

LAMENTATIONS
of the
FLAME PRINCESS

A RED & PLEASANT LAND

BY ZAK S.





CASTLE
Cachtice

CLARPA

Burned
towers

Garden
of
Pests

Skila
Corvus
tower

Tisza

crystal channel

Morris channel

Baths
of
Szacard

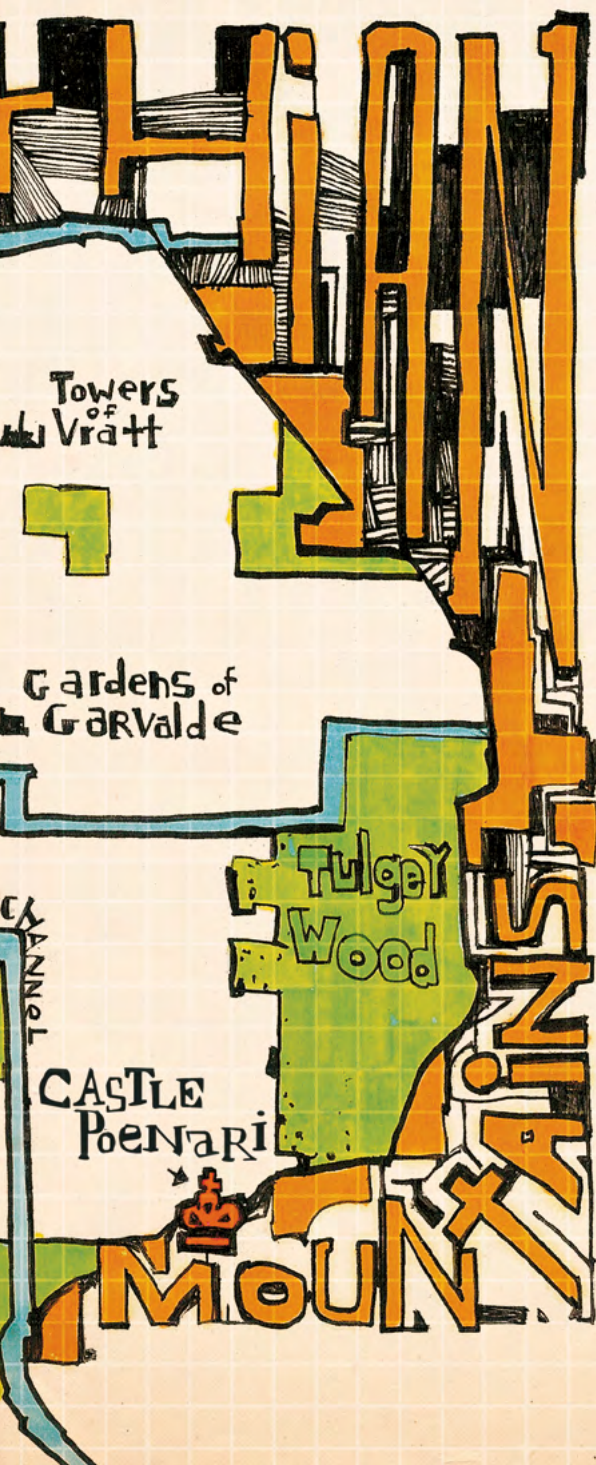
Sunset
Spire

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Spire of
Zombor

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Goblin Woods



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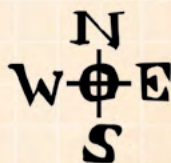
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1. Intelligent NPC
2. Nageire
3. Tove
4. Mome Rath or Boar
5. Tvb
6. Crocodile
7. Bats (night)/Undead birds
8. Wolves
9. Goblin/Troll/Hobgoblin, etc.
10. Ordinary human
11. Great Grub
12. Jabberwork or Unicorn

0 MILES 50 100



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dndwithpornstars.blogspot.com

and you should go over there anyway because there's lots of free game stuff there.

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A RED AND PLEASANT LAND



ome women, some men and most children know that dreams leak. A lifetime of thinking it that way in your sleep can make a drawer on a drafting table three or four inches wider on a side.

But there are longer lives than ours. And longer dreams.

There is a Red King, and he is terrible and he is tall. He wears a red crown. The long red years have made him strange and he hides from the sun, sleeping, his strange dreams making unseen days stranger. Sleeping, he dreams of ruin and of distortion— of an Antiland, reversed and red. When he opens his red eyes in the red night there is his red land: it is inverted, rigid, and wrong.

There is a cruel Heart Queen: she is in a different castle and she is on a different mountain and she sleeps in a different wooden box but she is also hiding and dreaming. She dreams into being a world unending, unbeginning, with wonder and murder, disruption and unreason. And melancholy green gardens. And it is there now. And hers.

Their home is called Voivodja but it has other names now: The Land the Gods Refuse To See. Zeu Orb. Orb Dumnezeu. Isten Vak.

The Place of Unreason.

HOW TO USE THIS BOOK



There are a lot of ways to use this book. I don't know your game, your game group, or your Refereeing style so I won't lie to you and pretend I know which way will work best for you:

1. You can use it more-or-less as it was

written: as a guide to all of the ideas, creatures, and things unique to a certain imaginary place and a set of tools useful for making and running adventures characteristic of that place. You can set an entire campaign in Voivodja or (and this is what I did) just have it occupy a spot on the campaign map in case your players want to go there and then use what's here to flesh the specifics out when and if the players decide to visit.

2. You can use the parts independently.

The mass battle rules, the Guest generator and the random tables of unusual rooms, for instance, could be easily inserted into many kinds of games without much modification. While the contents of this book have a distinct flavor, it is like a kind of a black pepper flavor—so you can put it in a lot of things.

3. You can read it, go "Oh that's nice"

and then not use any of it, but think of it as a guide to some things you might want to think about when making your own game setting. For example, with a pencil and highlighter you could easily rewrite the Events or Intercepted Communiqués to match the intrigues in any campaign.

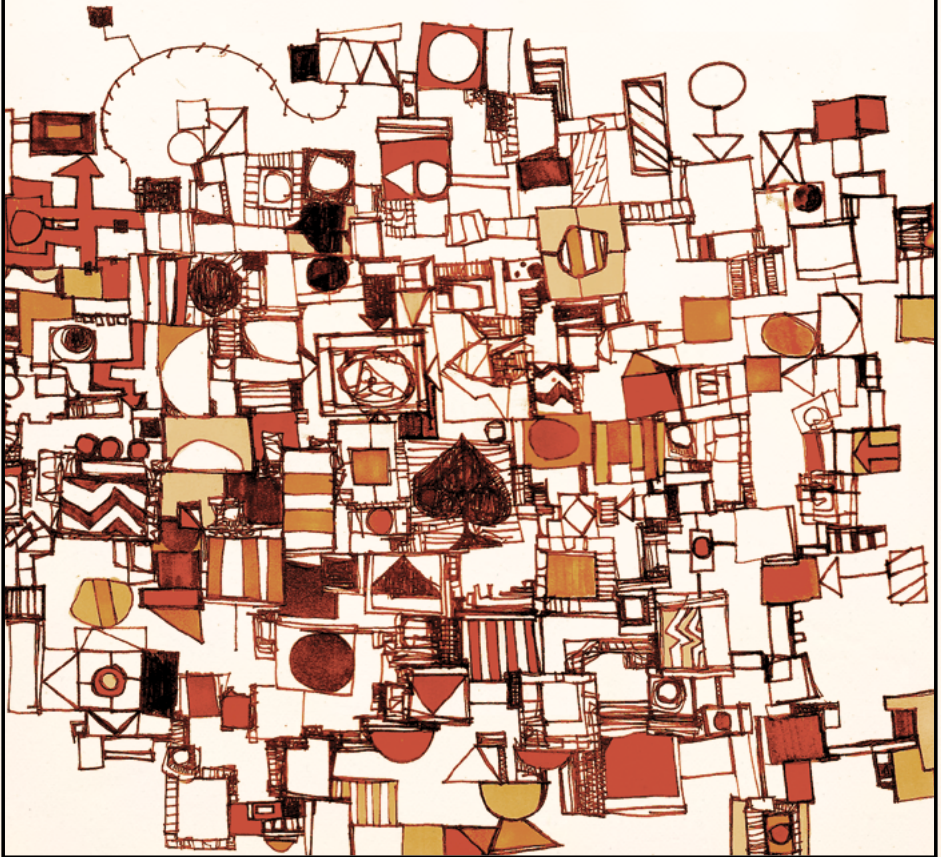
4. Some animals will swallow almost anything whole and some are very

small. You can use this book to kill them—by choking them with it or dropping it on them, respectively.

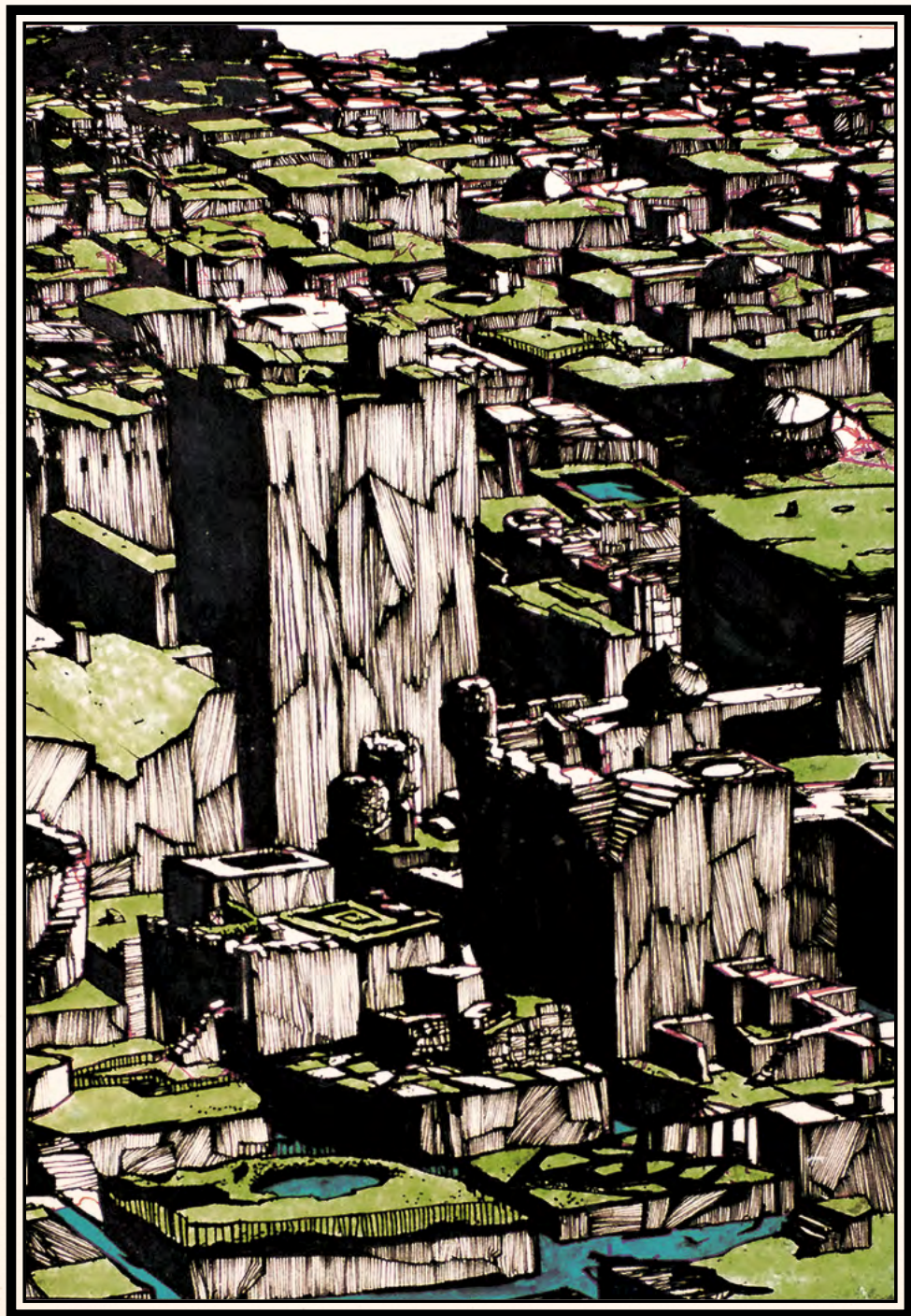
This book is compatible with any kind of role-playing game that takes place in a basically European and basically medievallish setting. It will work as well for new games as old and while the game stats given in the monster section are specifically for *Lamentations of the Flame Princess: Weird Fantasy Role-Playing*, efforts have been made to allow game masters to use it in any kind of system.



I. A GUIDE TO THE PLACE OF UNREASON



A RED & PLEASANT LAND



ABOUT VOIVODJA

THE SLOW WAR

In green Voivodja, Vlad Vortigen dreamt a castle to cover his kingdom; to keep away the sun, and goblins, and to move his plants closer to the rain. Parlors, pantries, long halls and gardens with great wrought gates athwart each other in stacked profusion; observatories and aviaries and zoos, oubliettes and minarets, seraglios, saunas and music rooms, a fortress of infinite leisure multiplying out from the Terrible Goblin Wood to the vast Carpathians, its sub-basements reaching deep into the strata of the Earth and the Earth's many dungeons.

One day, like all things, it fell.

Did the Once Palace of the Red King, Vlad Vortigen, fall to Elizabeth Bathyscape, now called The Heart Queen, the Decapitator of the North? We don't know. Some say they were lovers, some father and daughter, some court rivals, some rival devils, some bitter, dying demons who awoke already foes in the early hours of the very first morning.

Due to the distortions of time, space, memory, and communication that surround and suffuse the country, no-one even pretends to know if they have been fighting for three years or two hours, or forever. We know only that there is war, and that what once was Voivodja is now the Place of Unreason.

The land is still hidden from the West by the Terrible Goblin Wood, still hidden from the East by the Carpathian Mountains, and now from the gods by the gods' own disgust. For not only has every kind of creation and creature been abused by the blasphemies and sorceries of the unfathomable war, but every force, law, lesson and explanation ever decreed by those above and those beneath. Meaning is meaningless and there are never any reasons. There are, however, monsters you can kill, some of whom have stuff. So your players may want to go there. Thus this book.



The war itself is played on weird terms, as the belligerent monarchs and their thrall armies are mostly vampires, all therefore unable to cross the rivers with which their region is densely latticed. In addition to the traditional tools of all slow wars: sabotage, stealth, subterfuge, catspaw and intrigue, both armies make extensive use of networks of linked interiors—tunnels and irrational portals left over from the Once Palace, moving from room to lonely room like rats in plumbing, eventually emerging miles away, ready to bring battle to the open gardens in the bleak red night.

THE LAND NOW



Imagine you are looking down at a map, or at the land with a satellite eye.

Imagine a grid or lattice laid over the land. The graph paper lines are rivers and hedgerows, narrow as alleyways, running at angles, defining squares the size of city blocks. Now build, in your mind, tall buildings of different heights



up from these neighboring square foundations: one big skyscraper in each— in stone and in a medieval style, some ten, some twenty stories high. Give them gardens on their roofs and across their terraced balconies. Now link them with bridges. Now destroy them with time.

Some tumble, some crumble, some rot, some have four stories or five, some are half-left, some are squat, some are flat, some are holes in the ground, exposing the corridors under the Earth's surface. The remnants of the gardens spread over it all like a moss— or the icing on a cake the day after the party— coating the land's rainward face in a mask of friendly green, with the occasional window, door or rabbit-hole poking through, allowing access to the dungeony layers of the interior.

Some say it looks like a house of cards made with too many decks laid out on a chessboard made with too many squares. It's all covered in grass and dotted with blood.

The practical point is: it's all in squares now. The squares have names— Queen's Bishop 706 or King's Slaughter 9— though nowadays, considering the number of foreigners, it's become much more fashionable to say 1 dash 17, 1 dash 2, 9 dash 3, 56 dash 67 etc. As in: "I am in Square 67 dash 44 and the experience appalls me beyond anything in my experience".

The maddest mapmakers add a third dimension, describing how high or low a floor is by saying: Toad, Pig, Wolf, Stag, Crow etc. (so the second floor of a building in the ninth square away from the Queen's castle might be Queen's Rook 9 Pig) and how far beneath it is, saying: Worm, Mole, Pike, Loach, Cod, etc.— though this is even more hopeless, since even children know the floors go down forever into the artificial gigadungeon called the Earth, and, besides, physical location in Voivodja, especially indoors, is all equivocal.

While your author hopes the aforementioned goes some way toward explaining the strange signs one sometimes sees in hallways or forgotten parlors ("King's Treacle-Well 156 Goby") you do not need to master Voivodjan Notation to navigate or describe the Place of Unreason and, due to its endemic distortions of time and space, the best instructions for getting anywhere (especially in the interiors) read more like recipes.



For example, if someone said "Start in square 15 dash 87. Climb 16 feet down into the crocodile pit, find the rectangular window, climb through it. Walk an even number of steps or until you see something orange, drink the blood of a mother or small ape, walk in any direction at any speed for nine minutes, strike the gazebo, then sleep. When you awake you'll be in the Virgin's Pantry," then they would be telling the truth, and describing the most reliable route.

By these unusual means do the forces of the Heart Queen of Castle Cachtice in the north, and the thralls of the Red King, in Castle Poenari in the south, prosecute enigmatic war throughout the melancholy remnants of the kingdom-sized Once Palace.

INTERLOPERS

Aside from your characters, there are two other parties recently arrived in Voivodja, poised to derive whatever advantage they can from the chaos of the war between the Red House and the House of Hearts: the Pale King and the Colorless Queen. Both of these monarchs are distant cousins of the warring vampires and as-yet-unaligned. They have come to see the War and the land for themselves, for the rumors that escape Voivodja cannot be trusted.

The bent Pale King and his Hatter come from the green hills of Gilliam-Briarbraddock with gifts of pudding and sausage. He has four thousand two hundred seven soldiers of the Pale House, and knows the languages of animals.

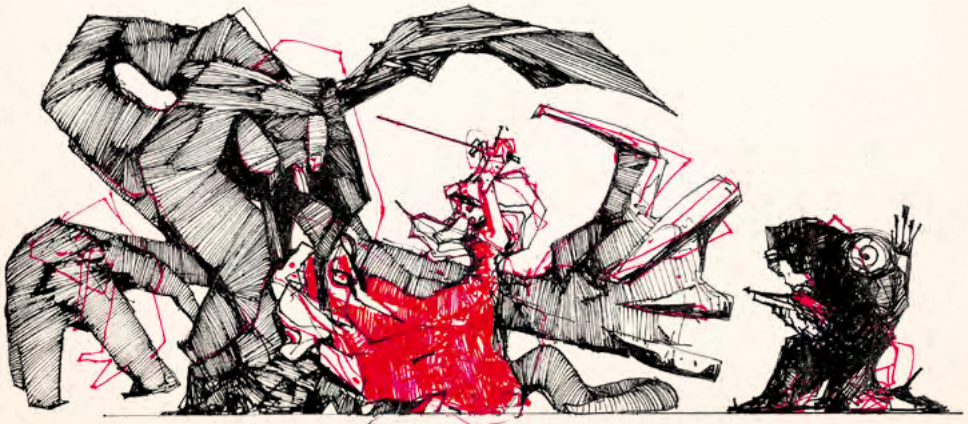
The young Colorless Queen is amphibious, and rules Nephilidia, the Half-Drowned Isle. Why she's left behind the discolored foam and torpor of her own land to tour the parlors of Voivodja is as yet unknown. The immunity of her white-haired, black-armored knights to the Rule of Moving Water could make them invaluable allies to the forces of north or south.

NATIVE CHARACTERS

It is generally not recommended that characters new to the setting start out native to the Place of Unreason—it's meant to be an alien environment for them to be perplexed by, not a world they should be comfortable with.

If campaign logistics are such that a new character has to be introduced while the party is already in Voivodja, I recommend having the new character be recently arrived—as a captive or a lost traveler.

If a character dies in Voivodja after the players become somewhat familiar with it, then that's a good time to make a native Voivodjan character. See the table at the back of the book under "Backgrounds For Characters Native To Voivodja", p.151.



PLACES IN VOIVODJA

WHERE ARE WE & HOW DID WE GET HERE?



n the game I run at home, Voivodja is on the map right in the middle of where east-central Europe should be.

In your campaign this might be an obnoxious or inconvenient amount of real estate to give over to two tyrants fighting a freakish war on a distorted landscape.

There is a built-in solution to this problem—in Voivodja, mirrors are portals between two sides—The War Side (our side, where all the action is) and the Quiet Side. The Quiet Side is a less fantastic version of the world that can be reached by crawling through any mirror. In my home game I assume my entire campaign has always taken place on The War Side and that The Quiet Side is difficult to visit. In your campaign you can start the other way around: assume that most of your game takes place and has taken place on The Quiet Side and that the world in this book is a sort of alternate-universe Transylvania underneath your “real” Transylvania, reachable through mirrors.

While it is only possible to travel to one’s non-native side of the Looking Glass for a few minutes at a time, your players’ adventures in the Place of Unreason could easily be the result of a special spell, potion or curse that reverses the players’ relationship to reality, so they have to travel to the War Side to survive and can only visit the Quiet Side for brief intervals.

In this case, assume the gods can see both sides of the mirror and Cleric spells function normally (despite the local superstition, the gods can see Voivodja, they just don’t like to).

There are other ways in to Voivodja:

Coming overland, the areas on the margins of the map—the Terrible Goblin Wood and the Carpathian Mountains—are basically several weeks worth of brutal overland adventure with evil wolves, barely navigable wilderness, witches that would make Baba Yaga’s blood run cold and every other cliché in the Scary Central European Fairy Tale Handbook and could easily be used to slowly transition from any typical fantasy setting to Voivodja.

Any sufficiently deep and mysterious dungeon could offer access to the Voivodja interiors: turn a corner, open a secret door—and you’re suddenly in a garden, beneath a suddenly suspicious sun.

Cities contain old and confusing districts—many urban visitors find themselves in Voivodja after wandering unfamiliar streets while very tired or distracted and are unable to reconstruct their route afterward.

Referees who own the LotFP module *The God that Crawls* may assume Voivodja is reachable via the mirror as described in The Gem In The Mirror on page 24.

THE WARSCAPES



uch of what you'd expect in a typical eurofantasy landscape is absent from Voivodja. For most practical purposes, there are only four kinds of environment:

THE INTERIORS

The labyrinthine network of (generally furnished) rooms composed of the remains of the nation-sized Once Palace, including its basements and sub-basements. Due to the extensive reality-damage during the Slow War, the rooms often behave unlike ordinary architecture.

THE GARDENS

The layer of manicured and overgrown greenery covering the interiors, facing the sky and comprising the majority of the land visible from the air. It is separated into Squares defined by right-angled hedges and canals. Most open battles are fought here.

THE FORESTS

Places where the Gardens have grown wild. There are Interiors beneath, just like the Gardens, but the density of the trees obscures their shape. The remains of Voivodja's unslain human populations persist here in settlements and even small cities, protected and hidden by old and complex rituals.

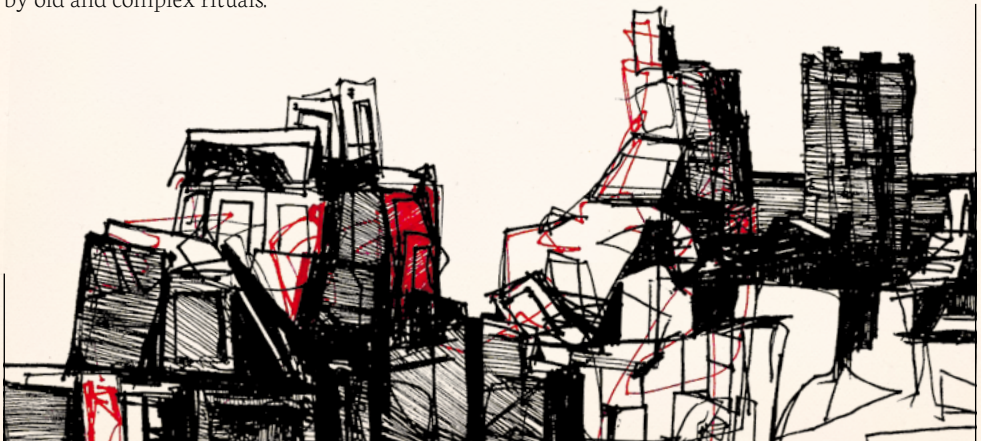
The deep forest is where the finicky, stylized brutalities of the Place of Unreason transition most smoothly into the world of dwarves and dragons more familiar to the World's First Role Playing Game and its modern children.

THE CASTLES

Principally Cachtice (also known as the Card Castle), home of the Heart Queen in the North and Poenari (also known as the Looking Glass Palace), home of the Red King in the South, though there are others. Because of the chaotic nature of Voivodja's physical space, the rooms of the Castles are both similar to and organically connected to the Interiors, and there is no way to seal them off— though they are better fortified and more spatially stable. That is: if you want to have a dungeon connect to the middle of a Castle, go right ahead.

Note that the Quiet Side of the Looking Glass (see p.16) has all these landscapes, as well as more familiar medieval-Europe-type cities and settlements.

The two major Castles are both described in room-by room detail in the middle of the book. There are sample Interior, Garden and Forest locations too, as well as some tables and rules to help you throw together any of these kinds of locations quickly.



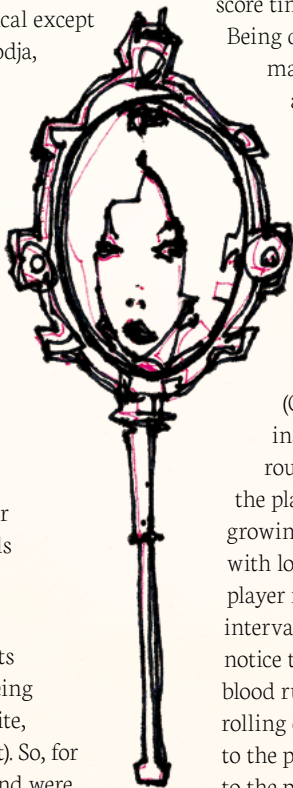
THE QUIET SIDE OF THE LOOKING GLASS



As you can see by looking into any Looking Glass, the geography in the mirror-world is identical except left and right are reversed. In Voivodja, climbing through a Looking Glass takes you from our side (The War Side) to this reversed side—the Quiet Side.

A few words about the Quiet Side:

- It is said The Quiet Side contains equivalents of almost everyone and everything on The War Side.
- Living duplicates of humans are called Quiet Twins. They live a carefree life, reading books under spreading trees, attending schools and scolding pet animals.
- When a Twin is out of sight of a Looking Glass, it does not copy its Twin's movements (as a Twin, being in general very insecure and polite, typically does when we can see it). So, for example, if you were on a road and were accosted by a ruffian while his partner climbed through a glass in a nearby house in order to attack your Twin, your Twin would not necessarily be in the same place as you (on the Quiet Side's road) unless the road, too, was in view of a mirror.
- When a creature climbs across from their native side, they merge with their Twin until they return home.



- Divine magic does not work on the Quiet Side— the gods cannot see it.
- The deafening quietness of the Quiet Side is spiritually appalling. A living creature may only travel to the Quiet Side for a number of seconds equal to their Wisdom score times ten before rushing back.

Being detained longer than that will make any creature permanently and unplayably insane unless it can manage to sleep until it is retrieved by others. However, willing yourself to sleep on the Quiet Side requires only a Wisdom or will check (or a save if the creature's saves are better), as it is so quiet there.

(Characters should not go insane without warning. Each round the Referee should warn the players of their characters' growing unease— particularly those with low Wisdom scores. Have each player roll a save at least twice in the intervals before they will go mad to notice their hands shaking or their blood rushing in their ears. The rolling of the save is more of a warning to the player than the actual effect is to the player character.)

- A Quiet Twin whose equivalent on The War Side is slain is called an Ordinary— this is simply the name for someone with no equivalent on The War Side. Ordinaries are in no way unusual, aside from living on the Quiet Side and having no reflections.
- Ordinaries try to avoid rooms the Looking Glass looks in on (which is why you rarely see them when you look in mirrors).

- Vampires, having no reflections, do not have Quiet Twins and they may not cross over to the Quiet Side while awake (though they may be carried while asleep).
- The exceptions are the Red King and his Red Brides, who may spend 120 seconds there, and the Heart Queen, who may cross over for 120 seconds if someone on the Quiet Side stands before a mirror in the dark and speaks her name three times.
- Typical vampires may, however, call to those on the Quiet Side and cause them to come over to The War Side to be devoured. Having slain nearly the entire native human and demihuman population of Voivodja in ages past, twinless Ordinaries are one of the few sources of fresh blood available to the Vampires of Voivodja.
- To aid him in hunting Ordinaries and make moving through the Quiet Side easier for him, the Red King has set up secret, overlapping networks of mirrors all over Voivodja.
- The Nephilidian vampires are aware of a dimension accessible through the use of Mirror Water. That place, though distinct from the Quiet Side, is similar in most respects, with two exceptions:
 - Since pools and patches of Mirror Water usually face upward, Clerics of gods who dwell in the sky (or otherwise above) may use their magic in that dimension.
 - Moralities and personalities in the Mirror Water dimension are also reversed. The doubles of the cruel are kind, the timid are bold, etc. They generally attempt to destroy their doubles on sight.

ORB LOC



he Orb Loc (or “Blind Spots”) are human settlements deep in the Forest, hidden by occult ritual from the warring vampire Houses. They typically consist of dusty paths through clusters of arch-linked, angled roofed stone homes organized around fortified churches. Each Orb Loc contains at least three bold youths whose erratically shaven faces seem to cling to the skulls beneath with a certain inebriated nonchalance unknown West of the Terrible Goblin Wood and one bent woman in black with sinkhole eyes, graveyard teeth and an alarmingly thorough knowledge of that which is likely best forgotten. Children are baptized in total darkness, to inoculate them (with decidedly mixed success) against the *vampir*.

It is rumored that there exists an order of militant nuns or Clerics known as the Sisters of Merciful Fate dedicated to taking back Voivodja from its parasitic lords, and that its members hide among the common folk of the Orb Loc, but this may be no more than wishful thinking.

CHILDREN IN WELLS



ome wells have children in them. This is no cause for alarm, they belong there— and are hiding from vampires. These wells are usually filled with some substance the children subsist upon and which they have grown to despise. In exchange for a week’s supply of any other foodstuff the children will provide passersby with various useful items they have accumulated. These items inevitably all begin with the same letter and that letter is always associated with wells of a particular substance, such that, for example, children in treacle wells always provide things that begin with “M” and children in wells of malignized adrenocortical cells provide things that begin with “G”.

CUSTOMS & EVENTS

BANQUETS

(OR “FEASTS” IN THE SOUTH)

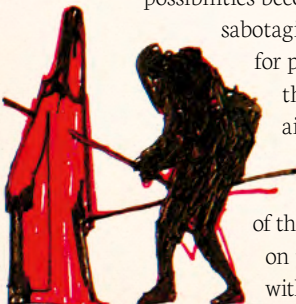
The Banquets of the Place of Unreason are noted for their brutality and rigid etiquette. Pastries are made from men’s bodies, savories from women’s, and puddings from their souls. Many dishes of both animals and men are served live, often with marmalade.

BATTLES

Most battles in the Place take place out on the Gardens and are fought with units of both foot and horse.

Objectives may or may not be rational — armies may quarrel over a land offering access (via mirrors) to a populated area on the Quiet Side or over a field offering a particularly impressive view of an unusual hedge. Sometimes a battle is foreseen and sometimes it isn’t. The precise ground is rarely anticipated by both sides at the same time, but if the characters become aware of one side’s battle plans, a great number of possibilities become available:

sabotaging the attacker for profit, selling the information, aiding the attacker with some special knowledge of the enemy, gambling on the proceedings with a third party, etc.



CROQUET

The Heart Queen is passionately fond of this game. Her periodic croquet matches are remarkable for several reasons:



- The Queen conducts nearly all diplomatic business during these games.
- The Queen cannot refuse a request from anyone who defeats her. She may, however, demand a price.
- Undesirable play is punishable by decapitation. The legal definition of “undesirable” is constantly in flux. One moment “playing while sober” might be forbidden, the next moment “ogling wickets” might be, then perhaps “hitting the ball near greenish rubble”.
- The Queen demands that all available members of the Orders of Diamonds and Hearts (her courtiers and children) — as well as any other high-ranking members of the Heart nobility — play. The children often play from their ponies, as if it was polo.
- Though generally restricted to the Croquet Grounds, Northern Voivodjan croquet technically recognizes no “out-of-bounds” or regular rules for the placement of wickets. It is not unknown for a stray wicket to be placed somewhere in the Card Castle itself or in some more distant or obscure corner of Voivodja. Expeditions are launched to find obscure ones.
- Games go on for days.
- For whatever reason, stray hedgehogs are occasionally found gathering around the peripheries, and look on with disdain.

DUELS



hen etiquette is grievously breached or honor offended far from the alarms of open battle or the corridors of espionage, the insulted party may demand satisfaction. This is done by striking the offending individual with a glove. Gloveless parties are not entitled to issue challenges.

Lone individuals will generally accept the challenge in lieu of ordinary combat (better, after all, to fight one than many), individuals surrounded by allies will frequently accept a duel out of insecurity: i.e. if they have any reason to believe their allies have reason to believe they might lose, the challenged may take the opportunity to prove their mettle. The Colorless Queen always has a Nephilidian Knight fight in her stead.



The current Dueling Code of Voivodja is as follows:

- The duel must be conducted with swords that can be held in one hand, unless both parties agree otherwise.
- After the first two hits (successful to-hit rolls), if the insulting party apologizes and the aggrieved party accepts, the duel is ended.
- If the duel continues after the first two hits (successful to-hit rolls), the parties must exchange weapons (via their seconds if seconds are available). A disarmed party is considered to have lost.
- Participants begin back to back, swords upraised. The challenged says "You will observe the Rules of Battle, of course?" the challenger says "I always do" and they roll initiative.
- The challenged chooses the ground, it must be reachable using extant technology.
- If allies or seconds disagree and fall to dueling, they must duel at right angles to the principals.
- No armor can be worn or shields employed.
- If the offense concerns the honor of a lady, the parties must fight with the left eye closed.
- If a child duels an adult, the child may remain atop a pony.
- No-one may duel with an animal that does not speak.
- Either party may hold a lantern or torch in the off-hand, though they may not intentionally set the ground or foe alight.
- In crowded or confined environs, the challenger may demand a *duel petite* – or "schoolroom duel"—these are fought with each opponent seated facing opposed walls. The two parties say the usual words and then the challenged, from a seated position, throws a knife or dagger at the challenger, who then— if still alive— retrieves the knife and throws it back from a seated position, and then vice versa and on and on. It is otherwise identical to an ordinary duel.

