzed, sleeping, or bound)	+1d	+1d
Kneeling, sitting, or prone	+2	-2
Invisible	-4	-4
Behind partial cover	N/A	+1 to defender's AC
Behind half cover	N/A	+2 to defender's AC
Behind full cover	N/A	+4 to defender's AC



ADVANCED FIREARMS

FIREARMS OF THE PERIOD

Derringers

Derringers are small pocket pistols, varying in size from four to eight inches long, and generally fairly lightweight. These are known as gambler's guns or ladies' guns but are also commonly carried as backup, light-weight, yet effective (at short ranges) pistols by people from many walks of life, including soldiers, prospectors, lawmen, outlaws, honest citizens, and the like. Pocket pistols have been produced since the 1600s, but they have been popularized in the States by the Philadelphia gunsmith, Henry Deringer. His cap and ball pocket pistols, the Philadelphia Derringers, produced from the 1820s onwards, are so well known that his competitors use his name for the entire type of pistols, the Derringers.

Single-shot cap-and-ball pistols include the Philadelphia Derringers and a range of similar large-caliber, short-barrel pocket pistols.

Pepperbox Derringer - Pepperbox pistols consist of an array of from three to eight separately loaded barrels clustered together for repeated firing without the need for reloading. Modern pepperboxes have rotating barrels or rotating hammer actions, though older ones had barrels that needed to be turned by hand. They are generally low caliber, from .22 up to .32. Makers of cap and ball pepperbox pistols include Allen & Wheeler, Marston, Leonard, Manhattan Firearms company, Pearce, and a host of others. These are all consolidated together under the Allen & Wheeler pepperbox (single action) or Marston pepperbox (double action). The Sharps pepperbox pistols are emblematic of the rimfire metallic cartridge pepperbox pistols, with four clustered barrels that tip up for reloading.

Cartridge Derringers – Single shot and double-barrel versions of these pistols are commonly seen. They are generally relatively large caliber (.41), though small caliber versions, such as the Remington Sawhandle, a .22 caliber single-shot, are also sold in large numbers. The iconic double-barrel Remington Model 95 derringer is the most famous of this type, as seen in the hands of many a gambler or mountebank. These are easily concealed and carried as a convenient backup weapon.

Specialty Derringers – Several types of derringers are being produced with conjoined weapons.

Reid's Knuckleduster – This pepperbox style derringer can be fired or held in the hand, and the metal ring on the butt end is used to strike with like brass knuckles.

Dolne Apache – This pepperbox-style French-produced derringer includes not only a grip formed like brass knuckles, but also has a punch dagger blade protruding from the bottom of the wielder's fist. A favorite of the French gangs, this also provides a wide range of personal defense options for the discerning man about town.

Wesson Dagger-Pistol – This double-barrel derringer has a dagger blade that is attached between the twin barrels, or in rarer versions, a folding knife blade that tucks along the barrels.

RIFLES & CARBINES

Rifles currently in use across the frontier span a range of styles and technologies. The single-shot flintlock to cap-and-ball rifles or muskets of the pre-war times are still being used, though most flintlocks have been converted to cap and ball. Briefly, long arms fall into several rough categories, including muzzleloaders, breech loaders, and repeaters.

Muzzleloading Rifles and Muskets

Smoothbore muskets – These weapons include some of the last mass-produced military flintlocks and older converted cap-and-ball military weapons. These were still in use in Civil War militias at the start of the recent war and civilians certainly have similar weapons. These are generally over four feet long, often have bayonet lugs, are muzzle-loading, and fire a large caliber, slow-moving lead ball.

Some of these old flintlocks got converted to the percussion system and are still being used today. The Springfield Army Musket Model 1840, Springfield Model 1816, M1817 Common Rifle, and others exemplify this type. Civilian versions might often be a bit shorter but are otherwise similar.

Military Rifle-Muskets – This is the standard infantry weapon of the war, and large numbers are still in use through the post-war era. These single-shot weapons are long, up to 56-58", mount a bayonet as needed, and fire a .58 caliber Minie ball round. Examples of this sort of weapon include the Springfield 1855/1861/1863 Army rifle-musket, the British Enfield 1853, the Lorenz rifle, and the M1841 Mississippi rifle.

Kentucky Rifles – This style of rifle was generally produced with a flintlock action and was a long (over five feet long), slim, .45 caliber rifle of the colonial era that still was in use during the Civil War—although it had been largely replaced by percussion cap technology.

Plains Rifles – These flintlock or percussion cap (after 1835) rifles were brawnier versions of the Kentucky Rifle of the 1700s, popularized by the Hawken brothers, in St. Louis. They were shorter than Kentucky Rifles, generally under four feet in length, and had a larger .54 caliber. They were in common use up to the Civil War and continued to be sold through the remaining half of the century.

Morgan James Rifle – This percussion cap rifle is made by one of the best known American gunsmiths for accuracy. It is designed specifically for target shooting but also excels in the sharpshooter role. It is often equipped with the Chapman-James telescopic rifle sight, mounted in line with the barrel. At 660 feet, specimens of this rifle can routinely place 10 aimed shots in a 2 ½" inch circle. The accuracy provides the shooter with +1D to hit at all ranges using iron sights.

Whitworth Rifle – This percussion cap rifle is designed specifically for long-range sharpshooters and is often equipped with a long 4x Davidson's telescopic sight mounted alongside the barrel. The bullets are specially made hexagonal .45 caliber hard lead bullets that take additional time to ram down the 33" to 39" barrel, but the trade-off in accuracy is immense, providing a +1D to hit at all ranges using iron sights. For example, in the standard British army tests, this rifle hit the target over 50% of the time at ranges of 4200 feet. It is, however, notorious for quickly fouling the barrel with repeated firing.

Breechloading Rifles & Carbines

Carbines – Many variants on the breech-loading carbine have been produced during and after the Civil War, but most share similar aspects. These include a linen, paper, or metal cartridge that contains the powder and ball and can be inserted into the breech quickly, a short over-all length for ease of use on horseback (around 40" is common), approximate .54 caliber, and an external percussion-cap firing system. Some of these are particularly notable and are described below. Other makes of carbines during the War Between the States include Burnside, Merrill, Smith, Gallager, Starr, Joslyn, Wesson, and Ballard—among others. Some of these use proprietary cartridges (Joslyn, Wesson, and Ballard), but most use the paper cartridge and percussion cap. Large numbers of these are in use across the West following the war.

Sharps Carbine – This was the most common carbine used by the Northern troops in the Civil War and has a well deserved reputation for longer-range accuracy than other carbines.

Maynard Carbine – This has a unique cartridge and tape-primer system as well as a reputation for reliability and accuracy that even surpassed that of the Sharps carbine.

Rifles – There are a range of breech-loading rifles that were produced in the Civil War era, but after the war and with the advent of metallic cartridges, these single-shot weapons have an ever-increasing presence. While they are produced in a range of calibers, the most commonly used ones for martial or big-game hunting are presented here.

Remington Rolling Block Rifle – This long-range hunting weapon is produced in a range of calibers, with the .50-70, .45-70, and .40-70 being popular. It uses a metallic cartridge and has an excellent reputation for long-range accuracy. Many large game and buffalo hunters use Remingtons for their accuracy and stopping power. The Ballard 1875 is a similar weapon but isn't as common or well-known.

Springfield Trapdoor Rifle – This military weapon has been produced since just after the Civil War. Using metal cartridges means that water is less of an issue for folks using these rifles. This is also made in a carbine version, for ease of use on horseback, but the range is a bit lower than for the rifle.

Sharps Rifle – This rifle saw use in the Civil War among some regiments and is renowned for its range and accuracy with the hard-hitting .52 caliber round. It uses a paper cartridge and percussion cap. The carbine version is more common and is described separately.

Sharps Buffalo Rifle – The so-called "Buffalo Rifle" or "Big Sharps" fires a .50 caliber bullet from a metal cartridge with impressive power and range. It's been used to take down every wild animal known to man and some that are just now being discovered after the Seven Days of Night. This rifle was used to take a mile-long shot at Adobe Wells. The Remington Rolling Block in .50 caliber performs just as well of course but doesn't have the same name recognition.

Repeating Rifles and Carbines

The rapid development of firearms technology during the Civil War led to the development of state-of-the-art repeating rifles and carbines, which rapidly have become favored by many for their rapid fire capability and large capacity. While some of the early attempts were a bit limited and anemic, the pressures of war and numerous fine technological minds have refined these to a highly robust and valued style of firearm.

Lever-action Rifles

The Lever action developed by Winchester and his collaborators is the most impressive feat of firearms engineering yet seen. Lever actions work by throwing the "lever" or trigger-guard forward and then back, which both ejects the spent cartridge case and loads a new cartridge from the tubular magazine holding enough bullets to "load it on Sunday and shoot all week."

Volcanic Carbine – This early lever-action uses a proprietary bullet composed of compressed powder and primer within the bullet. This makes for an underpowered bullet, but the ability to put out many shots in a short amount of time, no matter how anemic, was impressive back in the days before the War. Now, of course, there are much better options out there.

Evans Rifle – The Evans rifle and carbine have an incredible capacity, almost double that of the Henry or Winchester, but use a specially made short .44 round that is a bit underpowered compared to those used in other lever actions.

Winchester 1866 & 1873 – These lever-action rifles use a .44 round. The 1866 version has a brass frame, giving it the nickname of "Yellowboy," with the 1873 being upgraded to an iron frame. These also come in carbine form, at a price of reduced range, and even an extremely short-barreled "Trapper" version.

Winchester 1876 Rifle – Mr. Winchester's improved, more robust, lever action uses the higher power .45-70 rifle cartridge, rather than the pistol cartridges used in the early lever actions. It comes in a carbine form as well.

Henry Rifle – This is the first of the Winchester-style lever actions, using a .44 pistol cartridge to load the tubular magazine. This and the Spencer rifle served well in the War between the States, though Henrys were generally purchased privately. Henrys are produced in a rifle and carbine length. Henrys use a slightly underpowered pistol round when compared to those used in other military rifles and carbines of the time.

Spencer Rifle – The Spencer was used extensively, especially as a carbine by cavalry during and after the War. It continues to be produced and extensively used throughout the West after the war. While some report problems with extraction of the .56 caliber cartridges, most are quite happy with the seven-shot capacity of this longarm, particularly compared to other common carbines.

Revolving Rifles – These rifles have tried to capitalize on the known mechanism of a revolver but instead use rifle-caliber ammunition and longer barrels for improved range and power. A problem with these cap-and-ball firearms is that the gap between the revolver cylinder and the frame allows fragments of burning powder and hot gasses to escape. This is not particularly a problem in a single-handed pistol, but in a rifle configuration, where the wielder's face is right by the cylinder, this is a serious problem. Most people find that the tradeoff in capacity is not worth the inevitable facial burns. The Roper system does use preloaded reusable metal cartridges to avoid this issue. While some like these,

most folks with the ready money decide that a lever action does better for them in most ways.

Colt Revolving Rifle – The Colt company made a revolving rifle during the War, but it has several problems that made it hard to use. It's a cap-and-ball weapon, so reloading can be a mite slow. Also, it's prone to venting hot gas and burning powder into the user's face, which can be a mite disconcerting. While this can be resolved by adding a small shield to the side of the weapon, the gas and powder also occasionally ignite the other chambers in the cylinder, leading to a chain-firing misfire that can seriously injure shooters. They also make a shotgun with the same mechanism, some of which have been converted over to cartridge fire, making them a mite safer and handier.

LeMat Revolving Carbine – The Lemat carbine takes the Lemat pistol and adds an extended barrel and stock to make it a carbine. It retains the central shotgun barrel along with the pistol-caliber revolving cylinder, offering the user nine .42 caliber pistol rounds in addition to the 16 gauge shotgun.

Roper Revolving Rifle – The Roper revolving rifle uses their own reloadable steel cases for loading into the cylinder, which makes them a much more pleasant shooting experience, owing to the lack of chain-firing and facial burns that can be seen with other revolving rifles. However, they ain't cheap, and the steel cases need reloading between uses. Roper also makes shotguns, and they sell a couple of kits that can convert between shotgun and rifle with mere minutes of work changing out barrels and cylinders.

SHOTGUNS

The shotgun has remained relatively unchanged by the rapid evolution of the gunsmith's art. Indeed, the fowling piece of our forefathers would not differ greatly from a modern Greener muzzleloader, save in the use of a modern percussion cap instead of a flint for firing. Shotguns of today are certainly more readily loaded, with the advent of prepackaged cartridges or loads of shot and powder within paper, linen, or mesh packaging—giving a more consistent pattern to the shot. The scattergun (sawed-off or coach gun) is a shotgun with the barrels taken down to 12-18" and was a favorite of the Confederate cavalry and raiders during the war and remains a popular choice for ease of use and the ability to "clear a room." The newfangled break-action guns aren't as common, but as cartridges become more available and the price of a good gun falls, they will surely become more heavily used. Still, muzzleloaders remain the choice of many homesteaders, lawmen, outlaws, and sportsmen due to their ease of use, readily available ammunition, and low cost. The repeating shotguns of Roper, Colt, and Paterson provide another alternative for rapid fire but are primarily prized by those who may need to rapidly produce four 12 gauge loads of buckshot to put the quietus to some beast or men.

Muzzleloading Shotgun – These use a percussion-cap system and can load either loose shot and powder or premade wrapped loads. These are produced by a host of makers, including the famed European makers Greener and Purdey, as well as the American makers Allen, Sharps, Parker, Wesson, Whitney, Remington, Smith, Stevens, and Baker, among others. The American makers have been less prolific until after the War Between the States, increasing production after that time. Prices are generally low, running around $5-10 at the lower end but can be as high as $100 or more for a fine Purdey or the like. While these are produced in many gauges, the most commonly seen on the frontier are 12 and 10 gauge.

Breechloading Shotguns – These represent a step forward in the evolution of the shotgun, having been in production since the development of the Lefaucheaux pinfire cartridge in the late 1840s. However, American makers didn't really start producing these until 1865 and then only in small numbers until the 1870s. These are produced by a host of makers, including the famed European makers Greener, Purdey, and LeFaucheaux, as well as the American makers Allen, Sharps, Parker, Wesson, Whitney, Remington, Smith, Stevens, and Baker, among others. Prices are variable, with the general run costing between $15 and $20, but prices reach well into the hundreds for a well-made Parker, Purdey, or similar make. While these are produced in many gauges, the most commonly seen are 12 and 10 gauge.

Scatterguns – These are cut down 10-gauge shotguns, often carried by guards or outlaws. The range is decreased, but the spread is increased

compared to longer-barreled options. The cutting may be done by a local gunsmith, the maker, or anyone with a hacksaw. These are exceedingly popular among the more violent set of individuals who eschew hunting.

Roper Revolving Shotgun - The Roper revolving 12-gauge shotgun uses their own reloadable steel cases for loading into the cylinder, which makes them a much more pleasant shooting experience, owing to the lack of chain-firing and facial burns that can be seen with other revolving firearms. Additionally, these come with the Roper choke integral to the barrel, which provides for improved range. However, they ain't cheap and the steel cases need reloading between uses. Roper also makes rifles, and they sell a couple of kits that can convert between shotgun and rifle with mere minutes of work changing out barrels and cylinders. This is also available in a 16 gauge model (-1d damage).

Colt Revolving Shotgun – The Colt 12 gauge revolving shotgun uses the same mechanism as in the Colt revolving rifle, with many of the same issues. However, it is an excellent way to produce a large amount of lead in a short amount of time. The Paterson revolving shotgun was an earlier variant. Those converted to cartridge fire are much safer to use.

PISTOLS

The pistol is an essential sidearm of both the cavalry and the individual throughout America. Once Mr. Colt developed his revolver, it has become a key part of the outfit for both military men and those riding the range. While a rifle may have better range and more power, the ready-to-hand nature of the pistol has made it a favorite for settling disputes and providing personal protection. In the past 50 years, the pistol has progressed greatly, thanks to Mr. Colt and other gunsmiths of the time.

Muzzleloading Pistols

U.S. Model 1805 Flintlock Pistol – This single-shot pistol fires a .54 caliber ball, with a flintlock firing system. The pistol butt and stock are made of wood, with the military version being reinforced at the butt end for use in striking (d4 damage). These are generally not rifled, though rifled versions do exist. Both military and civilian versions are produced by a plethora of makers from 1805 through the 1830s.

M1842 Aston Caplock Pistol – This single-shot pistol fires a .54 caliber ball, using a percussion cap ignition. The pistol butt and stock are made of wood, with the butt end reinforced for use in striking (d4 damage). These are not commonly rifled. These are produced primarily by the Harpers Ferry Armory but also by numerous other makers through the 1850s, but were replaced in the military arsenal by revolvers at the time of the War. The M1832 Flintlock pistol has also been converted to cap and ball and issued to military units.

Elgin Cutlass Pistol – This single-shot cap-and-ball pistol was produced for the Navy in 1838. Firing a standard .54 caliber ball, it also had an underslung short 11" cutlass blade beneath the barrel (d6 melee).

Cap and Ball Revolvers

The revolver, developed by Mssrs. Paterson and Colt, flourishes today across America. The cap-and-ball revolver remains in use by a wide range of people, although cartridge revolvers have been produced by LeFaucheaux and Smith & Wesson since the 1850s. Remington and Colt have begun producing cartridge revolvers of their own in this modern era of the 1870s, but the cap and ball remains in use, despite taking longer to load and having issues with keeping one's powder dry. While the standard is a cylinder with five or six shots, there are some ranging up to 12 or even 20 shots! Calibers currently in use for revolvers range from .22 (handy for those looking for a more concealable and easily handled weapon) up to .45 (providing more than enough power to stop the fiercest man or beast in the hands of a trained gunslinger). A range of barrel lengths are also produced, though generally ranging from four to eight inches (nine inches for the Walker Colt).

Colt Walker – This single-action weapon was the first produced by Colt in 1847 as a cavalry handgun. Weighing four and a half pounds, with a nine inch barrel, and firing a .44 caliber round, this is the most powerful handgun of the time. The Colt Dragoon, made in 1849, lightened the weight and shortened the barrel slightly but is otherwise similar.

Colt 1860 Army – This .44 caliber single-action revolver with an 8" barrel is in extensive use, particularly by Union cavalry, during the War between the States as well as after the war. Several similar pistols are also made, including the

Remington Model 1858 New Army and the Starr Single Action Army.

Colt 1851 Navy – This .36 caliber single-action pistol with a 7.5" barrel is extensively used—particularly by those looking for a slightly lighter pistol than the Army Model. Competitors include the Colt M1861 Navy, Remington Model 1858 New Navy, and Whitney Revolver.

1851 Adams – This .44 caliber pistol is the first double-action cap-and-ball revolver, produced in Britain and was widely used throughout the British Army. It has no hammer and can't be fired in single action, though the 1856 Beaumont-Adams model remedies this by adding a hammer and providing a single action/double action capability. The double action is widely praised by army officers for the rapid-firing capacity.

Colt Baby Dragoon – This .31 caliber single-action pistol is a smaller version of the Colt Dragoon, made for pocket use, with a 4" barrel. Similar models include the Remington New Model Pocket pistol (1858), Colt "Root" sidehammer pistol, Colt 1849 Pocket Pistol, and the Colt Paterson, which was the first revolver, produced in 1836.

Colt Pocket Police – This .36 caliber single action was produced with a five-shot cylinder in a 4" barrel length. Similar models include the Colt Pocket Navy, Kerr's Patent Revolver (1857), Remington-Beals Pocket Pistol (1837), and Moore's Belt Revolver (seven shot).

LeMat Pistol – The LeMat pistol is a single-action revolver with a nine-shot, .36 caliber cylinder and barrel as well as a single-shot 20 gauge shotgun barrel down the middle of the cylinder. The user can choose which barrel to fire by flipping a lever on the hammer to switch the striker. While cumbersome and heavy, at four pounds, no other handgun has this combined shotgun and pistol firepower.

Pettingill Army and Navy – The Pettingill is a hammerless double-action (only) revolver produced in an Army (.44) and Navy (.34) configuration. The Army revolver has a 7" barrel and weighs in at three pounds, with the Navy version having a 4.5" barrel and weighing half that. However, the Pettingill has a reputation for fouling extremely rapidly and has an increased chance of misfiring (draw an extra card from the Gun deck for every two hexes you have). The lack of a hammer makes it a bit faster on the draw, adding +1 to quickdraw attempts.

Starr Double-Action Army and Navy – The Starr revolvers are double action (only), produced in an Army (.44) and Navy (.36) version, both with a 6" barrel. They use a double-trigger mechanism, with the cocking action performed by the first trigger and firing by a smaller, second trigger. These were extensively used in the Western theatre during the War Between the States, and a large number are still in use throughout the frontier. The 1861 Savage Navy revolver is a double action as well, similar to the Starr Navy.

Walch 12-shot – The Walch revolver is a .36 caliber pistol that uses a unique stacked load method to fit 12 shots into a six shot cylinder. It has a short 4" barrel, but the cylinder makes up for that, being twice the length. The additional firepower is always welcome for anyone on the trail, but the chance of a chainfire within the double-loaded cylinder is a mite concerning for a lot of folks (+1d when rolling for fumble). This was only made back at the beginning of the war and never quite caught on, though there's some still about.

Cartridge Pistols

Colt Frontier Model (M1878) – This double-action revolver has a larger frame to handle the increased power of the .45 and .44 cartridges it fires. Barrels vary in size from 3" to 7", though 5-7" are most common. This revolver is also offered in numerous other calibers, including .32 and .38 caliber models. The precursor to this revolver is the M1877, which has the Lightning (.38) and Thunderer (.41) models, though these are reported to suffer from excessive failure of the double-action spring mechanism, reducing the shootist to single-action use. The Smith and Wesson Frontier Model is similar, with a standard 6 ½" barrel, though it has the faster S&W break action loading mechanism (1/3 reload speed).

Colt House Revolver – This single action, easily concealable, popular pocket pistol uses .41 caliber metallic cartridges, with a 2-4" barrel length. One model also goes by the moniker of the Colt Cloverleaf, for its four-shot, clover-shaped cylinder. Similar guns include the Colt New Line .38 Pistol (five shots) and Remington New Model Police (five shots).

Colt Open-Top Pocket Pistol – This small, easily hidden gun has a cylinder holding seven .22 cartridges. The barrel is 2-3" long, making it excellent for the discrete, yet safety conscious gentleman or lady. A similar design is seen in the Colt New Line .22 Pistol.

Colt Peacemaker – This is also known as the Single Action Army and is the first revolver designed by Colt specifically for use with cartridges. The rear loading gate is robust, though it does not work as quickly for reloading as the tip-up mechanism of Smith and Wesson—it is still preferred by many. Firing the .45 or .44 round, this handgun replaces the Colt 1860 Army in U.S. military usage. The standard version has a 7.5" barrel, with a 5" barrel also available (+1 conceal). Similar firearms include the Colt Open-Top Army, the Remington New Model, and Remington Single Action Army.

John Adams Revolver - The John Adams .45 double-action revolver of 1866 uses cartridges rather than cap and ball and is the official British Army pistol. The double action is widely praised by army officers for the rapid firing capacity.

LeFaucheaux DoubleBarrel Pinfire – This unique 20 round, .32 caliber revolver uses an arrangement of a double cylinder and 2 barrels, all fired by the same single-action hammer.

LeFaucheaux M1854 – This six shot French-made military revolver with a 7" barrel uses the 12mm (.44) pinfire cartridge. While not as popular as the Colt revolvers, many of these are sold to Army officers and private citizens. The pinfire cartridge is primarily used in Europe however, having not caught on among American gun makers.

Merwin Hulbert Model 3 "Frontier" – This .44 caliber cartridge double-action revolver has an innovative reloading mechanism that makes for rapid reloading. A 7" barrel is standard, though a 5" barrel can be ordered from the factory (+1 to quickdrawing). It can also be purchased as a single-action revolver. This can also be had with a folding hammer spur for ease in drawing (+1 to quickdrawing from hidden holster). Several other models are also produced. The Model 1 and 2 are single action, while the Model 4 is double action. The Model 4 has the option of a 3 ½" barrel as well, with the pistol designed for ease of swapping between barrels. The Merwin-Hulbert Pocket Army is similar to the Frontier models, even to barrel length, but has an exposed metal "Skull-crusher" pommel with a lanyard hole (d4 melee damage).

Merwin Hulbert Pocket Pistol – This .38 caliber, six shot pocket pistol has a barrel length ranging from 3 -5". Models 1, 2, and 3 are single action, with a spur trigger (no trigger guard). They can be purchased with a "skull crusher" butt (+$2, d4 melee damage). The Model 4 can be purchased in either single or double action, with an optional folding hammer spur (+1 to quickdrawing).

Merwin Hulbert Small Frame Pocket Pistol – This smaller, 3" barrel, .32 caliber pocket pistol can be purchased in either single or double action and has an optional folding hammer spur as well (+1 to quickdrawing).

Remington New Model Conversion Pistols – The Remington New Model Army (.44) and New Model Navy (.36) are some of the first large caliber pistols to be converted to cartridges. Sporting an 8" and 7" barrel, respectively, these are clearly belt guns rather than pocket pistols. The Richards-Mason Colt Army and Colt Navy Conversion pistols are similar conversions of cap-and-ball revolver models to rimfire cartridges.

Smith and Wesson, Model 1 – This .22 caliber, seven shot revolver with a 3 3/16" barrel is the first cartridge revolver produced by Smith and Wesson and a popular sidearm during the war and afterwards, despite the low powered cartridge. It utilizes a tip-up mechanism for loading cartridges, which is much faster than cap-and-ball revolvers, though the cylinder has to be removed to load cartridges. The low-powered cartridges and small size make it more of a pocket pistol.

Smith and Wesson, Model 1 1/2 – This .32 caliber, five shot revolver has a 3 ½" barrel and is sold as a pocket pistol. It uses the same tip-up mechanism for loading as the Model 1 and Model 2.

Smith and Wesson, Army Model 2 – This .32 caliber, six shot revolver with a 6" barrel has been a favorite since the War Between the States. It uses the same loading mechanism as the Model 1 and with the more powerful cartridge, is a favorite of those wearing a belt gun.

Smith & Wesson, Model 2 – This single action, .38 revolver has a 3 ½" to 4 ½" barrel, and a double-action variant is also produced in both .38 and .32 (d6 damage) calibers.

Smith & Wesson Schofield – The Schofield is one version of the Smith and Wesson Model 3, along with the S&W Russian, all in .44 caliber, with a 7" barrel. The U.S. Cavalry uses the Schofield, as well as versions made for the Imperial Russian Army and others. The break-action loading, with an automatic cartridge ejector, makes reloading much faster than Colt and Remington models.

Volcanic Pistol - This early lever-action in a pistol size uses a proprietary bullet composed of compressed powder and primer within the bullet. This makes for an underpowered bullet, but the ability to put out many shots in a short amount of time, no matter how anemic, is still impressive.

EXOTIC FIREARMS

18-Barrel Pepperbox Pistol – This enlarged version of the pepperbox pistol, produced in 1830, holds 18 .28 caliber rounds, one within each of the cluster of 18 barrels. However, it must be turned manually between each shot, rather than cocking the hammer to turn to the next barrel. Numerous variations on the pepperbox model are produced by a range of makers, with barrel numbers ranging from 3 to 18.

Dumonthier Shotgun Cane – This .410 shotgun is a single-shot weapon using a cartridge, housed in a walking cane, and fired by a hidden trigger or button on the cane. The cane has a metal shaft covered in gutta percha or similar material to simulate a normal wood or malacca cane, making it a formidable weapon in melee as well (although the mechanism may well be damaged if used to bludgeon a foe). Accuracy is not the best, but better to use the weapon you have with you than regret not having one. Several other makers also produced weapons of this sort, sometimes referred to as poacher's guns.

Remington Rifle-cane - This .32 caliber rifle is a single-shot weapon sold commercially by Remington Arms. It uses a metal cartridge, fired by a hidden button. The cane has a metal shaft covered in gutta percha or similar material to simulate a normal wood or malacca cane, making it a formidable weapon in melee as well (although the mechanism may well be damaged if used to bludgeon a foe). Accuracy is not the best, but better to use the weapon you have with you than regret not having one. Several other makers also produced weapons of this sort, sometimes referred to as poacher's guns.

Artillery & Crew Weapons

This weaponry, while not often carried by your average gunslinger or cowpuncher, is still familiar to anyone who made it through the War Between the States. While any cannon can be fired by a single person, aiming and reloading the cannon takes a significant amount of labour, requiring large crews of trained personnel. The smallest cannon (the swivel gun) can be served by a crew of two to three and is aimed and fired by only one person. The Mountain howitzer requires a crew of three to four people to serve it. Larger cannons have teams of six to nine trained operators. Attempts to effectively fire larger artillery without the character having experience should carry with it a penalty for untrained operation (d10 action die), unless it is clearly not involving aiming or reloading operations. Additionally, reloading times are tripled unless the crew is experienced or doubled if the crew is short-handed.

1841 Mountain Howitzer - The howitzer is meant to throw an explosive shell in an arc over fortifications but can be trained to fire directly ahead as well, serving as a more wieldy cannon. Featuring a short (3') barrel length, cast in bronze, this mountain howitzer throws a nine pound shell and is made to be packed on three mules and carried into battle or drawn behind a single or pair of animals. This is one of the most common forms of artillery to be found in the Western territories.

1855 3" Ordinance Rifle Cannon - The Ordinance Rifle Cannon is a wrought-iron rifled cannon with a 3" bore, firing a 9-10lb shot. This cannon has an exceptional reputation for accuracy over all ranges. Despite being iron, it does not have the propensity for failure seen in the Parrot cannon, due to the use of wrought, rather than cast, iron.

1857 Napoleon Cannon (6 and 12 pounders) - The Napoleon cannons are cast bronze and were the most common cannons used during the war. The six pound cannon has a 3 ½" bore and the 12 pounder has a 4 ½" bore. Both are smoothbore but with an

excellent reputation for accuracy. While the six pounders can be pulled by a four-horse team, both the 6 and 12 pounders generally use a six horse team to pull them. These, as with any cannon, can also be emplaced in permanent fortifications.

M1863 Parrot Rifle Cannon - The Parrot rifled cannon is a 3" bore, cast-iron cannon firing an elongated 10lb. round. Produced in limited numbers for the Union during the War, it was never popular among artillery officers due to a propensity for explosive failure. Some are no doubt still in commission or available as surplus.

Swivel Gun - These small 1lb smoothbore cannons are generally loaded with 15-16 lead balls, though they can fire a 1lb round ball (2" in diameter). Running about three feet long, they are mounted to a post via a shank allowing them to swivel through a wide arc and traverse slightly up and down. These are generally intuitive to fire and can be used as conventional guns.

Cannon Ammunition

Cannons fire a range of ammunition, as discussed below. Choices of ammunition will vary depending on the choice of target.