Optional game rules for dealing with duels are included in the last section of the book (see p.143).

FORECLOSIONS

Temporal distortions in Voivodja very occasionally result in situations where outcomes precede the actions that caused them by several days. For example, a Dragoon Lieutenant may find herself in command of mercenaries that have not yet been hired, or a man may be sick on account of a custard he has not yet eaten. These premature events are known as foreclosures and can be immediately identified as such because they are accompanied by a quick moist crackling sound, as of batter frying.

Once a foreclosure occurs, the foreclosure itself cannot usually be undone, but the presumed cause of the foreclosure (which will not yet have happened) can be prevented by making it impossible for the original presumed cause to occur and organizing a new causal event which would result in the same foreclosure—or at least one matching every observed property of the foreclosure.

For instance, in the second example above, the gentleman's actual custard could be stolen before he ate it, and he could be cursed so that whatever came out of his mouth turned into semi-digested custard when exposed to air. If one discovered a foreclosure featuring a child crying over her dead mother, one could prevent the death by ensuring the mother's safety and then simply telling the child her mother died. If the foreclosure featured the child explaining she'd seen her mother drown, then one could still stymie fate by protecting the mother and then dressing some otherwise unuseful woman convincingly in the mother's clothes and a wig, and drowning her after inviting the child to watch.

INTERNATIONAL ESPIONAGE

Nephilidians can as easily lie in wait in the canals of London as behind the Card Castle, the Heart Queen's empire trades for baubles with merchants in every language and The Red King's assassins are dropped sleeping through mirrors to destabilize the dreams and regimes of diverse nations.

In plain terms, Voivodja is a major, if secretive, world power—at least on its side of the looking glass—which is convenient for a Referee who would like to use what's here without bringing their players to the Land of Unreason. The creatures and ideas in this book, like those in the real world, are portable. Feel free to have your players encounter them anywhere, just as a Cold War spy might find a Russian in any hotel room.

NEGOTIATIONS

At some time during any extended campaign in Voivodja, the Colorless House and/or the Pale House will probably open negotiations to ally themselves with the Red King or Heart Queen. Though such negotiations will be secret, secrets in Voivodja are rarely kept.

Player characters may not be directly privy to these proceedings, but keep in mind that things are always changing—and that these changes can be the engines of things the players do run into.

RITES OF ENGAGEMENT & KIDNAPPINGS

The vampire houses have weaponized the institution of marriage. Unions are not considered valid unless the partners slay a member of an enemy house in fair combat during their own wedding. In practice, this means couples planning to wed must contact another couple of a rival house and agree to have a duel/wedding called a Rite of Engagement. Antipriests of both houses preside. The surviving pair (if there is one) anoint each other in the enemy's gore to consolidate the union. Polygamous marriages are not unknown in any house, and their announcement causes even greater anticipation and consternation than standard marriages—being, of course, bloodier affairs.

The Nephilidian rite is slightly different: foes must be slaughtered at a wedding, but they may be captured beforehand at any time and need not be able to defend themselves.

Kidnappings of brides- or grooms-to-be for ransom are common and the task of rescuing them is often hired out to outsiders, of Voivodjan society politics can make as the incestuous nature and volatile state of its the discovery of the culprit embarrassing. (The agent behind the kidnapping frequently turns out to be the betrothed him/herself, attempting to avoid an arranged marriage or death at the hands of a rival couple.)

TRIALS

Trials in the court of the Red King are held in towers equipped with iron grates by five Red Bishops in golden masks. If the verdict is guilty, the grate opens and the defendant is dropped into a pit filled with blood and mome raths (see Beasts and People). If the verdict is innocent, the pit is filled with crocodiles. The lawyers and barristers of the Heart Queen are educated in Vornheim and, as such, the legal system in her courts largely follows the custom of that distant city, which is to say it appears, to outsiders, labyrinthine, arbitrary and entirely farcical. The King of Hearts always presides as judge. If the Referee possesses *Vornheim: The Complete City Kit* s/he may follow the legal practices outlined therein, noting that the Trial By Swine is replaced by the similar but more frightening Trial By Grotesque Yet Infallible Deer. Referees not possessing it are encouraged to use their imaginations.

The Pale King relies on jousts or duels to settle most disputes, though extensive audits are often conducted before-hand. These consist of intensive interviews and close examinations of all documents pertaining to the defendant's adventures. Referees may use these interviews as a tool to flesh out characters' backgrounds.

The Colorless Queen of Nephilidia does not abide trials. The plausibly accused are eaten by eels.



THINGS TO KNOW (GROUND RULES & ADVICE)

BEHAVIOR OF CREATURES IN VOIVODJA



Although it is unfair to stereotype, travelers have noticed certain... patterns... to the conversation of creatures of Voivodja. A caricaturist might say:

1. Offense taken is inversely proportional to offense meant.
2. (Corollary of 1) Real violence, oppression, and injustice are ignored or purposefully misunderstood (though inhabitants do fight back when directly attacked). Minor, accidental or imagined breaches of etiquette are met with violence, oppression, and injustice.
3. In all situations (including trials), tangents are treated as more important than the purported purpose of the conversation.
4. Everyone is difficult.
5. No-one is unalterably hostile.
6. No-one can be made to understand anything.
7. Information creatures provide is usually accurate.

In addition, creatures of the House of Hearts are especially known for their dedication to repetitive or obsessively repeated tasks and for the extent of their wrath when that repetition is disrupted.

To capture the pointlessness of life in Voivodja, it is best for the Referee to try to think up ways to keep any conversation going as long as possible. When a character asserts a fact or other idea they want an NPC to believe, have the NPC ask questions about it, deny it or otherwise find an excuse to talk instead of act.

Only when the character forces action to happen should the Referee make up his or her mind whether the NPC believes the character (via a Charisma roll, reaction check, or whatever other mechanism is germane), i.e. if the character claims to be the King's long lost cousin, don't decide whether the guard believes the character until the character attempts to walk through the gate.

If the character is trying to intimidate the messenger into handing over his message, don't decide if the messenger is actually intimidated until the character reaches out to take the message. Otherwise just keep the NPC talking— though if what the character says is convincing, you should use it to modify any upcoming Charisma or reaction rolls.

BUYING THINGS & OTHERWISE BEING NORMAL

The Place of Unreason puts characters in a paradoxical situation—the land is “civilized” in the sense that most of it, outside the forests, is mapped and occupied by people who speak their language, yet many presumed resources simply do not exist because the human population has been largely exterminated. It is a strange combination of the manicured and the post-apocalyptic: no inns or obvious towns, few places to rent horses or buy armor, etc. The character economy is based on patronage, hoarding, theft, and reward (or, as the cynics call it: pre-emptive bribery).

Scattered merchants, however, do persist—for reasons unknown. Even what species merchants are is a matter of debate—they appear to be human but are never troubled by the vampires and their shops are rarely molested. Three oddities: two units of any human foodstuff are always cheaper than one (though if two are bought then both must be consumed immediately), merchants’ shops inevitably are larger on the inside than the outside, and the shops generally connect—via portals or cellar doors in the back—to obscure parts of the Forest or Interior.

Merchants are very useful to characters as—no matter what they sell—they are usually willing to buy whatever obviously valuable items characters may have managed to steal. Gems and gold chains liberated from nefarious persons and fearsome creatures can therefore be easily converted to gold pieces and thenceforth to experience points as usual.

CURRENCY



amentations of the Flame Princess:
Weird Fantasy Role Playing assumes

things are usually bought and sold in Silver Pieces (sp). Voivodja, being a land of vampires, prefers to keep silver scarce, and so uses a gold standard (gold pieces/gp)—the small gold coins can be exchanged for the same number of silver pieces outside Voivodja.

FIREARMS



Although neither the author’s campaign nor the playtests were set in an era of firearms, there isn’t anything here that would make pistols of the early modern era terribly out of place should a group see fit to include them. They should fit in with the existing duelling rules well enough. If you could see a pirate having a thing, it could be in Voivodja.

Muskets and other long guns are, in the author’s opinion, right out. But it’s your game.

FOOD



Most food eaten by the aristocracy in the Place of Unreason will contain human remains. Many faiths will consider this taboo and there may even be magical consequences for eating it. Characters seeking to avoid spiritual pollution will have to hunt or forage for food or get it from the Orb Loc (the hidden human villages).

Since game animals are plentiful in Voivodja, hunting is easy. The animals don’t appreciate it at all, however, and hunting characters will develop a reputation which might come back to haunt them should they ever shrink.

Speaking of which...

GROWING & SHRINKING



rowing and shrinking work in slightly different ways than usual in the Place of Unreason:

- Most magic only recognizes a few size categories: (1) Ordinary size, (2) Inconveniently large for the immediate purpose, (3) Inconveniently small for the immediate purpose, and (4) Mouse-size. Characters will find this out the first time they try it.
- Shrinking to mouse-size will allow you to talk to any small animal. Druids or others employing special communications magic or the languages of animals in addition to this gain a Charisma bonus equal to their level— the animals are flattered.
- Spilling blood, tears, potions, etc. or breaking glass inevitably will cause problems for anyone who shrinks to mouse size in that area thereafter, creating a formidable obstacle.



KINGS, QUEENS & LEVELS



nteracting with the most powerful classes of society is essential to the intrigue-heavy style of play this setting is meant to encourage, and the two castles extensively detailed here are meant to be challenges for relatively high-level characters— killing a King is no job for amateurs.

However, at lower levels there is still a great deal to do in the Place of Unreason. Ideally, adventures in the castles and regicidal schemes are the capstone of a long period of leveling up amid the mischief of the royals and slowly getting sick of it such that taking them out is nice and satisfying.

“Interesting” monarchs are a genuine challenge for a Referee: show a player a target and s/he will want to hit it, show a Referee an intriguing location and s/he will want to run it. The aim is to provide enough tools here that play at any level can be sustained without demanding a certain adventure path be followed. And: there is no reason the Place of Unreason has to be the center of a campaign— a Referee may set things up so that players can visit, glimpse the madness, go elsewhere, and return back down the rabbit hole when they choose.

The castles can be considered showpieces for ideas that could be used in isolation in altered form for lower level adventures. A section of Interior containing a version of the gravity-swapping cul-de-sac in the Castle Cachitice, for instance— suitably garnished with monsters— could keep lower level players busy for a session or two all by itself.

LANGUAGES



Although it is presumed few characters will be native to The Place of Unreason, all intelligent creatures can speak the common tongue of visitors well.

LIGHT SOURCES



This setting assumes that, although vampires can see via echolocation in the dark, they prefer not to.

Assume any vampire-occupied or built location has light sources as if it were a human habitation.

MAPS, LOCATIONS & OVERLAND TRAVEL



It is traditional in RPGs to divide overland maps into hexagons, and there are good reasons to do this as it simplifies calculating distances. However, since Voivodja is itself divided into blocks and since distances and travel times in the Place of Unreason are completely distorted anyway, squares have been used to make locations easier to find and describe.

If you look at the map of Voivodja, you'll notice labelled places like the Tulgey Wood, Tisza and the Spires of Zombor. Aside from the Red Castle and the Palace of Hearts, this book contains no information on any of them. Make a copy of the map and put whatever you like in these places— the Frozen Battle from p.136 could be in the Sunset Spires or the Garden of Pests or anywhere else and nothing in the internal logic of this book demands it be in one place more than the other. Think of the map as a worksheet where you can write in notes on where things are in your Voivodja.

Each square on the map is ten miles across. A plausible basic movement rate is 30 miles (3 squares) per day— two hours per square (this is walking very fast, and can't usually be sustained longer than 6 hours). However, every journey in Voivodja will involve something strange happening to space or time, so you don't have to go nuts with it, like you would in a setting more oriented toward wilderness-survival.

The average distance to the horizon is 3 miles—the higher the elevation, the further someone can see. This is why game maps are often divided into 6-mile sections. If a party is moving overland and no particular events are planned, quickly describe any large features on the map within 3 miles in every direction, ask if the players would like to investigate them or move on. Like:

Referee: "Alright, the forest seems to take over to the south and there are the remains of an old fortress to the northeast. Do you want to take a look or keep going in the same direction?"

Party: "Well we have enough food and there's still daylight for a few more hours— what's up ahead?"

Referee: "It's hard to say, by the end of the day you'll be further than you can see but your map tells you the river should be up ahead somewhere soon..."

Party: "We'll keep on then."

You can just skip ahead and say "OK, an hour later you see..." and describe the choices the new landscape offers.

Some very fine RPG products have things hidden in the landscape with absolutely no clue to their existence— these are there to work with a very specific style of play: one where the players, rather than traveling across the landscape from one place to an objective, instead search each area thoroughly for treasure or adventure.

Unless you are running this kind of game (which would be frustrating in Voivodja because the landscape is always changing) you should always try to attach the neat stuff you put on the map to some clue that the players might stumble across— an unusual landscape feature noticeable at a distance, a talkative tavern keeper, a monster that attacks and then flees toward it, etc.

Random encounters during travel make every trip different, and give players reason to choose a fast route over a slow one— or sometimes vice versa. If there's never any encounters or if there are always encounters, travel becomes formulaic— so the tables included here are designed to keep things relatively unpredictable.

The map at the front of the book has random encounters for each kind of landscape: roll a d20 for every square crossed. If the die turns up one of the numbers on the encounter table, run that encounter— if it turns up a number (like 17) that has no corresponding encounter listed for that landscape, then it's a quiet few hours of travel.

When running a random encounter, remember that there are three important things: the creature encountered, the specific landscape it's encountered in (Is it in a tree? Having a picnic?), and whether the characters see it before it sees them.

STRUCTURE & CONSEQUENCES



here is a fair amount of detail given in this book about non-player characters and what they want— this is not so that the Referee can construct a story about the NPCs and have the players watch. This is done so that no matter what the players decide to do in The Land of Unreason some part of the Place can respond in an interesting way— just as no matter what direction one goes in a dungeon there should be a room with something worth seeing in it.

Referees should know the twin engines of most adventures in the Place of Unreason are exploration and consequences. Exploration is familiar— most dungeons are about exploration— but hammering home consequences will get you further in the Place of Unreason than elsewhere.

The pre-existing interested parties that stand looming over the Land of Unreason when the characters arrive are meant to make Refereeing a game easier, not harder— the environment is full of tension, so any significant action the players take will generate plot on its own. Did characters kill someone or steal something? Who does this hurt? Who benefits? Who is impressed? Answer these questions and you automatically have the basis for their next adventure.

The four Houses are full of stylized characters with simple names and this should make it relatively easy for the characters to remember which ones they've helped and which ones they've double-crossed.* In general, remember: because everyone is so petty, the smallest actions have consequences. Dropping a plum pit on the Croquet Grounds can ruin your whole year.

Players do not have to pick a side, but they should be aware of the consequences of offending a side. Much of what goes on in Voivodja is irrational, but if the characters have no idea what's going on and have no way to find out, their navigation between the lines of conflict will be completely random, the environment's responses to their actions will seem random and you end up with a situation which is little better than a railroad. The characters need to be able to tell that the mountain they now face was built from the molehill they made in sessions past.

Because of the dreamlike landscape and the emphasis on interacting with NPCs that are (or think they are) intelligent and important, certain kinds of adventures are easier to do in Voivodja than others.

Here's an easy one to start with: have the party meet NPC A who clearly wants something and is willing to reward the characters for arranging for them to have it. Also have the party meet a different NPC (B) who wants something which, if provided, would make it impossible for NPC A to get what they want and is also willing to reward the characters for it. The rest writes itself.

THINGS TO READ & LOOK AT



So right now and watch the silent Alice In Wonderland movie by Cecil Hepworth and Percy Stow—it's short and in the public domain. Play Sabbath Assembly's "*In the Time of Abaddon*" while you watch. Lewis Carroll's *Alice's Adventures In Wonderland* and *Through The Looking Glass* are also in the public domain but you should buy editions which have the original John Tenniel illustrations because everyone should. Sell a video game if you have to. Look at the Barry Moser illustrations, too. Watch *Alice* by Jan Svankmajer, *Barry Lyndon* by Stanley Kubrick and the first 15 minutes of *Bram Stoker's Dracula* by Frances Ford Coppola and then fast forward to the part when they stake Lucy Westenra. Read *40 Stories* or *60 Stories* by Donald Barthelme, whichever you can get first, and then watch the RWBY "*Red*" trailer with the sound off. After that you should be about ready.

In theory I should also recommend *Flatland* by Edwin A Abbott— for puzzles— but I've never been able to get through it, so I'd say read Borges and Julio Cortzar instead. But I always say that and you've already got a lot of reading to do.

* *It's easy to confuse the Pale House with the Colorless House. I like this confusion: it emphasizes how petty the monarchs and their servants are—"I'm not a Pale Bishop, I'm a Colorless Bishop"— but it can easily tax certain kinds of players past their ability to care. If you have these kinds of players, you can call the agents of the Colorless House 'Nephilidians' instead, or the 'Water House', like "Nephilidian Bishops" or 'Water Pawns'.*

THE UNREASONABLE



he original Alice stories— written by Lewis Carroll and drawn above and beyond the call of duty by Sir John Tenniel— define a very specific kind of dungeon. These places are devoid of traps and obvious enemies but many of their themes and tropes— symmetries, mappings, scale problems, hidden doors and items, linguistic jokes, animated objects, personified ideas and anthropomorphized animals— made their way almost unaltered into the bloodstream of what we think of as the Classic Dungeon Bag of Tricks. There are no wizards or gods in these stories— the explanation for all of what happens is a kind of architectonic child-logic. Reality is constantly ignored, but not in a convulsive or even mythic way; things happen because it seems like— to someone who hasn't thought it all the way through— they could.

Which is all just to say that most of the ideas in this book make no sense and some are deeply silly.

Now some people have no problem at all with silly or even, god help us, ***zany***— these people pay real money for adventures where you try to win a goblin beauty contest or marry a giant space bee.

Some people don't, so if you're a little nervous about running a game where the teapot might talk, just remember the line between silly and creepy is very thin— as the original Alice stories attest— and is mostly a matter of presentation: ***Rosemary's Baby*** sounds very silly when you call it “a movie about a woman who thinks she may have had sex with the devil” and ***Twin Peaks*** is actually about a psychic detective who solves a prom queen's murder by talking to a giant and a magic midget while eating donuts.

The moods we call “weird” or “surreal” could be described as the emotional position between comedy and horror— something grotesquely ***off*** appears but you don't know whether to laugh or run and so just sort of stand with one eye bulging out.

Bizarre ideas have no inherent mood ***by themselves***— it is the way a thing is described that makes an idea seem like a whimsical one-off or a repeating nightmare— is it Tony the Tiger in a smoking jacket or the terrifying Rakshasa?

The key to the idea behind “whimsy” is the word “whim”— a short and meaningless wish, a quick flight-of-fancy— the notion behind the word “creepy” is ***hidden purpose***. We say someone or something is “creepy” when they or it seem to want something other than what they present themselves as wanting. If the players get the idea that the surrealisms you present them with have mysterious causes, will have consequences if ignored, or are signs of some hidden larger wrongness, they will feel creepy. If the players consistently get the idea that these things are simply oddities around which no other ideas will accrete, they will seem whimsical. An insane cartoon character making mouse tail soup is wacky, your ***actual next door neighbor*** doing it is disturbing. Play it how you like.

II. THE ALICE





THE ALICE CHARACTER CLASS



Alices (when male: "Alistairs" or, of any gender: "Fools") are unlike other adventurers in that they are actively sought by adventure. Alices forever find themselves falling into cursed rabbit holes, accidentally killing witches, having their half-brothers stolen by goblin kings, being willed magic rings, finding demons inserted in their chests or having armored knights ride through their homes at bedtime. Obscure gods, however, sympathize with them (they are often born to powerful families), and an Alice is a boon to any adventuring party. Some Alices wear striped stockings, some Alistairs wear pointed shoes.

Although they begin their adventures untrained and naive, Alices are fast learners, and high level Alices are known for their sagacity and cunning.

Inserting an Alice into any system is simple—in general they are treated as Thieves/Rogues/Specialists. Otherwise...

RACE:

Alices are always humans or halflings (though some say they are a race unto themselves). In systems which treat race as class, you could say the Aliceness of an Alice supercedes its Halflingness.

HIT POINTS:

Alices accumulate hit points as Magic-Users.

ATTACKS:

Alices attack as Thieves/Rogues/Specialists.

SKILLS:

Alices collect skills like Thieves/Rogues/Specialists. To make an Alice, at first level add 2 skill points anywhere you want to your skills as opposed to the usual 4.

Thereafter, only add skill points if indicated on the d100 Level-Up Roll (see below).

Alices search for and disarm traps at +1 (if these are two distinct abilities in your system, pick 1).

If you are not using LotFP, essentially the idea is the Alice starts out about half as good at these skills as Thieves/Rogues/Specialists and the player may choose how to allocate this half.

SAVES:

If you're using a 3-save system, give yourself a +1 Dexterity save, if you're using LotFP or another old-style Death Ray save system, give the Alice saves that are one worse than usual for a Thief/Rogue/Specialist. In LotFP that's: Paralyze 15, Poison 17, Breath 16, Device 15, Magic 15.

EXASPERATION:

In times of unusual stress Alices may become Exasperated. This Exasperation causes fate to take notice of the Alice, and then to aid her. The Alice says or thinks something like "Oh I can't conceive how I ever fell into this deplorable circumstance!" or "We are indeed doomed and now birds will gnaw our eyes."

Practically speaking, an Alice may express Exasperation once every real-time game hour (as games focus almost exclusively on stressful times, these represent the periods during which the gods are most likely to take notice).

When this happens, the Referee should roll the dice on the Exasperation Table...

LEVELING UP:

At first level and every time the Alice levels up, roll d100 twice on the Level Up Table. What happens if a player rolls a thing twice (consecutively or otherwise) is also explained. Some of these include details about ability score bonuses, if the Alice has an ability score minus, just ignore it. Unless otherwise noted, bonuses max out at +10.

THE ALICE: EXASPERATION TABLE:

At 1-5th level the Referee rolls d4, at 6-7th level roll d6, at 8-9th level roll d8, at 10-11th roll d10, at 12th level and higher roll d12:

- 1 A secret door is revealed where none had previously been detected. If the Referee has made no provision for a secret door, it leads to the nearest unexplored area.
- 2 The Alice realizes she has something in her pack, her hair, or otherwise secreted about her person. The object can be anything non-magical and generic (**a** key, not **the** key) that exists in the setting and that is:
 - small enough that the Alice could reasonably have it hidden it in her current condition
 - or smaller than a breadbox

...whichever dimensions are smaller at the time. The Alice may choose what this is.
- 3 An ordinary animal— cat sized or smaller— appears. The Alice cannot directly control it but it will not under any circumstances hurt the Alice.
- 4 A fact about the situation at hand occurs to the Alice— something she learned once in a lesson or in a kitchen or on a Sunday— a piece of local or monster lore germane to the situation.
- 5 Someone of the Alice's choice falls down. (Line of sight.)
- 6 The weather in the immediate area changes in a way decided by the Alice— the change is general and may not be targeted (no aimed lighting bolts or gusts of wind).
- 7 A nearby creature is charmed by the Alice for an hour. (Line of sight.)
- 8 An inorganic device or object of the Alice's choice breaks. (Line of sight.)
- 9 Something not ordinarily able to talk (Referee's choice) begins to speak to the Alice. It is generally sympathetic.
- 10 Creatures present completely forget the Alice is there for ten seconds and for as long as the Alice keeps making saves vs. Magic.
- 11 Someone is sent to fetch the Alice out of her current predicament. If there is an obvious candidate from among the local NPCs (giant eagles, a friendly knight...), that's who it is. If there isn't, then: hey Referee, time to make up a weirdo of d10 HD. The NPC does not automatically have the ability to extricate the Alice from the situation, s/he merely appears as close as is plausible and attempts to do so.
- 12 Someone or something of the Alice's choice begins to shrink at 1 foot per round down to playing-card size. (Line of sight.)

These effects are magical and can be countered as magic.

THE ALICE: D100 LEVEL UP TABLE:

1-20 Alice was then reminded of something she'd noticed before... +1 to all saves.

21-70 Falling down wells really improves the hand-eye coordination: gain 2 skill points (If you're using a non- LotFP skill system, just improve the Alice's skills half as much as they would improve after one level if she were an ordinary Thief/Rogue/Specialist. Like if a Thief/Rogue/Specialist normally improves 10% in a skill per level in your system, add 5%)

71 She noticed the Red Knight always feinted to his left— she was a very perceptive girl. For each combat round spent just watching someone (i.e. the Alice is not doing anything except maybe moving and she is not being attacked herself), the Alice gets +d4 to hit and/or +d4 to any attempt to trip, grab, or otherwise mess with the target when the Alice finally does decide to attack (one attack). In addition, the damage of the attack is multiplied by 2 (or by one more than usual, if the Alice would get a Sneak Attack modifier to damage). This only works on targets that are engaged in combat while they are being observed. The ability can only be used once per fight. Also: only works on things with organs (like, not on oozes). Re-rolling this raises the to hit die to d6 more, then d8 etc.

72 Alice liked pies, although sometimes people did not want her to have them. Add the Alice's level to any attempt to locate any foodstuff of any kind. Re-rolling this just adds +1 more up to a maximum of 10. After that the bonus applies to any organic material. After that the bonus applies to any searched-for object. After that it's a wasted roll.

73 She closed her eyes and said the words just as she'd been taught... The Alice has learned one Magic-User spell. It functions as if cast by a 15th level Magic-User or a Magic-User of the Alice's level— whichever is higher. Determine the spell randomly (roll d8 to determine its level). It works once, that's it.

74 Oh, I do so apologize... The Alice can easily trip any basically human-sized creature that is otherwise engaged with someone or something else on a successful Dexterity check. This only works once per fight unless the enemy is mindless like zombies or for some reason can't see the Alice pull off this tactic. Re-rolling this result means the trip does extra damage: d4, then d6, then d8, etc.

75 Her sister had mentioned they were dreadful people... +2 to recognize the faction or function of any aristocrat in any land. It maxes out at +6. After that, for each time this bonus is re-rolled, the Alice is cousin or niece or otherwise secondhand related to any single NPC encountered thereafter of the Alice's choice. The Alice may choose which.

76 All that hiding in the dumbwaiter has finally paid off. The Alice knows a secret—one of two kinds of secret, to be precise: either a piece of useful lore about a legendary treasure or magic item that the Alice encountered or an embarrassing fact about an NPC. Mechanically: once per session the Alice may astound her party's condescending Magic-User by pulling this lore or rumor out of the her petticoat or pantaloons by making a successful roll-under Intelligence check. If the Alice fails, screw it, the Alice can't do it this session. Re-rolling this means the Alice may try twice per session, then 3 times, etc.

77 It seemed nearly everything was dangerous if handled improperly. The Alice has become very skilled with improvised weapons—they do one die category more damage than they should. If the Alice garottes someone they automatically lose a turn on a successful hit, if the Alice drops caltrops or marbles and someone human-sized with two ordinary legs steps on them, the target will automatically fall down (at least the first time). Re-rolling this result adds damage to any of these effects: +2, +4, +6, etc.

78 It was very shiny and stuck out like a soup spoon... On a successful mêlée hit, the Alice may immediately make a Sleight of Hand attempt to grab an item (other than the target's weapon) off a target. This won't work twice on anyone above zombie-intelligence who sees it. Re-rolling this result means the Alice gets a bonus to the Sleight roll: +1, then +2, then +3, etc.

79 She was not such a mouse as she used to be. +1 Dexterity to racial max, excess goes to Strength or Constitution.

80 Alice then did something quite astonishing... The Alice is surprising, + (half Charisma score) to hit with any suddenly improvised weapon the first time the Alice strikes with it against any intelligent foe (who knew what the Alice could do with a gingerbread man?) and add half the Alice's Charisma to the damage. This trick only works once per fight and once per foe. Re-rolling this adds +2, then +3, then +4 to the damage, etc.

81 The blue one certainly did make the Alice taller, of that Alice was certain... The Alice is +1 to identify drugs and plants with drug-like properties for each time she rolls this.

82 She could be very charming when she needed to be. The Alice's silver tongue gives the Alice a +2 Charisma bonus to lying. If Charisma checks don't come up much in your game, just say someone of ordinary intelligence that the Alice talks to will pretty much automatically believe one lie the Alice tells per day. If the Alice re-rolls this result it goes +2 more, +4, +6 etc. or a single extra lie per day per re-roll.

83 "It really was curious," she thought— "How many times could this kind of thing happen?" The Alice may escape death or another equally awful fate exactly once. The Alice must spend at least a round playing possum to build tension but...surprise, the Alice jumped out of the way just in time! Re-rolling this means the Alice gets to do it again.

84 She knew to curtsy at times like this, and so she did. Despite the low company the Alice keeps, she's been working on her manners. Members of the upper classes instinctively recognize the Alice as one of their own (even if she isn't). +1 to Charisma rolls or reaction checks when dealing with them for every time the Alice rolls this.

85 It was so lovely, and— according to the book— it was right there. The dress made of manticore flesh, the house full of lilacs, the magical fishgutting knife— whatever the thing that the Alice always wanted is, it's there. 4 sessions worth of adventure away or less. Tell the Alice's Referee, who then must place it. The Alice must have a fair shot at it— like any other reward in a game— but there's no guarantee the Alice will get it. If the Alice doesn't get it by the fourth session, the Alice can keep trying or let it go and roll again on this table. However, if the Alice chooses to roll again and then gets the thing somehow anyway, the Alice loses whatever new gimmick the Alice rolled on the table. Referee: think up some clever reason why.

86 She had not known her mother's cousin very well, and decided that it was a bad thing that she had died... The Alice has been willed 5,000 units of the local currency (Gold pieces? Silver pieces? Kroner?) worth of random mundane (nonmagical) objects. Here's how it works: the player of the Alice has exactly ten seconds real time to say what she bought. The Alice now has all that stuff, assuming it adds up to less than 5,000gp. The Alice does not get experience points for this treasure.

87 They kept talking as though Alice was a rhododendron in a pot. The Alice may re-roll any failed Stealth roll and keep the better result if it succeeds. Re-rolling 87 on this table means she can re-roll it twice and keep the best of those 3 results if any succeed. Re-rolling 87 after that means she can re-roll any roll failed three times, then four, etc.

88 She knew from school what the word meant, but did not know if it was rude or not. Add 2 to Languages skill and choose a new extra language to read and speak.

89 Alice quite liked drawing, and had an impressive box of crayons at home. The Alice is adept at forgery. It's a roll pitting the Alice's Intelligence vs. the interpreter's Wisdom roll, assuming the Alice has access to about 40gp worth of stuff or the kind of materials you'd find in a civilized area. Every time the Alice re-rolls this she gets -2 to the check.

90 She thought it might be a saltcellar, or at least that seemed like a good word. The Alice can appraise treasure to a nontrivial and nonboring degree: the value of nonmagical things can be estimated flawlessly and if a piece of treasure is not what it seems on any level the Alice will get an inkling. As in, if the Alice player goes "Is this not what it seems?" and the Referee will go "Yeah, you've seen a lot of jade urns in your day and this is not what it seems somehow— you're not sure how." If a treasure has some unusual or hidden feature of a mechanical or physical nature, the Alice will sense that it is there on a successful Intelligence roll. The Alice won't know what it is, but the Alice'll sense that it is there. The Alice will also have an extra +1 (in 6) and + Intelligence bonus (if any) chance to notice unusual features or traps in rooms if the Alice is familiar with the culture that built the room. If the player re-rolls this result, just roll again.

91-93 She did seem to offend people (and animals) wherever she went. The Alice has become adept at dueling. The Alice may add her Dexterity bonus instead of her Strength bonus to hit with a foil, rapier or similar weapon (if the mechanics of your game already allow that, the Alice can add it to damage) or +1, whichever is greater. Each time the Alice rolls this result thereafter, the Alice is at +1 to hit in any formal (challenged and accepted) duel with any dueling weapon the Alice has used as a weapon before.

94 They all listened attentively as Alice told her tale. +1 Charisma to racial max, excess goes to Wisdom or Intelligence.

95 They began to throw stones, and Alice began to avoid them. +2 to reflex save or whatever saves can plausibly describe "jumping out of the way" in your system. If a save normally means the Alice takes half damage, the Alice takes none.

96 She began to feel somewhat neglected. If the Alice is attacked in a round that she spends doing nothing but dodging and her attacker misses, the attacker will not only miss but fumble and lose his or her next turn (if s/he or it has multiple attacks, s/he will lose a number of attacks equal to the Alice's level). This only works once on anything of better than zombie intelligence that sees it happen. If the Alice re-rolls this result, the Alice gets to do it twice in a combat, then three times, then four, etc.

97-98 She tried to remember what she knew about stoats. +1 to reaction checks or Charisma rolls from all ordinary animals and talking-but-otherwise-ordinary animals.

99-00 Alice had seen so many unusual things lately, it had become usual. Nothing phases the Alice any more— she is immune to insanity or confusion in any form. Even mind-altering cosmic horrors from the far edge of the cosmos are like whatever. The Alice still knows fear. Fear is good— fear keeps the Alice alive. Re-rolling this means any allies who can see the Alice likewise get a bonus (+2) to their saves against insanity or confusion on account of the Alice's reassuring presence.

III. BEASTS & PEOPLE





While not an exhaustive list, this section offers an overview of creatures and personalities particularly characteristic of the Place of Unreason. It's in the middle of the book because it also offers as good an introduction to the factions and dangers of Voivodja as any and after reading it you should have a fairly decent idea of what a Referee has to work with.

Though it is in alphabetical order for easy reference during prep or play, if you are reading this book for the first time it's probably best to first read the entries for Vampires In General (p.82), the Red King, Heart Queen, Colorless Queen and Pale King to get the lay of the land.

ENTRY DETAILS:

The scale of hit points, saving throw bonuses, etc., varies considerably among versions of the game in the relatively high levels dealt with in this book. In order to make this volume as easy to use as possible for as many people while still retaining some measure of concision, a "Reference" creature or class/level combination has been provided for most creatures and NPCs.

If a Referee is in doubt about whether the stats given are appropriate for his/her game, make the creature's basic numbers roughly equal to the Reference creature in your own system. For example: if you aren't sure whether the numbers provided for the Red King are appropriate, make him attack and defend with numbers roughly equal to your typical 16th level Fighter instead of with the numbers provided. The character of special abilities should, however, be transferred intact even if the specific numbers have to be changed. The Red King may attack like a 16th level Fighter, but he should still be able to Charm and turn into a bat, etc.

The reference creature is not necessarily meant to be equally powerful overall, but simply to have comparable saves, to-hit numbers and hit points.

Royal vampires in this book tend to have a lot of hit points for a few reasons: to compensate for the lack of an in-combat regeneration mechanic (which would get old for the Referee and players very fast in a country full of vampires), the lack of a "magic weapon required to hit" situation and because in most cases the vampire lords are less wear-it-down-hit-point-by-hit-point monsters than puzzle-monsters best defeated by trickery or stratagem.

The creature's allegiance, if any, is indicated by the following insignia:



The creature is allied with the **House of Vlad Vortigen, the Red King.**



The creature is allied with **Elizabeth Bathyscape, the Heart Queen.**



The creature is allied with the **Pale King and his Mad Hatter.**



The creature is allied with the **Colorless Queen of Nephilidia, the Half-Drowned Isle.**

ANIMALS, ORDINARY



There are two kinds of ordinary animals: dangerous and harmless. Of dangerous animals such as wolves and wild boars, little that is new or particular to Voivodja needs to be said, other than that they speak rarely and are known to serve the vampire lords in exchange for a steady supply of meat.

The harmless animals, lizards, mice, magpies, tortoises, toads, etc, love gifts of trinkets (thimbles, trail mix) and are fiercely democratic. They spend most of their spare time organizing straw polls, caucuses, and elections.

Normally they cannot understand or speak the languages of humans and their ilk and so rely on observation and the occasional translation from creatures such as The Rabbit (p.72). However, in Voivodja, in addition to magics such as *Speak With Animals*, magically shrunk creatures may speak normally with any harmless creature whose size roughly matches the new size of the shrinker (see Growing & Shrinking under Things to Know, p.24). If dealing with a shrunk character, a harmless creature's basic stats can be treated roughly as...

HD 2 HP 10 Speed human

Armor as leather (high Dexterity)

Intelligence 9 Reference average 2 HD animal

ATTACK

Claw, bite, etc.: +1 to hit d4

DEFENSE AND SPECIAL

Most harmless animals have far better hearing, sight and smell than humans. These stats should be modified to fit the specific animal.



CHESHIRE CAT

UNUSUAL ANIMAL



The Cheshire Cat— who, aside from his lurid grin, resembles an ordinary striped British shorthair— is nominally The Duchess' familiar, but is largely independent. Notably, he is suspicious of the kittens (alternate forms of the Colorless Queen and the three Red Brides) and what they might be plotting against the House of Hearts. Upon meeting player characters, he will attempt to engage them in conversation (providing any information that it is to his advantage to provide), and use his Tracing ability on the most talkative, inquisitive or gullible one. Thereafter he will attempt to subtly point them toward the kittens and to enlist the PCs as unknowing spies in his service, trading Voivodja's common knowledge for news of any events the characters discover.

HD 6 HP 20 Speed human

Armor as chain+shield (high Dexterity)

Intelligence 17 Reference 6th level Thief/Rogue/Spec.

ATTACK

Claw: +1 to hit d4

DEFENSE

The Cat can float at any height up to 20', and can dematerialize any part of his body as an ordinary action. The body part functions normally but is invisible and cannot interact with other objects. He is vulnerable to any form of magic so long as it can target at least one visible body part.

SPECIAL

The Cat may place a Trace on a single visible creature— permission is not necessary but the target cannot be generally hostile to the Cat. This ability allows the Cat to teleport to the creature's location up to 3 times per day and to hear when the tracee calls. The trace lasts until the Cat switches to a new tracee. If the tracee turns hostile after the trace is initiated, the trace remains intact.

CLUBS

SEE ORDER OF CLUBS

COLORLESS BISHOPS

NEPHILIDIAN VAMPIRES



Bishops act as advisors to their monarchs and chaplains to their Knights—to whom they are equal in rank. They command Pawns and bow to Rooks. Colorless Bishops serve the Colorless Queen, and teach the Gospel of Slime.

HD 7 HP 30 Speed human (in land or water in any form)

Armor unarmored or as plate when wearing armor

Intelligence 14 Reference 10th level Clerics

ATTACK

- **Spells** (each twice/day, as 10th level Cleric): *Cause Serious Wounds, Putrefy Food and Water, Cause Fear, Conjure Animals, Command*
- **Gout Of Corruption** (twice/day, no save): Bishop vomits a small steaming river of putrescent ooze. Every foe in a 10' wide, 50' long path (or 500 cubic feet) must save (by dodging) or inhale the miasmatic white goo. This causes damage as *Cause Serious Wounds* and causes the victim to lose a point of Wisdom per day until they drink holy water or until *Remove Curse, Cure Disease* or similar magic is cast. All objects in the Gout are corroded beyond use unless they are magic or magically protected. Any holy object touching the substance becomes unholy.
- **Touch of Antithesis** (once/day): A single enemy Cleric touched cannot use or be affected by any divine magic for two days. No save.

- **Grapple** +5 to hit with 12 Strength.
- **Charm Person or Monster.**
- **On a successful Charm or grapple:** vampire bite (see Vampires In General, p82).
- **Misericorde:** A cruciform hardwood (lignum vitae or ebony) stiletto specifically designed for impaling vampires. In a pinch it can be used as an ordinary weapon: d4 damage, no to-hit bonus.

DEFENSE

- If reduced to zero hit points, a Colorless Bishop will turn into white ooze, seep away at 2x human speed, reform at some distance as an ordinary-sized white chess bishop and regenerate 1hp per hour. They remain invulnerable and powerless in this form until they regain their full hit points and then automatically revert to ordinary form. However, a drop of blood from another vampire of equivalent rank or higher is sufficient to revive them completely.
- They turn as 7 HD undead.
- Voivodjan vampire vulnerabilities, resistances and abilities (see Vampires In General, p82).

SPECIAL

The Colorless Bishops can transform into swimming foetuses with jellyfish-like faces. Same hit points. In this form, they may use their **Charm** abilities or bite a helpless victim.



COLORLESS KNIGHTS

NEPHILIDIAN VAMPIRES



The Colorless Knights (or albino knights) are soldiers in the army of the Colorless Queen. They outrank Pawns, are equal to Bishops, and are outranked by Rooks. They have white hair, blue eyes, and plate armor in matte black.

HD 5 HP 20 Speed human (in land or water in any form)

Armor as shield only (high Dexterity) or as plate+shield **Intelligence 10 Reference** 5th level Fighters

ATTACK

- **Two-handed sword** +5 to hit d10hp.
- **Longsword** +5 to hit d6hp.
- **Grapple** +5 with 13 Strength.
- **Charm Person or Monster.**
- **On a successful Charm or grapple:** vampire bite (see Vampires In General, p.82).
- **Misericorde:** A cruciform hardwood (lignum vitae or ebony) stiletto specifically designed for impaling vampires. In a pinch it can be used as an ordinary weapon: d4 damage, no to-hit bonus.

DEFENSE

- If reduced to zero hit points, a Colorless Knight will turn into a white mist, seep away at 2x human speed, reform some distance away as an ordinary-sized white chess knight and regenerate 1hp per round (unlike most other vampires). They remain invulnerable and powerless in this form until they regain 2 hit points and then automatically revert to ordinary form. However, a drop of blood from another vampire of equivalent rank or higher is sufficient to revive them completely.
- They turn as 5 HD undead.
- Voivodjan vampire vulnerabilities, resistances and abilities (see Vampires In General, p.82).

SPECIAL

The Colorless Knights can transform into small creatures resembling a cross between a manta ray and a lionfish. Same hit points. In this form, they may use their **Charm** abilities or bite a helpless victim.



COLORLESS PAWNS

NEPHILIDIAN VAMPIRES



These are the commoners of Nephilidia— the kingdom of the Colorless Queen. They are divided

among themselves into eight ranks and together form the lowest rung in the hierarchy of the Colorless House— Knights, Rooks, and Bishops outrank them. They have no legs, and their lower bodies are like the tails of white worms. They service the Queen on her travels. Their rank determines their hit points and attack bonus.

HD 4 **HP** 1-8 (as rank) +5

Speed human (on land or water in any form)

Armor as unarmored

Intelligence 1-8 (as rank)

Reference 4th level

Thief/Rogue/Specialist



DEFENSE

- If reduced to zero hit points, a Colorless Pawn will turn into sixteen black stones and regenerate 1hp per hour. They remain invulnerable and powerless in this form until they regain their full hit points and then automatically revert to ordinary form.

However, a drop of blood from another vampire of equivalent rank or higher is sufficient to revive them completely.

- They turn as 4 HD undead.

ATTACK

- **Grapple** +5 with 1-8 Strength (as rank).
- **Charm Person or Monster.**
- **On a successful Charm or grapple:** vampire bite (see Vampires In General, p.82).

- Nephilidian vampire vulnerabilities, resistances and abilities (see Vampires In General, p.82).

SPECIAL

The Colorless Pawns can transform into lamprey eels. Same hit points. In this form, they may use their **Charm** abilities or bite a helpless victim.

COLORLESS QUEEN

NEPHILIDIAN VAMPIRE



Nyvyan, Colorless Queen of Nephilidia, the Eversinking Isle of seafoam and rime is, like all her people, equally at home on land or water. The blue-lipped albino queen is crafty, subtle and disturbingly attractive.

Her current goals are:

- To extend her power and influence in Voivodja.
- To seduce the Pale King's Hatter and learn his magic— a task made simpler now that he is in Voivodja and far from the gossip and protection of the courtiers at Annwn.
- To elevate one of her own thralls to the position of Red Queen.

Her current plans to achieve this second goal are:

- To create and groom a new female thrall vampire.
- To contact the Red Bride Tizala (as a kitten), to help her slay Ilona and to replace her with the thrall.
- To similarly, separately and simultaneously contact (as a kitten) another Red Bride, Ildanna, to aid her in slaying the Red King. ...but she remains flexible and will work with whatever situation develops.

Adventures involving the Colorless Queen or her house typically include one or more of the following:

1. Drowning
2. Algae
3. Deception
4. Decay and rot
5. Intrigue
6. Chess
7. Hollowness, empty things, decoys
8. Spying

HD 15 **HP** 75 **Speed** human (walk or swim in human or kitten form) or (as fish, in water) 2x human

Armor as studded leather (high Dexterity, thick skin) **Intelligence** 19 **Reference** 15th level Magic-User

ATTACK

- **Wavy dagger** +4 to hit d4+2 damage
- **Grapple** +4 with 16 Strength
- **Charm Person or Monster**— saves are at -4 for those naturally attracted to women.
- **On a successful Charm or grapple:** vampire bite (see Vampires In General, p82)
- **May cast the following spells as a 10th level Magic-User twice per day:** *Sleep*, *White Tentacles* (as *Web*, inflicts d6 damage per round of entrapment), *Dispel Magic*, *Putrefy Food and Water*, *Hideous Laughter*, *Hideous Vomiting* (as *Hideous Laughter*) plus the following Nephilidian spell:

Elcurse

Duration: Permanent

Range: 50'

Save: None

Area of effect: One creature

Any creature of 5 hit dice or less that the target touches or anyone the target kills in mêlée will immediately erupt in a mass of writhing pale lamprey eels that attacks the target 4 times per round at +10 to hit for d6 points of damage. The creatures have hit points, Armor and speed as the original creature but will die after 4 rounds. They will automatically win initiative unless the target takes precautions.

Remove Curse will end this awfulness.

NOTE: The Queen's spells are immune to all magic-distortion effects characteristic of Voivodja.

- A rune that activates a *Death Spell* is tattooed on her right eyelid and on the back of her neck. The runes will work on anyone within 10' who can see them clearly.
- **Misericorde:** A cruciform hardwood (lignum vitae or ebony) stiletto specifically designed for impaling vampires. In a pinch it can be used as an ordinary weapon: d4 damage, no to-hit bonus.

DEFENSE

- See runes above under "Attack."
- If reduced to zero hit points on land, Nyvyan will revert to bloodpool form and escape at 1/2 human speed, reforming at a distance into an inert ordinary-sized chesspiece (a white queen) and regenerating 1hp per round. She remains invulnerable and powerless in this form until she regains 10hp and thereupon automatically reverts to ordinary form.
- Nephilidian vampire vulnerabilities, resistances and abilities (see *Vampires In General*, p.82).
- Turns as a 15-hit die undead creature.

SPECIAL

- She can transform into a small, mobile pool of black blood, an aquatic form resembling a hybrid of a lionfish and a manta ray (the size of a wardog), or a small white kitten. Same hit points. In any form, she may use her **Charm** abilities and attack once per round at their usual to-hit bonus—clawing for d6 points of damage or biting to drain a level per strike or feed on a helpless victim.
- Her crown is worth 40,000gp.



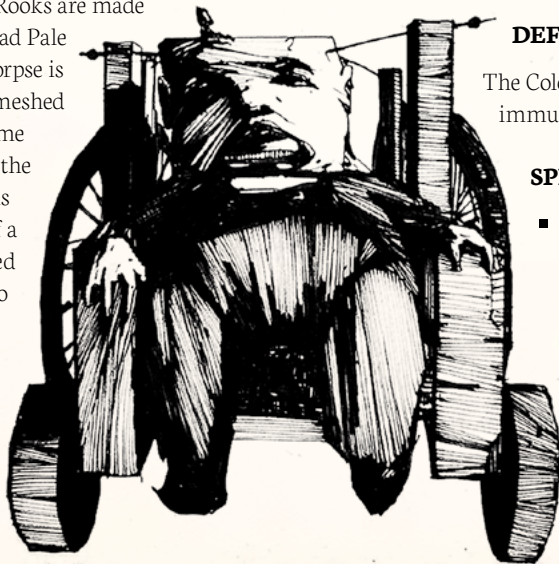
COLORLESS ROOKS

MAGICAL CREATURES



These Rooks, recent inventions of the Colorless House, are hulking 50' tall grotesques that lie inert for days at

a time. They outrank pawns, bishops and knights. Colorless Rooks are made from the remains of dead Pale Rooks (p.70): first the corpse is sat on a throne and enmeshed in a kind of rolling frame pulled by horses. Then the top of the Rook's head is sawn off like the lid off a pot and the head is filled with sea water nearly to the rim. If a vampire then sits floating in the head, the Colorless Rook comes to life, and can act as a powerful battle oracle or magical battery.



HD 20 HP 100 Speed

sessile (horses pull it at human speed, but they can go up to 4x that if not worried about spillage— see below)

Armor as chain **Intelligence** 19

Reference 10th level Fighters with double hit points

ATTACK

- In an emergency, the horses may trample at +4 to hit and 2d6hp, but this risks spilling the water.
- If anyone inside the head-bath utters a spell, the Rook will repeat it and the spell is treated as if it was cast twice that round (at the same target(s) or another).

DEFENSE

The Colorless Rook is immune to magic.

SPECIAL

- Spilling the water from the Rook's head renders it inert until refilled.
- The Colorless Rook's oracular ability works as follows and it may read one creature's fate per round.

A given querent may only receive one pronouncement per day:

The querent rolls 5d20, noting the result and the order. Those are the next 5 results that creature will "roll" the next 5 times a d20 roll is called for, in order. (This may be put in more "in-world" terms, such as: "Your luck will be middling, then awful, then mixed, then impressive, then fair") The querent may do as it pleases with this information.

DECAPITATED LORDS

VOIVODJAN VAMPIRES (UNALIGNED)



The former rivals of the Heart Queen sit petrified, headless, unmoving and deposited in the Hall of Basilisk Thrones, deep within Castle Cachtice, the Card Castle. The underclasses— the aces and twos of the inferior orders— claim these monarchs of Spades, Clubs and Diamonds will return one day and lead their oppressed citizens in bloody revolt. They will need their heads returned first.

The stone heads are hidden throughout Voivodja: some buried, some swallowed, some disguised, some miscellaneously secreted. Aside from gender (3 kings, 3 queens), their condition makes them impossible to tell apart, and all their portraits have been destroyed.

Placing a head on the proper body returns it to life, with the following stats...

HD 20 **HP** 90 **Speed** human or (as wolf)
1.5x human

Armor as ring mail (high Dexterity) or as plate+shield+1 (when armored) **Intelligence** 17

Reference 12th level Fighters

ATTACK

- 2 attacks/round
- Attack with any weapon at +10 to hit
- Grapple +10 with 17 Strength
- *Charm Person or Monster.*
- On a successful *Charm* or grapple: vampire bite (see Vampires In General, p.82)

DEFENSE

- Immune to cast arcane magic (not immune to magic items native to Voivodja).
- If reduced to zero hit points, they will turn into a shrieking sound (only tangible to devices or magics that absorb sound), moving at 3x human speed, reforming at some distance into an ordinary-sized playing card of the appropriate kind and regenerating 1hp per hour. They remain invulnerable and powerless in this form until they regain 20 hit points and then automatically revert to ordinary form. However, a drop of blood from another vampire of King or Queen level is sufficient to revive them completely.
- Turn as 13 HD undead creatures.
- Voivodjan vampire vulnerabilities, resistances and abilities (see Vampires In General, p.82).

SPECIAL

- They can transform into wolves. Same hit points. In this form, they may use their *Charm* abilities and attack once per round at the usual to-hit bonus— clawing for d6 damage, or biting to drain a level per strike or feed on a helpless victim.
- If revived, these Kings and Queens immediately gain total control over vampires of the order matching their suit.
- If a head is placed on the wrong body, an antimonarch is produced— they generally have the same abilities as noted above (aside from the ability to command their suit) but their particular character depends on the mix.

(continued on next page)...

SPADE HEAD ON...

Club body: Monarch behaves normally until left alone with any single creature, then reaches out a 20' tongue and begins to strangle it to death at -10 to hit and 2d10 damage per round. If it succeeds in this task or is slain, the monarch will immediately fall, and the head and body will separate and once again turn to stone.

Diamond body: Monarch behaves normally but will seek only to secretly poison everyone with anything of value it meets and hoard any wealth it sees, squirreling it away in an obscure location.

CLUB HEAD ON...

Spade body: Monarch will command one creature per round to attempt suicide by leaping from a great height (save vs. Magic at -3).

Diamond body: Monarch attempts to remove the eyes of the first creature it sees. If successful, the monarch's touch turns the eyes to spiked diamonds, the Monarch will then throw these diamonds (+8 to hit, 2d10hp) at the nearest enemy and try to remove its eyes, etc., until slain or until it has removed the eyes of every living being on the planet. Then it will dance like no-one is watching.

DIAMOND HEAD ON...

Club body: Monarch behaves normally at first. It can command a soldier of the Order of Clubs if it manages to pay the soldier at least one piece of silver. To this end, the monarch will attempt to acquire silver by any means, including selling its fine clothes. Once in command of the Clubs, it will intentionally waste them in suicidal attacks.

Spade body: Monarch will weep uncontrollably. The tears will form a pool. The pool will form a portal. The portal will summon forth Guests at the rate of one per round. Each step in this process takes one round.

DIAMONDS

SEE ORDER OF DIAMONDS

DUCHESS

WITCH



The large, obnoxious, sharp-chinned

Duchess— an obscure relation of the Heart Queen— delights in boring everyone and is largely useless. She does, however, occasionally take pity on children or hapless individuals and turn them into animals so that the vampires are less likely to eat them.

HD 10 HP 45 Speed 3/4 human

Armor as plate+shield+1 (elephantine skin)

Intelligence 7 Reference: 10th level

Magic-User

ATTACK

- **Polymorph Other** into any ordinary farm or prey animal 3/day as 10th level Magic-User.
- Anyone having a conversation with the Duchess that lasts more than 30 seconds must save (will-based) or lose a point of Wisdom.
- **5 random magic-user spells** as 10th level Magic User

DEFENSE

- Immune to magic.
- Spells (see above).



FOOTMEN IN LIVERY

UNUSUAL CREATURES



Members of this supremely confused servant class can be found serving both

Queens. Those in the service of the Heart Queen tend to be voluble in their idiocy while those in the service of Nephilidia's Colorless House tend to be vacant and silent.

What exactly they are depends on the time of day and the side of the Looking Glass you are on. They generally wear the livery of their employer. On The War Side of the Glass, the Footmen are, by day, men in unconvincing animal masks— toads, goats, fish, crows or lizards. On The War Side during the night, they become humans with the actual heads of animals. During daytime

on the Quiet Side they are normal-sized animals, wearing nothing, and at night they are men with animal's heads wearing unconvincing human masks. The masks themselves possess no special properties. When bipedal, the Footmen have the following stats...

HD 3 HP 14 Speed human

Armor unarmored

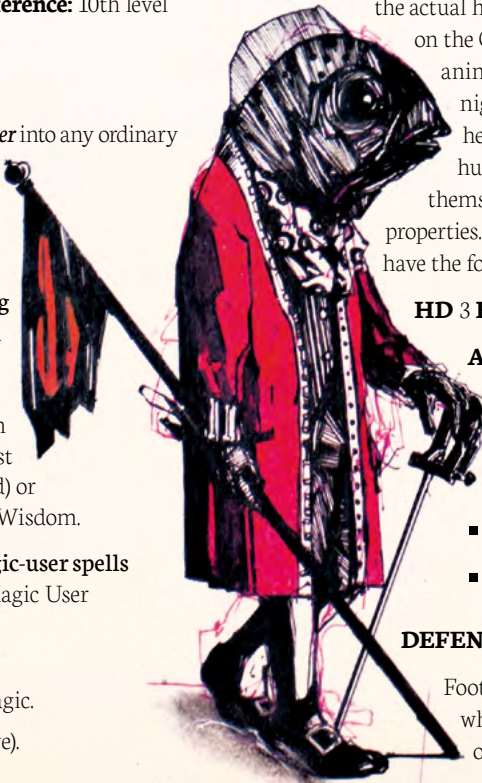
Intelligence 5 Reference 5th level Fighters

ATTACK

- **Pike:** +6 to hit for d10hp
- **Rapier:** +6 to hit for d8hp

DEFENSE

Footmen are vulnerable to spells which affect animals, humans or monsters



GREAT GRUB

CARRION CATERPILLAR

(UNALIGNED)

An unusually intelligent carrion caterpillar, fond of smoking. It can speak and, though generally no more helpful than any other creature of Voivodja, it is secretly bound to give out one useful piece of information per day (inevitably mixed in with lies and inane observations) and is thus occasionally recommended as an oracle. Though rather languid and apathetic, it will attack if it or its possessions are threatened.

It lives on a mushroom with magical properties— anyone eating a piece from the eastern half will shrink and anyone eating from the western half will grow. (See Growing & Shrinking, p.24).

Sometimes the Grub is the size of an insect, sometimes the size of a cat, sometimes he is human sized, and sometimes he is ogre-sized. The mushroom grows and shrinks with him. It never changes size while anyone is watching. Stats for all four sizes are given, assuming the foe is human- sized.

HD 1, 5, 10, 13 **HP** 5, 25, 45, 58 **Speed** 1/3 human, 1/2 human, human, human (climbs at same speed)

Armor as plate+shield+2, as plate+shield, as plate, as splint **Intelligence** 16

Reference paralyzing monster of 1, 6, 11 or 13 HD

ATTACK

- 8 tentacle attacks per round, +10 to hit, save or be Paralyzed for an hour
- Chew helpless victim: d8 damage per round

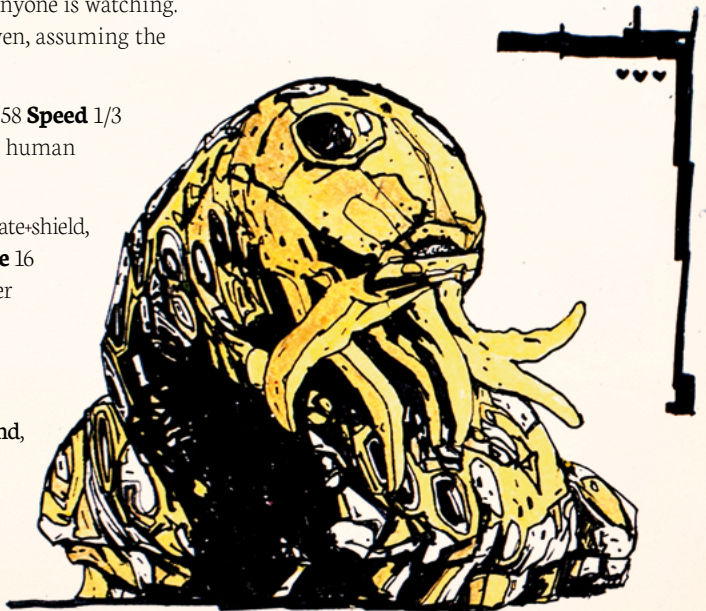
GUESTS

(UNALIGNED)

Bishops of all factions seek to bolster their legions by engaging the services of devouring lords from the Incorrect Realities. The rituals to summon these Guests come in various forms but inevitably require:

- At least an hour of preparation in a specially prepared Reception Area, Guest Room or Dining Hall
- A banquet including a human or animal sacrifice
- A living host creature from whose body the Guest emerges
- A formal greeting of at least 15 lines, preferably in blank verse or rhyming hexameter
- Contracts, collateral, fine print and solicitors

Guest abilities are rolled randomly when they're summoned...



HD d12 **HP** d100+10 **Speed** human

Armor as plate+shield+2 **Intelligence** 10+d10

ATTACK

- 2 attacks/round
- +d20 to hit for d20 damage

COMMON GUEST ABILITIES:

- All Guests can see heat at a range of 60'.
- They're immune to poison, flame and fear (unless the fear effect emanates from a good-aligned Cleric).
- Spell attacks from casters with fewer levels than the creature in question has HD (or hit points divided by 5) have a 50% chance of failing.

DISTINCTIVE GUEST ABILITIES:

The Referee may randomly roll a few Guests in advance or roll and watch the creature take shape in-game as it is summoned.

Guests known to the scholars of Voivodja divide into four categories with distinct characteristics. The Referee may roll d4 to see which has been summoned...

1. THE UNHOLY (AGENTS OF TEMPTATION)

- Essentially human in shape
- 50% chance of thin tail (d4: 1-spines 2-forked 3-arrow 4-whips)
- 50% chance of goat legs
- 50% chance of claws
- 15% chance of wings
- 75% chance of horns
- 25% chance of animal head (Referee picks or d6: 1-pig 2-wolf 3-stag 4-crow 5-goat 6-jackal)
- d4-1 Attributes (p.49)
- d4 Other Powers (p.50)
- 1 Purpose (p.48)

2. THE IMPLACABLE (AGENTS OF DESTRUCTION)

- 1-75 human as base creature
- 76-00 human-sized random Animal (p.149) as base creature
- 35% chance of being a centaur (d10: 1-4 Snake centaur 5-Horse 6-Goat 7-Stag 8-10 Spider)
- 25% chance of extra pair of arms
- 25% chance of being twice human sized
- d4-1 Attributes
- d4 Other Powers
- 1-2 Purposes

3. THE UNWELCOME (AGENTS OF DISRUPTION)

- 1-50 basically resembles host creature
- 51-90 human-sized random Animal (p.149)
- 91-00 Appears human
- 1 Attribute if animal, d4-2 attributes if human
- d6 Other Powers
- 25% chance of tiny horns
- 50% chance of being able to *Polymorph Self*
- 10% chance of being an unusual color (p.48)
- 1 Purpose

4. THE UNCREATED (AGENTS OF MADNESS)

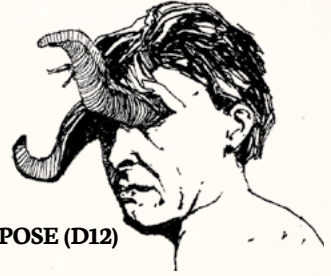
- Hybrid of Random Object (p.170) and Random Animal (p.149), or a random Animal within another random Animal
- d8 Attributes
- d6-2 Powers
- 25% chance of causing insanity on sight (save or d10 rounds of effectively having Wisdom 1)
- 1 Purpose

(continued on next page)...

GUEST COLOR (D20)

All Guests (except some of the Unwelcome—see above) are a random color (and are often informally named after this color, i.e. “I’ve been accosted by an Orange Guest, send help”, though they have names):

1	Red
2	Orange
3	Yellow
4	Green
5	Blue
6	Pink
7	Purple
8	Black
9	White
10	Grey
11	Brown
12	Clear
13	Bronze
14-17	Color appropriate to base creature
18	Beige
19	Pattern (Referee picks or d6: 1-Zebra 2-Leopard 3-Tiger 4-Referee’s choice 5-marble 6-stars)
20	Swirling shifting pattern



GUEST PURPOSE (D12)

This is the Guest’s current purpose in our reality—it will attempt to carry it out if and when it is free of any other mystical obligations placed on it by those who summoned or bound it. Guests will have additional powers enabling it to perform the duties of its office—as determined by the Referee—if necessary. If a profession is indicated it can be chosen by the Referee or—if s/he has access to *Vornheim: The Complete City Kit*—rolled randomly.

1	Tempt (random profession) into sin
2	Retrieve specific object from our reality
3	Slay individual who has broken a pact with another Guest
4	Bring war
5	Bring disease
6	Bring famine
7	Advise powerful evil members of (random profession)
8	Advise powerful good or evil members of (random profession) while disguised as an ordinary human, elf, etc., and secretly turn their efforts toward wickedness and ruin (can Polymorph Self d4 times per day)
9	Collect intelligence on the sins of humans and their ilk
10	Destroy or discredit powerful good creature/person
11	Destroy powerful holy object
12	Use some nominally good thing—love, friendship, compassion, enlightenment—to sow strife

ATTRIBUTES (D100)

These affect how the Guest looks. Whether additional tongues/heads/mouths mean the creature may cast one extra spell per round per tongue is up to Referee.

- 1 Mechanical parts
- 2 Mechanical weaponry
- 3 Hairless (or skinless if base creature has skin or if you're bored with that)
- 4 Eyes are solid color
- 5 Eyes are (d6: 1-flame 2-jewel 3-ice 4-stone 5-babies' heads 6-missing)
- 6 Aflame
- 7 Covered in ice
- 8 Made of stone
- 9 Made of volcanic stone (lava through cracks)
- 10 Acidic drool
- 11 Made of rotting plant matter
- 12 Made of rotting meat
- 13 Is only half-visible
- 14 Extra eye
- 15 Extra eyes (2d4)
- 16 Covered in eyes
- 17 Extra arm (or 2 arms if base creature has none)
- 18 Extra arms (2d4)
- 19 Covered in arms
- 20 d4 Extra tongues
- 21 Extra mouth
- 22 Extra mouths (2d4)
- 23 Covered in mouths
- 24 Extra head/face (50% chance of a whole head, 50% just face, like a Hindu god)
- 25 2d4 Extra heads (50% chance whole head 50% like Hindu god)
- 26 Covered in faces
- 27 Covered in heads
- 28 Vertical symmetry (built like a king, queen or jack playing card, with extra, inverted head and arms where legs should be)
- 29 Wiry (extra agile)
- 30 Withered (extra slow)
- 31 Megafat (extra slow)
- 32 Huge: d20-7' tall

- 33 Elongated: d12-7' tall but skinny and fragile looking
- 34 Barely mobile fat, d20' tall, d20'+4 feet in diameter, moves 1 foot per round, 2 extra powers
- 35 Rolling: is spherical or ring-shaped
- 36 Amphibious: a sea Guest—gills and scales etc.
- 37 Weapons for arms: d6 1-Hooks 2-Swords 3-Scythes 4-Whips 5-Flails 6-Hands on the end of chains
- 38 Claw feet
- 39 Extra pair of legs
- 40 2d6 extra legs (as spider)
- 41 2d6 extra legs (as centipede)
- 42 Halo of flies
- 43 Is pair of identical twin Guests, half stats each, powers belong to one or the other
- 44 Extra joints
- 45 Eyestalks
- 46 Covered in worms
- 47 Faceless—if already faceless, then limbless
- 48 Headless—if already headless, then has random head
- 49 Hydrocephalic
- 50 Always levitates
- 51 Divided: left half and right half have separate attributes—roll full complement separately
- 52 Quartered: 4 quarters of body have separate attributes—roll full complement separately
- 53 Reptilian scales—bonus to Armor
- 54 Missing d4 limbs typical of base creature
- 55 Missing mouth—if already mouthless, has mouth
- 56 Missing d2 eyes if already eyeless, has 1 eye
- 57 d4 limbs in wrong places—if this is not applicable, has d4 arms/legs
- 58 Elongated body part—2d4' longer or 3x normal d6: 1-neck 2-head 3-arms 4-legs 5-1 arm 6-1 leg
- 59 Spines

- 60 Mane like a lion or frilled lizard
- 61 Conjoined twin
- 62 Head that's just an eye
- 63 Head that's just a mouth
- 64 Tiny: d4 feet tall
- 65 Crawls if base creature doesn't, upright if base creature does
- 66 Facial features rearranged. If featureless, has a face now.
- 67 d6 tentacles
- 68 Bat wings
- 69 Butterfly wings
- 70 Bird wings
- 71 Insect wings
- 72 4 wings—roll d4-67 on this table for each set
- 73 Walks as if gravity pointed toward whatever wall Guest stands on
- 74 Unborn: still foetal or in egg
- 75 Feet don't quite touch ground
- 76 Shadow moves independently but stays attached, has same stats as the Guest
- 77 Abominable breasts d6: 1 disturbingly nice breasts 2 disturbingly withered breasts 3 hooklike protrusions for nipples 4 eyes for nipples 5 mouths for nipples 6 roll for each breast
- 78 Covered in acidic slime, leaves trail
- 79 Antlers or horns
- 80 Body is elongated but has holes in it, like swiss cheese or torn dough
- 81 Object visibly embedded in/worn on- body (egg, candle, crown, etc.) is power source—regenerates d6hp per round unless this thing is removed, in which case it probably is banished
- 82 Snake tongue
- 83 Barbed skin
- 84 Centaur (d4 1-quadruped 2-spider/mass of tentacles 3-slug/worm/giant tongue 4-no lower body/mass of entrails). If already a centaur, then has a torso on either end.