Canister Shot - Canister shot is exclusively meant for anti-personnel actions. A thin-walled, tin canister packed with iron or lead balls of 1-3 oz weight is loaded into the cannon, turning it into a 3-4" bore shotgun with a range of up to 400 yards. The number of balls fired ranged from 27 3-oz balls in the 6lb. cannon up to 72 in the 12lb. cannon and even 148 1-oz musket balls in the mountain howitzer.

Case Shot (exploding shells) - These bursting shells include the Shrapnel shell, invented by the British General Henry Shrapnel, and other shell types meant to burst upon impact or utilize a timed fuse, spreading fire and casing fragments about. Many of these are cast iron, scored to explode in multiple, jagged fragments, though the Shrapnel shell also has a canister of 72 musket balls meant to burst outwards from it in a deadly spray. These are commonly used in howitzers for indirect fire.

Grapeshot - Grapeshot consists of multiple (generally nine) large 1-2" diameter iron balls. It is almost exclusively used against ships, as it does limited damage to more solid fortifications and does not have the intense anti-personnel effect of canister shot. Grapeshot is packaged with a bag encompassing the shot held in a wooden holder. Grapeshot is fired only from larger cannons (10-12 pounders or more). Grapeshot does have a more limited range than solid shot, at about 500 yards. At this time, with the advent of exploding shot, the use of grapeshot is on the wane.

Solid Shot - Solid shot consists of cast-iron balls, or for rifled cannon, ovoid or elongated projectiles. Weight and diameter vary for individual guns. Solid shot is not terribly effective against scattered troops but does well against fortifications or against columns of troops—wreaking horrific damage. Individuals struck by solid shot will automatically roll on the Artillery Critical Hit tables (below), in addition to taking the stated damage.

Multiple Shot Artillery

These weapons are the earliest machine guns, providing suppressive fire on the battlefield, but are most often used as artillery. They may be hauled behind horse teams or emplaced in permanent positions in fortifications, though generally cannon are used for permanent emplacements. The cost of these large repeating weapons is quite high, as they are clearly the state of the art in firearms technology at this time.They are generally crew-served weapons, requiring multiple people to maintain loading of the ammunition in the guns, as well as to aim the guns, though only one person is required to fire any of them. Without a proper reloading team, however, these will rapidly run out of ammunition and reload rates will triple.

1861 Ager "Coffee-grinder" Gun - The Ager gun gained the moniker of "coffee grinder" due to its tall hopper and side cranked firing handle. This early repeater only has a single barrel for its .51 caliber rounds. Ammunition is preloaded steel tubes put into a loose hopper and gravity-fed into the firing mechanism. While a bit slower than others, it still fires 20 shots a round from the 40 round hopper. However, the single barrel is prone to overheating, with each round of firing after the first increasing the likelihood of failure.

1862 Gatling Gun - The Gatling gun is the epitome of the multi-barreled repeating weapons of the time. Five to eight rotating barrels are fed by an

ammunition hopper in earlier models or a long stacked magazine in later models. The gun is fired by turning a crank handle on the side, both rotating, loading, and firing each barrel in turn at an astounding rate of 30 shots a round. The earlier 1862 model fires a .50 caliber cartridge from a gravity feed hopper which holds 60 rounds. The later magazine fed version from 1881 fires an astonishing 50 shots a round of .45-70 from an 80 round stacked magazine. This version also has shortened barrels, making it more mobile. Both benefit from having a pair of dedicated loaders, who can load the hopper or magazine while the gun is in operation. The gun can be traversed through a fairly wide arc bounded primarily by the tall wheels of its carriage, precluding much of the need for additional personnel to aid in aiming.

1865 Mitrailleuse - This French-made weapon consists of 25, long steel barrels mounted together, fired by a lever system. It is mounted to a standard artillery carriage, creating a weapon that needs to be hauled about by a four to six horse team. Additionally, this needs a trained six-person team to keep it aimed correctly and firing. However, it sends its .51 caliber rounds up to 4500 feet, firing up to 25 shots/round. The ammunition for this weapon consists of round, steel plates holding 25 rounds that fit into the rear breech of the weapon and can be replaced in as little as 1 round, with a normal six person crew. The Mitrailleuse has been produced since the 1850's, in various forms. Without the aid of one or two people to traverse the gun carriage as needed, the arc these can normally cover is small as well, reducing accuracy (-2d for firing without having a crew to aid in aiming).

Artillery Critical Hit Table (Modified by Luck)

Roll	Result
1	The cannonball smashes into the target's weapon, tearing it out of their hand and smashing it to flinders.
2	The cannonball whirs through the air, whipping towards the target as they duck and reflexively raise their hand to ward it off, neatly removing 1d4 fingers.
3	The cannonball snatches at the target as it passes on, bouncing into the air behind them and twirling them around with the force of its passing. The target falls to the ground, prone, and then notices that they are missing a hand or foot (determined randomly) and takes an additional 1d6 in damage. If now missing a foot, they suffer a permanent -5' to Movement. If a hand is taken, reload times are tripled and the target suffers a -1d when firing rifles or shotguns.
4	The iron ball smashes into the target's leg, leaving it hanging from a thread below the knee. The target is overcome by shock, requiring a DC15 Fortitude check to continue to function beyond screaming and passing out, as well as taking an additional 1d8 in damage. After extensive rehabilitation, they can revel in their new moniker of "Peg-leg." The target suffers a permanent -5' to Movement and -1 to Agility.
5	The iron ball slams through the target's arm, crushing the bones and muscles to a chunky paste. The target screams and passes out (DC 15 Fortitude save to resist), taking an additional 1d8 in damage and suffers a permanent -1 to Strength.
6	The target is smashed to the ground by the sheer force of the cannonball strike, with multiple broken bones and shattered ribs. The target is knocked out for 1d10 rounds, takes an additional 2d6 in damage, and permanently loses 1 Stamina.
7	The target is struck in the torso, smashing their pelvis, and leaving them twisted and broken. The target takes an additional 2d8 in damage and is knocked prone, able to only drag themselves along the ground at a Movement rate of 2' until fully healed. The target permanently loses -1 Agility and -10' Movement but gains a new nickname of "Sidewinder" to match their gait.
8	The target's head is whipped from their shoulders by the passing cannonball, killing them outright, splashing everyone within 20' in the blood fountaining from their neck. All seeing this must make a DC13 Grit check.

FIREARMS

MODEL	CALIBER	TYPE	AMMO	DAMAGE	ROF	LOAD	RELOAD TIME IN ROUNDS
Adams Revolver	.44	Double	C&B	d10	3	5	3
Beaumont–Adams	.44	Single/Double	C&B	d10	3	5	3
Caplock Pistol, double-barrel	.69	Muzzleloading Single	C&B	d10	2	2	3
Caplock Pistol, single barrel	.69	Muzzleloading Single	C&B	d10	1	1	3
Colt 1851 Navy Revolver	.36	Single	C&B	d8	2	6	3
Colt Army Model 1860	.44	Single	C&B	d10	2	6	3
Colt Baby Dragoon	.31	Single	C&B	d6	2	6	3
Colt Frontier	.32	Double	Cart.	d6	3	6	1/2
Colt Frontier	.44	Double	Cart.	d10	3	6	1/2
Colt House Pistol	.41	Single	Cart	d8	2	4	1/2
Colt New Army	.45	Single	Cart.	d10	2	6	1/2
Colt Open-Top Pocket Pistol	.22	Single	Cart.	d5	2	7	1/2
Colt Peacemaker	.45	Double	Cart.	d10	3	6	1/2
Colt Police	.36	Single	C&B	d8	2	5	3
Colt Walker	.44	Single	C&B	d12	2	6	4
Elgin Cutlass Pistol	.54	Single	C&B	d10	1	1	4
Flintlock Pistol	.69	Muzzleloading Single	Flintlock	d10	1	1	4
John Adams Revolver	.45	Double	Cart.	d10	3	6	1/2
Lefaucheux M1854 Pinfire	12mm (.45)	Single	Pinfire Cart.	d10	2	6	1
Lefaucheux Doublebarrel Pinfire	7.65mm (.30)	Single	Pinfire Cart.	d6	2	20	1
LeMat Revolver	.42/16ga	Single	C&B	d8 (d10/d6/d4)	2 (1)	9 (1)	3
Merwin Hulbert Pocket Pistol	.32	Double	Cart.	d6	3	6	1/3
Merwin Hulbert Model 3 (Frontier)	.44	Single/Double	Cart.	d10	3	6	1/3
Pettengill Army Revolver	.44	Double	C&B	d10	3	6	3
Pettengill Navy Revolver	.34	Double	C&B	d8	3	6	3
Remington Navy Model - Conversion	.36	Single	Cart.	d8	2	5	1/2
Richards-Mason Army Colt Conversion	.44	Single	Cart.	d10	2	6	1/2
Smith & Wesson Frontier	.44	Single/Double	Cart	d10	3	6	1/3
Smith & Wesson Model No. 2 Army	.32	Single	Cart	d6	2	6	1/3
Smith & Wesson Model One	.22	Single	Cart.	d4	2	7	1/3
Smith & Wesson Schofield	.45	Single	Cart	d10	2	6	1/3
Smith and Wesson Model 2	.38	Single	Cart.	d8	2	5	1/3
Starr DA Army Revolver	.44	Double	C&B	d10	3	6	3

FIREARMS (CONT.)

RANGE (FT)	CON-CEAL	PRICE	YEAR	DESCRIPTION
10/20/60	1	$16	1851	Also Tranter Revolver
10/20/60	1	$20	1856	
5/15/40	-1	$2	1800's	
5/15/40	-1	$4	1837	
10/20/60	2	$14	1850	Also Colt M1861 Navy, Remington Model 1858 New Navy, Whitney Revolver,
10/20/60	0	$20	1860	Also Remington Model 1858 New Army, Starr SA Army
10/20/60	2	$14	1848	Also, Colt "Root" sidehammer, Colt 1849 Pocket Pistol, Colt Paterson (1836)
10/20/60	2	$16	1877	
10/20/60	1	$18	1877	
6/15/50	2	$14	1870	Also Colt New Line Pistol, Remington New Model Police,
10/20/60	0	$17	1873	Also Colt Open-Top Pistol, Remington New Model, Remington Single Action Army
6/15/50	3	$8	1871	
10/20/60	0	$20	1877	
10/20/60	2	$15	1862	Also Kerr's Patent Revolver (1857), Remington-Beals Pocket Pistol (1837), Moore's Belt Revolver (7 shot)
10/20/75	-1	$20	1847	Also Colt Dragoon
5/15/40	-2	$16	1838	11" blade under barrel (d6 melee).
5/15/40	-1	$2	1700's	
10/20/60	1	$22	1866	
10/20/60	0	$17	1854	Also Lefaucheux M1858.
6/15/50	-1	$30	1862	
10/20/60 (5/15/25)	-1	$30	1860	
6/15/50	2	$18	1877	
10/20/75	1	$18	1877	Also Merwin Hulbert Model 1 & Model 2 (Frontier and Pocket Army - SA only)
10/20/60	1	$20	1858	Hammerless. Increased misfire chance without frequent cleaning.
10/20/60	1	$20	1858	Hammerless. Increased misfire chance without frequent cleaning.
10/20/60	2	$9	1870	
10/20/60	1	$15	1872	
10/20/60	1	$20	1881	
10/20/60	1	$16	1861	Also S&W Model 1 1/2, Remington New Model Pocket (Reload 1/3).
5/10/45	3	$4	1859	
10/20/60	0	$18	1876	Also S&W Model 3, S&W Russian,
10/20/60	1	$15	1876	
10/25/75	1	$25	1860	

FIREARMS (CONT.)

MODEL	CALIBER	TYPE	AMMO	DAMAGE	ROF	LOAD	RELOAD TIME IN ROUNDS
Starr DA Navy Revolver	.36	Double	C&B	d8	3	6	3
Volcanic .41 Pistol	.41	Lever	Volcanic "Rocketball"	d6	3	10	1/2
Walch Revolver	.36	Single	C&B	d8	2	12	4
DERRINGERS							
Colt Derringer	.41	Single	Cart.	d8	1	1	1
Philadelphia Deringer	.41	Single	Muzzleloading C&B	d8	1	1	4
Reid's Knuckleduster	.32	Single	Cart.	d6 (d4 melee)	2	5	3
Remington Sawhandle	.22	Single	Cart.	d4	1	1	1
Remington Model 95	.41	double	Cart	d8	2	2	1
Sharps Pepperbox Model 1	.22	single	Cart.	d4	2	4	2
Sharps Pepperbox Model 2, 3, 4	.32	single	Cart.	d6	2	4	2
Wesson Dagger-pistol	.41	single	Cart.	d8 (d4 with blade)	2	2	1
Dolne Apache Pistol (Brass knuckles & punch dagger)"	7mm	Double	Cart.	d6 (d5 brass knuckles/ d4 blade)	3	6	3
Allen & Wheeler Pepperbox	.32	Single	C&B	d6	2	4	3 rds
Marston Pepperbox Handgun	.31	Double	C&B	d6	3	4	3 rds
RIFLES							
Burnside Carbine	.54	Breechloading Single	C&B	d12	1	1	1
Colt Revolving Rifle	.44	Single	C&B	d12	2	6	3
Evans Rifle	.44 Evans	Lever	Cart.	d8	3	26	2
Plains Rifle	.53	Single	ML/C&B	d14	1	1	3
Henry Rifle	.44	Lever	Cart	d10	3	16	1/2
Kentucky Rifle	.40-.48	Single	ML/Flintlock	d12	1	1	4
LeMat Carbine/Shotgun	.42/16ga	Single	C&B	d10 (d10/ d8/d4)	2 (1)	9 (1)	3
Maynard Carbine	.52	Breechloading Single	Cart.	d12	1	1	1
Remington Rolling Block .45 Rifle	.45-70	Single	Cart.	d14	1	1	1
Roper Repeating Rifle	.40	Single	Cart.	d12	2	4	1
Sharps Buffalo Rifle	.50	Breechloading single	Cart.	2d8	1	1	1

FIREARMS (CONT.)

RANGE (FT)	CONCEAL	PRICE	YEAR	DESCRIPTION
10/25/75	1	$20	1860	Also Savage 1861 Navy.
5/15/40	0	$15	1855	Underpowered. Also in .31 caliber (d4 damage)
6/15/50	0	$20	1857	Superimposed chamber loads. Requires manual loading. Increased chance of bad fumble (+1d)
2/8/16	5	$8	1861	Also Moore Derringer (1861), National Arms Derringer (1866), Williamson SingleShot
2/5/12	3	$15 for pair	1825	First “derringer”
2/4/8	4	$10	1866	Also useable as a knuckeduster (as brass knuckles)
2/8/15	4	5	1865	
2/5/12	5	$10	1866	
2/5/16	3	$8	1859	Also the Remington-Elliot Pepperbox (1863)
2/6/16	3	$10	1859	
2/5/12	2	$9	1868	Has a 4" folding knife blade or a similar fixed blade that can attach to the barrel.
2/8/15	3	$12	1865	Also usable as brass knuckles and has an integrated short dagger blade.
2/8/15	2	11	1850	
2/8/15	2	13	1850	
50/100/200	-4	$22	1855	Also Merrill Carbine, Smith Carbine, Joslyn Carbine (Cart.), Frank Wesson Carbine (Cart.), Ballard Carbine (cart.)
25/75/150	-5	$44	1855	Tendency to misfire (chain-firing all cylinders and spraying users left arm and hand with gunpowder and lead fragments. Also Colt Paterson Rifle (1836)
50/100/200	-5	$45	1871	Carbine version - Range (25/75/150); Conceal: -4
50/100/200	-6	$28	1823	
25/75/150	-4	$45	1860	
50/100/200	-8	$20	1700’s	
25/75/150 (15/30/60)	-4	$40	1860	
50/100/300	-4	$27	1856	Reputation for long-range accuracy. Used by sharpshooters.
100/300/600	-6	$30	1865	Also Ballard 1875 Rifle.
100/200/300	-6	$50	1867	Revolving cylinder.
150/300/700	-8	$45	1874	Also Remington Rolling Block .50.