- 85 Metal skin
- 86 Appears with neck broken, spears through it, daggers in its face, crucified or otherwise physically mortified
- 87 Carries magic weapon (d10: 1-axe 2-morningstar 3-spear 4-sword 5-rapier 6-sickle 7-whip 8-scythe 9-pair of wavy daggers 10-circular shield with spikes/serrations)
- 88 Visible internal organ—heart, brain, etc.
- 89 Tree branch limbs (d4: 1-arms 2-legs 3-growing from head 4-one arm)
- 90 d4: 1-Mandibles 2-Tusks 3-Fangs 4-All teeth are fangs
- 91 Body covered in teeth
- 92 Mandalaform: Creature has 4 torsos joined in the center
- 93 Guest can assume two forms: the one rolled so far and another one which is an ordinary human, demihuman or domestic animal with one minor irregularity (missing finger, heterochromatic eyes, etc.)
- 94 Body part "attached" backwards d4: 1-head 2-arms 3-legs 4-hands
- 95 Crouches like a toad, maybe legs to match
- 96 Sheathed in ornate/ominous plate armor that hides its form
- 97 Tail (or second tail) (d8: 1-spines 2-forked 3-arrow 4-whips 5-scorpion 6-morningstar 7-hand on tip 8-second head on tip)
- 98 Elongated proboscis-face like the Spy vs. Spy guys or an anteater—with long tongue
- 99 Animal face if humanoid body, humanoid face if otherwise
- 100 Features on palms (d4: 1-eyes 2-mouths 3-whole face 4-leechlike mouths)

POWERS (D100)

These are abilities unrelated to the Guest's appearance. Effects with durations last until the Guest is slain, leaves radius, or the Referee rolls a duration, unless otherwise noted.

- 1 All within 20' radius must save or be overcome with desire to kill other random nearby character (50% chance of wanting to eat them, too).
- 2 Breathes fire.
- 3 Constant screaming causes sonic damage (d4hp per round) and may disrupt spells.
- 4 Invisible except in total darkness.
- 5 Automatic gaze weapon (d8: 1-combustion 2-cold 3-fear 4-beg for forgiveness 5-paralysis 6-vomiting 7-flesh rots 8-blind).
- 6 As 5 above but touch weapon.
- 7 Can remove own body parts and throw them.
- 8 Constriction attack (ability to stretch if necessary).
- 9 All within 20' radius must save or fall in love with Guest. Good Clerics or Paladins may choose either to automatically succeed or to give everyone in the area a +2 bonus to this save (not both, though).
- 10 3-word **Command** spell (save optional).
- 11 **Charm**.
- 12 Powerful wind constantly blows toward Guest.
- 13 Vegetation dies and stone crumbles wherever it walks.
- 14 Speaks only in whispers. All sound nearby is deadened.
- 15 Everyone within a 30' radius must save or begin weeping.
- 16 The air in its wake is filled with deadly vapors. All within 10' must save or be poisoned.
- 17 It is always raining in the area around this Guest.
- 18 All nonintelligent animals in a 100' radius die instantly when Guest appears.
- 19 All nonintelligent animals in a 50' radius become corrupted and obey Guest's commands.

20 Dozens of small verminous animals appear out of ground when creature is summoned (Referee picks or d6: 1-frogs 2-rats 3-flies 4- worms 5-skeletons of all animals that have died here 6-six inch maggots).

- 21 Acidic blood.
- 22 Tiny fat demons for blood (tend to spray when cut).
- 23 No-one may tell the truth within 20' of the Guest.
- 24 No-one may lie within 20' of the Guest.
- 25 All 0-levels or commoners within 50' become suicidal.
- 26 Any dead characters in the area automatically rise as zombies or skeletons according to their level of decomposition and obey Guest.
- 27 **Confusion** 20' radius for d4 rounds.
- 28 Breathes hideous cone of vomit and gore.
- 29 Rusting aura—5'.
- 30 Corrodes faith—Guest's attacks do permanent damage to target's willpower-based saves.
- 31 Grants 1 wish per week. Twists wishes if possible within the wording and, if not, takes a terrible price in return.
- 32 Guest's attacks appear to do no damage, but in fact inflict equivalent damage on target's loved ones. This is revealed in dreams.
- 33 Guest knows all of characters' sins and those of their closest confidants and will relate them, psychically or verbally, to anyone in earshot.
- 34 Guest's voice issues from mouth of nearby intelligent creature—the weakest, preferably a child. Creature's voice issues from mouth of Guest.
- 35 Damage to Guest hurts nearby target instead and vice versa.
- 36 Can cause targets' mouth to fill with worms.
- 37 Automatic spell reflection on any caster whose level is less than Guest's HD (arcane spells only—Cleric spells work fine).

38 Full of other, smaller Guests. Killing the creature or scoring a critical hit on it causes it to burst open and they run out. They are 18" tall and identical, of the same order as the parent and possess d4 attributes. There are 3d6 of them.

- 39 100' aura of putrefaction.
- 40 Vulnerable only to magic and blessed weapons. Weapons blessed by an antithetical priest gain +2 to hit Guest.
- 41 Unholy touch causes Clerics to lose d4 spells and Paladins to lose special abilities for d10 rounds.
- 42 Blood spilled from a Paladin or good Cleric heals d8 damage, killing a Paladin or an antithetical Cleric heals all damage.
- 43 Spits out own teeth like darts. 2d6 damage. If a toothless creature, it shoots acidic spores.
- 44 Swallows victims whole.
- 45 Cast **Web of Thorns** (as **Web** but moving out of it causes damage).
- 46 Touch ages or de-ages target (d4: 1 minus ten years 2 plus ten years 3 plus twenty years 4 plus thirty years). Level stays the same, but stats are affected.
- 47 Can teleport by walking into a shadow on solid surface and re-emerging from any shadow within 100 yards 2 rounds later.
- 48 All works of human craft or art within 100 yards become worse. Paintings become brushy and ham-fisted, the lines of poems chime awkwardly and, more to the point, armor doesn't fit right (armor becomes 2 steps worse) and weaponwork fails (weapons break on any fumble). Effect is permanent.
- 49 Anything blessed, specially holy to a given faith (like a church), or possessed by a Cleric bursts into flame within 20'.
- 50 Can cast **False Seeing**—targets save or see everything as the opposite of the way it actually is for 24 hours starting after the Guest leaves or is killed.

51 Touch causes target to vomit up everything s/he has eaten in last 4 days along with any constituent nutrients metabolized in the ensuing time. Target is now at -2 Constitution and ravenously hungry.

- 52 Guest hears confession: asks characters to recount the past week's sins. If they refuse, lie, or have no sins, they take 2d6 cold damage.
- 53 Guest spends one minute delivering prophecies on all creatures present. Guest is immune to harm (and takes no other action) during this minute. Creatures may take no action, however oblique, against the Guest during this time.
- 54 Inverted howl: Guest's screech causes 1hp damage per foot away from the Guest, up to 100 yards. Targets touching Guest are immune. Save negates the first time only.
- 55 Slow aura 20' radius.
- 56 Creatures lose their balance in 20' radius, need a Dexterity check to stay upright each round.
- 57 Grapples target, reaches into target's mouth, pulls soul out in the form of a small animal of a type appropriate to the character, made of a metal appropriate to that person's deeds (gold, silver, tin, etc.). The soul is indestructible but the character will fail all saves and cannot be beneficially affected by any spell until it is retrieved and re-swallowed.
- 58 Will offer to heal fallen foes (**Cure Moderate Wounds**) in exchange for their soul. (Effect to be decided by Referee).
- 59 Lava for blood.
- 60 Food in 1100 yard radius becomes poisonous (only detectable by magic).
- 61 Touch causes hideous uncontrollable laughter.
- 62 Poisoned bite, claw or weapon.
- 63 Wounding this Guest causes tentacle to grow out of wound and attack on same round.
- 64 Wounding this Guest causes Guest to gain additional attribute.

- 65 Minor baleful **Polymorph** (subtractive): can cause target to save or lose a finger, an eye, a tongue, etc.
- 66 Minor baleful **Polymorph** (additive): can cause target to save or grow clamping fingers over mouth, skin over eyes, etc.
- 67 Minor baleful **Polymorph** (transformative): can cause target's finger to turn into rat, arm into snake, etc.
- 68 Dessicating touch.
- 69 Touch causes target to forget an important thing.
- 70 Can transfer knowledge of the awful realities of the universe into target's mind: target is immobilized for a number of rounds equal to Intelligence minus 7, gains 1 point of Wisdom, but must save vs. Magic or go insane for a week.
- 71 Touch causes target to take 1 point of damage per creature target has slain in last week. 1 extra point for each intelligent target.
- 72 Wounds inflicted by Guest cannot be healed until Guest is slain.
- 73 Anyone within 10' weeps blood: -2 to hit and lose 1hp per round.
- 74 Vegetation within 20' grows wild and bloodthirsty.
- 75 Null inertia field 10'—arrows drop to the ground, normal mêlée attacks are at -2 and do -2 damage until the Guest is grappled.
- 76 Shrieks of pain heal Guest—if it can cause a target to howl in pain, it regains d6hp.
- 77 A 100 yard radius area is afflicted by temporal flux, causing everything except the Guest and its foes to become as it was/will be... (standard option) in the age of dinosaurs or equivalent (you did a lot of world-building and want to show off-option) / back to the age of whenever you think would be an interesting time for the characters to visit (gonzo option) / 2,000 years into the future (steampunk fetishist option) in the Victorian era...
- 78 Guest is healed when another creature within 30' inflicts a wound on an innocent. However, Guest is bound to serve the inflicter for a number of rounds equal to the damage inflicted + d6-3 rounds (rolled secretly by Referee) (Damage cannot be self-inflicted— one creature must wound another)
- 79 Touch causes all missiles fired within 100 yards to hit target until Guest is slain.
- 80 Can curse one word per round by saying it in a mocking voice. Any creature saying that word or writing it takes d8 points of damage until Guest is destroyed. (Guest is immune)
- 81 Can curse one action per combat round or 6 seconds by performing that action while swaying lewdly (swinging a sword, casting a spell, walking, etc.) Any creature performing that action takes d8 damage until Guest is destroyed. (Guest is immune)
- 82 Can curse a patch of ground by wounding someone on it— anyone in a 10' radius of where the foe fell is wracked with pain and takes d8 damage per round. Effect remains until Guest is slain. (Guest is immune)
- 83 Can cause target to fall madly in love with next being s/he sees other than those present at moment of casting. Effect is permanent and can only be lifted via **Remove Curse**, etc.
- 84 **Maze** spell 2x/day: A creature may elect to spend extra time in the maze (max time for his/her Int. level +1 round) and, if so, and if s/he either succeeds in an Int. check at -10 or goes to the right place in a maze the Referee has prepared in advance for this purpose, may find the Guest's soul, in the form of a bizarre relic or talisman and, once s/he returns to the material plane, may use it to bind the Guest to his/her will.
- 85 Organic matter (including leather armor, straps, cotton) decays, rots, and is eaten by moths in a 10' radius around Guest.
- 86 Can cause one enemy attack or spell per combat round to strike a target of its choosing, including the attacker. May use this as an "interrupt" action but this is the Guest's "attack" action for the turn.
- 87 Can spit a viscous goo which solidifies with the strength of a Web spell in a small area the size of a fist. This can be used to pin a foot to the ground, stick a sword to its sheath, etc. 20' range.
- 88 Can imitate any action performed by an opponent, unless that opponent is a Paladin or Cleric. Attack rolls, spell dice results, etc. will be the same.
- 89 Can steal a mêlée weapon from a foe on a successful to-hit roll. If successful, the Guest may attack with that weapon (from next turn onwards) until it succeeds. A successful hit indicates the weapon does normal damage but is also stuck fast inside the opponent and can't be removed without a **Remove Curse** or similar spell. The weapon does d4hp of damage each time the target moves.
- 90 Guest asks all present, in turn, "Will you slay me?" All must answer yes or no ("I don't know" isn't an option, however, secretly, saying that another creature will is)— any foe saying "No" will take d10 damage from demoralization and is -2 to all saves if they attack the creature, though they will gain double XP if they actually do slay the Guest (landing the killing blow), any foe saying "Yes" will take d20 damage after the battle ends if they were wrong, and anyone saying someone else's name will take d10 damage if they were wrong and will gain +25% XP if they were right.
- 91 Guest causes all who do not save vs. Magic within 100 yards to see Guest's foes as Guests and attack them on sight. Immunity to the effect is conferred by having crossed a river in company of a fellow target— so in most cases player characters cannot be turned against each other, but all local NPCs will turn against them.
- 92 Time becomes terrible. Traversing each grisly new second is like crawling over a new desert. Anyone who can see the Guest begins to lose one point of Constitution per round until it is destroyed.
- 93 The air around the Guest is a cloud of microscopic, razor-sharp particles, causing 1hp damage per 6 feet moved. 18' radius. (Guest is immune)
- 94 Touch causes target to dance in an unseemly way, unable to perform any other action (aside from half-speed movement) until s/he saves against Magic at -5.
- 95 All children within 10 miles scream at the top of their lungs continuously. May or may not have mechanical effects, depending on the proximity of the children.
- 96 The Guest's shadow burns all it touches (other than the Guest) for 2d6hp of damage.
- 97 Guest spits volley of small knives, caltrops, shuriken, etc. Does d12 + (10 minus the number of feet targets are away) damage to all within a cone who do not save.
- 98 Guest causes deluge of blood. The blood fills the room at 1' per round, or if outdoors, it begins to rain blood. Either way it's pretty distracting.
- 99 Touch causes target's bones to decay— they lose 10% of their Dexterity and Constitution per round until they're a blob of skin-covered organs. **Dispel Magic** or **Remove Curse** negates the effect, killing or banishing the Guest stops it from getting worse.
- 100 Guest announces it will annihilate a given target and devour their soul. It will attack only that target (at -2) until it succeeds. Each round it is prevented from attacking that target by another creature it will lose 1hp. It is at -2 to everything vs any other target. If target is slain, Guest gains d4 HD and anyone who tried and failed to stop it will lose 50% of their hit points from morale damage and shame.

THE HATTER

HUMAN



The Hatter advises the Pale King on matters political and sartorial.

He has tremendous powers over—and difficulties with—time.

To begin with, he was born backwards, so he remembers the future but not the past, and grows ever less competent. To continue with, his watch is broken, not only causing time to occasionally stop altogether for him but also other difficulties noted under “Special” below. To end with, he is in Voivodja, where time does not so much run as ricochet—some days he is young, some days old, sometimes bitter, sometimes clever.

On younger days, he is competent only to act as messenger, and even then is only competent to take messages or parcels away from the Pale King to other parties and relies on his partner (the Hare, who lives in his hat) to take messages and items to the King.

The King and Heart Queen are immensely suspicious of the Hatter, and suspect him of various crimes, but his main concern at the moment is fixing his watch. Only after that will he feel competent to assess which side of the conflict to encourage the Pale King to join (if either).

He is always drunk.

Like all agents of the Pale King, the Hatter will attempt to collect a random tax if he can't think of anything else to do (see “Fees & Taxes Demanded By Members Of The Pale House”, p.158). However, the Hatter also holds a weekly Tea Party— anyone claiming to be a guest of the Tea Party can avoid taxes, but will be despised by all honest folk.



HD 5-15 **HP** d10x10 (see below) **Speed** human

Armor unarmored **Intelligence** d10+8 (see below) **Reference** 5th-15th level Magic-User

ATTACK/DEFENSE/SPECIAL

- **The Hatter is the master of several time-based magics**, though his inebriation makes his tactics desperately random— roll a d8 each round:
- 1 Hatter's tuneless singing acts as a **Confusion** spell in a 50' radius.
- 2 Hatter and any target touched (+5 to hit) wink out of existence and reappear on the Hatter's turn 2 rounds later.
- 3 Hatter and any allies gain an extra round's worth of action.
- 4 Steals a round of action from any visible foe and adds it to his own or one of his allies.
- 5 Drains a level from the nearest foe and absorbs all memories it has gained since it last earned a level. The Hatter finds this process confusing.
- 6 Targets affected as if by a **Sleep** spell and begin bleeding at d4 hit points per round.
- 7-8 Hatter's watch breaks. Although the watch is wholly ordinary, the Hatter's frenzied mind is soothed by its steady ticking. He will not cast spells as normal if the watch is broken. Instead, a new situation arises:

Anyone within 15' of the watch in the round it breaks is forced (by the Hatter's unconscious magic) to endlessly repeat the same activity.

In practice, anyone affected must continue to attempt to achieve whatever immediate objective they were pursuing in the round when the watch broke. i.e. if they were climbing a ladder they must continue to climb a ladder (going down and starting over if necessary), if speaking, they must keep talking, if attacking they must keep attacking the same target, etc. No physical realities other than the minds of the afflicted targets are directly affected. The effect continues until someone or something unaffected fixes the watch or moves the creatures out of the 30' radius.

When the Hatter speaks, any target within earshot must save or else listen, answer honestly and continue the conversation, taking no other action. Each time the Hatter speaks the target is allowed another save to end the effect, though each exchange takes one round.

- The Hatter may hide a volume up to human-size in his hat, though in practice, the March Hare is often already in it.
- To determine the Hatter's relative age on any given day, roll d10. Multiplying the result by 10 yields his hit points, adding it to 8 yields his Intelligence, and raising 42 to that power yields his age.
- These age changes stabilize if the Jabberwock is slain.





HEART QUEEN

VOIVODJAN VAMPIRE



Once called The Blood Countess of Ecsed, The Decapitating Queen, Elizabeth Bathyscape, The Queen in the Card Castle rules Northern Voivodja. It is said she bathes in the blood of virgins and it is said that this is a lie spread by agents of the Red King. Either way: she hates him and most other things. And she, like he, is vain, arrogant, courteous, quick to anger, obliging, and generous when it suits her. Though, being younger, female, more beautiful, and presiding from beneath hairstyles of immense claret-colored complexity, it comes across a little different, plus she bakes. By day she sleeps in a wooden box inside an iron tomb, deep in Castle Cachtice. By night—when not plotting or eating—she plays croquet. She often hires parties of capable adventurers to locate lost wickets.

Adventures involving the Heart Queen or her house typically include one or more of the following:

- 1 Decapitation
- 2 Shoes
- 3 Croquet
- 4 Arbitrary injustice
- 5 Tarts and tea
- 6 Jealousy
- 7 Hedges and gardens
- 8 Hairstyles
- 9 Virgin sacrifice
- 10 Bathing in blood
- 11 Cards
- 12 Pointless, bottomless rage

HD 20 HP 100 Speed human or (as wolf)

2x human

Armor as ring mail normally (high Dexterity, thick skin) or in custom chain (protects as plate+shield) **Intelligence 18 Reference 15th** level Fighter with high Constitution

ATTACK

- **2 actions/round**
- **Dagger** +14 to hit d4+2 damage.
- **Grapple** +14 with 17 Strength.
- **Charm Person or Monster**, saves at -4 for those naturally attracted to women.
- **1/day Power Word: Crawl** which will cause everyone else in hearing range to save (as vs. 15th level caster) or crawl, moving at half speed and attacking at -4 until they leave her presence (no longer visible and at least 100 yards away— if she is in her castle, they must leave it to escape the effect) or eat something (no way of knowing this).
- **On a successful Charm or grapple:** vampire bite (see Vampires In General, p.82)
- **Misericorde:** A cruciform hardwood (lignum vitae or ebony) stiletto specifically designed for impaling vampires. In a pinch it can be used as an ordinary weapon: d4 damage, no to-hit bonus.

DEFENSE

- Chance of reflecting harmful spells back on the caster equal to her current hit points. She is otherwise immune to cast magic but not to magic items native to Voivodja.
- If reduced to zero hit points, she will turn into a shrieking sound (only tangible to devices or magics that absorb sound), moving at 3x human speed, reforming at some distance into an ordinary-sized playing card (a queen of hearts) and regenerating 1hp per round. She remains invulnerable and powerless in this form until she regains 10 hit points and thereupon automatically reverts to ordinary form. However, a drop of blood from another vampire of King or Queen level is sufficient to revive her completely.
- Turns as a 13 HD undead creature.
- Voivodjan vampire vulnerabilities, resistances and abilities (see Vampires In General, p.82).

SPECIAL

- She can transform into a wolf (white with scattered bright red marks). Same hit points. In this form, she may use her **Charm** ability and attack once per round at her usual to-hit bonus— clawing for 2d6 points of damage, or biting to drain a level per strike or feed on a helpless victim.
- Her crown is worth 50,000gp.

HEARTS

SEE ORDER OF HEARTS

HORSES

(VARIOUSLY ALIGNED)

Three breeds of horse currently enjoy unusual favor in Voivodja:

- **The Gyorslan Quarterhorse** is a kind of tiny white or grey pony ridden by the vampire children of the Order of Hearts.
- **The Voivodjan Warlander** is the carnivorous black destrier preferred by the armies of both the Red King and Heart Queen. It is unsuited to long journeys but terrifying in battle.
- **The Osc Lithicum Stalking Horse** is the breed of white courser favored by the armies of the Colorless Queen. They are skilled swimmers, frequently used for hunting. When slain, repulsive Pale Horses spring from their entrails.

VOIVODJAN WARLANDER

HD 5 HP 21 Speed 1.5 human

Armor as leather+shield or (in plate barding) as plate + shield **Intelligence** animal **Reference** heavy warhorse

ATTACK

- **Hoof or bite:** +4 to hit d8/d8/d4, or...
- **Trample:** +4 to hit 2d10

SPECIAL

A warlander will mercilessly pursue and try to eat anyone who slays its rider in its sight.

GYORSLAN QUARTERHORSE

HD 2 HP 6 Speed human

Armor as leather+shield **Intelligence** animal **Reference** pony

SPECIAL

To virgins and Clerics, Quarterhorses appear to be moving rockhorses.

OSC LITHICUM STALKING HORSE

HD 3 HP 15 Speed 2x human

Armor as leather+shield or (in plate barding) as plate + shield **Intelligence** animal **Reference** medium warhorse

ATTACK

- **Hoof or bite** +3 to hit d4/d4
- **If a Stalking Horse is slain**, a Pale Horse— a kind of horse-headed ghoul— will burst forth and simultaneously attack all non-vampires within 7', attempting to strangle them with the slain horse's entrails at +6 to hit for 2d10hp. This happens as soon as the Stalking Horse dies (no initiative roll) and the Pale Horse then dies immediately after the attack, regardless of its outcome.

JABBERWOCK

DRAGON (UNALIGNED)

The Jabberwock's a kind of grey-greenish dragon, a creature composed of cruelty, crime, unreason and unrhyme. Who seeks a Jabberwock, down in the murder-holes? Eating people, biting apart winecakes, insulting doves, it stands fifteen feet tall and is deeply troubled. Sometimes it wears a vest.

HD 24 **HP** 15-120 hit points, see below **Speed** 2x human (fly) 1/4 human

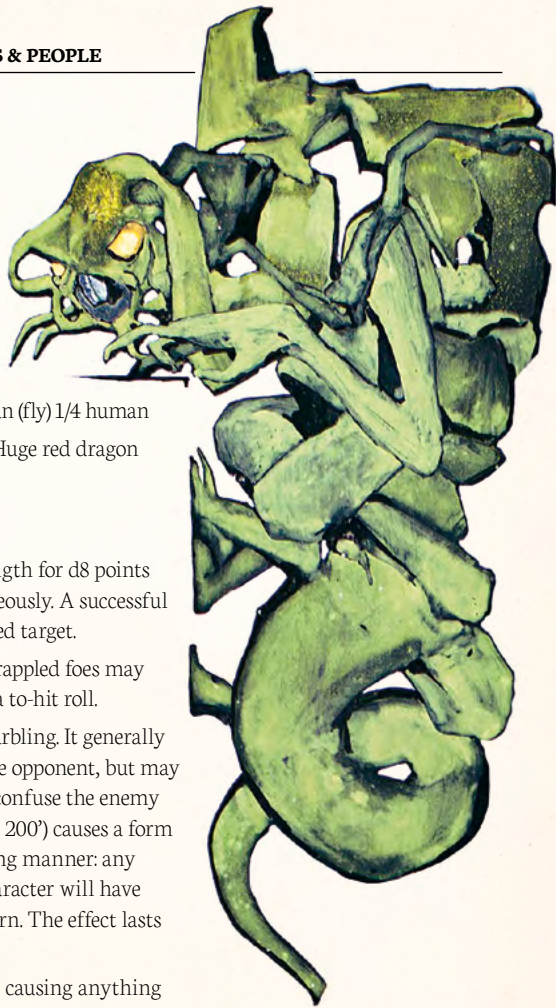
Armor as plate+shield+3 **Intelligence** 7 **Reference** Huge red dragon

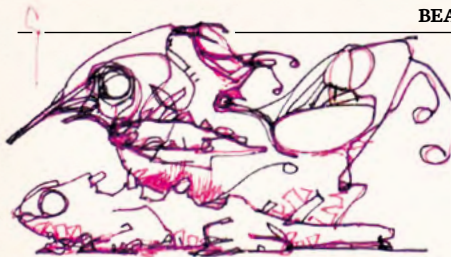
ATTACK

- **1-8 attacks per round** (as age category) see below
- **Claws that catch:** grapple +10 to hit with 24 Strength for d8 points of damage. Up to 2 foes may be caught simultaneously. A successful called-to-hit roll at -3 on a claw will free a grappled target.
- **Jaws that bite:** +10 bite for 3d12hp. Successfully grappled foes may be bitten automatically the next round without a to-hit roll.
- **Burble:** The Jabberwock may spend one attack burbling. It generally does this before closing to mêlée if fighting a lone opponent, but may leave off burbling until mid-combat in order to confuse the enemy if fighting multiple opponents. This effect (range 200') causes a form of **Confusion** (no save), adjudicated in the following manner: any time a player announces an action, his or her character will have a 50% chance of doing the opposite on its next turn. The effect lasts so long as the burbling continues.
- **Eyes of flame:** eyes emit constant light and heat, causing anything within 10' to burst into flame for d10 points of damage on a failed fortitude or Magic save. This does not count against the Jabberwock's attacks-per-round.

DEFENSE/SPECIAL

- For each round spent successfully climbing on the Jabberwock (and not attacking) a character will gain +2 to hit and damage on his or her strikes from the new position achieved. If the Jabberwock tries to throw someone off, saving or Dexterity checking against that happens on the Jabberwock's turn, not the PC's, so the character only needs to use an action if s/he wants to improve his/her position, not just to hang on in the same position.
- The Jabberwock is as old as the war. Being a dragon, its abilities depend on its age. The Jabberwock's hit points per die depend on its age, and its age (and, by extension, the age of the Slow War) is different every time it is encountered. Roll a d8 to determine both its age and hit points: one is the youngest age category, eight is the oldest, multiply the result by 15 to find the creature's hit points.
- Inasmuch as no-one knows how old the war is, killing the Jabberwock will reveal exclusive information about the age of the war. In practical terms, this means killing the Jabberwock will provide the slayer useful knowledge concerning the actual age of the Slow War (and fixing its age at a specific number), allowing them to calculate, anticipate, or counter many of Voivodja's time distortions. The precise effects are left to the Referee.





JUB

(UNALIGNED)

A Jub is either a predator with two bodies or a relationship between two predators. At any rate: one of the bodies is a flamboyantly taloned blue bird of paradise as big as a vulture and the other is a creeping dead-eyed reptile the size of an overweight cat. They hunt in concert.

HD 7 **HP** 30 **Speed** human (both may climb at normal speed, the bird does not fly)

Armor as leather+shield **Intelligence** animal
Reference 12th level Magic-User

ATTACK

- **Both bodies may act in a round**
- **Shriek:** the bird may shriek, which enacts **Cause Fear** as if cast by a 15th level Magic-User.
- **Jub eye:** the reptile may stare at any one target. Its gaze causes vomiting, the target must save vs. Poison or do nothing else that round.
- **Claw or bite** (either body) +6 to hit, d6hp.

SPECIAL

- The two parts of a Jub always encountered within 100' of each other.
- Hit points are in a shared pool. When one dies, so does the other.

KING OF HEARTS

VOIVODJAN VAMPIRE



Nádasdy, husband to the Heart Queen. Politically and socially he is a timid nonentity, though he has been known, when out of her earshot, to reverse his Queen's more sadistic verdicts. Militarily, he is as able a general as Voivodja has. His croquet game is severely wanting.

HD 15 **HP** 63 **Speed** human (fly as mist)
2x human

Armor unarmored or as plate (in armor)

Intelligence 17 **Reference** 10th level Fighter

ATTACK

- **Longsword or rapier** +10 to hit d6+2 damage
- **Grapple** +10 with 14 Strength
- (No Charm ability)
- **On a successful grapple:** vampire bite (see Vampires In General, p.82)
- **Misericorde:** A cruciform hardwood (lignum vitae or ebony) stiletto specifically designed for impaling vampires. In a pinch it can be used as an ordinary weapon: d4 damage, no to-hit bonus.

DEFENSE

- If reduced to zero hit points, he will turn into a mist, reforming at some distance into an ordinary-sized playing card (a king of hearts) and regenerating 1hp per hour. He remains invulnerable and powerless in this form until he regains 20 hit points and thereupon automatically reverts to ordinary form. However, a drop of blood from another vampire of King or Queen level is sufficient to revive him completely.
- Turns as 12 HD undead.
- Voivodjan vampire vulnerabilities, resistances and abilities (see Vampires In General, p.82).



KNAVE OF HEARTS

VOIVODJAN VAMPIRE



The Knave steals baked goods.

His current targets are the various confections of the Pale King.

The Heart Queen hopes to back-engineer the formidable recipes of Annwn. He is fashionable, charming and swift. He lost an eye in the war.

HD 15 HP 60 Speed human

Armor as studded leather (high Dexterity)

Intelligence 14 Reference 12th level Thief/
Rogue/Specialist

ATTACK

- **The Knave always attacks from stealth if possible**, as a 12th level Thief/Rogue/Specialist who specializes in stealth, sneak attacks, and backstabbing. He will shrink from any fair combat.
- **Backstab:** Dagger +10 to hit 5d6 damage.
- **Grapple** +10 with 17 Strength.
- **Charm Person or Monster**, save at -4 for those naturally attracted to men.
- **On a successful Charm or grapple:** vampire bite (see Vampires In General, p.82)
- **Misericorde:** A cruciform hardwood (lignum vitae or ebony) stiletto specifically designed for impaling vampires. In a pinch it can be used as an ordinary weapon: d4 damage, no to-hit bonus.

DEFENSE

- If reduced to zero hit points, he will turn into a small rat swarm, moving at 3x human speed, reforming at some distance into an ordinary-sized playing card (a jack of hearts) and regenerating 1hp per hour. He remains invulnerable and powerless in this form until he regains 10 hit points and thereupon automatically reverts to ordinary form. However, a drop of blood from another vampire of King or Queen level is sufficient to revive him completely.
- Turns as a 12 HD undead.
- Voivodjan vampire vulnerabilities, resistances and abilities (see Vampires In General, p.82).

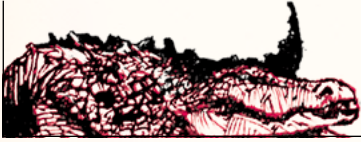
SPECIAL

The Knave keeps a candle made from hogfat held in the gullet of a taxidermied magpie. The Knave may walk into any shadow cast by light from this candle and emerge into any shadow cast by a horse, hound or hare.



LITTLE CROCODILE

(UNALIGNED)



Little Crocodiles infest the rectilinear canals surrounding the great grassy squares into which the Gardens are divided. They are 4' feet long, come in black, white and grey and their skins are highly prized.

HD 3 **HP** 12 **Speed** human (walk or swim)

Armor as chain+shield **Intelligence** animal

Reference crocodile

ATTACK

- 2 attacks per round
- 2 claws/bites at +4 for 2d4 then 3d4. (Their claws are silver.)

SPECIAL

Worth 1200gp in good condition.



THE MARCH HARE

AL-MI-RAJ



Aside from the single horn and the deep red eyes, the Hare is a small, ordinary-looking brown animal that serves the Pale King as official Returner— that is, it brings objects and messages to the Pale King. It is utterly unable to deliver messages from him, or to take any parcels from him. To simplify things, the Hare lives in the Hatter's hat, as the Hatter's function complements its own. It can speak the languages of humans and animals.

It is in cautious negotiation with the Rabbit about the possibility of the Pale King aiding the Heart Queen.

It is rumored that the Hare knows the location of the Unicorn.

Like all agents of the Pale King, the March Hare will attempt to collect a random tax if he can't think of anything else to do (see "Fees & Taxes Demanded By Members Of The Pale House", p.158).

HD 15 **HP** 20 **Speed** 2x human

Armor as splint (high Dexterity)

Intelligence 14 **Reference** 5th level Thief/Rogue/Specialist

ATTACK

- **The Hare knows one spell**, which it may cast 5 times per day:

Power Word: Bleed

Anyone hearing the word (no save) (40' radius typically) begins to bleed from their eyes, for d4hp damage the first round, d6 the second, then d8, then d10, then d12, then d20, then back down to d12, then d10, etc., down and back up again, continuously. The effect only ends when the victim(s) can no longer see the Hare, even if it is dead.

- On the Quiet Side of the Looking Glass, the Hare appears to be a duck but isn't.

MOME RATH

(UNALIGNED AND RED HOUSE)



A kind of wild pig, possessing the curved tusks and rich hairless green skin of Satan as depicted in Michael Pacher's *Wolfgang und der Teufel*. They bellow at the coming of danger and gnaw the bones of the dead in fields where bodies lay burning.

They are used as war pigs by the forces of the Red King. They can swim as well as water spaniels.

They come in several varieties, including the Insufferable Boar and the Crashing Boar.

The Insufferable Boar makes wild accusations, particularly concerning the behavior and clothing of female characters, but refuses to offer or examine evidence of any kind.

The Crashing Boar sarcastically interrupts conversations with long personal anecdotes or Dane Cook jokes yet it so much prefers these conversations to any other activity that it does little else.

HD 4 HP 13 Speed 1.25 human 1/2 human in water

Armor as leather+shield **Intelligence** animal
Reference wardog

ATTACK

Bite: +2 to hit d10hp

SPECIAL

Mome Rath's feed on failure. Any miss on a Mome Rath adds d4 to its hit points. Rolling a 1 to attack a Mome Rath gives the Mome Rath an extra attack per round for the rest of the encounter.



NAGEIRE

(UNALIGNED)

These large (30'+) creatures have the bodies of enormous serpentine flowers with the heads of elven children nestled amid the petals. Though anchored to the ground, they drag their coiling bodies through forests and gardens by means of spindly, clawed-tipped arms. Witches and druids are known to be able to summon them. Rose Nageire (or Thornchildren) are the most common, but there are many varieties in Voivodja.

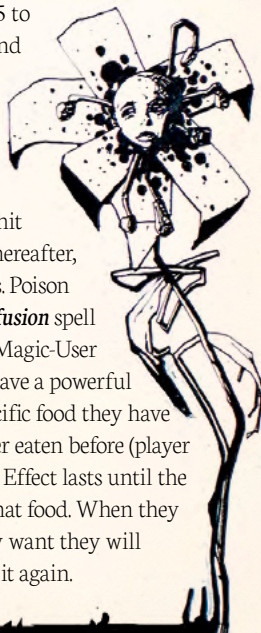
HD 4 HP 15 Speed human (may climb at normal speed)

Armor as chain+shield **Intelligence** 9
Reference 5th level Fighter

ATTACK

Differs by variety...

- **Rose: Thorned grapple** +5 to hit d8hp, d8 per round thereafter, grapple Strength 17.
- **Tiger lily: Grapple** +5 to hit d4hp, d4 per round thereafter, Strength 15 or **Cause Fear** as 6th level Magic-User 3/day.
- **Violet: Grapple** +5 to hit d4hp, d4 per round thereafter, Strength 15 or **Save vs. Poison** or hallucinate as **Confusion** spell as cast by a 6th level Magic-User plus the victim will have a powerful craving for a specific food they have seen but never eaten before (player may choose). Effect lasts until the victim eats that food. When they get what they want they will never want it again.



ORDER OF CLUBS

VOIVODJAN VAMPIRES



The Order of Clubs (or Huszárs) consists of the soldiers in the army of the Heart Queen. They are divided among themselves into ten ranks and together form a rung in the hierarchy of four orders within the vampires of the House of Hearts above the Spades but beneath the Orders of Diamonds and Hearts. They are distinguished on the battlefield by their rapid light cavalry charges and the small, flexible ornamental wings worked onto the backs of their armor. Their rank determines their hit points and attack bonus.

HD 5 **HP** 1-10 (as rank)+15 **Speed** human (fly as shriek) 2x human

Armor as shield only (high Dexterity) or as splint (in armor)

Intelligence 1-10 (as rank)+5

Reference 5th level Fighters



ATTACK

- **Sabre** +1-10 (as rank) d6hp.
- **Black bola** +1-10 (as rank) entangles and does d4hp falling damage.
- **Grapple** +1-10 with 1-10 (as rank) +8 Strength.
- **Charm Person or Monster.**
- **On a successful Charm or grapple:** vampire bite (see Vampires In General, p.82).
- **Misericorde:** A cruciform hardwood (lignum vitae or ebony) stiletto specifically designed for impaling vampires. In a pinch it can be used as an ordinary weapon: d4 damage, no to-hit bonus.

DEFENSE

- If reduced to zero hit points, a Club will turn into a salamander and creep away at 2x human speed, reforming at a distance into an inert ordinary-sized playing card (of the corresponding number and suit) and regenerating 1hp per round (unlike most other vampires). They remain invulnerable and powerless in this form until they regain 2 hit points and then automatically revert to ordinary form. However, a drop of blood from another vampire of equivalent rank or higher is sufficient to revive them completely.
- They turns as 1-10 HD undead (as rank).
- Voivodjan vampire vulnerabilities, resistances and abilities (see Vampires In General, p.82).

SPECIAL

The Clubs can transform into shrieks. Same hit points. In this form, they may use their **Charm** abilities or bite a helpless victim.

ORDER OF DIAMONDS

VOIVODJAN VAMPIRES



The Order of Diamonds consists of the courtiers of the House of Hearts.

They are divided among themselves into ten ranks and together form a rung in the hierarchy of four orders within the vampires of the House of Hearts above the Spades and Clubs but beneath the Order of Hearts. They are fond of tarts, pepper and games, especially croquet. Like the nobles of Vornheim, they advertise their wealthy indolence by taking blue or black lobsters on long walks. Their rank determines their hit points and attack bonus.

HD 5 **HP** 1-10 (as rank)+5 **Speed** human

Armor as unarmored+shield (Dexterity)

Intelligence 1-10 (as rank) +5 **Reference** 1-10 level Thief/Rogue/Specialist

ATTACK

- **Rapier** +1-10 (as rank) d6hp.
- **Poisoned dagger** +1-10 (as rank) d4hp plus save or be **Confused** (as spell).
- **Grapple** +1-10 with 1-10 (as rank) +5 Strength.
- **Charm Person or Monster.**
- **On a successful Charm or grapple:** vampire bite (see Vampires In General, p.82).
- **Misericorde:** A cruciform hardwood (lignum vitae or ebony) stiletto specifically designed for impaling vampires. In a pinch it can be used as an ordinary weapon: d4 damage, no to-hit bonus.



DEFENSE

- If reduced to zero hit points, a Diamond will turn into an inert ordinary-sized playing card (of the corresponding number and suit) and regenerate 1hp per hour. They remain invulnerable and powerless in this form until they regain their full hit points and then automatically revert to ordinary form. However, a drop of blood from another vampire of equivalent rank or higher is sufficient to revive them completely.
- They turns as 1-10 HD undead (as rank).
- Voivodjan vampire vulnerabilities, resistances and abilities (see Vampire In General, p.82).

SPECIAL

The Diamonds can transform into small strange flightless birds of paradise. Same hit points. In this form, they may use their **Charm** abilities or bite a helpless victim.

ORDER OF HEARTS

VOIVODJAN VAMPIRE CHILDREN



This order consists of all the children the Heart Queen and her armies have bitten. They are divided among themselves into ten ranks. Together they form the highest rung in the hierarchy of four orders within the vampires of the House of Hearts, such that (for example) a 6 or 7 or even a 2 of Hearts outranks a 6 from the order of Diamonds, Clubs or Spades. They have red hearts tattooed on their left eyes, and speak in freakish unison, like witchwood goblins. Their rank determines their hit points and attack bonus.

HD 5 **HP** 1-10 (as rank)+5 **Speed** human

Armor as leather (small, high Dexterity)

Intelligence 1-10 (as rank) **Reference** 1-10th level Thief/Rogue/Specialist

ATTACK

- **Knife:** +1-10 to hit (as rank), d4 damage.
- **Unsettle:** Their presence is disturbing, spells may not be cast, locks cannot be picked and other delicate tasks cannot be performed by anyone within 100' of a Heart and aware of its presence.
- **Grapple** +1-10 with 1-10 Strength (as rank).
- **Charm Person or Monster**
- **On a successful Charm or grapple:** vampire bite (see Vampires In General, p.82)

- **Misericorde:** A cruciform hardwood (lignum vitae or ebony) stiletto specifically designed for impaling vampires. In a pinch it can be used as an ordinary weapon: d4 damage, no to-hit bonus.

DEFENSE

- If reduced to zero hit points, a Heart will turn into a maggot and crawl away at 1/3 human speed, reforming at a distance into an inert ordinary-sized playing card (of the corresponding number and suit) and regenerate 1hp per hour. They remain invulnerable and powerless in this form until they regain their full hit points and then automatically revert to ordinary form. However, a drop of blood from another vampire of equivalent rank or higher is sufficient to revive them completely.
- They turn as 1-10 HD undead (as rank).



- Voivodjan vampire vulnerabilities, resistances and abilities (see Vampires In General, p.82).

SPECIAL

The Hearts can transform into breadbox-sized swarms of maggots at will. Same hit points. In this form, they may use their **Charm** abilities or bite a helpless victim.

ORDER OF SPADES

VOIVODJAN VAMPIRES



This order consists of all the vampire commoners within the kingdom of the Heart Queen. They are divided among themselves into ten ranks and together form the lowest rung in the hierarchy of four orders within the vampires of the House of Hearts, all Hearts, Diamonds and Clubs outrank them, regardless of their number. They cannot speak, and stand lolling like scarecrows, waiting for birds to land on them, so they can feed. On rare occasions, they are pressed into service by their Queen. Their rank (painted on their foreheads in roman numerals) determines their hit points and attack bonus.

HD 1 **HP** 1-10 (as rank)+5 **Speed** human (fly as shriek) 2x human

Armor as unarmored **Intelligence** 1-10 (as rank) **Reference** 1-10 level Thief/Rogue/Specialist

ATTACK

- **Grapple** +1-10 with 1-10 Strength (as rank).
- **Charm Person or Monster**
- **On a successful Charm or grapple:** vampire bite (see Vampires In General, p.82).

DEFENSE

- If reduced to zero hit points, a Spade will turn into a centipede and creep away at 1/3 human speed, reforming at a distance into an inert ordinary-sized playing card (of the corresponding number and suit) and regenerate 1hp per hour. They remain invulnerable and powerless in this form until they regain their full hit points and then automatically revert to ordinary form. However, a drop of blood from another vampire of equivalent rank or higher is sufficient to revive them completely.

- They turn as 1-10 HD undead (as rank).
- Voivodjan vampire vulnerabilities, resistances and abilities (see Vampires In General, p.82).

SPECIAL

The Spades can transform into shrieks. Same hit points. In this form, they may use their **Charm** abilities or bite a helpless victim.



OZWICK

GRYPHON (UNALIGNED)

This gryphon is a friend to the Pseudoturtle, though he strongly disapproves of the constant murder that features so prominently— as ingredient or side-effect— in the Pseudoturtle's schemes.

He also appears in *Vornheim: The Complete City Kit* and it is rumored that the Pseudoturtle was the one who traded Ozwick to Ping Feng for the latter's strange Zoo in Vornheim, in exchange for Egfan Foom— some kind of rook or jabberwock. It is also rumored that Ozwick escaped back to Voivodja after the Zoo was liberated, so if you've run the Zoo from that book, you can easily fit him into the campaign timeline. If your campaign saw Ozwick's demise, then this is his sister, Marianne.

He or she speaks most local languages, is a charming raconteur, and will divulge useful information when drunk. He is too old to fight or fly.

HD 2 **HP** 7 **Speed** human

Armor as chain **Intelligence** 14
Charisma 18 **Reference** useless drunk

PALE BISHOPS

VOIVODJAN VAMPIRES



Bishops act as advisors to their monarchs and chaplains to their knights— to whom they are equal

in rank. They command Pawns and bow to Rooks. Pale Bishops resemble aged men or men with the heads of goats. They serve the Pale King, and teach the Gospel of The Uncreator.

Like all agents of the Pale King, the Pale Bishops will attempt to collect a random tax if they can't think of anything else to do (see "Fees & Taxes Demanded By Members Of The Pale House, p.158), though they call them "tithes".

HD 7 HP 30 Speed human (as mist) 2x human

Armor unarmored or as plate **Intelligence** 14

Reference 10th level Clerics

ATTACK

- **Spells** (each twice/day, as 10th level Cleric): *Cause Serious Wounds, Putrefy Food and Water, Cause Fear, Conjure Animals, Command*

- **Special spell** (twice/day):

Blasphemous Frolic:

Every foe within 50' is seized with the urge to desecrate, fondle, and vomit on the remains of any dead thing in sight. A save is allowed, at -1 per dead creature visible. Failure indicates the victims will do whatever is necessary to satisfy their unwholesome desires for a length of time equal to 10 seconds times the number of dead they can see. Any holy object touched by victims failing their save during or after the Frolic becomes unholy until the victim is baptized in holy water.

- **Touch of Antithesis** (once/day): A single enemy Cleric touched cannot use any divine magic for two days. No save.

- **Golden mace** +5 to hit d6hp
- **Grapple** +5 with 12 Strength.
- **Charm Person or Monster**
- **On a successful Charm or grapple:** vampire bite (see Vampires In General, p.82).
- **Misericorde:** A cruciform hardwood (lignum vitae or ebony) stiletto specifically designed for impaling vampires. In a pinch it can be used as an ordinary weapon: d4 damage, no to-hit bonus.

DEFENSE

- If reduced to zero hit points, a Pale Bishop will turn into a mist, seep away, reform at some distance as an ordinary-sized white chess bishop and regenerate 1hp per hour. They remain invulnerable and powerless in this form until they regain their full hit points and then automatically revert to ordinary form. However, a drop of blood from another vampire of equivalent rank or higher is sufficient to revive them completely.
- They turn as 7 HD undead.
- Voivodjan vampire vulnerabilities, resistances and abilities (see Vampires In General, p.82).



PALE KING

VOIVODJAN VAMPIRE



Artorius, the Pale King of Gilliam-Briarbraddock, comes from the land of Annwn with all his horses and

all his men (leaving all his wolves and all his women to defend his kingdom under the able command of Good Queen Jenny). Black eyed, extravagantly bearded, very cautious, and always in search of new lands to tax, he is undecided as to which side to take in the Slow War, but inevitably heeds the counsel of his Hatter. In the meantime, he hunts the Sphinx and the Unicorn, hoping to recruit them into his army.

Adventures involving the Pale King or his house typically include one or more of the following:

1. Errors and confusions
2. Taxation or audits
3. Jousting
4. Hunting
5. Chess
6. Hats
7. Animals
8. Confections

Taxes demanded by the Pale King are listed on p.158 under "Fees & Taxes Demanded By Members Of The Pale House".

HD 20 HP 95 Speed human

Armor unarmored or as plate **Intelligence** 16

Reference 14th level Fighter

ATTACK

- **2 attacks/round** (no bite or charm attack)
- **Bastard sword** +13 to hit d8+3 damage
- **Grapple** +13 with 16 Strength

- **Misericorde:** A cruciform hardwood (lignum vitae or ebony) stiletto specifically designed for impaling vampires. In a pinch it can be used as an ordinary weapon: d4 damage, no to-hit bonus.

DEFENSE

- If reduced to zero hit points, he will turn into a mist and seep away at 1/2 human speed, reforming at a distance into an inert ordinary-sized chesspiece (a white king) and regenerating 1hp per hour. He remains invulnerable and powerless in this form until he regains 20 hit points and thereupon automatically reverts to ordinary form. However, a drop of blood from another vampire of King or Queen level is sufficient to revive him completely.
- Voivodjan vampire vulnerabilities, resistances and abilities (see Vampire In General, p.82).
- Turns as a 20-hit die undead creature.

SPECIAL

- He can speak the language of all animals and monsters.
- Although possessing no innate **Charm** or bite ability, the Pale King always carries rich foods such as jellies and cakes. Anyone sharing these delicacies becomes totally loyal to the King or whoever provided them until the dessertbearer is slain.
- His crown is worth 40,000gp.



PALE KNIGHTS

VOIVODJAN VAMPIRES



The Pale Knights (or Ordo Perilous) are soldiers in the service of the Pale King. They outrank Pawns, are equal to Bishops, and Rooks outrank them. They are fond of hunting and romance, and are enamored of religious artifacts. They number 4207.

Pale Knights follow a strict and genuine code of chivalry.

They wait on their King in his travels, aiding in the hunt for the Sphinx and Unicorn and, of course, collect taxes (see "Fees & Taxes Demanded By Members Of The Pale House", p.158).

HD 5 HP 20 Speed human

Armor unarmored or as plate-shield

Intelligence 10 Reference 5th level Fighters

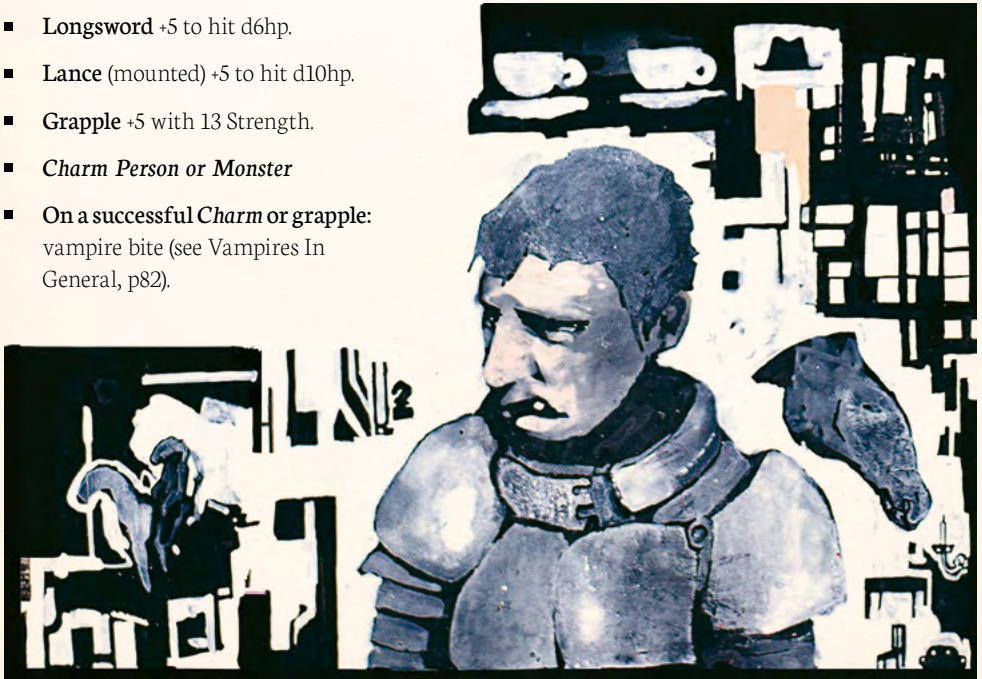
ATTACK

- **Longsword** +5 to hit d6hp.
- **Lance** (mounted) +5 to hit d10hp.
- **Grapple** +5 with 13 Strength.
- **Charm Person or Monster**
- **On a successful Charm or grapple:** vampire bite (see Vampires In General, p82).

- **Misericorde:** A cruciform hardwood (lignum vitae or ebony) stiletto specifically designed for impaling vampires. In a pinch it can be used as an ordinary weapon: d4 damage, no to-hit bonus.

DEFENSE

- If reduced to zero hit points, a Pale Knight will turn into a mist and drift away at 1/3 human speed, reforming at a distance into an inert ordinary-sized white chess knight and regenerate 1hp per round (unlike many other vampires). They remain invulnerable and powerless in this form until they regain their full hit points and then automatically revert to ordinary form. However, a drop of blood from another vampire of equivalent rank or higher is sufficient to revive them completely.
- They turns as 5 HD undead.
- Voivodjan vampire vulnerabilities, resistances and abilities (see Vampires In General, p82).



PALE PAWNS

VOIVODJAN VAMPIRES



These are the commoners of the kingdom of the Pale King. They are divided among themselves into eight ranks and together form the lowest rung in the hierarchy of the Pale House—Knights, Rooks, and Bishops outrank them. They eat pastries soaked in blood and white wine and wear collars with wide ruffs. Their rank determines their hit points and attack bonus.

They wait on their King in his travels, aiding in the hunt for the Sphinx and Unicorn and, of course, collect taxes (see “Fees & Taxes Demanded By Members Of The Pale House”, p.158).

HD 4 **HP** 1-8 (as rank)+5 **Speed** human

Armor as unarmored **Intelligence** 1-8 (as rank)

Reference 1-8 level Thief/Rogue/Specialist

ATTACK

- **Grapple** +5 to hit with 1-8 Strength (as rank).
- *Charm Person or Monster*
- **On a successful Charm or grapple:** vampire bite (see Vampires In General, p.82).

DEFENSE

- If reduced to zero hit points, a Pale Pawn will turn into an inert ordinary-sized white chess pawn and regenerate 1hp per hour. They remain invulnerable and powerless in this form until they regain their full hit points and then automatically revert to ordinary form. However, a drop of blood from another vampire of equivalent rank or higher is sufficient to revive them completely.
- They turns as 4 HD undead.
- Voivodjan vampire vulnerabilities, resistances and abilities (see Vampires In General, p.82).

SPECIAL

The Pale Pawns can transform into white foxes. Same hit points. In this form, they may use their **Charm** abilities, strike at +1-8 for d4hp or bite a helpless victim.

PALE ROOKS

MAGICAL CREATURES



Rooks are hulking 15' tall grotesques that lie inert for days at a time. They outrank pawns, bishops and knights.

Pale Rooks serve the Pale King, and resemble solemn, squinting children in aristocratic garb with massive bald heads 6 feet in diameter and bodies barely large enough to support them. Most evenings, they loll quietly in blood-filled pools in lonely towers, inventing strategems. Their voices are low and thick. They fight in pairs. Most feared are the twins Melded Ed and Eel Wettweel, who, it is said, ate their Quiet Twins from the far side of the Looking Glass. This variety of rook can be Left-handed or Right-handed.

Like all agents of the Pale King, the Pale Rooks will attempt to collect a random tax if they can't think of anything else to do (see "Fees & Taxes Demanded By Members Of The Pale House", p.158).

HD 20 **HP** 100 **Speed** 1/2 human

Armor as chain when unarmored or as plate+ shield in their strange fragmentary armor

Intelligence 15 **Reference** 10th level Fighters with double hit points

ATTACK

- 2 attacks per round
- **Left-handed rook: Morningstar with telescoping chain** d8+2— hits whatever it can see up to 40' regardless of distance. Useless if blinded.
- **Right-handed rook: Mace** d8+2— hits whatever it can reach (even if it can't see).
- **Oversized misericorde:** A cruciform hardwood (lignum vitae or ebony) stiletto specifically designed for impaling vampires. In a pinch it can be used as an ordinary weapon: d4 damage, no to-hit bonus.

DEFENSE

- Immune to magic.



PSEUDOTURTLE

UNUSUAL ANIMAL



While some claim it is a tortoise or terrapin, the Pseudoturtle is actually just a lizard that killed the turtle whose shell it now inhabits, climbed inside, and grew too fat to leave on the forcemeat and fishpies fed to it by the young Elizabeth Bathyscape (long before she became the Heart Queen), who mistook it for her treasured and departed pet. When she finally discovered the ruse, she complemented the creature on its cunning, and took it as her vizier. The Pseudoturtle is 7 inches long and lives in a candy dish full of briny water in Castle Cachtice. It speaks most languages known in Voivodja.

HD 4 HP 23 Speed half human

Armor as plate+shield+3 **Intelligence** 16

Reference 12th level Magic-User

ATTACK

- **Bite** at +6 for d4 plus save vs. Poison or fall unconscious for d6 rounds.
- **Charm or Suggestion** as 14th level Magic-User.

DEFENSE

- Immune to magic (though not magic items).

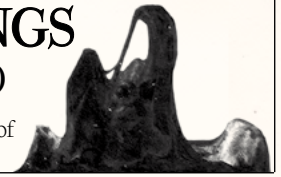
SPECIAL

- The Pseudoturtle may climb into any corpse or carcass in Voivodja and re-appear inside any other.
- The Pseudoturtle is extravagantly gemmed. Its shell is worth 30,000gp.



PUDDINGS

(UNALIGNED)



The rich Puddings of Voivodja are more dangerous than the domestic variety, taste better than the subterranean species, and are more intelligent than either. Since they are only good when fresh, the usual method is to use two or three porcelain forks in an attempt to eat the pudding before being yourself eaten. While the pudding inevitably counterattacks, it neither threatens nor pleads for mercy while it does so, but rather attempts to engage the eater in conversation, attempting to convince its enemy that it is too interesting to devour.

Their voices are pathetic and hoarse and they will not attack vampires. They are typically baked at 2'-3' in diameter, and the recipes are complex.

HD 8 HP 40 Speed 1/2 human

Armor as chain **Intelligence** 15

Strength 10 **Reference** Pudding

ATTACK

- **Dissolve armor** +8 to hit destroys d4 points of Armor per round.
- **Dissolve flesh** (or any substance other than porcelain or saliva) +8 to hit d20hp.

DEFENSE

- Cold attacks slow the pudding to half speed, but make it impossible to eat.
- Heat or electrical attacks do no damage, and improve the pudding's Armor by d4 steps.
- Any physical attack with weapons not covered in spit or made of porcelain divides the pudding into two puddings, both of the same size and hit points.

(continued on next page)...

SPECIAL

- Puddings cannot dissolve porcelain or anything coated in saliva (such as the inside of someone's mouth).
- Eating the pudding requires a successful grapple and causes d4 damage per round of mastication.
- Unusual Pudding recipes or samples of these Puddings are worth 800gp to bakers who do not already have them.
- If characters in Voivodja are, in the course of any adventure in Voivodja, ever looking for evidence of any kind of misdeed and happen to kill a pudding, the proof will be in the pudding.

RABBIT

UNUSUAL ANIMAL



The Rabbit is just that, a small, ordinary-looking white rabbit.

It acts as spymaster and messenger for the Heart Queen, as it speaks all languages. Unless it is carrying something or interacting with another creature, characters must roll under their Wisdom minus 5 on a d20 to passively recognize it as anything unusual, though Referees should mention "a rabbit" (among possibly other woodland creatures) in any description of any situation where it appears. Characters especially conversant with wildlife (rangers, druids, barbarians, wood elves) may receive a bonus to their check. Due to their speed and size, rabbits in general hold a position of respect among the prey animals of the Place and treat other animals imperiously. If players are ever shrunk to the rabbit's size, it will mistake them for employees and order them to aid it in whatever it is doing.

HD 4 **HP** 18 **Speed** 1.5 human

Armor as chain+shield (high Dexterity)

Intelligence 14 **Reference** 7th level Thief/Rogue/Specialist

ATTACK

- *Suggestion* 2/day as 15th level Magic-User.

DEFENSE

- The Rabbit can triple its speed for 3 rounds once per day.



RED BISHOPS

VOIVODJAN VAMPIRES



Bishops act as advisors to their monarchs and chaplains to their knights— to whom they are equal in rank. They command Pawns and bow to Rooks. Red Bishops wear gold masks, serve the Red King, and teach the Gospel of Bleeding.

HD 7 HP 30 Speed human (fly as crows)
2x human

Armor unarmored or as plate **Intelligence** 14
Reference 10th level Clerics

ATTACK

- **Spells** (each twice/day, as 10th level Cleric): *Cause Serious Wounds, Putrefy Food and Water, Cause Fear, Conjure Animals, Command*

- **Special spell** (twice/day):

Tears of Blood:

(No save) Every foe within 50' begins to weep tears of blood, taking d4hp damage per round until the victim defeats a foe or group of foes equal to the victim's total level/HD (Nothing else can dispel or remove this curse). Any holy object the tears touch becomes unholy.

- **Touch of Antithesis** (once/day): A single enemy Cleric touched cannot use any divine magic for two days. No save.
- **Zhu** (steel claw on a stick) +5 to hit d6 damage
- **Grapple** + 5 with 12 Strength.
- **Charm Person or Monster**

- **On a successful Charm or grapple:** vampire bite (see Vampires In General, p.82).
- **Misericorde:** A cruciform hardwood (lignum vitae or ebony) stiletto specifically designed for impaling vampires. In a pinch it can be used as an ordinary weapon: d4 damage, no to-hit bonus.

DEFENSE

- If reduced to zero hit points, a Red Bishop will turn into a mobile pool of blood, seep away at 2x human speed, reform at some distance as an ordinary-sized red chess bishop and regenerate 1hp per hour. They remain invulnerable and powerless in this form until they regain their full hit points and then automatically revert to ordinary form. However, a drop of blood from another vampire of equivalent rank or higher is sufficient to revive them completely.
- Turns as 7 HD undead.
- Voivodjan vampire vulnerabilities, resistances and abilities (see Vampires In General, p.82).

SPECIAL

The Red Bishops can transform into monstrous crows as large as vultures. Same hit points. In this form, they may use their **Charm** abilities, bite a helpless victim, cast *Cause Fear*, or claw as if attacking with a zhu.

Their gold masks are worth 500gp each.



RED BRIDES

VOIVODJAN VAMPIRES



The three Red Brides, Tizala, Ildanna and Ilona, are the jewels of the Red King's harem. Unbeknownst to the Red King, they roam while he is distracted, disguised as black kittens. Two dream of becoming Red Queens: Tizala by slaying the other brides (and framing someone else) and marrying the Red King, and Ildanna by slaying the Red King himself. Ilona is both loyal and obsessively rigid—she is known to have liars and sycophants summarily slain for dishonesty.

The Brides will be curious about—and kind to—characters unless they interfere with their schemes, and they love explaining things and asking questions. If a bride is slain, Ildanna and Ilona will try to recruit a new bride. Ildanna will choose a candidate with an eye toward using her to help assassinate her king.

HD 10 HP 50hp Speed human
(same as kitten)

Armor as leather (high Dexterity)

Intelligence 16 **Reference** 10th level Fighters

ATTACK

- **Dagger**
+10 to hit
d4+2 damage
- **Grapple**
+10 with
16 Str.
- **Charm Person or Monster**
saves at -4 for those naturally attracted to women

- **On a successful Charm or grapple:** vampire bite (see Vampires In General, p.82)

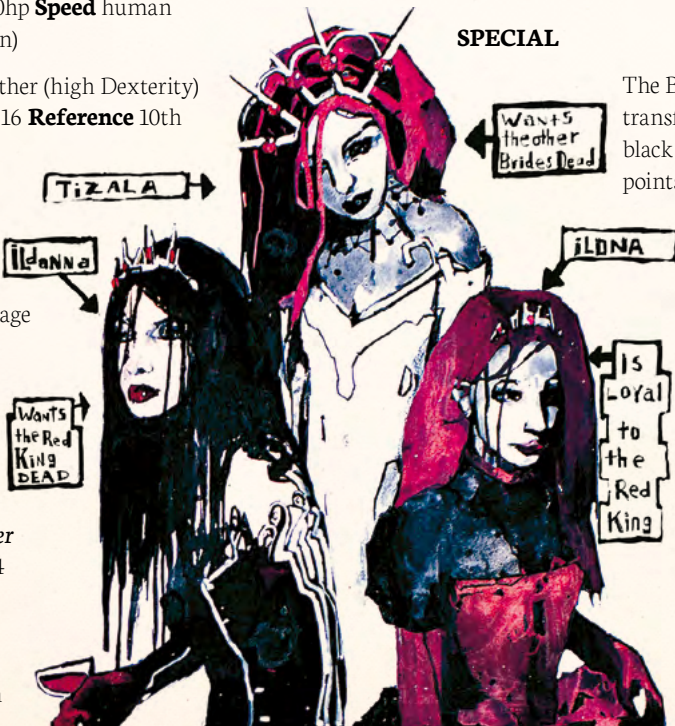
DEFENSE

- If reduced to zero hit points, a bride will turn into a mobile pool of blood and seep away at 3x human speed, reforming at a distance into an inert ordinary-sized chesspiece (a red queen) and regenerating 1hp per hour. She remains invulnerable and powerless in this form until she regains 20 hit points and thereupon automatically reverts to ordinary form. However, a drop of blood from another vampire of King or Queen level is sufficient to revive her completely.
- Turns as 10 HD undead.
- Voivodjan vampire vulnerabilities, resistances and abilities (see Vampires In General, p.82).

SPECIAL

The Brides can transform into small black kittens. Same hit points. In this form,

they may use their Charm abilities and attack once per round at their usual to-hit bonus—clawing for d4 points of damage or biting a helpless victim.



RED KING

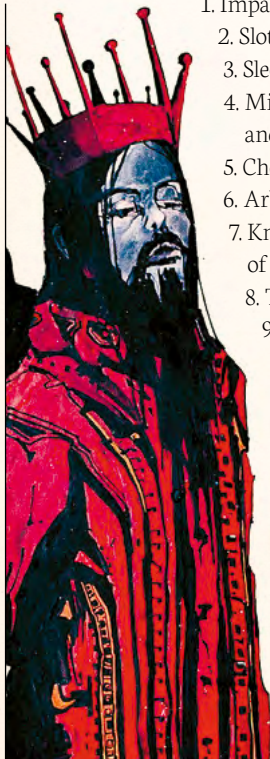
VOIVODJAN VAMPIRE



Vlad Vortigen, The Impaler, The Looking Glass King, Vampire Lord of Southern Voivodja hides on the far side of the looking glass in Castle Poenari. He vies with the Heart Queen for control of Voivodja and seeks her destruction.

During the day, he can usually be found sleeping in a coffin on the Quiet Side of Castle Poenari's mirrors, by night he feasts and schemes. Vain, arrogant, courteous, quick to anger, obliging, and generous when it suits him, and perhaps possessing the trim mustache or calculated beard of the distinguished man of middle years.

Adventures involving the Red King or his house typically include one or more of the following:



1. Impalement
2. Sloth
3. Sleep and nightmares
4. Mirrors, inversions and opposites
5. Chess
6. Arbitrary injustice
7. Knights & the trappings of knighthood
8. The red brides
9. Torture
10. Ancient things
11. Velvet
12. Forgetting

HD 23 HP 105

Speed as human or (flying as bat) 2x human

Armor as leather when not in armor or as plate+shield+2 (thick skin)

Intelligence 17

Reference 16th level Fighter with high Con.

ATTACK

- **2 attacks/round**
- **Bastard sword** +12 to hit d8+2 damage
- **Grapple** +12 with 19 Strength
- **Charm Person or Monster**— saves at -4 for those naturally attracted to men
- **On a successful Charm or grapple:** vampire bite (see Vampires In General, p.82)
- **Misericorde:** A cruciform hardwood (lignum vitae or ebony) stiletto specifically designed for impaling vampires. In a pinch it can be used as an ordinary weapon: d4 damage, no to-hit bonus.

DEFENSE

- Immune to cast arcane magic (not immune to magic items native to Voivodja).
- If reduced to zero hit points, he will turn into a mobile pool of blood and seep away at 3x human speed, reforming at a distance into an inert ordinary-sized chesspiece (a red king) and regenerating 1hp per round. He remains invulnerable and powerless in this form until he regains 5 hit points and thereupon automatically reverts to ordinary form. However, a drop of blood from another vampire of King or Queen level is sufficient to revive him completely.
- Voivodjan vampire vulnerabilities, resistances and abilities (see Vampire In General, p.82).
- Turns as 23 HD undead.