FIREARMS (CONT.)

MODEL	CALIBER	TYPE	AMMO	DAMAGE	ROF	LOAD
Sharps Rifle	.52	Breechloading Single	C&B	d14	1	1
Spencer repeating Rifle	.56	Lever	Cart.	d12	2	7
Springfield Army Musket	.69	Single	ML/Flintlock	d12	1	1
Springfield Rifle-Musket	.58	Single	ML/C&B	d16	1	1
Springfield Trapdoor Rifle	.50-.70	Single	Cart.	d16	1	1
Volcanic Carbine	.41	Lever	Volcanic Rocketball	d6	2	25
Whitworth Rifle	.45	Single	C&B	d14	1	1
Winchester 1866/1873	.44	Lever	Cart.	d12	3	14
Winchester 1876	.45-70	Lever	Cart.	d14	3	13
SHOTGUNS						
Single-barrel Breechloader	10-12ga	Single	Cart.	d14/d10/d7	1	1
Double-barrel breechloader	10-12ga	Single	Cart.	d14/d10/d7	2	2
Coach Gun Breechloader (scattergun)	10-12ga	Single	Cart.	d16/d8/d4	1 or 2	1 or2
Colt Revolving Shotgun	12ga	Single	C&B	d12/d8/d5	2	5
Roper Repeating Shotgun	12g	Single	Cart.	d12/d8/d5	2	4
Remington Rifle Cane	.32	Single	Cart.	d8 (d6 melee)	1	1
Dumonthier Shotgun Cane	.410	Single	Cart.	d8/d4/d3 (d6 melee)	1	1
18 Barrel Percussion Pepperbox	.28	Single (Hand rotated)	C&B	d6	2	18

FIREARMS (CONT.)

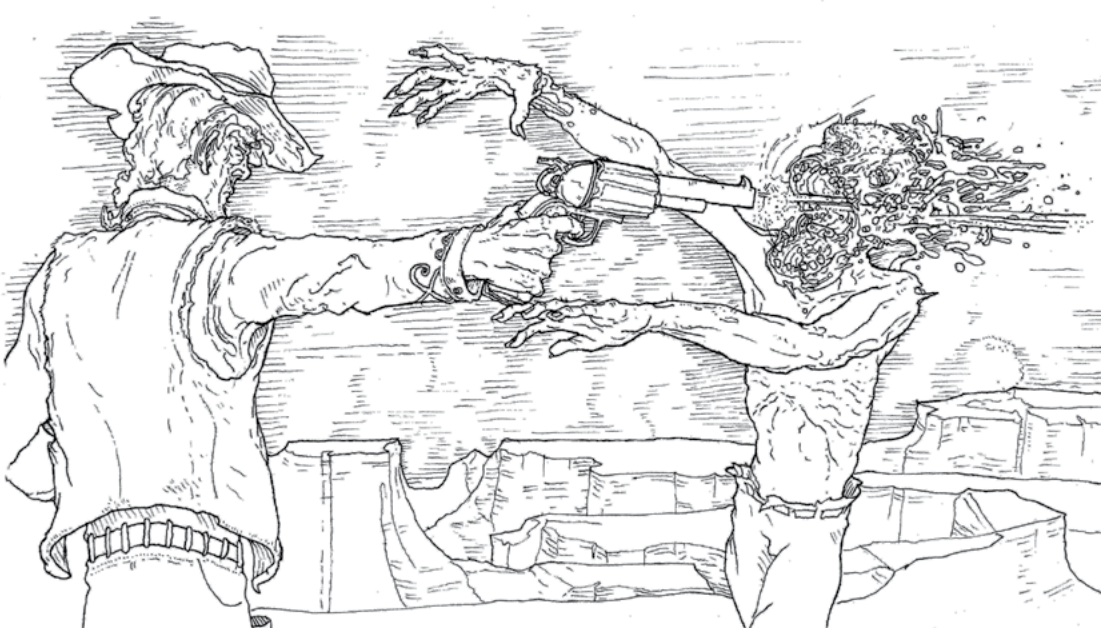
RELOAD TIME IN ROUNDS	RANGE (FT)	CONCEAL	PRICE	YEAR	DESCRIPTION
1	100/250/500	-6	$30	1851, 1853, 1859, 1863	Carbine version - Range (50/100/250); Conceal: -4. Available converted to cartridge (.50) in 1873.
1/2	50/100/300	-6	$40	1861	Carbine version ($28) - Range (50/100/200); Conceal: -4
4	25/75/150	-8	$5	1840	Last mass-produced military flintlock musket. Still in use in Civil War militias at start of war. Some of these old flintlocks were converted to the percussion system. Also Springfield Model 1816. M1817 Common Rifle,
3	25/75/200	-8	$20	1855, 1861, 1863	Also British Enfield 1853, Lorenz Rifle, M1841 Mississippi,
1	50/100/400	-8	$20	1865, 1866, 1873	Carbine version - Range (50/100/200); Conceal: -4
1/2	20/50/100	-3	$30	1856	Underpowered bullets. D6 damage
6	200/400/800	-8	$120	1857	Sharpshooter weapon. Telescopic sight. +2D to hit at all ranges.
1/3	50/100/250	-6	$40	1866, 1873	Carbine version - Range (50/75/150); Conceal: -4. Trapper version - Range (25/50/100); Conceal: -3.
1/3	50/150/350	-6	$55	1876	Carbine version - Range (50/100/200); Conceal: -4
1	15/30/60	-6	$15	1851	European makers - Greener, Purdey, others. U.S. Makers (1865 onwards): Allen, Sharps, Parker, Wesson, Whitney, Remington, Smith, Stevens, Baker Subtract $10 from price for muzzleloaders (Reload time 3)
1	15/30/60	-6	$20	1855	European makers - Greener, Purdey, others. U.S. Makers (1865 onwards): Allen, Parker, Wesson, Whitney, Remington, Stevens, Colt, Baker Subtract $10 from price for muzzleloaders (Reload time 3)
1	10/20/40	-3	$15-$20	1855	Subtract $10 from price for muzzleloaders (Reload time 3)
3	15/30/60	-6	$30	1860	Also Colt Paterson (1839)
2	20/40/80	-6	$60	1867	Decreased fumble die by -1d. Improved choke for increased range.
3	5/15/30	5	$15	1858	
3	5/10/20	5	$20	1876	
3	2/8/15	-1	$15	1830	

MACHINE GUNS

MODEL	CALIBER	TYPE	AMMO	DAMAGE	ROF	LOAD	RELOAD	RANGE	PRICE	WEIGHT	YEAR
Ager “Coffee Grinder”	0.51	Hopper Feed	Paper Cart.	2d10/5 rounds	20	40	2 rounds	50/100/400	$500	500	1861
Mitrailleuse	0.5	Plate loaded	Cart.	2d14/5 rounds	25	25	2 rounds	100/300/500	$800	1800	1850
Gatling Gun	0.5	Hopper feed	Cart.	2d14/5 rounds	30	60	2 rounds	100/200/600	$1,000	500	1862
1881 Gatling Gun	0.45	Magazine	Cart.	2d12/5 rounds	50	80	1 rounds	100/200/400	$700	350	1881

ARTILLERY

MODEL	BORE	SHOT WEIGHT IN LBS.	POWDER CHARGE IN LBS.	GUN & CARRIAGE WEIGHT IN LBS.	AMMO WT IN LBS.	ROF	CREW	CANNISTER/ GRAPE SHOT RANGE	SOLID/ CASE SHOT RANGE	PRICE	COST OF AMMO
Swivel Gun	2”	1	0.25	100	-	2	2	300'	1500'	$100	$0.50
6 Pound Napoleon	3.5”	6	1.25	1700	1000	2	6	900'	4500'	$800	$1.00
12 Pound Napoleon	4.5”	12	2.5	2400	1500	1	8	1200'	4800'	$400	$1.50
Parrot Cannon	3”	10	1	1800	1200	2	8	1200'	5400'	$500	$1.25
Ordnance Rifled Cannon	3”	10	1	1700	1200	2	8	1200'	5400'	$650	$1.25
Mountain Howitzer	4.5”	9	0.5	300	300	2	4	750'	3000'	$400	$1.00



ARTILLERY AMMUNITION

AMMUNITION	SHORT RANGE (1/2 MAX RANGE) DAMAGE	LONG RANGE DAMAGE	CRITICAL RESULT MODIFIERS
SOLID SHOT			
1 pound	2d10	2d8	-
6 pound	3d8*	2d8*	Automatic Critical on hit, roll 1d4 on Artillery Critical Hit chart
10-12 Pound	5d8*	3d8*	Automatic Critical on hit, roll 1d6 on Artillery Critical Hit Chart
CANISTER SHOT (15' spread at Short, 30' spread at Long; Reflex save for ½ damage)			
1 lb.	2d8	2d4	-
6 lb.	2d12	2d8	Extended Critical range: 18-20, use Critical Hit Chart: Firearms
10-12 lb.	3d12	3d8	Extended Critical range: 16-20, use Critical Hit Chart: Firearms
CASE SHOT (Reflex save for 1/2 damage, affects all in 30' radius)			
6 lb.	4d8	4d8	Extended Critical Range: 18-20, use Critical Hit Chart: Firearms
10-12 lb.	4d10	4d10	Extended Critical range: 16-20, use Critical Hit Chart: Firearms
GRAPE SHOT			
6 lb.	2d8*	1d8*	Automatic Critical on hit, roll 1d2 on Artillery Critical Hit Chart
10-12 lb.	3d8*	2d8*	Automatic Critical on hit, roll 1d3 on Artillery Critical Hit Chart

* = When used against personnel instead of structures, the damage die 'explodes' when the highest possible number on the damage die is rolled. Roll that die again, and add to the total; keep doing this if the high number continues to be rolled.


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MIRACLE
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SLIVKA

CRITICAL HIT & FUMBLE CHARTS



CRITICAL HIT CHART: BLUNT

Roll	Result
0 or less	Weapon lands with such force it inflicts maximum damage before bounding off of the target and strikes either the attacker or an ally within melee range (50% chance) for ½ damage.
1	Cheap shot to the "tenders." Target suffers +1d6 damage and is stunned for 1 round.
2	Weapon smashes the opponent's elbow, striking a nerve and causing a momentary loss of feeling. The blow inflicts +1d4 damage and causes anything carried to be dropped.
3	Blow smashes any weapon opponent may be wielding, doing an additional +1d5 damage. The target weapon must pass a DC 8 Fortitude save or is destroyed.
4	Attack lands in the mid-section, knocking the wind out of the target, inflicting +1d6 damage and causes 1d3 temporary Stamina damage each round until a DC12 Fortitude save can be made. Reaching zero Stamina results in passing out for 1 turn or until roused.
5	Opponent spins awkwardly from the blow, off balance and vulnerable, offering a +1d bonus to all attacks against them until their next action.
6	Weapon strikes low, smashing the foot of the target, breaking 1d5 toes, which inflicts +1d8 damage. Target suffers ½ movement until the broken bones heal.
7	Weapon strikes lower back, fracturing vertebrae for +1d10 damage. Target suffers -1d to all Reflex saves until magically healed or treated.
8	Target suffers maximum damage while attempting to parry the blow. In addition to the damage, they drop their weapon.
9	Hit to the spleen causes the target to vomit blood. Besides suffering +1d12 damage, the target doubles over helplessly from pain. Only a Fortitude save at DC 13 allows the target to shrug off the pain and function normally.
10	Weapon swings into the target's knee, causing a ligament to snap, inflicting +1d12 damage and knocking the target prone. Movement is halved until healed magically or treated medically.
11	Target raises their arm to block the attack and the force of the blow snaps their wrist back, breaking it, inflicting +1d12 damage. The hand is useless until bones are set or magically healed.
12	A brutal blow to the face knocks 1d4 teeth out of target's mouth, inflicting +1d10 damage, stunning them for 1d6 rounds. Target's Personality checks suffer a -2 penalty when appearance comes in to play.
13	Force of the blow inflicts +1d14 damage and spins target awkwardly on their feet, giving the attacker an opportunity for a second attack.
14	Weapon lands solidly fracturing the femur, inflicting+1d16 damage that causes internal bleeding for 1pt of damage per round until the bone is set or magically healed. Movement is halved until the bone is healed.
15	Weapon connects squarely with the target's nose, shattering it and inflicting +3d6 damage. Target loses all sense of smell until healed.

CRITICAL HIT CHART: BLUNT (CONT.)

16 Blow lands to the top of the target's head, inflicting +1d12 damage and splits the skin above the brow, blinding them for 1d6 rounds.

17 Brutal gut-shot knocks the plumbing loose, rupturing a vital organ. Weapon inflicts +1d16 damage and target bleeds internally for 1d2 damage per round until surgery or magical healing is performed.

18 Swing strikes the foes windpipe for +3d8 damage. Target can only whisper until surgery or magical healing is performed.

19 Minor skull fracture causes +3d8 damage and knocks the target senseless. Opponents gain +1d on attack rolls for 1d10 rounds while the target is dazed.

20 Crushing blow to the chest causes +1d16 damage and breaks 1d6 ribs while collapsing the target's lung. Target suffers -2d to any roll involving physical activity until healed.

21 Weapon crushes the orbital bone, freeing target's eyeball. The attack inflicts +1d16 dmg and target loss of sight in one eye until surgery, or magically healed. All rolls requiring sight suffer a -2 penalty.

22 Blow connects with the spine, shattering several vertebrae. The attack inflicts +2d12 damage and a DC 15 Fortitude save must be passed to avoid paralysis until magically healed.

23 Blow crushes bones and snaps tendons for an additional 2d12 damage. Target permanently loses the use of an arm unless magically healed.

24 Blow strikes the target's face with such force that both eyes are punctured by shards of bone from their own skull, inflicting +3d12 damage. Target is permanently blinded until magically healed and suffers a -1d penalty to all rolls requiring sight.

25 Vicious blow to the genitalia inflicts +2d16 damage. Target is stunned for 1d6 rounds and loses the ability to reproduce until magically healed.

26 Blow lands on the head, cracking the target's skull and causes brain matter to leak through their nose and ears, inflicting +3d12 damage. Target's Intelligence is permanently halved and loss of memory prevents any actions requiring complex thinking until magically healed.

27 Blow lands low, shattering every bone and tendon in the target's foot, splitting the skin, allowing the gore to escape. Blow inflicts +3d8 damage and target becomes lame, halving movement until magically healed.

28 Blow shatters the target's ribcage, sending jagged bone shards into their heart. Target must immediately pass a DC 15 Fortitude save or die instantly. Passing the save means the target suffers +2d12 damage and is helpless until magically healed.

29 Inner organs are smashed to a fine paste, inflicting +4d12 damage as the target's bowels empty and they begin bleeding internally. Target suffers +1d4 additional damage unless magically healed.

30+ Target's skull explodes like a gore-filled melon. Brain matter splatters everyone in a 10' area as the target dies instantly.