SPECIAL

- He can transform into a large black bat. Same hit points. He may **Charm** in this form, or bite a helpless victim.
- His crown is worth 50,000gp.



RED KNIGHTS

VOIVODJAN VAMPIRES



The Red Knights (or Dragoons) are soldiers in the army of the Red King.

They outrank Pawns, are equal to Bishops, and Rooks outrank them. They are known for their long straight black hair and bright lacquered platemail.

HD 5 **HP** 20 **Speed** human (fly as bats)
2x human

Armor as leather when unarmored or as plate+shield+1 (thick skin) **Intelligence** 10

Reference 5th level Fighters

ATTACK

- **Bastard Sword** +5 to hit d6 damage
- **Throwing Axe** +5 to hit d4 damage
- **Pike** +5 to hit d10 damage
- **Grapple** +5 with 13 Strength
- **Charm Person or Monster**
- **On a successful Charm or grapple:** vampire bite (see Vampires In General, p.82).

- **Misericorde:** A cruciform hardwood (lignum vitae or ebony) stiletto specifically designed for impaling vampires. In a pinch it can be used as an ordinary weapon: d4 damage, no to-hit bonus.

DEFENSE

- If reduced to zero hit points, a Red Knight will turn into a tiny lizard and creep away at human speed, reforming at a distance into an inert ordinary-sized red chess knight and regenerate 1hp per round (unlike other vampires). They remain invulnerable and powerless in this form until they have 20hp and then automatically revert to ordinary form. However, a drop of blood from another vampire of equivalent rank or higher is sufficient to revive them completely.
- They turns as 5 HD undead.
- Voivodjan vampire vulnerabilities, resistances and abilities (see Vampires In General, p.82).

SPECIAL

Red Knights can transform into bats. Same hit points. In this form, they may use their **Charm** abilities or bite a helpless victim.



RED PAWNS

VOIVODJAN VAMPIRES



These are the commoners of the kingdom of the Red King. They are divided among themselves into eight ranks and together form the lowest rung in the hierarchy of the Red House—Knights, Rooks, and Bishops outrank them. They have their lower legs replaced with long lean needles, and stride—15' feet tall or more—across the land, impaling small creatures and eating them. On rare occasions, they are pressed into service by their King. Their rank determines their hit points and attack bonus.

HD 4 **HP** 1-8 (as rank)+5 **Speed** human

Armor unarmored **Intelligence** 1-8 (as rank) **Reference** 1-8 level Thief/Rogue/Specialist

ATTACK

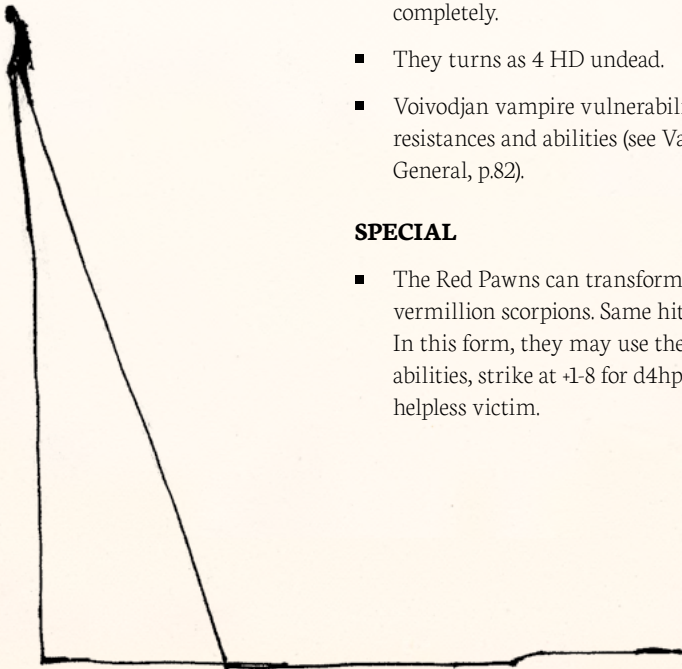
- **Impale** (with legs) at +1-8 (as rank) to hit for d8 damage.
- **Grapple** +5 with 1-8 Strength (as rank).
- **Charm Person or Monster**
- **On a successful Charm or grapple:** vampire bite (see Vampires In General, p.82).

DEFENSE

- If reduced to zero hit points, a Red Pawn will turn into a swarm of gnats and fly away at human speed, reforming at a distance into an inert ordinary-sized red chess pawn and regenerate 1hp per hour. They remain invulnerable and powerless in this form until they regain their full hit points and then automatically revert to ordinary form. However, a drop of blood from another vampire of equivalent rank or higher is sufficient to revive them completely.
- They turns as 4 HD undead.
- Voivodjan vampire vulnerabilities, resistances and abilities (see Vampires In General, p.82).

SPECIAL

- The Red Pawns can transform into vermillion scorpions. Same hit points. In this form, they may use their **Charm** abilities, strike at +1-8 for d4hp or bite a helpless victim.



RED ROOKS

MAGICAL CREATURES



Rooks are hulking 15' tall grotesques that lie inert for days at a time. They outrank pawns, bishops and knights.

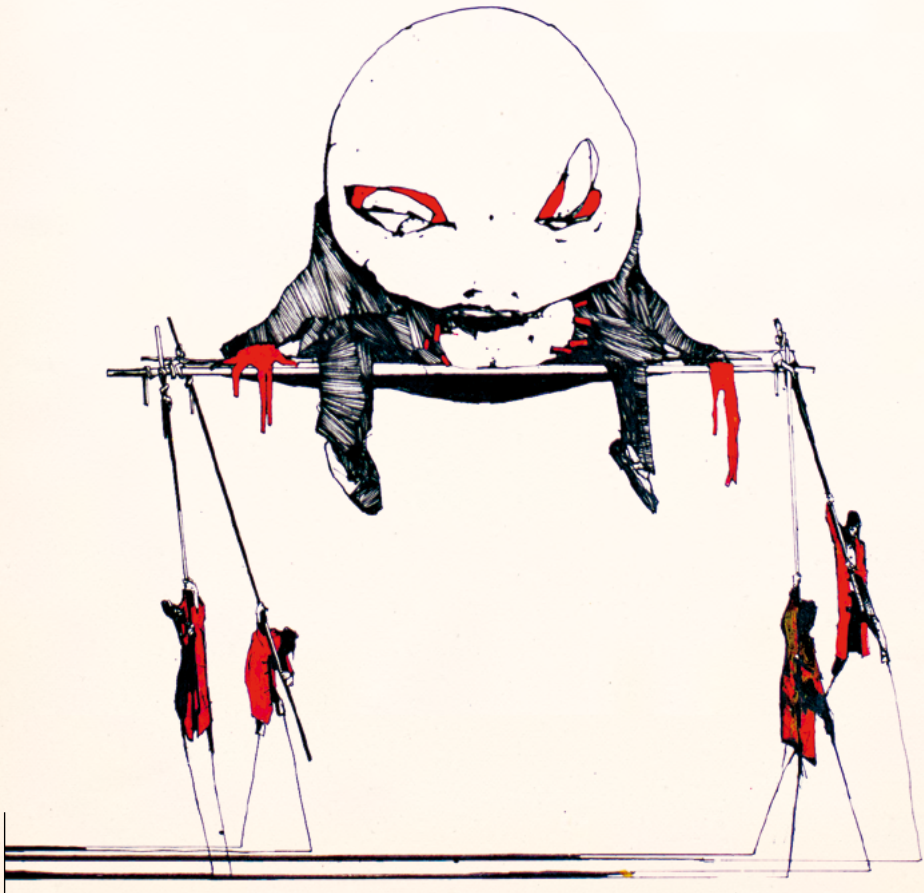
Red Rooks (or Moddochs) serve the Red King. They possess gruesomely frowning domelike faces and arms and legs like afterthoughts. By night, they are moved about on palanquins by teams of red pawns.

HD 20 HP 100 Speed half human

Armor as chain **Intelligence 15 Reference**
10th level Fighters with double hit points

ATTACK

- **Riddle:** Red Rooks may ask one foe a riddle per round:
 - The foe may not move (though s/he may speak) until the riddle is answered.
 - An incorrect answer does 2d6hp damage to the victim (who still may not move).
 - Saying "I don't know" or otherwise giving up inflicts 3d6 damage to the victim (who still may not move).
 - This state of affairs lasts until the Red Rook is slain or the riddle is answered (by anyone in earshot of the victim).



- However: Red Rooks (and Referees that run them) are known to occasionally give nonsense riddles intended to have no answers, such as “What has 47 claws and is made of pain pies?” in which case “That riddle has no fucking answer” or suchlike response is wholly acceptable, and will break the spell.

- **Throw things:** pull up clods of earth or floor and throw them +6 to hit d8 damage.
- **Bite:** +6 to hit d8 damage. (If being attacked with a weapon keeping the attacker at arms reach, may bite the weapon.)
- **Misericorde:** A cruciform hardwood (lignum vitae or ebony) stiletto specifically designed for impaling vampires. In a pinch it can be used as an ordinary weapon: d4 damage, no to-hit bonus.

SOME SAMPLE RIDDLES:

Five brothers wearing transparent masks, crowded warmly, wrapped together in cloth and in leather. Who are we? (Toes)

I sail a misted sea, my face ever-changing, examining a silver world. Who am I? (Moon)

I press my face to the wet walls in the dark, seeking salt and sugar. Who am I? (Tongue)

You appear when I break. Who am I ? (Dawn)

What makes you like the Heart Queen's hairdresser? (You both need to die/dye)

When I scream and spit, people come to visit, smiling. Who am I? (Tea kettle)

DEFENSE

- Immune to magic.
- Red Pawns are sometimes hidden inside Rooks, in which case d10 may emerge and attack should the Rook be slain.

SLEEPER

MAGICAL CREATURE



A spy of the Pale King capable of taking two forms: a very tired doormouse or the corpse of a very beautiful woman. As a doormouse it can speak all the languages of humans and animals, if somewhat incoherently, and move a little, as a corpse it can only lie there. Its typical tactic is to lie in some inconspicuous place and listen for useful information. Its major virtue is it can be used for near-instantaneous communication— as a mouse, it can move from inside any teapot or jar in any location and instantly reappear curled up at the bottom of any other teapot or jar in Voivodja.

HD 4 HP 16 Speed 1/4 human

Armor (hits are automatic) **Intelligence** 6

Reference 4th level Thief/Rogue/Specialist

ATTACK

None.

SPECIAL

- Teleportation: see above.
- Transformation: see above.
- Anyone eating the mouse falls asleep for 3 days.



SPADES

SEE ORDER OF SPADES

SPHINX

(UNALIGNED)

The Sphinx hunts the Unicorn and never catches it. She views humans, vampires and the like as unthinking animals engaged in meaningless and random activity. She values books, which she consults for intelligence on the Unicorn, and has, like most creatures of Voivodja, ideas. Unlike them, she is able to distinguish good ideas from bad ones.

HD 15 HP 70 Speed 2x human (has wings but does not fly, can *Spider Climb* at normal speed)

Armor as plate+shield+2 **Intelligence** 20

Reference 12th level Magic-User

ATTACK

- **Two claws** at +8 for 2d4hp each or...
- **The Sphinx knows excellent jokes in most languages**; they function as *Hideous Laughter* spells that affect anyone in earshot and last a length of time, in rounds, equal to the targets' Wisdom. She is much disappointed that the creatures of Voivodja are generally too mad or stupid to appreciate them.
- **The Sphinx knows riddles in most languages**; they function much as *Maze* spells except the targets remain present but stupefied. Alternately, the Referee may ask genuine riddles, which should be treated as riddles asked by a Red Rook (see above).



DEFENSE

- If reduced to 20 hit points or less, the Sphinx becomes depressed and discourses upon the vicissitudes of battle, her difficulties with the Unicorn, and the deplorable state of her hair. All present must save or be overwhelmed with sympathy as if *Charmed*. Skilled hairstylists or barbers may reverse the *Charm* if they agree to cut her hair and make both a successful Dexterity and Intelligence check.

SPECIAL

She speaks all languages and knows, practically speaking, nearly everything worth knowing: what is magic and what isn't, where invisible things are, etc. She gives a general impression of omniscience, despite being unable to find The Unicorn. If unsure whether to give an answer and a mechanic seems appropriate to a situation, assume she has a 95% chance of knowing anything.

TIGER



The Heart Queen owns a tiger, so I put its stats here. It has no taste for vampire flesh.

HD 6 HP 24 Speed 1.25x human

Armor as chain **Intelligence** animal

Reference Ankylsaur, no, wait—tiger

ATTACK

3 attacks: 2 claws +6 to hit, d4+1hp and a bite +6 to hit, d10hp. If the first two claws hit the same target, the tiger may make two additional claw attacks in the same round on that target. Which sucks.

TOVE

(UNALIGNED)

Lithe and slimy, these long-bodied, loose-skinned burrowing reptiles (the size of a stretched badger) can be found wound around the pilasters supporting sundials in the sad green gardens of the Place of Unreason. They emerge quickly from the earth, wind round their victim's legs and burrow into their entrails and organs. Some also drop from trees. Each tove specializes in attacking one kind of organ—this one only livers, that one only glands, etc. They do this purely out of malice, as they live on cheeses.

HD 3 HP 12 Speed walk, burrow or climb as human

Armor as plate+shield (Dexterity) **Intelligence** Animal **Reference** wolverine

ATTACK

- **Surprise strike** (first round on new target only): +8 to hit, 2d12hp.
- **Gyre into flesh**: autohit: d12 per round (only if first strike succeeds, otherwise they will not attack but flee into the earth.)



UNICORN

(UNALIGNED)

The Unicorn lives in constant fear of the Sphinx. It views, in its animal way, nearly all life in Voivodja as an unclean carnival of Lovecraftian horror. It does little other than fight or flee. However, if presented with cake, it will eat it. It is fond of virgins as well.

HD 17 HP 80 Speed 2x human

Armor a plate+shield+2 **Intelligence** animal **Reference** unicorn

ATTACK

- **Hoof/hoof/bite** at +5 to hit for d6hp/d6/d12, or
- **Gore** at +7 for 2d12. This may be treated as a stake for purposes of vampire slaying.

DEFENSE

- Immune to magic and poison (though not magic items).

SPECIAL

- The Unicorn may pass behind any tree and, instead of appearing on the other side, appear walking out from behind any other tree in any dense wood in Voivodja— as if coming out from behind a curtain. This only works if The Unicorn is not also simultaneously observed from the far side of the original tree— that is, if it is not also observed from a point of view where The Unicorn appears to be passing in front of the tree. Therefore hunting parties tend to try to surround it.
- The hair of the Unicorn's mane is worth 10,000gp altogether to any alchemist or clothier.
- The Unicorn's horn confers immunity to poison (only if whole) and is worth 20,000gp.

VAMPIRES IN GENERAL

VAMPIRE BITE:

- If a grapple or **Charm** is successful, a vampire may automatically bite the next round (d4hp damage) and will drain a level (or HD) from his/her victim, adding its class levels and hit points to his/her own.
- A vampire may not do anything else in a round where s/he bites.
- If s/he successfully slays a victim in this way, the victim will become a vampire of the same type of the lowest rank (pawn or ace). It will be subject to the vampire's will until she is permanently slain. Unless the campaign is cool with vampire characters, a character has 42 hours to find a way to reverse the process (see below) before going mad with bloodlust.

COMMON TO ALL VAMPIRES:

- Direct sunlight or a silver or wooden stake through the heart will slay a vampire permanently. Garlic will hold them off for 1 round, eating it causes d4x10 damage.
- Drinking holy water does 7d6 damage.
- The touch of holy water or silver causes d6+1hp damage.
- They can see via echolocation in the dark but prefer to use their eyes.
- They are immune to poison, falling damage, and all forms of mind control (other than the power of a superior vampire or magic that controls undead). They cast no shadow, have no reflection, and have no counterpart in the Looking Glass world (the Quiet Side).

- Female vampires may walk in the daytime so long as they employ parasols marinated in unholy water.
- The severed tongue of a virgin, if placed in a vampire's mouth, will do 2d10 points of damage.
- Transforming into an alternate form does not take an attack/action but it must be the vampire's turn (i.e. a vampire cannot willingly transform in response to character action until its part of the initiative cycle).
- A natural 20 rolled with a wooden stake on a vampire by a character announcing their intent to stake should be considered a stake through the heart, a failed stake does no damage.
- If the vampire is being grappled or otherwise restrained by two or more limbs, a modified 22 or better with a wooden stake on a vampire by a character announcing their intent to stake should be considered a stake through the heart. For these purposes, the attacker should receive a +2 per limb restrained. Note however that most vampires will transform at the first opportunity if restrained.
- Vampires are worth zero experience points unless permanently slain, not just removed temporarily as obstacles by reducing them to 0hp.

VOIVODJAN VAMPIRES ONLY:

- Running water paralyzes them and they cannot cross it while conscious, even in the air (though they may go under it, as through a tunnel beneath a riverbed).
- They fear wells.

NEPHILIDIAN VAMPIRES ONLY:

- Clean running water causes them d4 hit points of damage if they are immersed, but they can cross it.

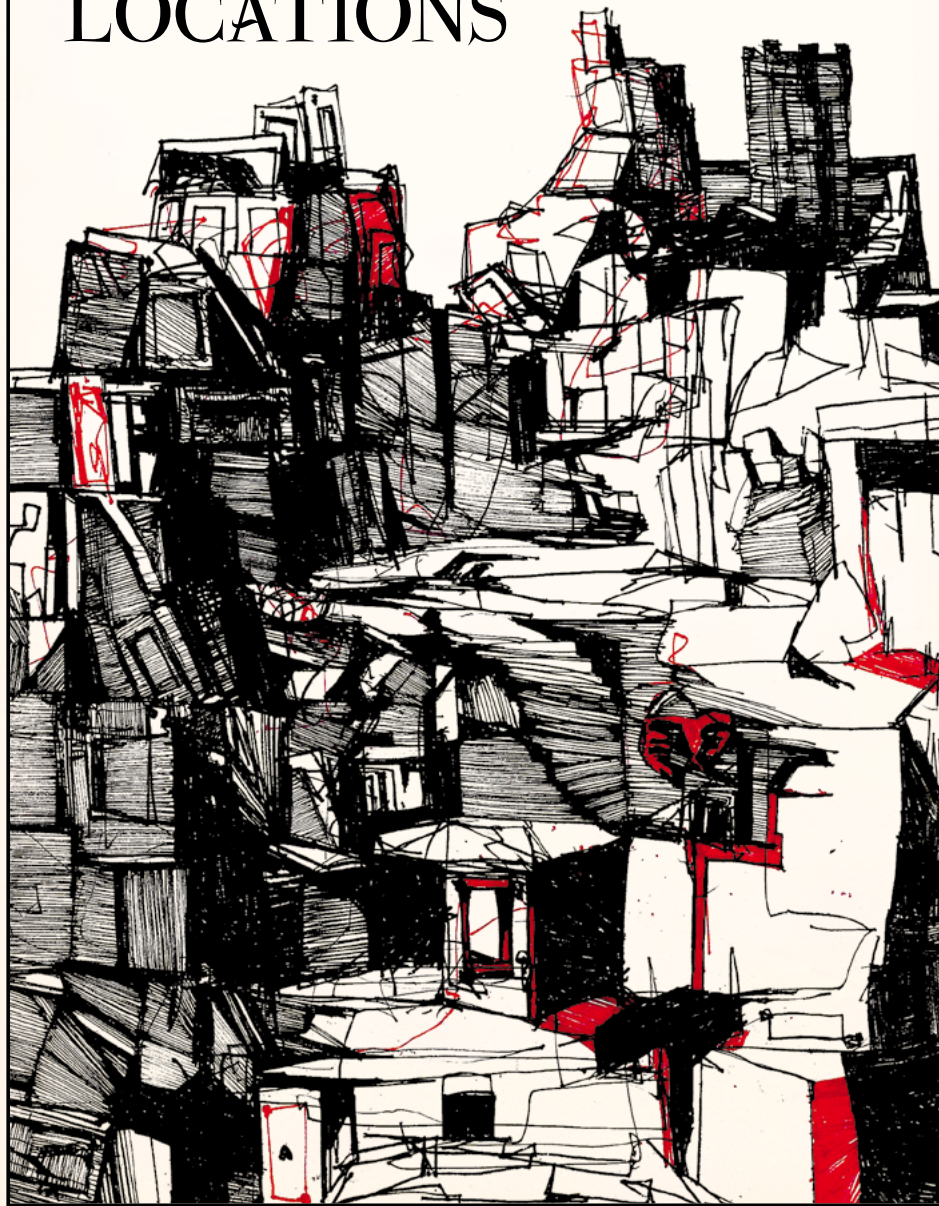
CHARACTERS & VAMPIRISM

It is likely that, during adventures in Voivodja, one or more characters will be turned into vampires. If you and your players are any good at this game then there is, after that, a good chance the vampire that transformed them will be slain. It is up to the Referee to decide, before running adventures in the Red Lands (like right now maybe) whether, in this case, the player dies, remains an independent vampire, or returns to human form. The author recommends that if the character is allowed to remain an independent vampire, the Referee should aim to make the condition extremely inconvenient but interesting.

If you want to make it possible to return to human form, know that the midwives and white-haired hedge Clerics of the Orb Loc will aid friendly adventurers in exchange for a promise of some form of aid— finding a lost child, slaying some dangerous local creature, etc. They are caretakers of the Ritual of Unbinding which can return a vampire's humanity if it was created less than 42 hours earlier and its master has been slain. The ritual requires that the afflicted visit every place s/he visited after his/her transformation in reverse order, then personally slay another vampire and then afterward be married to a wild boar.



IV. ADVENTURE LOCATIONS



CACHTICE, THE CARD CASTLE & POENARI, THE LOOKING GLASS PALACE



he homes/fortresses of the monarchs of Voivodja might come into play for any number of reasons. If used as dungeons, they should provide a decent challenge for players of levels 9-13 without very many magic items.

While no single thing in either of these dungeons is likely to be by itself weird beyond anything you can handle, it is possible for the accumulation of small weirdnesses (things in the dungeons plus things the players bring to the table in the form of magic items, curses, etc.) may begin to overwhelm any Referee's ability and/or desire to keep track of and/or make sense of them. If this happens, feel free to eliminate or simplify the distortions and irregularities imposed by the dungeons, so long as you can do it in a way that is fair to the players while preserving the sense that the distortions of time and space do have some internal logic.

Note also that both of these locations will run very differently depending how familiar the players are with Voivodja. Much that is strange will seem ordinary to players who earned their levels in the Red Lands. For veterans of the Red Lands, both of these adventures will take on a more tactical and less exploratory cast.

For the best results in adventures using these places, assume the Heart Queen and Red King want something from at least one of the characters—something they can't get by simply killing them. It could be a piece of information that only a particular character possesses, a unique talent, aid in some desolate scheme, etc. Having the major vampire fall in love with a character is a classic, and can work surprisingly well—so long as the vampire's demands become ever more terrifying. This will complicate the encounter enough to keep things interesting— if the King or Queen just shows up at the end and fights the party, part of their potential is lost.

CASTLE CACHTICE, THE CARD CASTLE

he home of the Heart Queen (also known as The Heart Castle) is a useful location to have on hand: players can go there to retrieve stolen objects, negotiate with the House of Hearts, smuggle spies out, get lost looking for a stray croquet ball or, at high levels (9-13), plan an all-out infiltration or assault in search of the immense wealth deep within.

The castle has three sections that work in three different ways:

The outer defenses and grounds, the first floor, and the Duchess' tower are only a "dungeon" if the characters antagonize the inhabitants. In addition to some secrets and tricks, they also have a lot of strictly functional rooms. The general idea in these areas is to provide a backdrop for characters to interact with NPCs. Unless the characters are being actively pursued, you can let characters search suites of rooms quickly rather than slowing things down to a door-by-door "dungeoncrawl" rhythm. In other words: if the characters have not pissed anyone off yet, treating the lower area like a dungeon will be really boring until and unless the characters reach the Dark and Narrow Hall (23).

However, once the characters reach **the second floor** (where gravity is distorted), it will probably be clear to any inhabitants who care that the characters are intruders and they will react accordingly. Depending on how the party handles the NPCs they come across, this place can be another backdrop for social encounters (albeit

an unusual one), or it can quickly become a very deadly dungeon indeed. The constant necessity of negotiating the vertical hallway shafts should keep things interesting.

No one but the Queen is permitted in **the hidden levels beyond the Hall of Hissing Statues** (p.86) so unless circumstances are very unusual, this area will act and feel much like a classic dungeon.

OTHER NOTES

he castle is located atop a steep and heavily forested mountain.. Overall, the palace inhabitants will not react wholly rationally to invaders. Guards will be summoned and attack if the characters appear to be dangerous or larcenous, but most of the palace population will attempt to go about its business, and castle NPCs will rarely monitor the guards' progress.

There are 40 guards total, d6+2 of whom will initially appear to deal with any obvious disturbance above the first floor. They let the tiger handle security on the lower floor. Like a great deal of architecture in the Place of Unreason, the space in the castle is totally irrational—there is no agreement between the interior and exterior.

The castle and its outer walls are made of stone.

Only more-or-less permanent inhabitants are included in room descriptions. Every room outside the Hidden Levels has a 1-in-4 chance of having a randomly determined Castle Cachtice inhabitant in it, but if you forget to roll once in a while, it's OK.

Rooms are all dripping with furnishings of every description. If someone is in a room and needs, say, a chandelier, it's not a problem. Furnishings are generally worth their weight in gold. Selling them inside Voivodja is not easy.

While the vampires only leave at night, the interior of the windowless castle is active at all hours. While the Red King's Castle Poenari is ruled by the day and night cycle of its Looking Glass King, Cachtice is a much more complex and social place— something like a spacious and insane hotel during a convention weekend.

Ceilings are 40' tall unless otherwise noted, the castle is lit by lamps 30' apart.

If there is any trouble in the castle while the Heart Queen is present she will utter **Power Word: Crawl**, turn into a wolf, and head for her chambers (remember she gets two actions per round).

Any unlabelled room is just a regular hall.

Due to the spatial distortions inside, tunneling through the exterior walls will land interlopers in an entirely random room.

If the characters end up, gravitywise, in a position where they're constantly climbing, assume there are two ways to negotiate the rooms: slowly and safely using pitons, extra ropes, etc. (traversing a room is a matter of minutes and should not require rolling) or quickly and unsafely (lots of rolls to see if the characters fall). Assume there are plenty of wall fixtures to anchor ropes to.

MAGIC IN CACHTICE CASTLE



visitors are often warned that they “shouldn't use magic” in the castle. Every spell or active use of magic items (i.e. a character activating a spell or magical effect that is not continuously “on”) by anyone other than the Queen or her thralls results in a tear in reality (already so frayed in the palace). The user must roll under his or her level on a d20: on a success the effect works normally, if not the spell works in a strange way to be determined by the Referee (guideline: the effect should be no more dangerous to the party than if the original spell were cast by foes), but either way, immediately after the spell takes effect the user is transported to a random room in the palace and that room is subjected to a random Perplexity Of The Interior (of the Uncommon type— see the table p.172). Usually this means the spell effect takes place in the original room and the caster has no idea if it worked, though comrades will.

In addition, if it is **divine magic**, the user's holy symbol and any other sacred objects s/he is touching will begin to burn, doing d8 damage. Using divine magic a second time will cause the items to begin to bleed, doing d8 more. Using it thereafter will cause a piercing shriek to echo through the halls that shatters all the glass around for 200' and that everyone in the palace will notice, and the damage will recur as well. None of these restrictions apply to the creatures of the House of Hearts.

If a spellcaster (or anyone else) is separated from the party and has been in the castle long enough to more-or-less know the way back, the Referee should try to make the process relatively frictionless so long as the character is moving through the lower levels.

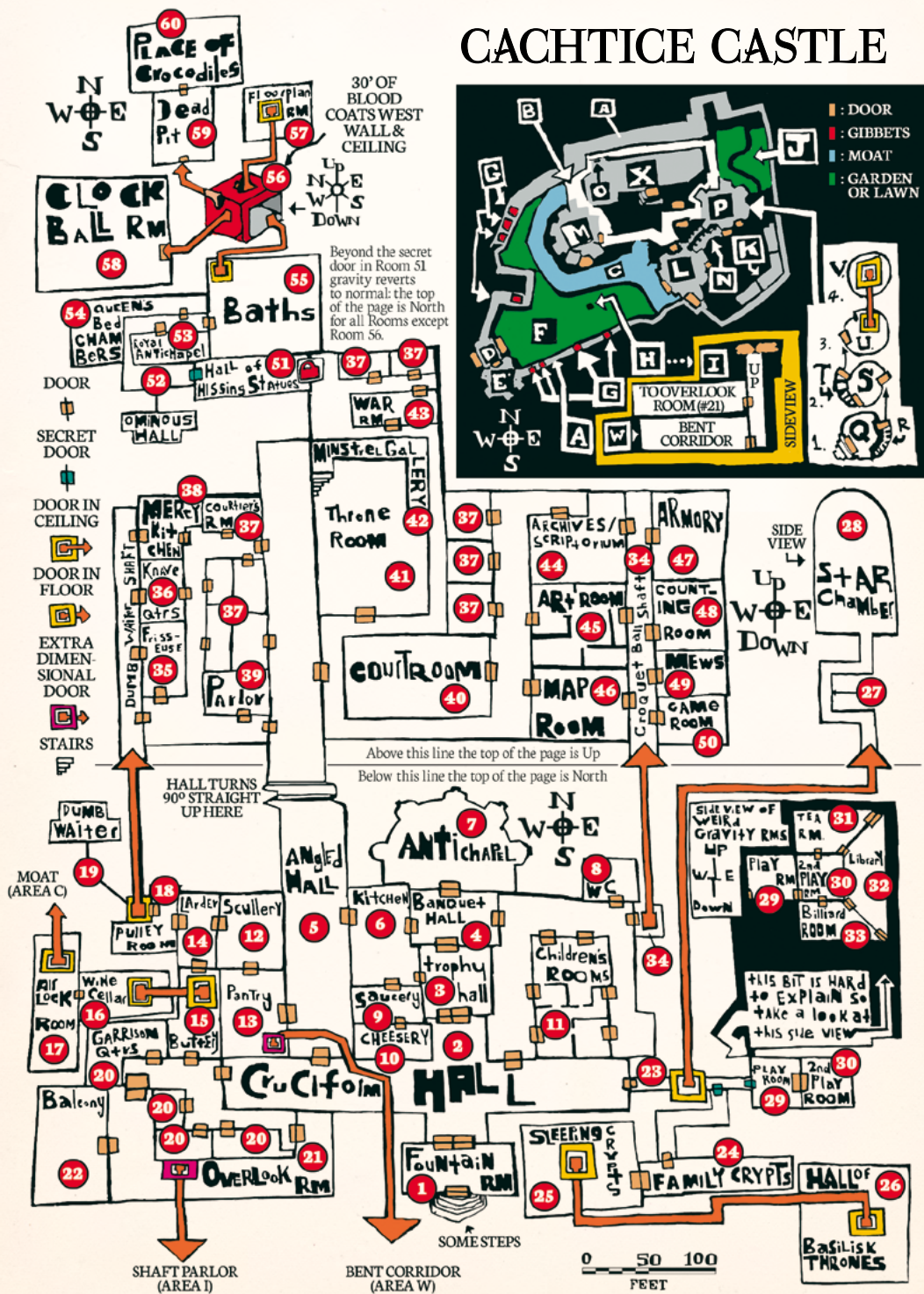
RANDOM ENCOUNTERS

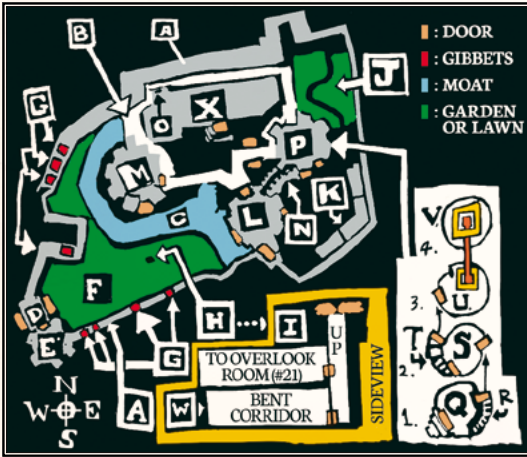


roll here for every room outside the Hidden Levels, but if you forget to roll once in a while, it's OK. Also roll here every 2 in-game minutes or whenever the characters make a lot of noise. Inhabitants are generally Diamonds of random level unless otherwise noted.

d100 RANDOM ENCOUNTER

1	King Of Hearts	30	Astrologer
2	Heart Queen	31	Actor
3	Female Heart (child)	32	Courtesan
4	Male Heart (child)	32	Page
5	Pseudoturtle	33	Squire
6	Prisoners (criminals)	34	Huszar/Club (1-10)
7	Prisoners (red Knights)	35	Merchant
8	Prisoners (virgins)	36	Falconer
9-10	Guards (clubs)	37	Minstrel
11	Majordomo (domestic Boss)	38	Spy (roll again for cover)
12	Ten of Clubs	39	Midwife
13-14	Kitchen Servants	40	Old Relative of Queen or King
15	Cook	41	Smith
16	Stable Guy	42	Ostler
17	Tutor	43	Porter
18	March Hare about to deliver message from House of Hearts to Pale King	44	Gaoler
19	Hatter delivering message from Pale King	45	Chamberlain
20	Colorless Knight delivering message to Colorless Queen	46	Keymaster (has key to each room except Hall of Hissing Statues)
21	Red Bishop delivering message from Red King	47	Tailor
22	Minstrel	48	Embroiderer
23	Jester	49	Food Taster
24	Doctor	50	Accountant
25	Rabbit	51	Painter
26	Herald	52	Baker
27	Torturer	53	Ozwick
28	Nurse	54	Librarian
29	Astronomer	55	Poet
		56	Sculptor
		57	Architect
		58	Engineer
		59	Carpenter
		60	Tapestry-Making Type People
		61	Castle Brewer
		62	Sphinx (lurking, trying to get into Library)
		63	Knave Of Hearts
		64	Cheshire Cat
		65	Duchess
		66-70	Footmen In Livery
		71-00	No Encounter





OUTER DEFENSES & GROUNDS



eilings in this area are 9' high unless otherwise marked. The palace itself (X) is much taller than the surrounding towers, though its exact height changes from hour to hour. However it is irregularly-shaped enough that once a creature manages to climb over the Walls (A and B), getting to the roof of the windowless palace is a trivial task.