CRITICAL HIT CHART: FIREARMS

Roll	Result
0 or less	Target takes full damage from the bullet and receives a -2 penalty to all rolls for the rest of the round.
1	Bullet grazes target's wrist causing the target to drop anything held (roll randomly to determine left or right). If the target is a creature, it loses one of its next attacks.
2	Bullet strikes the target's rib cage inflicting an extra 2d4 damage and stuns the target for one round.
3	Bullet pierces the target's elbow, hitting a nerve, causing a momentary loss of feeling. Bullet inflicts +3d4 damage and causes anything carried to be dropped. The arm is also useless for 1d6 rounds while the arm regains feeling. .
4	Target's calf bursts in a spray of gore for +2d6 damage, knocking the target prone for one round and halving movement for 1d4 rounds.
5	Bullet passes through the target's bicep for +2d6 damage causing any ranged weapon being held (roll to see which arm is struck) to fire in a random direction, possibly striking an ally 50% of the time. Non-ranged weapons are flung 1d30' away in a random direction.
6	The target's skull catches the bullet in the temple inflicting +1d8 damage and stuns the target unless a Fortitude save can be passed using the attack roll as the target DC. Targets failing their save are stunned for 1d4 rounds.
7	Bullet strikes target's weapon hand for +1d8 damage, peeling the skin back on the knuckles and forces the target to drop anything being held. The target suffers a -1d penalty with any physical actions until the wound is treated.
8	Bullet shatters the target's collarbone doing +1d10 damage and stuns the target unless a Fortitude save is passed using the total attack roll as the target DC. Targets failing the save are stunned for 1d6 rounds.
9	Bullet passes through the target's abdomen, piercing the spleen, causing them to vomit blood. In addition to +1d12 damage, target doubles over in agony and must pass a Fortitude save at DC 13 or remain prone each round.
10	Target's kneecap shatters causing +1d12 damage, making the leg lame. Target reduces movement by ½ until healed.
11	Bullet grazes the target's hip sending them spinning to the ground in pain. Target suffers +1d12 damage and must remain prone for 1d4 rounds until the pain allows them to return to their feet.
12	Bullet passes through target's jaw doing +1d14 damage and forcing a DC 13 Fortitude save to avoid passing out from pain for 1d6 rounds. Target must seek medical attention to be able to eat again.
13	Bullet strikes the target in the shoulder spinning them awkwardly and causes them to land prone on their back. In addition to +1d14 damage, all attacks against them strike at +1d, and they must use their full move/action to stand up the following round.
14	Bullet ricochets inside the target's ribcage shattering 1d4 ribs and pierces a lung. Weapon inflicts +2d12 damage, and any physical action must be performed through great pain (-2d to any physical activity until healed).
15	Target screams as their ear explodes in a puff of crimson mist. Target suffers +2d8 damage and -1d to any physical actions as blood fills the open wound, throwing the target off balance. Target also suffers -2 to any reaction rolls due to horrific scarring.

CRITICAL HIT CHART: FIREARMS (CONT.)

16	Bullet ricochets off the top of the target's head, splitting the skin above their brow. Weapon inflicts +2d12 damage and causes blindness as blood continually runs into their eyes for 1d8 rounds.
17	Bone and tendon explode in a spray of gore as the target's hand is destroyed (roll randomly for left or right). Anything held is dropped, and the attack inflicts +3d6 damage in addition to losing the use of their hand.
18	Bullet opens up the lower abdomen allowing vital organs to spill out, inflicting +2d12 damage. One hand must be used to keep their vitals from dropping to the ground as they begin to bleed out for 1d2 damage per round until surgery or magical healing can be performed.
19	Bullet penetrates both of the target's cheeks leaving them with a mangled countenance. They suffer +3d6 damage and a further 1d2 bleeding damage for 1d8 rounds or until they are treated. Target has a hard time eating without food spilling out, and their speech is slurred.
20	Bullet slices through the target's windpipe opening a hole that emits a sickening wet whistling sound with each breath. Attack inflicts +3d8 damage and they are stunned for 1d4 rounds in addition to losing the capability to speak until treated.
21	Bullet disintegrates the target's nose inflicting +3d8 damage. Their nose is permanently lost, sending them into shock for 1d6 rounds. They are permanently disfigured until magically healed and suffer -1d to all interaction rolls.
22	Target's eye explodes in a thick crimson yolk as the bullet lodges in the orbital socket of their skull. They suffer +3d8 damage and lose sight in one eye (-2 to all rolls requiring sight).
23	Bullet enters the target's chest passing vital organs and lodging in the spine. In addition to +3d8 damage, they must pass a DC 15 Fortitude save or become permanently paralyzed until magically healed.
24	Bullet embeds in target's shoulder inflicting +4d6 damage, and the arm becomes useless until surgery or magical healing is performed.
25	Target's mouth explodes as the bullet shatters 1d8 teeth and lodges in the back of the throat inflicting +3d8 damage. They continue to bleed from the wound suffering 1 point of damage for 1d6 rounds. Additionally, they must pass a DC 10 Fortitude save or gag on their own blood for 1d6 rounds. While choking, they suffer -1d to all actions.
26	Bullet enters the target's gut and pierces several vital organs before coming to rest in their liver. In addition to suffering +3d8 damage, they must pass a DC 14 Fortitude save to avoid passing out for 1d6 rounds. Target continues to take 1d3 damage a round as they bleed out and only stops when professional or magical healing can be administered.
27	Target's femur is shattered as the bullet pierces the artery. They suffer +3d12 damage and drop prone. Target continues to bleed for 1d3 damage per round until the injury is treated professionally or magically.
28	A major artery in the heart is clipped causing a spray of blood to pour from the wound with every beat. Target suffers +3d12 damage and must pass a DC 15 Fortitude save or bleed out. Passing the save inflicts 1d3 bleeding damage per round unless pressure is held or wound is professionally or magically treated.
29	Bullet shatters the target's sternum, piercing the heart, as they are knocked off of their feet, blood jetting out of the wound in rhythm with their beating heart. The only action they can take is to gasp as life vacates their body. Death claims them in 1 round X their current level unless magical healing can be given.
30+	A silver dollar sized hole ventilates the target's skull as a mist of gore and bone spray the area immediately behind the blow. The target's last sight is of the smoking barrel of the gun that put an early end to their life. They are killed instantly.

CRITICAL HIT CHART: PIERCING

Roll	Result
0 or less	Target takes full damage from the attack and receives a -1d penalty to all rolls for the rest of the round.
1	Target dodges awkwardly, falling prone. All additional attacks strike at +1d and the target must use their full move/action to stand up the following round.
2	Swing strikes target's weapon for +1d8 damage and causes them to drop it. If they have no weapon, the attack causes +1d8 damage and stuns the target for one round.
3	Blow strikes with such force that the target is slammed into an adjacent foe within 5' doing normal damage +1d6 to the other target. Should another foe not be in range, the target is spun awkwardly and is left open for a bonus attack.
4	Penetrating blow to the target's calf causes them to fall prone and attack does +1d8 damage. The target's leg must be treated or they suffer -5' to movement.
5	A vicious downward swing severs 1d4 toes from the target's foot inflicting +1d3 damage per toe, and their movement is halved until treated.
6	The target's hand is pierced, striking a vital nerve bundle. In addition to +1d8 damage the hand is useless for 1d4 rounds until sensation returns.
7	A vicious blow to the mouth knocks 1d6 teeth out and inflicts +1d10 damage. Target must pass a DC 12 fortitude save or become stunned for 1d4 rounds in addition to suffering a -1d penalty to reaction rolls.
8	Attack pierces the target's forearm (roll randomly to determine which arm) and the weapon must be pulled free with a DC 8 Strength check. The attack inflicts +1d10 damage and the target suffers a -2 penalty when attacking with the affected limb until treated.
9	Blow lands in the midsection with a sickening sound, slightly puncturing an organ for +1d12 damage as blood is vomited and the target bleeds out for 1d2 damage for 1d6 rounds.
10	Attack hooks target's kneecap ripping it free and causing +1d14 damage. Target falls prone and finds their movement halved until treated.
11	Target's hand catches the blow in an attempt to block the attack. In addition to suffering an additional +1d12 damage, the target is spun off balance offering the attacker a bonus attack at +2 to hit.
12	The attack rips down into opponents back, rending flesh and snapping bone for an additional +3d8 damage. Target must immediately pass a DC 13 Fortitude save to avoid having movement permanently reduced by 5' unless magically healed.
13	Attack impales the shoulder region for an additional +2d10 damage. If the source of the attack was an actual weapon, it is considered stuck, further inflicting 1d8 damage per round that the weapon remains in the wound. Additionally, the target can be "steered" into oncoming attacks from allies. Allies gain a +1d attack bonus until a DC 13 Reflex save can be made and the target uses a standard action to remove the weapon.
14	A vicious strike punctures the target's eyeball causing it to explode in horrific fashion. The orb explodes in a crimson yolk. Attack inflicts +3d6 damage and target is permanently blind in one eye (-2 to all physical skills requiring sight) unless magical healing can be administered.
15	Target's foot is impaled, shattering tendon and bone as the weapon drives into the ground inflicting an additional +3d6 damage. Additionally, the weapon pins the target to the spot until the weapon is removed by making a DC 12 Strength check. While pinned to the ground, allies gain a +1d bonus to attack rolls. Once free, the target suffers a -5' to movement until treated.
16	The attack strikes the back of the target's head, puncturing the skull and spilling brain. The attack inflicts +3d8 damage and target's Intelligence is reduced by 1d4. Additionally, the attacker must pass a DC 8 Strength check to remove the weapon.

CRITICAL HIT CHART: PIERCING (CONT.)

17	Blow hits with such force that the target is knocked prone and pinned to the ground. Weapon inflicts +3d8 damage and immobilizes target until a DC 13 Strength check is passed by someone other than the target to remove the weapon.
18	Lucky attack punctures the neck, piercing the carotid artery, causing blood to spray with each beat of the heart. Target suffers +2d8 damage and bleeds out for an additional 1d3 damage unless pressure is held or wound is treated.
19	Vicious blow penetrates both of target's cheeks, leaving a large hole in each. The target suffers +2d8 damage and continues to bleed out for 1d2 damage for 1d6 rounds. Target is left with horrible scarring and slurred speech in addition to having difficulties keeping food in their mouth until magically healed.
20	Blow penetrates target's arm, destroying muscle and tendon while severing vital nerves. Target suffers +2d12 damage and permanently loses the use of the arm until treated.
21	A strike to the sternum breaks away 1d6 ribs causing +3d6 damage and unbearable pain. Target must pass a DC 13 Fortitude save each round or do nothing but wince in agony. For the next 1d12 days the target suffers a -1d penalty to all rolls as the wound heals.
22	The attack lands against the femur, shattering it as the femoral artery pumps jets of crimson into both target and attacker's face. Target suffers +3d12 damage and continues to bleed out for 1d3 damage until stabilized. Movement is permanently reduced by 5' until magically healed.
23	With a downward swing, weapon rakes targets spine, embedding in vertebrae, severing nerves. Weapon inflicts +3d12 damage and the target must pass a DC 14 Fortitude save or lose the use of their legs until magical healing can be administered. Additionally, the weapon is stuck and must be wrenched free by making a DC 10 Strength check.
24	A sickening pop can be heard, followed by a scream as gore explodes from target's face. Attack strikes at the temple, traveling through both eyeballs, destroying them along with a large portion of the face. The attack inflicts +4d8 damage and the target must pass a DC 14 Fortitude save or pass out for 1d6 rounds. Target is permanently blinded until magical healing can be administered.
25	Strike targets the "tenders" of the foe, essentially ruining any future attempts at reproducing. Attack inflicts +4d10 damage and the target must pass a DC 14 Fortitude save to avoid going into shock for 1d10 rounds.
26	Strike ruptures the target's bladder inflicting +4d8 damage and a DC 13 Fortitude save must be passed to avoid passing out for 1d10 rounds. Target must receive surgery or magical healing or lose 1d4 Stamina points per day before dying of infection.
27	Attack catches the lower portion of the jaw ripping the mandible free from the target's face. The horrific wound inflicts an additional +3d12 damage and the target must pass a DC 15 Fortitude save to avoid going into shock (effectively helpless). Target is incapable of speech and must receive magical healing or die a slow painful death due to infection and starvation. The target loses 1 Stamina point per day until zero is reached, signifying death.
28	A major artery of the heart is pierced by the attack sending sprays of crimson from the wound with each beat. Target suffers an additional +4d12 damage and must immediately pass a DC 14 Fortitude save to avoid instant death.
29	A wasted breath escapes from the chest wound as the lung is punctured. Target suffers +4d12 damage and loses the use of the lung causing all physical rolls to be made at -2d. Target must receive immediate magical healing (see rules for bleeding out) to avoid death within one round per point of Stamina.
30+	The attack lands true to the front of the target's skull, piercing it in such a way that the momentum catches it and jerks it free from the spinal column. Target shudders and falls to the ground twitching as their final breaths escape from their lungs. Death is instantaneous.

CRITICAL HIT CHART: SLASHING

Roll	Result
0 or less	The weapon strikes true but is partially reflected back onto the attacker. Weapon inflicts maximum damage on the target while the attacker receives normal damage for the weapon with no strength modifiers.
1	The skin on the target's knuckles on one hand (roll randomly to determine hand) is gashed. Target suffers +1d6 damage and drops whatever they are holding.
2	Wicked slash to the forehead! The wound opens up inflicting +2d4 damage and causes blindness for 1d4 rounds as blood streams down into the eyes.
3	Target blocks blow awkwardly, leaving themselves off balance and open for an additional attack.
4	The attack slashes the stomach region, cutting a deep wound that invites a splattering of gore at the target's feet. The wound inflicts +1d6 damage and you gain +4 to your next attack against the target as they slip in their own blood.
5	A shallow but vicious slash momentarily takes target to one knee. Target suffers +1d8 damage and must use their next full action to rise.
6	Target blocks the attack sacrificing its forearm to spare the vitals. A deep gash slices to the bone inflicting +2d6 damage. Anything held is dropped and pressure must be applied for the next 1d4 rounds to avoid suffering 1d2 bleed damage.
7	The target slips as they try to side step the attack, leaving their back open to a wicked strike. The deep cut severs a muscle in the back inflicting an additional +1d10 damage. Additionally, the target suffers -1d to all physical actions for 1d3 days or until healing can be administered.
8	Attack severs 1d5 fingers from target's hand (roll to determine which hand) as they instinctively throw a hand up to protect their face. Target suffers +1d3 damage per finger lost and suffers -1 to all actions taken with the hand for each finger lost. If all five are severed, the hand is useless until magically healed.
9	A cut to the thigh slices deep, leaving the weapon embedded in the femur. Blow causes +1d12 damage and opponent drops to one knee until weapon is pulled free (DC 10 Strength check). Once pulled free, target suffers 1d3 damage each round from bleeding until stabilized or treated.
10	Target screams in agony as their nose is sliced off in a spray of gore. The nose lands 10' away and the target takes an additional +1d12 damage. Pressure must be applied for 6 rounds to avoid an additional 1d3 bleed damage per round. Unless the nose can be reattached, target suffers -3 to all reaction rolls due to their horrific appearance and strange whistling sounds heard when breaths are taken.
11	A solid swing cleaves through the lower jaw ripping it free from the skull inflicting an additional +1d14 damage and forcing a DC 15 Fortitude save to avoid passing out from pain for 1 turn. Target is incapable of speech and must receive magical healing or die a slow painful death due to infection and starvation, losing 1 point of Stamina per day until zero is reached signifying death.
12	One of the target's ears is cleanly sliced from their head. Target suffers +2d8 damage and suffers -1d to any physical actions as blood fills the open wound, throwing the target off balance. Target also suffers -2 to any reaction rolls due to horrific scar.
13	Attack severs one of the target's hands (roll to determine which one) doing an extra 2d8 damage and the wound continues to bleed out for 1d2 damage for 6 rounds unless pressure is applied. The hand can only be reattached by magical healing.
14	A lucky attack slices across the face of target leaving a deep wound and gouging open an eyeball. The target suffers +3d6 damage and loses the use of one eye (-2 to all physical based rolls) unless magically healed.
15	Weapon slashes the back of target's leg, severing tendons and arteries, knocking the target prone. Attack causes +3d6 damage and continues to bleed for 1d4 damage for 6 rounds unless pressure is applied. Movement suffers a -5' penalty until treated.

CRITICAL HIT CHART: SLASHING (CONT.)

16 Blow cuts a deep chunk from target's shoulder severing both artery and ligament. Attack does +2d12 damage and a further 1d4 bleed damage for 1d6 rounds unless pressure is applied. Arm is rendered useless until treated.

17 Abdomen is slashed deeply, slicing into a vital organ. The target suffers +2d12 damage and an additional 1d3 damage from bleeding out each round for 6 rounds. Target must also pass a DC 13 Fortitude save or lose consciousness for 1d8 rounds.

18 A solid attack cleaves into the upper torso of the target, snapping the clavicle. The attack inflicts +3d8 damage in addition to causing the target sickening pain. The target suffers a -1d penalty to any physical actions until treated.

19 Target is effectively scalped as the strike peels back the thin layer of skin covering the skull. The attack inflicts +2d10 damage and continues to inflict an additional 1d3 damage from bleeding out each round for 6 rounds, or until stabilized. Target suffers a permanent -3 to all reaction rolls due to the wicked scar and lack of hair.

20 Target throws a hand up to block a potentially fatal blow but in the process the forearm (roll to determine which arm) is split down to the fingers in gruesome fashion. The attack inflicts +2d12 damage and the target must pass a DC 15 Fortitude save to avoid passing out for 1 turn. Until treated, all physical actions with the arm suffer a -1d penalty.

21 Horrific slash to the face severs their upper lip and gouges 1d8 teeth out. Target suffers +2d12 damage and continues to bleed out for 1d2 damage unless pressure is applied for 6 rounds. Target suffers a permanent -4 to all reaction rolls due to the grisly scar due and missing teeth.

22 A slash to the back cuts deep into the spine, severing the spinal cord. Target suffers +3d10 damage and the target must pass a DC 14 Fortitude save or suffer nerve damage that affects all reflexive actions. Target loses 3d6 Agility points until magically healed.

23 A sickening spray of gore covers the ground as the target's leg is severed just above the knee. The attack inflicts +2d12 damage and an additional 1d3 damage from bleeding out each round unless pressure is held on the wound. Target must pass a DC 14 Fortitude save to avoid shock (treat as unconscious). The leg is lost and movement is halved unless magical healing can be administered.

24 The target screams in agony as the attack severs their arm just above the elbow (roll to determine which arm) and the attack inflicts +2d12 damage with an additional 1d3 damage each round from bleeding out unless pressure is applied. The arm is lost unless magical healing can be administered.

25 A well-aimed slash severs the carotid artery in the neck, causing a hot spray of crimson to gush with each beat of the heart. The attack inflicts +3d8 damage plus an additional 1d3 in bleed damage each round unless pressure is applied to the wound and will continue until treated.

26 The attack splits the target's skull, severing the part of the brain responsible for memory. In addition to suffering +3d12 damage. The target's Intelligence is permanently reduced by 3d6 to represent the loss of mental capacity.

27 The weapon swings low, claiming one of the targets feet at the ankle. The attack inflicts +3d8 damage, knocking the target prone. Movement is halved until magical healing can be administered; however, with the use of a prosthetic movement is only reduced by -10'.

28 A devastating cut bypasses vertebrae slicing deeply into the spinal cord. The target suffers +3d12 damage and must immediately pass a DC 15 Fortitude save or suffer permanent paralysis until magical healing can be administered.

29 The weapon opens the targets abdomen, spilling their innards to the ground. In addition to suffering +4d10 damage, the target must immediately pass a DC 15 Fortitude save to avoid bleeding out. If passed, the target can do nothing but hold their innards in until treated.

30+ A gush of blood jets into the air from the place the target's head used to rest. Decapitation results in instant death.

CRITICAL HIT CHART: WRESTLING

Roll	Result*
0 or less	You get caught up in your signature move not thinking about the safety of allies. Foe is hit for +1d8 damage, and the ally nearest them is also hit by a rebounding blow for 1d4 damage.
1	The skin on the target's knuckles on one hand is peeled back. Target suffers +1d6 damage and drops whatever they are holding.
2	Bell clap! You strike with two open-palm strikes targeting the target's ears. In addition to +2d4 damage, the target is deafened for 1d4 rounds (-1d to all actions).
3	Grab and jab! You twist target's weapon out of their hand, throwing it 10' away and staggers them back 10'.
4	Knife chop! Wrestler strikes a major artery in the neck, temporarily disrupting blood flow to the target's brain. The attack inflicts +1d6 damage and the target must pass a DC 12 Fortitude save or pass out for 1d2 rounds.
5	Elbow Smash! Wrestler lands an elbow to the target's temple area temporarily stunning them. In addition to standard damage the wrestler may make an additional attack.
6	Heel stomp! Wrestler leaps into the air focusing all of their weight into a heel stomp that connects with the target's foot. 1d5 toes are broken and target suffers +1d8 damage in addition to being unable to walk for 1d4 rounds.
7	Suplex! Wrestler lifts target high into the air before driving them down, back first onto the ground, fracturing vertebrae. Attack inflicts +1d10 damage and the target suffers -1d to all Reflex saves for 48 hours.
8	Nose jam! With an upward strike the wrestler breaks and forces the nasal bones back into the brain for +1d10 damage. Target suffers -3 to all reaction rolls due to horrific appearance of a caved in nose.
9	Kidney thief! Wrestler catches target in a vulnerable position, directing a powerful strike to a kidney. The attack inflicts +1d12 damage and the target must pass a DC 13 Fortitude save or pass out from the pain for 1d4 rounds.
10	Flying knee kick! Wrestler leaps high into the air, spinning 360 degrees before landing a powerful kick to the target's knee. In addition to +1d12 damage, target drops to one knee as the kneecap is dislocated. Target suffers a -1d penalty to all physical actions until the injury is treated.
11	Clothesline! The attack breaks the jaw of the target doing +1d14 damage and forces a DC 13 Fortitude save to avoid passing out from pain for 1d6 rounds. Target must seek medical attention to have the mandible reattached.
12	Ear twister! The wrestler puts enough pressure on his pull to rip the target's ear off. Target suffers +2d8 damage and suffers -1d to any physical actions as blood fills the open wound, throwing the target off balance. Target also suffers -2 to any reaction rolls due to the horrific scar.
13	Body slam! Target's shoulder is dislocated for +3d6 damage and the arm dangles useless until treatment can be provided.
14	Eye plucker! Wrestler strikes the target's eye with a rigid finger, plunging and hooking the organ free of the skull. Target suffers +1d16 damage and loses the use of one eye (-2 to all physical based rolls) unless magically treated.
15	Pile driver! Target is swept up, vertically upside down, before being driven head first into the ground. Target suffers +1d16 damage and must pass a DC 13 Fortitude save or become paralyzed for 1d3 days.
16	Pipe crusher! Target is struck directly in the trachea, crushing the windpipe. The attack inflicts +1d14 damage and the target suffers -2d to any physical actions until treated.
17	Flying kick! Launching into the air, the wrestler lands a heel to the target's mouth, knocking 1d8 teeth out and causing them to bite through their tongue. Attack inflicts +2d12 damage and the

CRITICAL HIT CHART: WRESTLING (CONT.)

target continues to bleed for 1d2 damage each round for 1d6 rounds. Target has a hard time talking unless the tongue can be reattached.

18 Tomahawk chop! Wrestler cleaves into the upper chest of target, snapping the clavicle. Attack inflicts +3d8 damage in addition to the sickening pain. Target is -1d to any physical actions until treated.

19 Skull peeler! Target is effectively scalped as wrestler digs their nails into the skin of the target's forehead, peeling back the thin layer covering the skull. Attack inflicts +2d10 damage and the target continues to suffer 1d4 in bleed damage each round for 1d6 rounds until stabilized. Target suffers a permanent -3 to all reaction rolls due to wicked scar.

20 Arm breaker! Wrestler catches the target's arm in a crushing hold, snapping it like a twig. The attack inflicts +2d12 damage and the target must pass a DC 14 Fortitude save to avoid passing out. Target also loses the use of their arm until treated.

21 Flying leg lariat! Launching into the air, the wrestler locks legs around the target's neck and slams them down to the ground. Attack inflicts +3d12 damage and the target must pass a DC 12 Fortitude save or suffer spinal damage and partial paralysis resulting in a loss of 2d6 Agility points.

22 Supernatural elbow drop! Wrestler leaps high into the air, coming down directly on target's leg. Target's femur shatters as the femoral artery sprays gore in both target and wrestler's face. Target suffers +3d12 damage and continues to bleed for 1d3 damage each round until stabilized, in addition to being unable to stand.

23 Nut buster! A forceful knee to the genitalia explodes the area for +4d6 damage. Target is stunned for 1d8 rounds and loses the ability to reproduce.

24 Flying knee strike! Wrestler launches high into the air, planting a knee in the center of the target's sternum, crushing their ribcage. In addition to +3d12 damage, the target must pass a DC 15 Fortitude save or have both lungs collapse. Once collapsed, the target suffers 1d4 Stamina damage each round until Stamina zero is reached, meaning death. Only magical healing may be administered.

25 Raven claw! Wrestler rakes and severs the carotid artery causing a spout of blood to spray with each heartbeat. Attack inflicts +3d8 damage plus an additional 1d3 in bleed damage each round unless pressure is applied to the wound or healed.

26 Ultimate skull crusher! Wrestler flips the target upside down vertically before slamming them down head first, causing the spine to plunge through the base of the skull into the brain. Attack inflicts +3d12 damage and the target's Intelligence is reduced by 3d6.

27 Breath taker! Wrestler launches into the air landing a crushing hold on target's windpipe, crushing it instantly. Target must pass a DC 15 Fortitude save or die a slow painful death as they struggle for breath, taking 1d6 stamina damage each round until Stamina zero is reached and death occurs.

28 Spine cracker! Wrestler lifts the target high over head and drops to their knees, shattering target's spine over the shoulders of the wrestler. Target takes +3d12 damage and must immediately pass a DC 15 Fortitude save or suffer permanent paralysis. Only magical healing can repair the damage.

29 Casket plant! Wrestler slams target to the ground before launching high into the air and planting both heels into the gut of the target, rupturing several vital organs. In addition to +4d12 damage, the target must immediately pass a DC 16 Fortitude save or bleed out instantaneously. Passing the save means bleeding 1d4 damage each round until treated.

30+ Spine ripper! Wrestler flips the target to the ground, momentarily stunning them. The wrestler then twists and pulls with such force that the target's head and spine are ripped from their body in a bloody display of gore. Target is slain instantly.

**Luchadores declaring a signature move may either take the result rolled on the Critical Hit chart or opt to keep their declared move, in which case double all damage dice rolled in addition to the duration of any special effects.*

FUMBLE CHART: MELEE

Roll	Result
0-1	The attack goes wild, causing a momentary loss of balance, giving opponents a +1d to attack rolls until your next action.
2	The attack goes horribly wrong as you slip or trip on something overlooked on the ground. You must pass a DC 12 Reflex save to avoid landing prone in addition to giving all enemies a +1d attack bonus until your next action.
3	Sweat from your hand or perhaps the blood of your enemy from a previous attack causes your weapon to fly from your hand 1d20' away. If the weapon is a natural attack, such as a claw, assume the attacker twists awkwardly, causing momentary numbness as the limb becomes useless until a DC 10 Fortitude save can be passed.
4	Blood or sweat enters your eyes or perhaps your target kicks dirt up at the wrong moment. You're temporarily blinded and suffer a -4 to attack rolls for 1d4 rounds.
5	You slip on something as you swing, causing the attack to go wild and strike a fellow ally also engaged in melee (combat is considered abstract, thus any friendly participating in melee may be affected). Use the same rules for firing into melee to determine the results of the fumble.
6	The attack strikes a well-defended area of the target. Weapons must immediately pass a DC 13 Fortitude save to avoid being broken (DC 15 to repair). In the case of a natural weapon (claw, bite, etc.) the attacker suffers damage equal to the attack.
7	The attack misses wildly giving the target confidence in knowing they're superior in prowess. The remainder of the encounter grants a +1d bonus to attack rolls against you.
8	Your weapon strikes something other than the target, causing it to not only break but damages your attacking hand as well. In addition to the destruction of the weapon, the attacker suffers the normal damage of the weapon -1d.
9	You over-commit to your attack and miss badly, slipping into melee range of the next ally to attack (ranged or melee). The next attack that misses the original target automatically strikes you instead for normal damage.
10	Attacker twists the wrong way during the attack, pulling a muscle in their groin. The pain momentarily stuns the attacker for 1d4 rounds in addition to falling prone.
11	The fierce nature of your opponent is so intimidating that the attacker must withdraw on their next action and redirect their attack on a different target or withdraw and flee if no additional target is available.
12	Your attack lands weakley and becomes stuck, whether in your own gear or your targets or possibly a terrain feature. The attacker is considered entangled until a DC 12 Reflex save can be passed. While entangled all attacks that miss follow the firing into combat rules (even melee attacks) and can potentially strike the original attacker.
13	The attacker is left wide open, granting a fierce flurry of blows to which they may only try and deflect. The enemy immediately gains a bonus attack and may continue making bonus attacks as long as each lands successfully, up to a maximum of 6.

FUMBLE CHART: MELEE (CONT.)

14 The attack is somehow reversed by the defender and used to inflict a critical hit upon the attacker! In addition to inflicting normal damage, roll 1d8 and consult the appropriate Critical Hit chart.

15 The attack is anticipated in a way that leaves them standing in awe as the weapon is taken by the defender and used against the attacker as a free bonus attack. The target must have a free hand to take the weapon and make the attack or may drop held item(s), otherwise the weapon is thrown 1d20'. Attacks made with natural weapons should reroll on the chart.

16 The attack is so mistimed that it strikes a random ally with such accuracy that a new attack roll is unnecessary and inflicts +1d damage.

17 The attack is blocked so effectively it causes the attacking limb to break with a sickening snap! Attacker suffers 1d12 damage and the limb is useless until treated. Additionally, if a weapon was used during the attack it is thrown 1d20' away.

18 Attacker slips on something or trips, landing prone on the weapon in such a way that normal damage is suffered (no Strength modifier) and a critical hit is scored (roll the attackers crit die).

19 The attack is rendered useless and the attacking limb is held, allowing the defender to maneuver the attacker so that all enemy attacks gain a +1d to both attack and damage rolls until the defender releases the limb or the original attacker passes a DC 13 Reflex save.

20 Lady Calamity has been waiting for this moment! You face a superior foe(s) and they delightfully sense your imminent demise. Your are "gifted" one Hex token for every additional attack you miss for the next 10 rounds.

21 The defender has faced and defeated the attacker in a past life. Every move seems to be telegraphed and countered, while the attacker's defenses seem useless. For the duration of the encounter, the original attackers AC is reduced by -4 and attack rolls suffer -1d.

22 The attacker has a split-second vision causing the attack to miss, as the attacker is overwhelmed by seeing their fate sealed instead of the threat at hand. The attacker must spend their next action running directly away from the source of the fumble, giving it a free attack. Should the attacker survive the encounter, they're left with a permanent minor phobia related to the encounter.