A OUTER WALLS

- 25' high.

B INNER WALLS

- 35' high.

C MOAT

- Stagnant.
- **d6 LITTLE CROCODILES** nearby (d4 more arrive each round if someone falls in until there's 20) and several swans.
- The crocodiles eat the swans all day and no-one cares.
- The lawn and drawbridge are 15' above the surface of the moat.

- 70' deep.
- At the bottom there's a **CONCEALED HATCH** to the **AIRLOCK ROOM** (17). It can be opened easily despite the hydrostatic pressure.

D OUTER GATEHOUSE

- 60' tall.
- East and west doors lead from ground floor to exterior (west) and **CROQUET GROUNDS** (F) (east).
- South door leads to **TURRET** (E).
- Contains **WINCH** to lower drawbridge.
- Occupied by **2 CLUBS** at all times.
- Window is 50' up.

E TURRET

- 60' tall
- d4 female **CLUBS** of rank 5 with crossbows occupy this turret at all time.
- By day they employ parasols and some employ parasol-crossbows— though the practicality of this radially-strung experimental weapon is much debated.
- Arrow slits 50' up— archers cannot hit things coming in from the extreme left or right.

F CROQUET GROUNDS

- The first time characters see this place they'll see **2 RANDOM INTELLIGENT CREATURES** (p155) about to fight a duel.

G GIBBETS

- Eight gibbets (cages hanging from posts) around the croquet grounds.
- To determine their **OCCUPANTS**, roll d4 1-Red Pawn 2-Red Knight 3-Red Bishop 4-Roll on Castle Cachtice Personnel, if the result indicates the King or Queen, that gibbet is actually unoccupied.

H RABBIT HOLE

- In the overgrown grass.
- Can be found as a secret door. Rangers and Druids get a +4 to find it.
- Leads to **SHAFT PARLOR**

I SHAFT PARLOR

- 100' shaft.
- Contains ordinary (worthless) parlor furnishings (books, paintings) along walls. There is a door 50' down that leads to a door in the **OVERLOOK ROOM** (21).

J GARDEN

- **NAGEIRES**, one of each kind.
- Well hidden secret door beneath a stone bench leading to Bent Corridor (W).

K STABLES

- This area isn't terribly interesting but has **d100 HORSES** (mostly Warlanders and Quarterhorses) at any time. Contains horse stuff.
- Roofs 15' high

L MAIN GATEHOUSE

- 60' tall.
- West door usually up and locked but when extended there is a drawbridge that reaches across the moat to the **CROQUET GROUNDS** (F).
- The east and west doors bring visitors into the lower level's central (10' wide) corridor which contains...
 - 6 murder holes in the ceiling (12' high) through which boiling hogfat may be dropped (2d6 damage to everyone in 5' radius, save for half damage)

- 6 crossbow slits— 3 on each wall along each wall and portcullises that can be dropped on either end.

- These are manned by **2d6 CLUBS** at all times.
- The north and south doors connect the tops of the **OUTER WALLS** (A) to the areas in the gatehouse flanking and above the central corridor that contain the portcullis and drawbridge controls and access to the outside of the murder holes and crossbow slits.
- Players finding a way into the outer areas will find a **RANDOM INTERCEPTED COMMUNIQUÉ** (p.160) in a desk.

M SERVANTS' GATEHOUSE

- 60' tall.
- Guards: **d6 CLUBS** at all times.
- South door to grounds, East door to top of **INNER WALLS** (B). Door usually up and locked.

N ARCH BRIDGE

- 50' up.
- **GUARD** in centre of bridge in gatehouse: **3RD LEVEL CLUB**.
- Reaches from roof of **MAIN GATEHOUSE** to roof of **DUCHESS TOWER**.

O CISTERN

- On roof of **PALACE** (X) (elevation variable). Water is gathered here for cooking.
- **15 CROCODILES** live in it.
- The basin is a 30' wide cylinder. The water 10' deep.
- If attacked, the steel grate beneath must take 50 points of damage to allow access to the shaft below leading to the **SCULLERY** (12).

P DUCHESS TOWER

- 60' tall.
- Ceilings 9'.
- Window 35' up that leads to the **UPPER LEVEL** (U).

Q DUCHESS TOWER LOWER LEVEL

- **CHESHIRE CAT** will be here.

R LOWER STAIRWELL

- **ROSE NAGEIRE** choking stairwell.

S DUCHESS TOWER MID LEVEL

- Pile of 8 sofas. Smells awful.
- Slicing open the lone blue one will reveal a corpse. The **PSEUDOTURTLE** will be in the corpse.

T MID STAIRWELL

- **PUSHING PIG** is here.
- It is an ordinary pig that will try to push intruders down the stairs. If attacked it will squeal loudly, alerting anyone nearby.

U DUCHESS TOWER UPPER LEVEL

- Upper Level 35' up, with a window.
- Bed, books, gourds.
- If searched: 3 random potions of any kind, a stove with a pie in it, a box full of black birds, candies shaped like children with runes on their foreheads.
- In a cabinet behind jars of what appear to be golf tees is a secret door to the **TOWER ATTIC** (V).

V DUCHESS TOWER ATTIC

- A well.

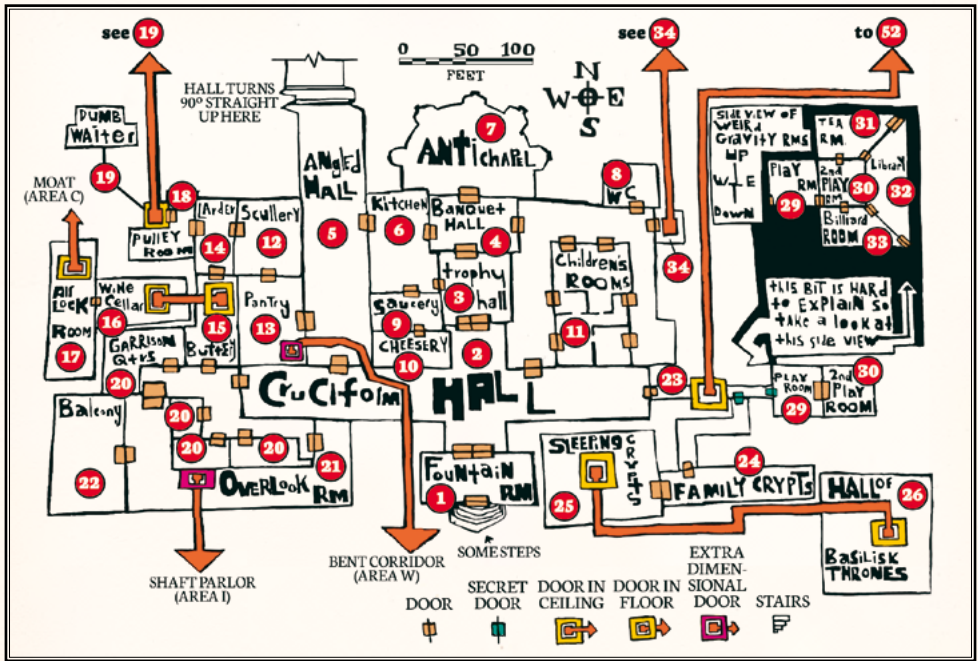
- It appears to go down 50' into where the lower floors should be but doesn't due to a spacial distortion. Anyway it has a **DUCK** in it that swims inevitably counterclockwise.
- Inside the duck is a small golden heart that's the Duchess' soul— she will do a lot to keep it safe.

W BENT CORRIDOR

- As soon as everyone goes around the bend in this bent corridor, the entrance the characters came in through will disappear.
- Behind the wallpaper is a 1' high **LOCKED SECRET DOOR** leading to the **GARDEN** (J).
- Beneath a loose tile another **LOCKED SECRET DOOR** in the ceiling leads to the **PANTRY** (13).
- Searching for secret doors a third time reveals a glass table (that was there all along?) with a tiny **KEY** on it. It will fit the garden door.
- If the pantry lock is picked, no-one on the far side will notice.
- If the door is forced down, anyone in the kitchen area (**SAUCIER, SCULLERY MAID and PUDDING**) will hear.

X PALACE

- Stone, height varies wildly but due to its irregular shape it's climbable.
- The unstable architecture shifts subtly and continuously like the built and rebuilt card castle of a fickle child god. There's a **BALCONY** (22) 50' up and windows into the **OVERLOOK ROOM** (21).
- Other windows or balconies visible from outside the palace cease to exist on further inspection.



THE LOWER LEVEL

There are no guards other than those noted but there is a **TIGER** who freely roams the lower level—roll d20 to see which room it starts in when characters enter and move it randomly to a nearby room each round. If it sees any intruders, it roars, and the guards will come running. A grotesque fish-headed **FOOTMAN IN LIVERY** keeps track of the whereabouts of the tiger, and periodically warns inhabitants to stay out of whatever room it is in. How the tiger opens doors is unclear.

1 FOUNTAIN ROOM

- Fountain carving features four stylized lions gnawing on an enormous jade snake, their heads almost meeting in the middle. It is broken and the water simply sits stagnant.
- It has several exotic fish—one is **Viliac**, a **NEPHILIDIAN SPY** (Colorless Knight).

2 CRUCIFORM HALL

- Ceilings 70'.
- Dexterity check while moving or else create a loud echo.

3 TROPHY HALL

- 20 standing suits of chain and plate armor from all the conquered peoples of Northern Voivodja.

All are in excellent condition and cursed. Wearing one will cause missiles to automatically hit the wearer and only **Remove Curse** will allow a wearer to remove it.

- An elaborately carved cabinet with the words "Do not open" in most known languages stands in the corner. It is locked but will yield to even a failed attempt to pick the lock and the door can easily be torn off.

The rest of it cannot be moved or destroyed by any means, however.

It is filled with **RIGHT HANDS**.

A thin, invulnerable, unbreakable filament connects each hands' wrist to the inside of the cabinet.

The hands will leap up to 10' to grab any available limb on any intruder at +8 to hit— one hand per creature within range.

The sole purpose of the hands and attached filaments is to allow their targets to be easily tracked by guards.

Each hand's grip is unbreakable by any means and the filament can stretch infinitely, winding around corridors, extending across gorges, etc.

If the target goes through an extradimensional portal, the filament will as well.

The cord is too thin and slippery to use as a climbing rope, and will simply stretch further if any weight is put on it.

Teleportation will sever the cord.

After one week, any grabbing hand will wither, die and fall off its target.

4 BANQUET HALL

- Very large table, set.
- Red and gold patterned wallpaper (is that a heart or cobra?). 20' ceilings.

5 ANGLED HALL

- Starting at the door to the KITCHEN (6), the corridor goes 20' north and then then the corridor bends and continues straight upward 200', and gravity for Castle NPCs and furnishings follow suit, adhering as if gravity pulled north at that point.

(Imagine as if the hall terminated in an empty elevator shaft but the carpet and chairs just continued straight up the shaft's wall)

No NPC will cross the horizontal/vertical wall/floor divide while the characters can see them.

- At the very top (last 10') the hall is next to the **CISTERN SHAFT** (room O, p91).

50 points of damage to the west wall at the top will cause water to gush out and the lower levels to be flooded to a depth of 3 feet in 20 rounds— vampires caught in the hall or first floor are treated as if they are in running water.

6 KITCHEN

- Lots of knives, oven, etc.
- A large hemispherical dish cover surmounts a pan containing a sleeping **PUDDING**.

7 ANTICHAPEL

- 6' deep baptismal font full of blood.
- Gold iron maiden hanging over it in the form of an inverted crucifix.
- At the bottom of the font is a key to the **HALL OF HISSING STATUES** (51).
- Any NPC here is probably praying when the characters come in.

8 WCS

- No mirrors

9 SAUCERY

- Contains a mustached **SAUCIER** who babbles incessantly about his fear of the tiger.

10 CHEESERY

- d8 ordinary sized **MICE**.

11 CHILDRENS ROOMS

- No beds, some playpens, scattered toys.

12 SCULLERY

- Toothsome **SCULLERY MAID**.
- 50 points of damage to the west wall will cause the first floor to be flooded to a depth of 3 feet as the **CISTERN** (room O, p.91) drains, vampires caught are treated as if they are in running water.
- If the front doors to the castle are not closed, this water will drain completely away after one minute.

13 PANTRY

- Breads, flour, etc.
- Secret door to **BENT CORRIDOR** (W).

14 LARDER

- Meat and fish.

15 BUTTERY

- The butter rests in great cubes 4 feet on every side.

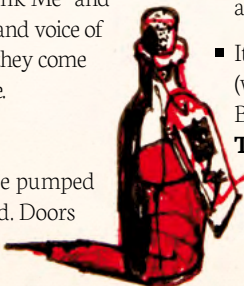
Why it's here is a mystery as the purpose of a buttery is to keep liquor in; luckily, there are various brandies, whiskeys, etc. here too. Trapdoor leads to **WINE CELLAR** (16).

16 WINE CELLAR

- One of these bottles (19 minus Wisdom rounds to find) is labelled "Drink Me" and will give the imbiber the face and voice of the first vampire or footman they come across. Lasts 10 minutes. 1 dose.

17 AIRLOCK ROOM

- Machinery allows water to be pumped out of this room in one round. Doors to wine cellar seal perfectly.



18 PULLEY ROOM

- The dumbwaiter can be controlled from here.

19 DUMBWAITER SHAFT

- One adult or two halflings or children may fit in the dumbwaiter.
- From the point of view of someone who has the same gravity as the furnishings on the upper floors, the dumb waiter will appear to move sideways.
- It can reach every room to which its shaft is adjacent.
- It can be controlled from the **PULLEY ROOM** (18) or from any of the rooms to which it is adjacent but it can't be controlled from inside.

20 GARRISON QUARTERS

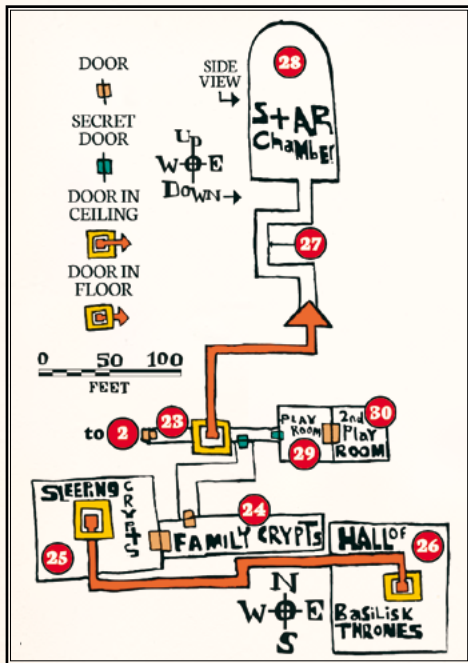
- Sparsely furnished. No beds.

21 OVERLOOK ROOM

- Fine view of the croquet grounds across the moat.
- 60 tables set with centrepieces, condiments and tablecloths.
- Hidden under one tablecloth, set into the table is an extradimensional door leading to a door in the wall of the **SHAFT PARLOR** (Room I).

22 BALCONY

- More tables as **OVERLOOK ROOM** (21) above.
- It's 50' above the surrounding grounds (which, naturally, makes no sense). Beneath one tablecloth is a vicious **TOVE**, coiled round a table leg.



23 DARK AND NARROW HALL

- 4' wide. The ceiling is 200' tall but the torchlight from the wall sconces only goes up 30'.
- 8 paintings along the walls.
- Investigating the ceiling reveals that it is actually coated in blood 30' deep (gravity points ceilingward for this trough of blood but not necessarily for those finding it).
- Hidden in the middle of the ceiling is a trapdoor leading to the **TWISTING SHAFT** (27) (the blood will drain through the shaft and into the **STAR CHAMBER** if this door is opened).
- Anyone spending more than a round in this pool must save every round to avoid drowning.
- Behind a 10' tall equestrian portrait of the King of Hearts is a secret door to the **FAMILY CRYPT** (24).

24 FAMILY CRYPT

- Dead royalty from long ago.

25 SLEEPING CRYPTS

- Most castle personnel sleep in individual sarcophagi attended by a **FOOTMAN IN LIVERY**. **10 RANDOM NON-ROYAL PERSONNEL** will be asleep at any given time.
- Examining a loose stone in the floor reveals a secret door leading to the **HALL OF BASILISK THRONES** (26).

26 HALL OF BASILISK THRONES

- See **DECAPITATED LORDS** in the Beasts and People section.

27 TWISTING SHAFT

Note: this section of map (Rooms 27 & 28) is vertical— right is still east but up is up, not north.

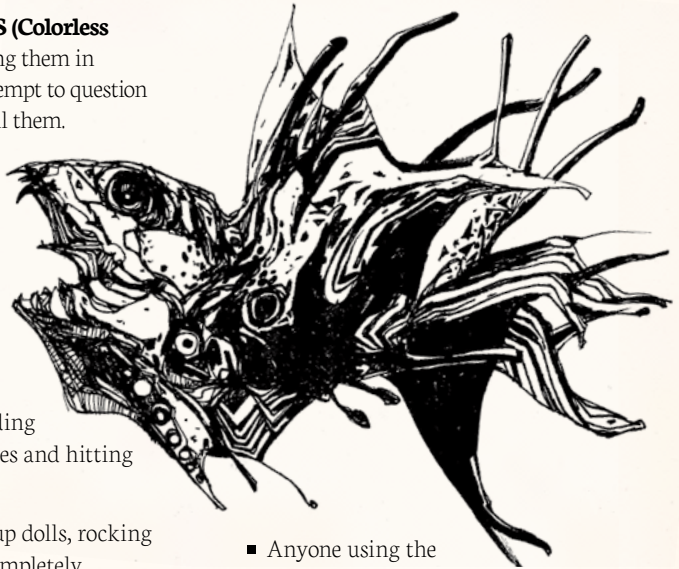
- 2'x2 wide shaft.
- Once the hidden door in the ceiling of the **DARK AND NARROW HALL** (23) is open blood will flow up through the twisting shaft and into the **STAR CHAMBER** (28).
- Surmounted by a 60' high gold dome.
- Unless someone stops the blood from room 23 draining through here the ceiling will be flooded like a reverse punchbowl (gravity still goes ceilingward for the blood).
- There will be no light unless the characters bring it.
- The blood pool will be full of eerie glowing bioluminescent jellyfishlike sea creatures that evolved over the eons the blood has been there (due to a time distortion).

28 STAR CHAMBER

- **6 NEPHILIDIAN SPIES (Colorless Knights)** are hidden among them in aquatic form; they will attempt to question the characters and then kill them.
- At the top of the dome (save to avoid drowning) are 10 gold ornamental stars in the walls worth 2,000gp each.

29 PLAY ROOM

- Inevitably contains **d4+1 HEARTS** of d10 level riding **MOME RATHS** in circles and hitting each other with sticks.
- Also: marionettes, wind-up dolls, rocking horses and a dollhouse completely blocking the east wall.
- There is a shrike (disguised **LEVEL 10 SPADE**) in the dollhouse that will immediately fly away at the sign of any disturbance and warn the guards, who will wait patiently in the Dark and Narrow Hall to trap and flank the intruders rather than barging in and following them.
 - Anyone shrunk to mouse size entering the dollhouse will find a book in the dollhouse labelled "Read Me" (illegible at normal size) explaining there is not a secret door in the east wall of the center room on the lowest floor of the dollhouse.



- Anyone using the secret door (at small size) or simply moving or destroying the dollhouse will find that most of the East wall is missing and the way to the **SECOND PLAY ROOM (30)** is clear.

30 SECOND PLAY ROOM

- This room is identical in every detail (including any incidental damage that may have recently occurred and any creatures or objects in it) to the **PLAY ROOM (29)**, with four exceptions.

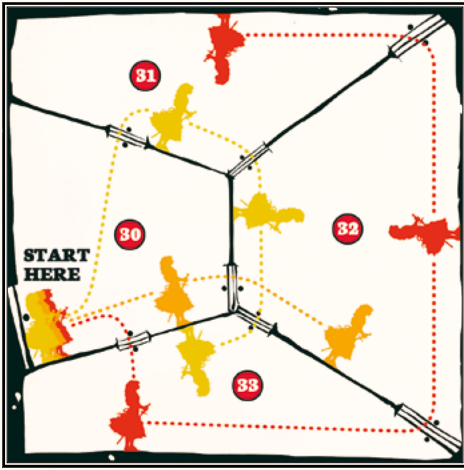
Two are obvious: the west wall is, of course, missing and this room's dollhouse is intact and its secret door's still secret.

Less obvious (Wisdom check or explicitly say you're checking for differences): there's a small area rug in the middle of the floor and an identical rug adhered to the ceiling.

- Underneath both rugs are trap doors and there is another passage behind the dollhouse (and the dollhouse's secret door) just like in the first **PLAY ROOM (29)**.



- Also visible to anyone in the dollhouse: there's an Eat Me pie that will grow them to normal size in the doll kitchen (not larger).
- Anyone at any size specifically checking the east side of the dollhouse for secret doors will find a tiny **SECRET DOOR**.



■ *Library Diagram: side view facing north.*

WEIRD GRAVITY ROOMS

This cul-de-sac of rooms is based on the mathematical concept of the tesseract or hypercube and can be very confusing. A few details:

- Each room looks entirely “square” from inside the given room, the distortion in the diagram is just there to help the Referee to understand how the gravity works. To a character inside, the walls and floors appear to meet at 90 degree angles.
- So, for example, if a character enters room 31 through the ceiling trap door in room 30 then the floor will seem level, there will appear to be two doors on the east wall— an ordinary door and another door inexplicably aligned along the ceiling above it.
- Once a creature enters one of these rooms, his/her personal gravity depends on which door s/he enters through and what path s/he takes thereafter.
- See the Library Diagram to see how gravity works in these rooms.
- A simple shorthand to understand for these rooms is: the transition through the doors will appear to make sense to the character.

Walking through a door in front of you set “ordinarily” into a wall will bring you out through a door set “ordinarily” in a wall behind you, going up through a door in the ceiling above you brings you up into a room where the door you just came through is set into the floor, going down through a door in the floor will bring you out into a room where the door you just came through was in the ceiling.

- The characters will not necessarily realize they are “on the ceiling” (or wall or whatever), although the odd placement of doors and furniture will, of course, be obvious.
- When the characters leave this area, note that their gravity may now be pulling in different directions than before. This persists throughout their stay in the palace until it is altered for some reason. Characters in the same party may end up with different gravities.
- Items acquire the gravity of their bearers.

31 TEA ROOM

- Parlor set for tea.
- The furniture’s gravity treats the trap door as on the floor.

32 LIBRARY

- Contains many books on shelves stacked floor to ceiling, but also, more surprisingly, on shelves flat against the ceilings (defying gravity) and floors.
- One-foot wide pathways separate the shelves into grids on every surface.
- Contains **SPHINX**, crawling along the bookshelves, she will be polite unless molested and if a character expresses confusion at the gravity situation she will simply say “Four dimensional gravity is confusing for humankind...”

33 BILLIARD ROOM

- A billiard table, etc.
- The furniture’s gravity treats the trap door as on the ceiling.

UPPER LEVELS



These rooms are all tilted 90° and their gravity goes north. Furnishings and palace NPCs treat what characters think of as the north “wall” as the floor and the south “wall” as the ceiling. Note that on the map the compass has been changed to reflect this.

34 CROQUET BALL SHAFT

- Like an elevator shaft, full of croquet balls, access to other levels below.
- They are piled up to the door of the **COUNTING ROOM** (48).
- A Strength check is required to descend, and a Constitution check is required to avoid suffocation (d12 damage per failed check).
- A **4 of HEARTS** sits in the doorway to the **ARCHIVES/SCRIPTORIUM** (44) dropping croquet balls (d6+3hp) on anyone who sticks their head up. Anyone below the **COUNTING ROOM** (48) opening a door onto the shaft floods the room with croquet balls.

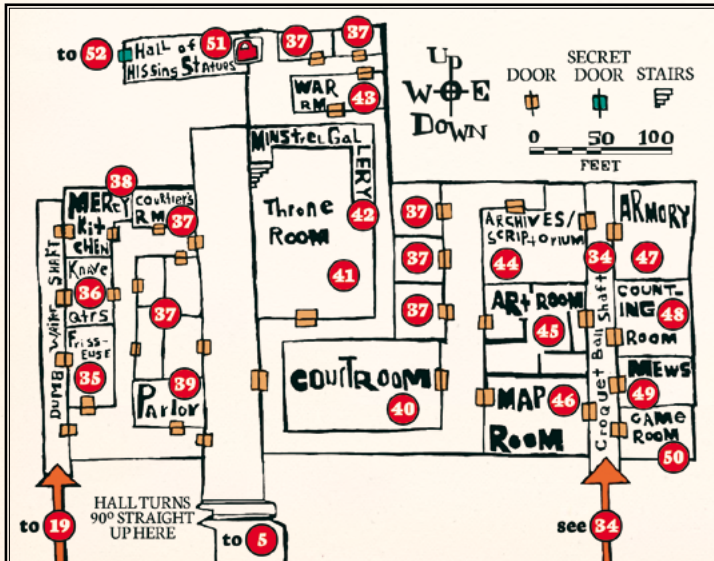
35 FRISEUSE'S CHAMBER

- The ladies and more stylish gentlemen of the court come here to have their hair styled.
- The **FRISEUSE** has enormous black spectacles and a high witchy tangle of black hair.
- Her room is lined with looking glasses, and she will know intruders for what they are by their reflections.
- She is secretly an assassin of the Colorless House (a **COLORLESS PAWN** with the abilities of an 8th level Thief/Rogue/Specialist) and carries silver scissors and a potion that disguises her true form for 8 hours at a time.

36 KNAVE'S QUARTERS

- Bedroom, bed covered in earth.
- Portrait of knave on horse.
- In box beneath bed: **PUDDING**.
- Inside pillow: d4x1,000gp hidden along with a diary detailing the knave's recent

schemes (make one up or use this: he plans to steal the pudding from the **KITCHEN** (6) and breed puddings for pudding fights, then sell tickets). These plans are written backwards (Intelligence check to realize this) and can be deciphered by holding them up to a mirror.



37 VARIOUS COURTIER'S CHAMBERS

- Bedrooms (with beds covered in earth).

38 MERCY KITCHEN

- A pleasant, quiet kitchen, furnished with many foods fit for human consumption and 2 doors that only lock from the inside.
- Soundproof.

39 PARLOR

Candy dish with **PSEUDOTURTLE** in it.

Hidden in a standing suit of armor is a magic misericorde stiletto +1.

40 COURTROOM

Anyone formally charged and anyone who can be taken alive will eventually be brought here.

The accused are housed in a phone-booth-like glass box suspended 10' off the ground in the center of the courtroom by a chain. See Trials, p.21.

41 THRONE ROOM

- 40' ceilings.
- The throne is of grey basalt, pinpricked with lurid green impurities.
- On the wallpaper behind is a symbol that might be a heart or might be a cobra's head.
- 15' up, 18 Virgins hang from cords like fishing weights, tied in compact, anguished postures, their bodies pierced by narrow, chopstick-sized stakes from every direction.

A steady trickle of blood falls from their bodies onto the polished tile.

Bastard swords have been shoved in their mouths up to the hilt, exiting at the base of the skull.

The swords, if removed, are now dripping with unholy magic.

42 MINSTREL GALLERY

- The minstrels lie dead, slain by the tiger. One of them has one of the 6 fragmentary maps of the castle, roll d6 to see which one.

43 WAR ROOM

- If not otherwise engaged, the **KING OF HEARTS** will be here as will three **LEVEL 10 CLUBS**, plotting strategy or simply listening to the king being neurotic.
- Maps of Voivodja on walls, charts keeping track of military movements, large, (currently) accurate 3d model of Voivodja made entirely of cards. Careful examination of the model reveals that it shows the position of anyone in the Garden zones at the moment characters entered this room.

It does not depict the layout of the castles or the contents of the forests— seeing the Interiors is possible by carefully removing cards on the sides (like removing the walls of a toy skyscraper) but extremely time-consuming and risky: a 20th level Thief/Rogue/Specialist can find a single piece of information on a successful Dexterity check in half an hour without knocking the whole house down, for each level below 20, the check is at -1 and for non-Thieves/Rogues/Specialists a base modifier of -10 applies on top of that.

Shrunk characters can traverse the model freely but must make a similar roll every 5 rounds to avoid knocking the house down— if it falls while they are in it, they will die.

44 ARCHIVES/ SCRIPTORIUM

- Large drawers leading up to the ceiling.
- Any information the Referee wants the characters to be able uncover about scheming in the House of Hearts or the locations of things can be hidden here.

45 ART ROOM

- The **KEEPER OF THE QUEEN'S PICTURES** is Banville Mask, a spy for the Pale King (fights as a **PALE KNIGHT**).
- He will not attack and will only call for guards if characters seem to be endangering the artwork (worth five times its weight in gold but awkward to carry), but will attempt to engage them in conversation, plying them for information about the other Houses and any unusual rooms they might've uncovered.
- In combat he will utter a **Power Word: Crawl** which will cause everyone else in hearing range to save (as vs. 13th level caster) or crawl, moving at half speed and attacking at -4 until they eat something or leave the castle. He may do this once per day.

46 MAP ROOM

- Atlases of Oon-Suin, Qelong, Vornheim, Carcosa, Zembla, Cronopia, The Flatland, Lands of the NegaTsar, Cobalt Reach, The Goblin Palace of Gaxen Kane, Nephilidia, The Kraal, The Hexenbracken, The Colossal Wastes, The Isles of Oth and the Unknown, Tekumelia, Viriconia, Deathfrost Mountain, The Well-Remembered Realms, Tlon, Drownesia, and any other place you want in your campaign.
- Books include whatever text, illustrations or maps are most likely to make your players want to visit the subject of the atlas.
- If a character succeeds in a search check, s/he'll find one of the damaged castle maps of Castle Cachtice (roll d6 to determine which one) in a hidden drawer and, once the first drawer is found, another random fragment for minute of searching thereafter. A maximum of 4 can be found.

47 ARMORY

- Contains the characteristic weapons and armor of the Heart's House forces in vast quantities, crowded together.
- After d4+1 rounds, Fighters will be able to spot a Rapier of Un-Naming (+1)— (see "Name Loss" under Instant Forest and Garden Complications, p.165)— as well as a Vorpall Bolt which, when fired, will go clean through everything in its path and keep going straight, doing d20 damage to living things and putting a 1/2" diameter hole through walls, stone, etc. until it reaches the edge of the earth and speeds off, impaling other worlds and features of the cosmos in a straight line forever.

48 COUNTING ROOM

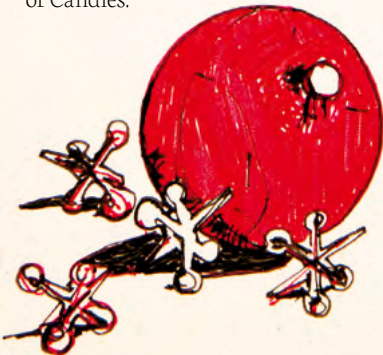
- A hall of records and accountancy, drawers in all directions.
- If characters spend 15 minutes analyzing these records they'll find conclusive evidence of massive frauds against the Heart Queen, implicating any member of the House of Hearts you care to mention except the King. But who are we kidding?

49 MEWS

- Queen's hunting birds in cages.
- Most impressively: 5 well-trained Gyorslan Rot Eagles 3 feet long worth 3,000gp each.
- Also, a leather falconry gauntlet: Once a month, the wearer will be able to unfaillingly cast **Suggestion** on anyone naturally attracted to whatever gender the wearer is with a touch of the glove.

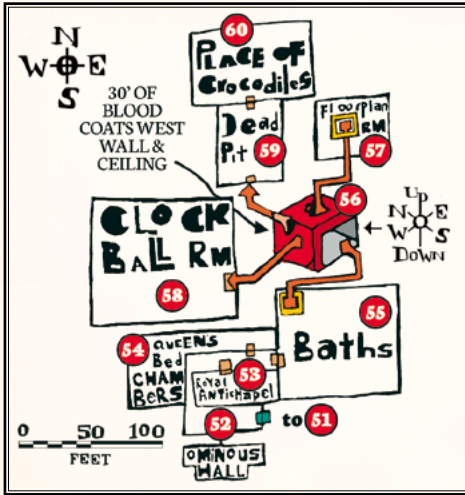
50 GAME ROOM

- Darts, cards, rare copies of Dwimmerfrost Doom, Dwarfmother Landfortress, Tel-el-Yoon, and A Soc Rac.
- There is a 90% chance d4+1 **RANDOM CASTLE CACHTICE INHABITANTS** will be here, playing some incomprehensible game like Puppies and Floss or Master of Candies.



51 HALL OF HISSING STATUES

- It is always deserted here— and eerily quiet except for the hissing coming from the many life-sized alabaster statues including one of a mounted female knight in pointed shoes.
- All but the Queen are forbidden, most inhabitants believe it's a dead end and also believe the Queen keeps most of her wealth inside the statues. (She doesn't, they're full of **COBRAS**— save or be bitten, if bitten, save or be poisoned for d12 damage, if your players insist on fighting them, make up some stats.)
- If the PCs enter here, no-one will pursue them.
- At the west end behind the statue of the female knight (the only equestrian statue in the hall) there's a secret door to the **OMINOUS HALL** (52). It can only be found by someone specifically examining the shoes, which twist and activate the secret door.



HIDDEN LEVELS



urnishings, etc. are twisted back to ordinary gravity here, except where noted. Remember: there is no chance of random encounters in these rooms.

52 OMINOUS HALL

- Pitch black and dead quiet.

53 ROYAL ANTICHAPEL

- Three orphans hung by the neck.

54 QUEEN'S BEDCHAMBERS

- Sumptuous.
- Everything here is worth twice its weight in gold.
- In among the clothes is a suit of black leather armor the queen wore when she was a baroness, with a simple red cobra-hood device stitched into the chest. So long as it is worn the wearer's blood will give off an unappetizing odor to blood-drinking and carnivorous creatures and, if drunk, the wearer's blood will do d6hp per round even to creatures immune to poison.
- Only diary entry (in Old Voivodjan): 'How do the gods kill?'