23 Your attack is horribly off mark and catches an ally off guard at the worst possible moment. Your attack lands on the ally and scores an automatic critical result. For the duration of the melee you're troubled by your action, suffering a -1d to both attack and damage rolls.

24 Lady Calamity has had her eye on the attacker for some time and wants to make certain their meddling in her plans ends today. Instead of earning one Hex token for the fumble, they gain 1d4+1 Hex tokens. In addition, the attacker's weapon is jerked mysteriously from their hand (if appropriate) and scatters 1d20' away.

25+ Lady Luck has turned her attention to the attacker's opponent, seeing them as playing an important part in some future event. She grants 1d4 temporary Boons to the adversary to be used against the original attacker and the critical hit range threshold is increased by one with each successful strike the opponent lands against the original attacker only.

FUMBLE CHART: RANGED

Roll	Result
0-1	Attacker's weapon slips slightly in their hand! The attack not only misses, but the following attack is made with a -1d penalty on the attack roll.
2	Something on the ground causes the attacker to slip or trip, throwing the attack off and wasting the shot. Additionally, the attacker must immediately pass a DC 10 Reflex save to avoid falling prone.
3	Perhaps the sun or maybe a reflective light of some sort causes the shot to drift from the target. The attack not only misses, but the attacker continues to see spots for the next 1d3 rounds, causing a -2 penalty to attack rolls while in effect.
4	Your weapon malfunctions (bow string breaks, axe head flies off the shaft, etc.) and must be tend to it before it can be used again. Your attack is lost and the affected weapon must be repaired with a DC 8 skill check. Magical weapons lower the DC by one for each +1.
5	The shot ricochets, potentially rebounding towards the attacker! Make a second attack without ranged modifiers against the attackers AC. Success results in standard damage for the weapon.
6	The attack is poorly aimed and made strikes a random ally for standard damage. No additional attack roll is needed.
7	The attack blunders as the attacker drops the weapon used to make the attack. The weapon is dropped and must be picked up by spending the next available action and may not be used on the round it is retrieved.
8	The attack strikes the target but in an area that causes no damage, instead invoking the anger of the target and directing their next attack on the attacker with a +1d bonus.
9	Sweat or blood from the attacker trickles into their eyes just as the attack is made, blurring their vision until they can wipe their eyes clear using a standard action with a free hand. Additional attacks suffer a -1d penalty until this can happen.
10	The attack is knocked wild by an ally engaged in melee, or perhaps due to slipping on something lying on the ground. The attack not only strikes an ally but stuns them for 1d3 rounds as they have suffered a wound from the hands of a trusted friend.
11	The weapon malfunctions or you slip during the process of release, hitting yourself. No roll is required and you suffer the normal damage of the weapon.
12	Attacker slips and falls prone as they move to gain a better vantage point. Bows must pass a DC 10 save to avoid breaking, while thrown weapons cause their unmodified damage to the attacker. The attacker is left prone until they take an action to stand.
13	The attack goes wide and leaves the attacker open for a bonus charge attack from the target. The target must have a direct path to the attacker and be within normal movement range. The charge attack is made at a +2, but leaves the charger at a -2 to AC for the remainder of the round.

FUMBLE CHART: RANGED (CONT.)

14 The attacker is caught by a target with supernatural reflexes. They snap the arrow/thrown weapon in half while piercing you with a doom-tinged glare. The attacker is intimidated for the duration of the encounter, suffering a -1d to all further attack rolls directed against the original target.

15 Lady Calamity smiles upon the attacker and marks them for doom. The attacke's fumble range improves by one (for example 1-2 after the first miss, 1-3 after the second, etc.) for each successive miss for the duration of the melee.

16 Lady Luck has chosen to intervene on behalf of the defender for reasons known only to major forces at play. The defender is given 1d3 Boons that may be used in standard fashion when the attacker is involved.

17 The attack is on target, but a random ally steps in the path of the attack in such a way that they suffer normal damage and the effects of a critical hit.

18 The attack misses wildly, but the attacker garners the attention of not only the defender, but all allies of the target not currently involved in combat. All allies of the defender will be aimed at the attacker as they're seen as a threat that must be taken down. All attacks against the attacker are made with a +2 bonus.

19 Attacker receives a brief vision of a violent death resulting from the current encounter. The attacker must attempt to withdraw from harm's way for the duration of the combat. If the attacker cannot escape, all attacks are made with a -2d penalty.

20+ Lady Calamity directly intervenes as a ghostly female form materializes, catches the attack, and sends it back towards the attacker with deadly precision. This return attack not only inflicts maximum damage, but also scores a critical hit to the original attacker. Use a d16 as the Crit die.

FUMBLE CHART: FIREARMS

Roll	Result
0-1	The gun accidentally discharges before proper aim can be taken, alerting the target to your bad intentions. Their next attacks against you gain a +2 attack bonus.
2	The cylinder is over-packed, sounding off with a deafening boom! You are effectively stunned for 1d2 rounds as you try to regain your senses as the ringing in your ears subsides.
3	Flaming debris from the spent cartridge or possible blow-back from a faulty round burns your hands. You suffer 1d3 damage and must pass a DC 10 Reflex save to keep hold of the firearm.
4	The cylinder is over-packed and goes off with a deafening boom and fiery flash. The attacker is not only stunned for 1d3 rounds, but all ranged attacks within 50' suffer a -2 to attack rolls due to opponents and allies seeing spots.
5	The shot goes off, but the sweat from the attacker's palm causes the firearm to fly from the attacker's hand, landing 1d10' away. The shot misses, and the attacker must spend their next entire action retrieving their weapon (if they expect to use it).
6	The chamber is overloaded causing a minor explosion as the shot fires. The force of the shot catches you off guard, throwing you to the ground. You are considered prone and must pass a DC 12 Reflex save to avoid dropping the weapon.
7	All rounds in the firearm are fouled, and the gun must be emptied and cleaned before being used again.
8	The shot misses, hitting a hard surface that causes the round to ricochet back towards the attacker. Make a normal attack roll versus the attacker's AC to see if the fateful shot finds its new mark.
9	Somehow your grip is off, causing the hammer or some other part of the firearm to catch one of your fingers or part of the hand. The attacker suffers 1d4 damage and a -1d attack penalty with the affected hand for 1d6 rounds.
10	The shot strikes the target, but the shot lands harmlessly on a part of the defender's gear. The defender spins, cursing up a storm and uses words best left unmentioned about the attacker's mother. The attacker flies into a rage and must direct all attacks at the defender with a -1d penalty to all actions for the duration of the encounter.
11	The shot explodes before leaving the barrel of the gun, causing a fiery backblast of gunpowder to temporarily blind the attacker for 1d6 rounds in addition to inflicting 1d6 burn damage.
12	The shot is knocked wide by someone or something, causing the shot to strike a random ally. The attack automatically hits for normal damage and stuns them for 1d3 rounds as they try to make sense of the apparent betrayal.
13	The shot kicks back from an over-packed round, striking the shooter in the face for 1d8 damage. The wound cuts into the forehead causing blood to seep into the attacker's eyes. The wound must be tended by spending the next 1d3 rounds to stop the bleeding to avoid a -1d to all attack rolls.
14	The shot goes wide but gains the full undivided attention of the attacker's intent to put them in a pine box. Rather than face another shot, the defender makes an immediate bonus charge attack at +2 with a -2AC penalty incurred against any additional attacks against them during the round.

FUMBLE CHART: FIREARMS (CONT.)

15 The shot fires and strikes something causing the round to ricochet back towards the attacker to inflict maximum damage. The shot also stuns the attacker for 1d3 rounds as they try to gather their senses.

16 An integral part of the gun breaks, making the weapon useless until proper tools and time can be spent to repair it by making a DC 13 skill check. Magical firearms gain a DC 14 save modified by +1 for each bonus of the gun.

17 Several rounds in the gun go off prematurely. Roll a random die for each round remaining to determine how many rounds explode. Each round causes 1d4 burn damage to the attacker, who is also knocked prone from the mishap.

18 Lady Luck intervenes on the behalf of the target for reasons only known to the powers that be. The defender is given 1d3 Boons that can be used as normal when related to the source of the attack.

19 The shot misses the mark, but the noise and flash from the shot attracts the attention of all enemies involved in the combat. Until the attacker's next attack, all ranged attacks from the defender and their allies are directed at the attacker with a +1d attack bonus.

20 Lady Calamity intervenes as a ghostly female form materializes, catches the bullet, and directs it back towards the shooter with deadly precision. The shot not only causes maximum damage, but inflicts a critical hit to the shooter with a d16 Crit die.

21 The attacker receives a brief vision of a violent death stemming from the current encounter, which fills them with dread. The attacker must attempt to withdraw and pull out of harm's way for the duration of the combat. Should escape not be possible the attacker suffers a -2d penalty to all saves and attack rolls.

22 The attacker screams in agony as the gun backfires, sending smoldering shrapnel into one of the attacker's eyes, popping it like an over-sized grape. The attacker suffers maximum damage from the gun and loses one eye. Only magical healing will restore the eye and the attacker suffers a permanent -2 attack penalty to all ranged attacks.

23 Lady Calamity manifests in front of the attacker appearing as a ghostly hag. She rips the gun from the attacker and immediately begins fanning the hammer amidst maniacal cackling. The first shot is aimed at the attacker, while remaining shots are aimed at allies of the attacker. Shots are made with no modifier, but successful strikes inflict a critical hit using a d8 as the Crit die.

24 Your firearm chain-fires before you can take aim, causing all remaining rounds to explode. The firearm is ruined (including magical firearms) and explodes in a 10' area. All allies, including the attacker, suffer normal damage for each remaining round in the gun. A DC 12 Reflex save will halve the damage.

25+ The attacker's shot explodes with the force of all remaining rounds, causing a part of the gun to blowback, penetrating deep into the skull of the attacker. With a blood curdling scream the attacker drops to the ground, clawing at the mangled pulp that was once their face. The attacker suffers instant death and all allies must pass a DC 8 Fortitude save to avoid throwing up and suffer a -2 penalty to their next attacks.

NAME

OCCUPATION | PATH | XP | SPEED

STRENGTH
MODIFIER: _____

AGILITY
MODIFIER: _____

STAMINA
MODIFIER: _____

PERSONALITY
MODIFIER: _____

LUCK
MODIFIER: _____

INTELLIGENCE
MODIFIER: _____

REF.
FORT.
WILL
SAVE MODIFIERS

HP
AC
GRIT

WEAPON	DMG	SHOTS	RANGE

AMMO

NOTES

COMBAT
INITIATIVE:
MELEE BONUS:
RANGED BONUS:
CRIT DIE:
FUMBLE DIE:

NAME

OCCUPATION | PATH | XP | SPEED

STRENGTH
MODIFIER: _____

AGILITY
MODIFIER: _____

STAMINA
MODIFIER: _____

PERSONALITY
MODIFIER: _____

LUCK
MODIFIER: _____

INTELLIGENCE
MODIFIER: _____

REF.
FORT.
WILL
SAVE MODIFIERS

HP
AC
GRIT

WEAPON	DMG	SHOTS	RANGE

AMMO

NOTES

COMBAT
INITIATIVE:
MELEE BONUS:
RANGED BONUS:
CRIT DIE:
FUMBLE DIE:

NAME

OCCUPATION | PATH | XP | SPEED

STRENGTH
MODIFIER: _____

AGILITY
MODIFIER: _____

STAMINA
MODIFIER: _____

PERSONALITY
MODIFIER: _____

LUCK
MODIFIER: _____

INTELLIGENCE
MODIFIER: _____

REF.
FORT.
WILL
SAVE MODIFIERS

HP
AC
GRIT

WEAPON	DMG	SHOTS	RANGE

AMMO

NOTES

COMBAT
INITIATIVE:
MELEE BONUS:
RANGED BONUS:
CRIT DIE:
FUMBLE DIE:

NAME

OCCUPATION | PATH | XP | SPEED

STRENGTH
MODIFIER: _____

AGILITY
MODIFIER: _____

STAMINA
MODIFIER: _____

PERSONALITY
MODIFIER: _____

LUCK
MODIFIER: _____

INTELLIGENCE
MODIFIER: _____

REF.
FORT.
WILL
SAVE MODIFIERS

HP
AC
GRIT

WEAPON	DMG	SHOTS	RANGE

AMMO

NOTES

COMBAT
INITIATIVE:
MELEE BONUS:
RANGED BONUS:
CRIT DIE:
FUMBLE DIE:

WEIRD FRONTIERS

NAME

CLASS | XP | LVL

OCCUPATION | SPEED

LUCKY/BIRTH SIGN

PATH

DAMNED +1d | +3 | +2 | +1 | THE LINE | +1 | +2 | +3 | RIGHTEOUS +1d

STRENGTH
MODIFIER: _____

AGILITY
MODIFIER: _____

STAMINA
MODIFIER: _____

PERSONALITY
MODIFIER: _____

LUCK
MODIFIER: _____

INTELLIGENCE
MODIFIER: _____

HP

dH

ARMOR CLASS

REF.

FORT.

WILL

SAVE MODIFIERS

GRIT

COMBAT

INITIATIVE:
MELEE BONUS:
RANGED BONUS:
CRIT DIE:
FUMBLE DIE:

SPECIAL ABILITIES & SPELLS

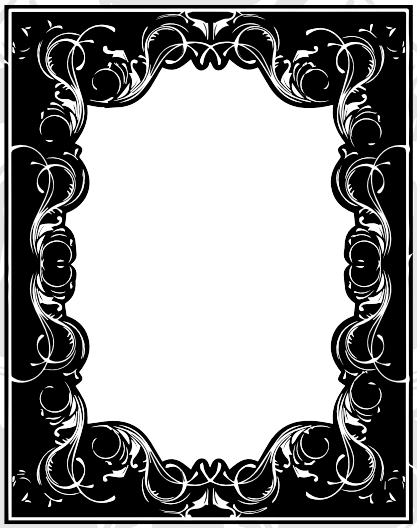
SIGNATURE WEAPONS

WEAPON	DMG	SHOTS	RANGE

AMMO

WEIRD FRONTIERS

GOODS & SUNDIRES



PORTRAIT

TRAIL NOTES

DINERO

VALUABLES

ARCANE VAULT

STABLE

A HEARTFELT THANKS TO ALL OF THOSE WHO HELPED BLAZE A TRAIL FOR WEIRD FRONTIERS




























Judge
STINKIN'
BADGE




Rev Jebidiah Springfield







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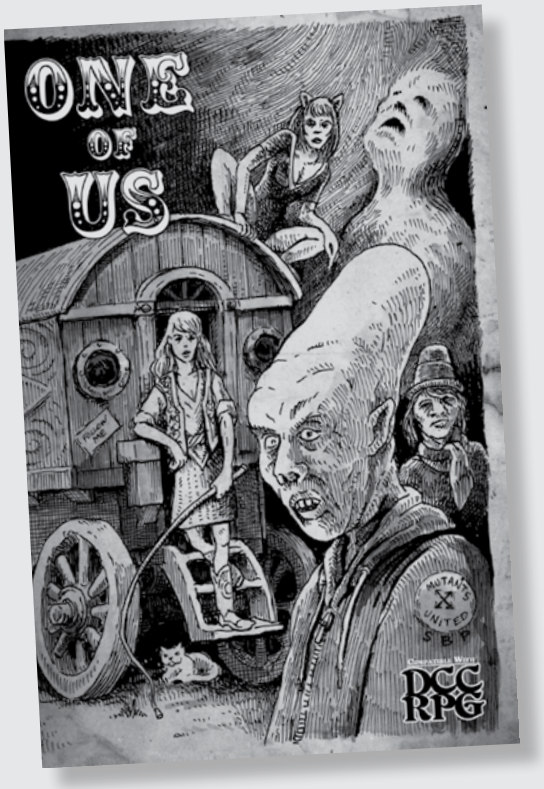
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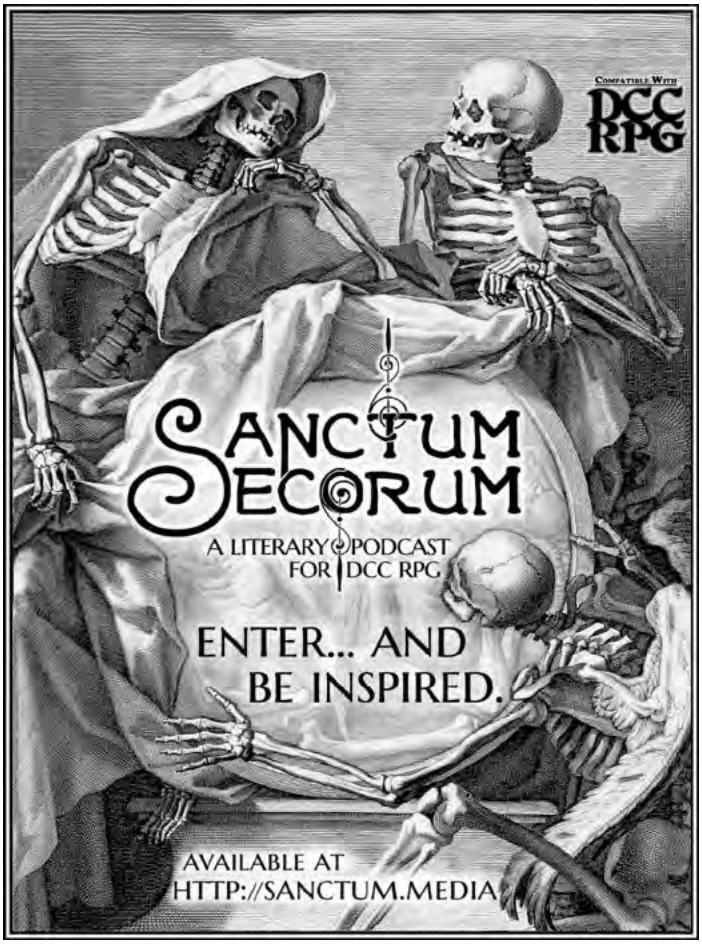
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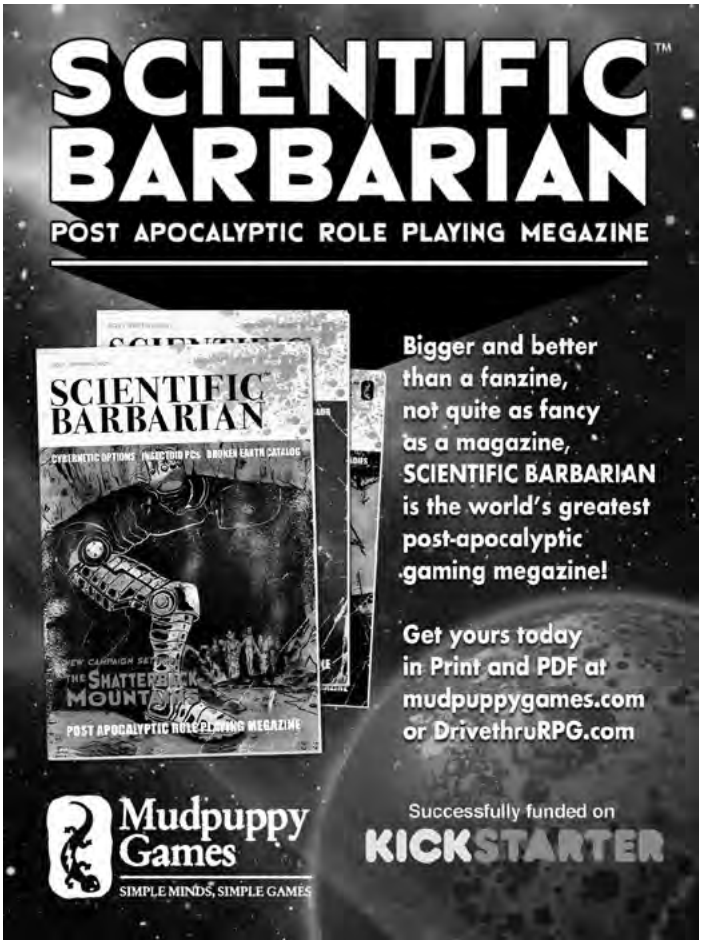
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MELEE WEAPONS

WEAPON	DAMAGE	TYPE	WEIGHT	COST	NOTES
Axe, hand	d6	S	4	$3	
Bagh Nakh	d5+1	S	1	$1	Exotic
Battleaxe	d10	S	5	$12	Exotic
Bayonet	d7	P	2	$1	Must be mounted on a rifle
Brass Knuckles	d6	B	0.5	$2	
Cane	d4	B	1	$1	
Cane Sword	d6	S	1	$3	+4 to concealment rolls
Cestus	d5	P	1	$3	Exotic, grants +1 to AC vs 1 melee attack per round
Chain	d4	B	5	$2	May be used to trip or disarm. Target must beat attack result or fall, become grappled, etc.
Club	d6	B	3	$1	
Halberd	d10/d6	S/P	6	$20	Exotic, when used as a piercing weapon attacker gains a +1d bonus to attack rolls versus armored foes. Halbreds may also be used to trip opponents.
Katana	d10	S	6	$20	Exotic, may be used two handed (d12 dmg)
Katar	d5+1	P	3	$5	Exotic, wielder gains a +1d bonus to attack rolls versus armored foes.
Knife, Bowie	d6	S	1	$5	
Knife, Pocket	d4	S	.5	$2	
Kusari Gama	d4/d6	S/B	4	$15	Exotic, may be used as a chain or edged weapon, capable of tripping, or disarming.
Mace	d6	B/P	3	$10	Exotic, attacker gains a +1d bonus to attack rolls versus armored opponents in melee.
Machete	d7	S	3	$3	
Naginata	d8	S	9	$20	Exotic, reach 10'
Nunchaku	d5	B	2	$5	Exotic, may be used to entangle, see chain entry
Pick	d5	P	2	$2	Attacker gains a +1d bonus to attack rolls versus armored opponents in melee.
Pitchfork	d7	P	6	$3	
Saber	d8	S	5	$8	
Sai	d4	P	3	$15	Exotic, disarm.
Sap	d4	B	2	$1	Inflicts non-lethal damage to Stamina. Target falls unconscious after reaching 0 Stamina.
Shovel	d5	B	5	$3	
Sledge hammer	d8	B	8	$7	
Spear	d8	P	6	$4	May be thrown 10/20/30
Staff	d6	B	3	$3	
Straight Razor	d3	S	.05	$1	
Tetsubo	d10	B	5	$30	Exotic
Tomahawk	d6	S	3	$3	May be thrown 5/15/20
Tonfa	d5	B	2	$8	Exotic, may be used to trip, or disarm
Trident	d8	P	5	$10	Exotic, may be thrown 20'
Wakizashi	d7	S	4	$12	Exotic
Warclub	d7	B	3	$3	
Warfan	d3	S	1	$2	Exotic, when used as a pair the weapons offer a +2 AC bonus versus melee weapons.
Weird Frontiers	d6	B	1	$60	Beat your foes with the rules book
Whip	d2	S	1	$2	May be used to disarm, or trip.
Zweihander	d12	S	4	$20	Exotic, two handed, adds a +1d modifier to any critical hit chart roll

FREQUENTLY REFERENCED TABLES

LUCKY SIGN/BIRTH AUGUR CHART

ROLL D30	RESULT
1 or less	Bad moon baby: Use modifier with all attack rolls.
2	Hummingbird waltz: Use modifier with all initiative rolls.
3	Magpie's whisper: Apply the modifier in any attempt to mimic sounds and voices. Make an Intelligence check vs. an average DC of 8 further modified by the judge if needed.
4	Armadillo hide: Apply the modifier to AC.
5	Fox's guile: Apply the modifier to any rolls related to detecting or disarming traps.
6	Luck o' the hare: Use the modifier to adjust critical hit and fumble chart rolls. This modifier stacks on top of any existing modifiers.
7	Bountiful harvest: Apply the modifier to any newly acquired hit point rolls. In the case of a negative modifier, remember characters will always receive at least 1 hp.
8	Whitetail grace: Use modifier with all Reflex saving throws.
9	Widow's kiss: Apply the modifier to any poison-related saving throws.
10	Badger cunnin': Apply modifier to all melee attack rolls.
11	Crow's tongue: Use the modifier to determine additional languages. In the case of a negative modifier, deduct a language (possibly given from a high Intelligence bonus) per point of negative modifier.
12	Shadow-kin: Apply modifier to all corruption rolls.
13	Desert rat: Use modifier with all Fortitude saving throws.
14	Guardian angel/meddling devil: One saving throw may be rerolled per day for each point of positive modifier. In the case of a negative modifier, the character must reroll a saving throw where the unmodified die result is an odd number. The second roll stands regardless of the total. One reroll must be made for each point of negative modifier.
15	Ley-line tuning fork: Apply the modifier to any rolls related to casting spells or using magic items where a roll is called for.
16	Unholy allergy: Use modifier to all *Turn Back the Night* rolls (see revelator class).
17	Lucky rabbit's foot: Apply the modifier to all saving throws.
18	Flying rat's radar: Apply the modifier to any checks to avoid surprise.
19	Grizzly swipe: Use the modifier with all melee damage rolls.
20	Hawkeye: Apply the modifier to any ranged attack roll.
21	Equine charmer: Use modifier on all horsemanship rolls.
22	Jackalope mojo: Character selects one type of saving throw to be affected by the modifier at the start of each new day.
23	Lightnin' rod: Use modifier on all magical damage rolls.
24	Sidewinder strike: Apply the modifier to all ranged damage rolls.
25	Roadrunner's pace: +/- 5' to movement rate for each point of modifier.
26	Liver of iron: Apply the modifier to all saving throws related to alcohol.
27	6th sense: Apply the modifier to all attempts at discovering hidden things.
28	Mountain tuff': Apply the modifier to any healing rolls where the character is the recipient. In the case of a negative modifier remember at least one hit point will be gained.
29	Holy roller: Apply the modifier to any attempts at practical or magical healing.
30 or more	Stray cat's strut: Use modifier on all *stealth/hide* related rolls.

FREQUENTLY REFERENCED TABLES

THE GUN DECK

The steps for using the Gun deck and interpreting the results are as follows:

- ♠ Each player should shuffle the cards before the session begins, placing them within arm's reach of their character sheet.
- ♠ Players flip a card each time their character discharges a firearm.
- ♠ Flipping a 2,3,4,5,6,7,9, or 10 has no effect, the player should roll normally for a ranged attack.
- ♠ Flipping a black or red-suited face card results in good fortune for the attacker. Face cards offer a one-time bonus to attack and damage rolls depending upon the card flipped: Jacks +1, Queens +2, Kings +3.
- ♠ Aces and eights (a deadman's hand) spell disaster for the attacker and result in a misfire. The shot misses and the attacker must immediately roll on the Firearm Fumble chart with the appropriate fumble die modified by the reverse of any Luck modifier.
- ♠ Flipping a red Joker results in an automatic critical hit (Lady Luck is keeping an eye on ya!) and the character receives 1d3 Boon tokens.
- ♠ Flipping a black Joker results in an automatic misfire (Lady Calamity is giving you the stink-eye!) and the character receives 1d3 Hex tokens.

RESHUFFLING THE GUN DECK

Typically, you only shuffle the Gun deck once the last card has been flipped, but characters can declare they are "cleaning my gun(s)" and reshuffle their deck during a point in the game when there is downtime. You can also spend a Boon to reshuffle the Gun deck at any point during play.

ROLLING A NATURAL 1 AFTER A SAFE DRAW FROM THE DECK

It would be unfair to declare a ranged attack result of a natural 1 a misfire if the attacker took a flip from the Gun deck. In this case, count the attack as a miss and the attacker earns a Hex token for the blunder.

ROLLING A CRITICAL SUCCESS AND DRAWING AN ACE OR EIGHT

It's possible to roll a Critical success and still draw a bad card. In these instances, the misfire still happens, but the Fumble chart roll does not (do not roll for a fumble). Any stated Hex tokens are still earned as well.

RELOADING FIREARMS

Reload times are listed with each firearm (pgs 856-861 & 844) and represents how many rounds it takes to load *one* bullet.

The judge may ask for an Agility check vs. DC 10 each round to do so reliably if the character is under distress/being fired at. Failing the check causes 1d6 rounds of ammo to drop on the ground (for higher shot capacities, roll a die that appropriately matches the firearm).

COST OF AMMUNITION

For sake of simplicity, all regular ammunition (NOT artillery ammo) costs $1 for a box of 50 bullets.

FANNING THE HAMMER

[NOT a Gunslinger] Each shot past the first suffers a cumulative -1d penalty due to kickback (first shot at full, second at -1d, third at -2d, fourth at -3d, etc.). A card from the Gun deck must be flipped for each shot fired. Note that a critical success may only be achieved on a d20 or higher-sized die. A single-action pistol must be used and the other hand must be free. If shooting at multiple targets, each target must be within 10' of one another.

[Gunslinger] Each shot past the first suffers a cumulative -1 penalty; however, if using their ghost-irons, the original Deadeye die result applies to *each* shot fired. The first shot will be with no penalty, the second will be at -1, the third at -2, the fourth at -3, etc. A card from the Gun deck must be flipped for each shot fired. A single-action pistol must be used and the other hand must be free. If shooting at multiple targets, each target must be within 10' of one another.

GUNSMITHING

Any character with a background occupation considered to lean heavily on the use of firearms can be assumed to have received training on the maintenance and minor repairs for the firearms they carry. In game terms, characters may announce they wish to "tune the rig" (clean, oil, and perform any maintenance the weapon needs) during downtime in a session. Tuning the rig typically happens before the character turns in for the night or during morning hours when they awaken. Each firearm requires a number of rounds and a proper cleaning kit must be on hand.

Once the proper time has been spent on the firearm in question, have the player make a gunsmithy skill check with a standard DC 5. For every multiple of 5 the check is passed by, have the player remove one Ace or Eight from their gun deck before reshuffling their deck for the start of the day. For example, Zander rolls a 5 on his skill check to clean his trusty Colt Navy revolver. He not only succeeds at cleaning and oiling his rig, but is allowed to remove 1 misfire card from his gun deck before shuffling it for play. Should Zander have rolled a natural 20 he would have pulled 4 misfires from the deck (and snagged a Boon for rolling that 20!).

WELCOME TO
WEIRD FRONTIERS

HOPE YOU SURVIVE THE RIDE!

Things have gotten plum weird since the events of The Seven Days of Night brought an end to the war, revealing the presence of an evil thicker than the darkest molasses that'd make the Devil himself blush! You can turn tail or take the fight to the night, and you ain't about to be called yeller! So, saddle your horses and clean those irons, 'cause there's something slithering across the dark frontier and it's dead set on making vittles out of you and your ragtag posse!

The Weird Frontiers RPG is a standalone weird West role-playing game influenced by the works of H.P. Lovecraft and folklore pulled from all over the world. Within these pages, you have all the rules and two adventures to get you started in the Weird Frontiers.