55 BATHS

- Ceilings 200' high.
- Light is sparse.
- MAGIC DOES NOT WORK in this room.
- 35' above the floor, virgins twist in various asymmetrical kinbaku-like postures of restraint, impalement, decapitation and torture in a dense mesh of knots, pikes and cords, dripping a continuous slow rain of blood into the large, 5' deep baths that take up most of the floorspace in the huge room.

The net of atrocity is anchored like a spider web to sconces built into walls of stone which cannot be climbed, will not take adhesive, and cannot be pierced.

- There are dozens of small white-burning candles floating on small saucers in the baths below somehow giving off enough light to make out the mesh and a door-sized opening set into the ceiling, 20' from the west wall, aligned along the north wall.
- There are 6 living virgins in among the tangle of dead, one of whom will immediately die if her position is changed in any way. The remaining ones are rescuable and getting them all the way out of the castle is worth 3,000xp each.
- Fliers will find gravity begins to increase dramatically about 120' up and they will be violently and inescapably pulled back toward the virgin mesh around 130'.

(The point is that to get to the ceiling or high on the walls here you'd have to go through the weird gravity rooms on the low levels or think of something especially weird like solidly stacking 200' of furniture and climbing it.)

56 VAST CUBE

This room is kind of confusing, so check the 3D picture on the map.

- 200' on each side.
- Characters entering from the baths come through a door in the south wall.
- There is a **DOORWAY** in the north wall located 160' from the east wall and 160' up from the floor.
- **MAGIC DOES NOT WORK** in this room.
- No light sources.
- The ceiling and west wall are coated in (gravity-defying) baths of blood to a depth of 30'.
- The walls are of the same stone as those of the Baths except the north wall, which will accept both adhesives and stakes hammered by hand.
- The north wall is climbable as a regular Dexterity check for a 20th level Thief/Rogue/Specialist, at -1 for each level below plus -5 for non-Thieves/Rogues/Specialists.
- In the center of the west wall (at the "bottom" of the blood pool) is a trap door (concealed by all the blood) to the **CLOCK BALL ROOM** (58).
- In the center of the ceiling (at the "bottom" of that blood pool) is another trap door (also concealed) to the **FLOORPLAN ROOM** (57).
- Hiding beneath the stale blood pools are **12 RAVENOUS NEPHILIDIAN PRISONERS**, 6 along each wall.

They attack as **COLORLESS KNIGHTS** and wear 200' chains around their necks anchoring them to the walls their pools are adhered to.

The prisoners' gravity is the opposite of their pools', and they will attack by waiting for characters to climb out on the walls in a dangerous place then "drop" down onto the characters from above or west.

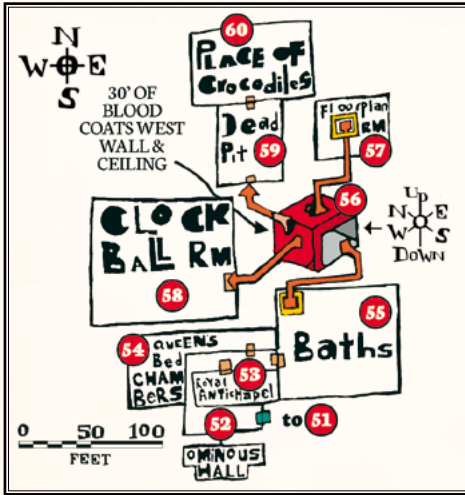
They are unarmed but have 17 Strength, 50 hit points each and will claw for d8 plus 1 more per every ten feet fallen.

- Note that from the entrance it is a 100' 'drop' to the west wall for anyone whose gravity points west and a 200' 'drop' up to the ceiling for anyone whose gravity points up.
- The blood pool's ambient temperature will mask the vampires' body heat from those with heat-based vision while the vampires are submerged until they are within 40', at which point they will be an ominous blur.

57 FLOORPLAN ROOM

- Blood will rush through from the ceiling of the **VAST CUBE** (56), filling the entire room (volume measures mean nothing here)— though gravity will point down for anyone and everything but the blood.
- Anyone swimming inside will find a well-appointed drafting room containing a large piece of parchment containing a map of the entire castle (currently) other than the details of the **PLACE OF CROCODILES** (60).
- The map will be basically legible despite the blood and changes made to the room layout will be noted.





58 CLOCK BALL ROOM

- The door from the Vast Cube opens up in the middle of a 40' high wall.
- The blood will drain out of the west wall of the Vast Cube into this (400' x 400') room, coating the floor (the blood's gravity goes down in this room) to a depth of 10 feet (volume measures mean nothing here).
- Wooden guard rails extend from the floor (above the blood) completely covering the floorspace with a twisting, maze-shaped path along which a 15' diameter solid iron ball rolls.

One circuit takes one minute— this is a maze clock and it keeps the time for the entire castle.

- When the ball reaches the east end of the labyrinth, some mechanism beneath clicks, the floor tilts, and the ball rolls back west— when the ball reaches the west end of the labyrinth the same thing happens in reverse and it starts rolling through the labyrinth back the other way.
- The ball cannot be destroyed, but a few things can happen with it:

- Creatures in its path will take d6x10 damage.
- If it can somehow be blocked, time will stop in the castle for 3d6 rounds for anyone who wasn't in the clock room when the ball was stopped. After that, the ball will crush the obstacle and continue.
- If the rails are destroyed, the ball will roll off the track, time will stop as above and the ball (and gallons of blood) will roll through a hole in the floor and begin to carve a completely random path of destruction through the castle (which the characters can follow if they manage to keep up). The rolling will go on forever, with the ball appearing randomly at intervals in the castle's rooms for all time, though the flow of time for everyone will resume as soon as the characters lose sight of the ball.
- If the path of the ball is somehow reversed, the last minute of time is unwound. The characters are back where they were one minute before.

59 DEADPIT

- A circular pit nearly as wide in diameter as the room is set into the floor.
- It contains thousands of dead virgins and is 200' deep.

60 PLACE OF CROCODILES

- The **HEART QUEEN** is usually here.
- Also: **d4 GUESTS** with 80 hit points each, and **8 LITTLE CROCODILES**.
- 500 pairs of shoes worth d4x1,000 per pair and one pair of magic stillettos— the Cruel Shoes— with sharpened silver heels that may double as stakes, do d6+1hp and grant the wearer +1 Dexterity.

This room has special rules:

- The Place of Crocodiles involves something of a problem of representation because walking through the door brings the characters into an extradimensional space with irrational gravity that the human mind is not equipped to handle.
- Show the players the unmarked picture of the Place of Crocodiles as soon as they enter. (see opposite page).
- They will be confused— this is ok, it's meant to be confusing. Simply trust that the picture represents what the (confused) characters can understand of the Escherish space around them.
- The first character to enter the area appears at point 1, the second at point 2, the third at point 3, etc. The sixth will appear at point 1 and the sequence starts all over again."
- Attempting to leave through one of these portals just brings the character back through the next portal in numerical order unless the Queen is dead, or specifically allows creatures to exit.
- Gravity for the character at the point of entry matches the apparent orientation in the picture of the portal they came through— these arched portals are all bell-shaped and gravity points in the direction of the flat "bottom" of each bell.
- Space is completely distorted, while characters can essentially see exactly what the players can by looking at the picture, distances are randomized each time a character moves.
- If a character needs to know a specific distance (for example: from point 2 to the green crocodile pit below, from point 4 to the stairs on the far side of the red room), roll a d100— that's how many feet it is. Have the player point if necessary. Distances thus measured remain constant only until whoever measured them's next turn. Distances entirely within already-measured distances will always be shorter than the outer distance during that round. For example: If it's established that it's 56' from point 3 to point 2 then it will be less than 56' from point 3 to the adjacent window during that round. Likewise distances entirely encompassing already-measured distances will always be longer than the inner distance that round. (For example: if it's 36' feet from point 1 to point 2, it will be longer than that from point 2 to point 3) If this means the distance must be more than 100', then roll d100 again and add it to the previous distance.
- The Heart Queen and her Guests can walk behind any wall in the picture and reappear on their next turn out from behind any other wall (though they, too, have to roll dice to deal with the spatial distortions to reach or target a foe that isn't right next to a wall).





CASTLE POENARI, THE LOOKING GLASS PALACE

Though no more obedient to physical laws than Castle Cachtice, the Red King's Looking Glass Palace (also called simply the Red Castle) is a far lonelier place. The King is served by quiet Pawns and automata, receives few visitors, and so in most campaigns this will be a more classically dungeony experience— though no less challenging.

The overall scheme is: there are some castle-ish outer defenses, then, inside, a desolate first floor with various dangers and weirdnesses in it. Past that, the (perhaps frustrating to find) Inside-Out Parlor forms a bottleneck which then leads to the rest of the dungeon. This comprises a 4-part section where the players can collect some keys in order to access a pair of doors: one leading to where the Red King sleeps (and keeps the secret to his treasure hoard) and another leading to where the Brides sleep.



THE BRIDES

The Red Brides roam the castle separately and freely in the form of kittens. If left unmolested, they will observe the characters for a few rooms and, if the party seems competent:

- **ILONA** will figure a way to pick them off one by one
- **TIZALA** will try to get them to kill the other brides
- **ILDANNA** will encourage them to kill the king

Neither Tizala nor Ildanna will willingly provide material support, but may provide the answer to a question or two. These Brides are wary of aiding demonstrably clueless parties, since the neediest adventurers are also the ones most likely to be captured and tortured until they reveal the Queens' intrigues.

If Ilona is informed of either of Tizala or Ildanna's schemes, Ilona's priority will be to protect the king— however, if there are no other intrigues afoot, she will ask "trap" questions of any character who is obviously a treasure-hunter, assassin or do-gooder. She'll ask what they think of the horrors they've witnessed— if they lie, she'll attempt to have them killed. If they tell the truth and admit that they are indeed horrible, she'll ask for their aid against one of the other brides.

The Brides cannot directly take any action against each other or the king within the castle and have no knowledge of what lies beyond the King's 4 Brass Key Room. (He comes to them.)

The Brides are potentially the most complex and interesting part of the dungeon— a Referee interested in making this more than just a hack-and-slash-and-baffle experience can use them to set up intrigues.

There's good news and bad news about the Brides...

The bad news is: playing them will require some creativity.

The good news is, it's optional: the dungeon works without them. Only introduce them and their schemes if it seems like it would help.

Once a given bride has been met, calling her name will cause her to begin to approach from the nearest unmonitored locale in d4+1 rounds.

GENERAL NOTES



Like the Heart Queen's castle, Poenari is located atop a steep and heavily forested mountain slope.

- Ceilings are around 20' tall unless otherwise noted. The rooms are dusty and quiet, with sagging tapestries.
- If the Red King encounters any genuine difficulty outside the King's Guardian Room, he will turn into a bat and retreat there immediately. Make 2 wandering monster checks immediately after as he shrieks for guards.
- The red lock on the map indicates a special lock.
- Any doors not marked with a red lock have a 1 in 4 chance of being locked with an ordinary lock at any given moment. Forcing them will make noise and force a wandering monster check.
- The King's crown is worth 50,000gp.
- The King usually sleeps during daylight hours, as do the Brides. However, the rest of the Palace remains active and the structures of the outer defenses have roofs so that the vampire guards are not immediately exposed to sunlight.
- Shockingly, The Looking Glass Palace has numerous Looking Glasses. As usual, everyone and everything is duplicated on the Quiet Side except the vampires. In the case of the Palace, however, there are a few oddities:
 - Some rooms are different than their War Side duplicates. Only Quiet Side rooms that are appreciably different than their War Side equivalents are noted.
 - All vampires in the palace except The King, the Brides and the guards that appear in the King's and Bride's Guardian Rooms (p.130 and p.127) are duplicated except they are duplicated by Looking Glass Automata. These creatures are machines that superficially resemble the vampires in combat (hit points, saves, attack, **Charm**, etc.) but lack the vampires' special defenses, vulnerabilities, and other abilities. When reduced to 0hp they simply fall apart to reveal wood, wire and wheels. Their usual tactic is to employ their **Charm** or grapple abilities to hold foes on the Quiet Side until they go insane. Their eyes are made of gold marbles worth 600gp.
- Unless otherwise noted, any Pawns encountered will be a random (d8) level.
- **NOTE:** The 4 brass keys needed to open the **4 BRASS KEY ROOMS** are identical to each other and different from four other keys in the dungeon: the Rook, Knight, Bishop and Pawn Keys.

RANDOM ENCOUNTERS

Make a wandering monster check once every 2 minutes in-game time or whenever the characters make a lot of noise. If all three Brides have not yet been encountered, the Referee may opt to introduce one of them for the first time rather than rolling randomly for what is encountered. After they have all been introduced, roll as usual.

d100 RANDOM ENCOUNTER

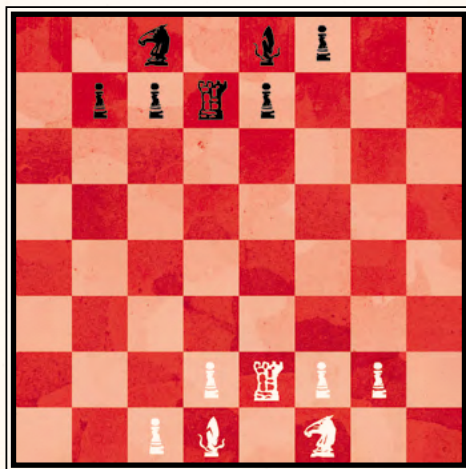
- | | |
|--------------|--|
| 1-10 | Number of Red Pawns equal to number just rolled |
| 11-20 | Red Pawn |
| 21-30 | d20 Mome Rath |
| 31-40 | Red Rook carried by 4 Red Pawns |
| 41-50 | Red Bishop with d6 Red Pawns |
| 51-60 | Red Pawn in scorpion form |
| 61-64 | d10 bats |
| 65-83 | Nothing |
| 84 | The False King— an 8th level human Cleric named Odj who, for reasons unknown, erroneously believes himself to be the Red King. He has been wandering the halls for weeks, eating rats. |
| 85-89 | Red Bride-Ildana |
| 90-94 | Red Bride-Ilona |
| 95-99 | Red Bride-Tizala |
| 00 | Red King |

THE CHESSBOARD

This is an ordinary looking chess set (or four sets linked by arcane forces) which appears in the **PAWN ROOM** (26) as well as the **ROOK ROOM** (40), **BISHOP ROOM** (36), and **KNIGHT ROOM** (31). Changes in any of those rooms affect the copy of the board in all the other rooms.

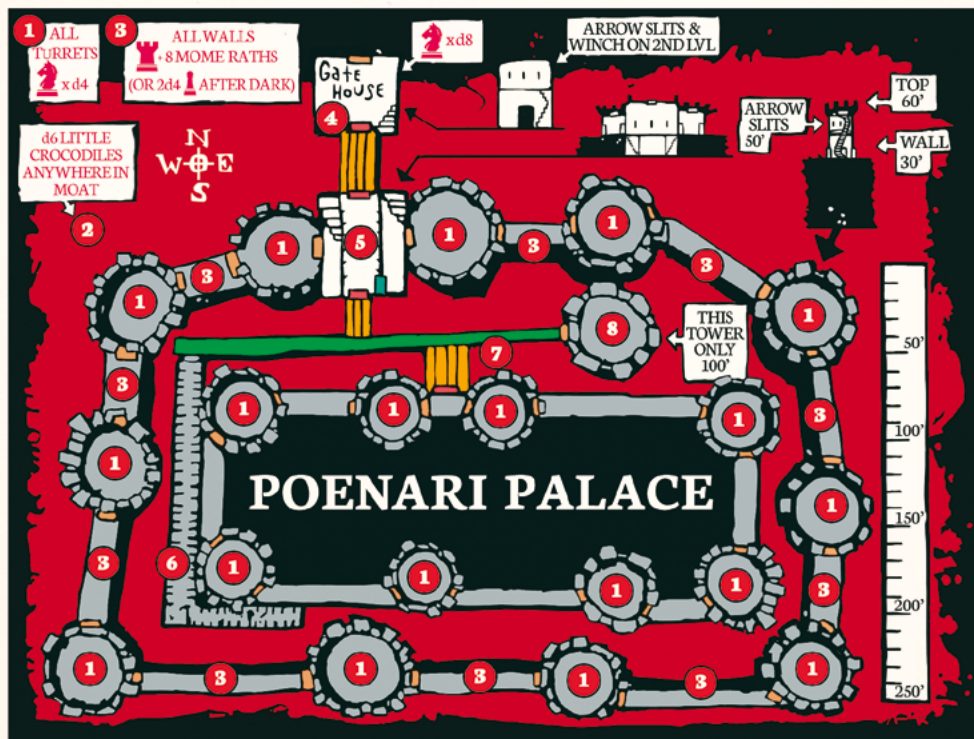
The board and table will not move and the pieces cannot be taken. However, the white side's marble pieces can be moved in the rooms corresponding to those pieces (knight in the knight room, for instance) to any unoccupied square on the board.

Moving the pieces has only a single effect: rearranging the architecture in the **BRIDES' GUARDIAN ROOM** (44) and **KING'S GUARDIAN ROOM** (51).



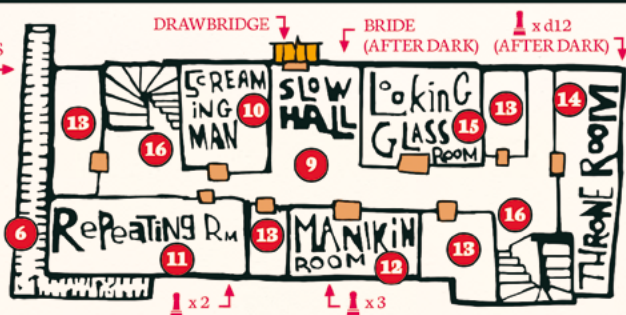
■ Chess Puzzle Diagram

A full page handout of the Chess Puzzle Diagram is available for players on p.191.



STABLES:
d100 WARHORSES
(MOSTLY
WARLANDERS)

GROUND LEVEL



THE YELLOW ARROW
POINTS TO A DIAGRAM
SHOWING THE SECRET
DOORS OF THE CENTRAL
CUBE AND WHAT'S
BEYOND THEM

STAIRS
ARE CREEKY
AND ECHO

ILLUSORY
CEILING

BROKEN
MIRROR

RABID
BAT

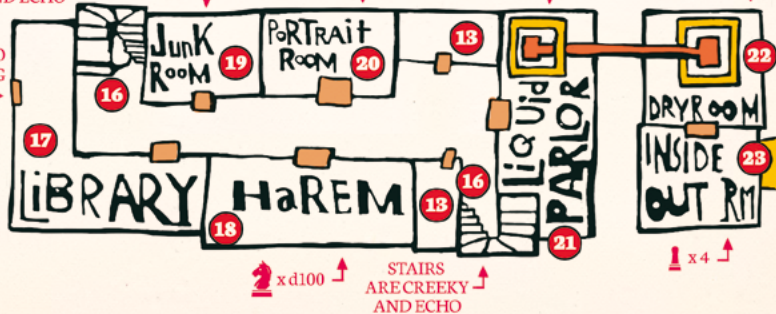
TRAP DOOR
80' DOWN

WHOA - YOU'RE
COMPLETELY
DRY NOW

DOOR TO
NOTHING

UPPER LEVEL

N
W
E
S



0 50 100
FEET

114

- If searched, one of the impaled guys on one of the walls (the Referee can pick) has a vial of holy water in his pocket.
- By night the Rooks are accompanied by **2d4 RED PAWNS**.
- By day the Rooks are accompanied by **8 MOME RATHS**.

4 GATE HOUSE

- 70' tall.
- Arrow slits are 50' up.
- Barred front door.
- Guards **d8 RED KNIGHTS** at all times. By day they avoid the roof and steel hatches are slotted over the arrow slits. Two stories, the lower one contains the winch controlling the second, inner, castle-facing drawbridge.
- Trouble is signalled by waving a red flag through one of the arrow slits facing the castle.

5 BARBICAN

- 2 stories 30' ceilings.
- Barred front door leads to a central corridor on the lower floor which can be attacked from murder holes and crossbow slits.
- 12 murder holes in the ceiling of the corridor (12' high) through which the guards from the towers vomit the remains of pregnant women and priests (2d6 unholy damage to everyone in 5' radius, save for half damage).
- 12 crossbow slits: 6 along each wall of the central corridor.
- The doors into the barbican from the outer castle **WALLS** (3) on either side are locked.
- Portcullises can be dropped on either end of the corridor north or south— the mechanism for this is on the 2nd story.

- A secret door at the south end of the central corridor leads to the defender's side of the crossbow slits and stairs to the second story.
- Inner drawbridge winch on 2nd floor.
- If the barbican is openly attacked, soldiers from adjacent towers will run in.

6 STABLES

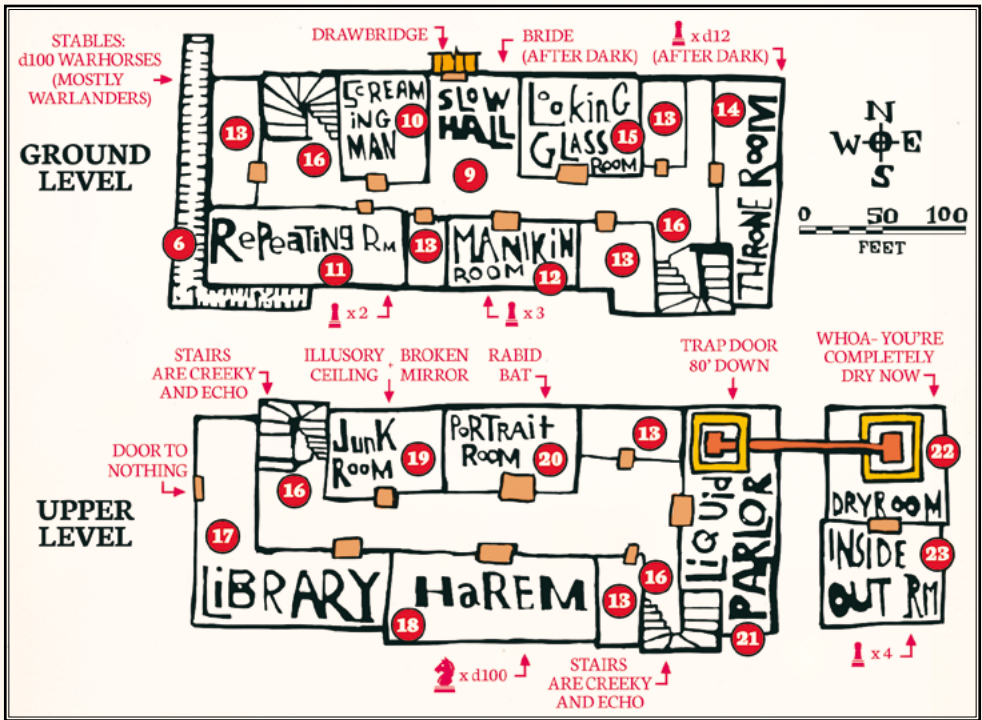
- This one-story bending hall with horse stalls along either side isn't terribly interesting but has **d100 HORSES** (mostly Warlanders) at any time.
- It has the usual horse stuff.
- Only accessible from the **CAUSEWAY** (7).

7 LOW GRASSY CAUSEWAY ISLAND

- 2' above moat, connects inner drawbridges and stables to **TOWER OF KINDNESS** (8).

8 TOWER OF KINDNESS

- 100' tall.
- Most of the interior is a spiral stair leading to a room at the top which contains a mirror and a locked trap door leading to the roof.
- At midnight during waxing moons **THE RED KING** will occasionally drop a leftover child to **2d20 PAWNS** gathered on the causeway from this tower.



INSIDE THE PALACE



he actual height of the castle from outside varies wildly from moment to moment. Though not while anyone's looking.

9 SLOW HALL

- Save or collapse from hunger, thirst or dehydration for 3 minutes.
- If someone collapses, each trip down this corridor advances time for the whole castle 1 hour for every 10 seconds spent in this hall. If the entire party collapses they will be dragged to the **COURT ROOM** (33) by any who find them. After sundown a random **RED BRIDE** will appear here.
- The winch for the front gate is here.

10 SCREAMING MAN ROOM

- There is a **MAN IN A CHAIR** here. He screams constantly and completely silently, refusing to move from the chair and is afraid of everyone.
- If he is moved without removing the pins from the doll in the **MANIKIN ROOM** (12) his body will be torn apart. Getting him out of the castle safely earns the players a reward of 1,000gp from his grateful family.

11 REPEATING ROOM

- **2 RED PAWNS** kill an **AGING MAN** and eat his eyes, then the process reverses and his eyes travel back to his sockets and his throat heals and then the event repeats and reverses and repeats in an infinite loop.
- Every 10 seconds spent in this room moves time forward one hour.

- If the characters interrupt the process and save the man while he lives, getting him safely out of the castle earns the players a reward of 1,000gp from his family.

12 MANIKIN ROOM

- **3 RED PAWNS** toy absent-mindedly with a small (3") wax figurine in a small dollhouse. Whatever is done to this figure is felt by whoever sits in the chair of the **SCREAMING MAN ROOM** (10).

13 EMPTY ROOM OR HALL

- Made a wandering monster check lately? Just sayin'...

14 THRONE ROOM

- Dismal and rarely occupied. Rats scurry past. The Red King is not much given to spectacle or discourse. A great radial **IRON CHANDELIER** hangs here (8' diameter).

Each candle in it has a single pin with a different-sized hollow head shoved in it at a different height.

It functions as a clock: when a candle burns down past its pin, the pin falls out and onto the floor.

As the time grows later, pins with larger heads drop.

The sound echoes through the hall.

As the Palace has almost no windows, this is one of the only reliable ways to tell what time it is.

- Early after sundown it will contain **d12 RED PAWNS** chewing on scraps of leftovers from the King's last meal.

15 LOOKING GLASS ROOM

- Parlor with one mirrored wall.

16 STAIRWELLS

- They echo. Check wandering monsters every time characters enter unless every creature in it is moving completely silently.

17 LIBRARY

- Works on many subjects in many languages, totally disorganized.
- The door on the west side of the room is a Door To Nothing.

If this door is opened, there is nothing behind it except a wall, but all other doors and doorways in the Palace except the entrance to the library cease to exist.

If the door to nothing is then closed, the missing doors reappear.

18 HAREM

- **d100 RED KNIGHTS**, all female, unarmored, lounge here in various postures of boredom and ease in a metropolis of stagnant fountains and cushions. They are always hungry for fresh blood. They cannot leave this room unless the Red King accompanies them or is slain.
- There is a 6' tall looking-glass here.

19 JUNK ROOM

- Knee-deep in small broken knickknacks, tarnished fittings and furnishings including a broken hand mirror with a spiral grip.
- The ceiling appears normal to any attempt at detection and cannot be passed through from here unless someone casts *Dispel Magic* or the like directly on it (announce the ceiling is the target), in which case the ceiling disappears and characters find themselves 100 feet below the **CHASM HALL** (49).
- If something is dropped into the **CHASM HALL** it falls here, through the ceiling.

20 PORTRAIT ROOM

- Paintings of the Red King's forbears.

Behind one is a small niche containing the nest of a single **RABID BAT** (1hp, +5 to hit, save vs. Poison or get rabies, **Armor** as leather **Move** as human while inside, 2x human in the open air) but it lunges at anyone who pulls the painting away and strikes before fleeing.

21 LIQUID PARLOR

- Floor is liquid— it looks like stone but if something falls in it ripples and bubbles.
- Small buoyant rugs keep the furnishings afloat above surface but their nature will not be obvious until the floor is disturbed.
- Swimming 80' down reveals strange, dully glowing red fish and will eventually lead the character to a **TRAP DOOR** in the floor to the **DRY ROOM** (22).

WALLS AND DOORS BEYOND THIS POINT ARE IMMUNE TO DESTRUCTION BY MAGIC OR MAIN FORCE, THOUGH THEIR SHAPE MAY BE DEFORMED...

22 DRY ROOM

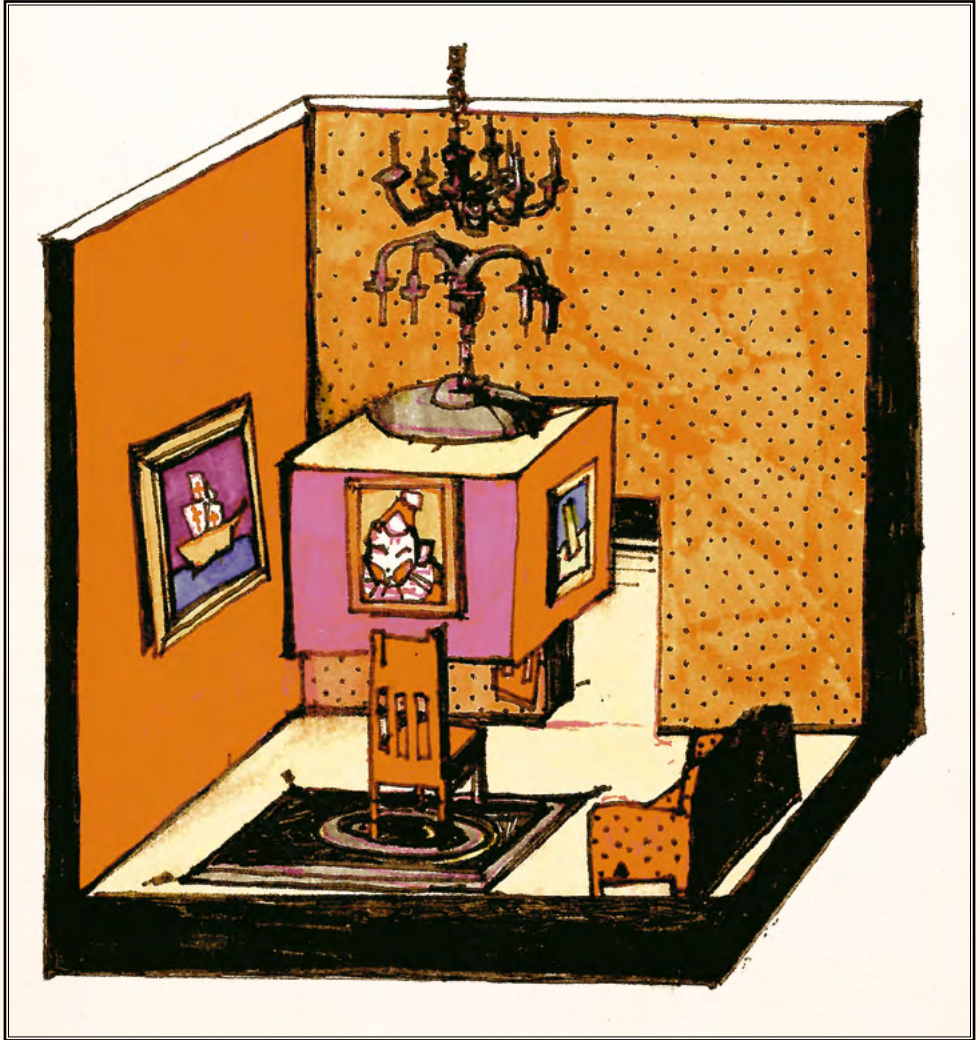
- The liquid from the **LIQUID PARLOR** (21) will not enter through the ceiling here and everything will become dry as it passes through this room.
- Manuscripts, scrolls, etc. ruined by immersion in water remain ruined, however.
- **A WANDERING MONSTER** will hear the noise of this door opening and arrive d4 rounds after the characters first enter this room.

23 INSIDE-OUT ROOM

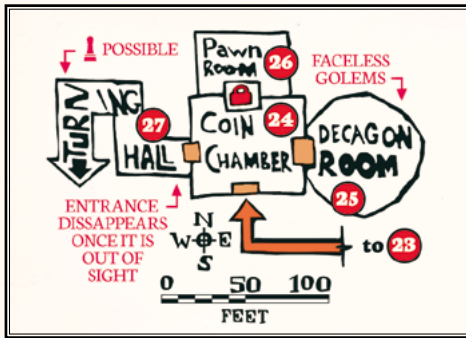
- Cube-shaped room 20'x20'
- Decorated as a parlor.
- Suspended in mid-air in the middle of it is a smaller cube (8' on a side) each outer face of which is also furnished as a wall, ceiling, or floor of a parlor, with gravity for objects on the small cube's top and bottom surfaces pulling upward.
- The floor of the large (outer) room has chairs and end tables arranged normally, the bottom of the cube has chairs and end-tables with their feet resting on the small cube's lower face.
- The ceiling of the large room has a chandelier hanging down and the top of the cube also has a chandelier hanging up from it. The north, south, east and west sides of the cube are furnished as ordinary walls, with paintings.
- While the furniture's gravity is unusual, the characters' gravity is not. Down is still down for them, no matter which way it is for any given fixture or chair they are dealing with.
- There are **6 SECRET DOORS** in this room, each leading into a different side of the inner cube.
- The secret door on the top face is beneath the slightly oversized disc-shaped fixture which attaches the (reverse-gravity) chandelier to the cube and the door on the bottom is beneath a (reverse gravity) area rug.
- The secret doors on the inner cube's walls are behind paintings of: a cardinal (north), a battle (west), a tower (east) and a clown (south).
- The first time one of these secret doors is discovered, **four level 8 RED PAWNS** crawl out of the the north, south, east and west secret doors and attack.

- If you are having trouble picturing this room, imagine it is a normal room with a giant d6 suspended in the middle. Turn it so the “6” is on top. The “6” side has a chandelier attached to it being pulled up.

The “1” side has rugs and furniture hanging upside down from it, as if the chairs’ feet are magnetized to the “1” surface, and the numbered sides have regular walls on them.



■ *The Inside-Out Room*



ENTER SOUTH DOOR IN INSIDE OUT ROOM:

24 COIN CHAMBER

- Small 10' x 10' x 10' room
- Decorated much as the parlors before it.
- A bag with of 42 gold coins lies on a table.
- The north door has an image of a chess pawn etched into the lock and cannot be opened by any means without the **PAWN KEY**.

25 DECAGON ROOM

- Human-sized, red cloaked, hooded **FACELESS GOLEMS** walk out of the walls, surrounding any intruders— 4 'assigned' to each intruder.
- One of the four does nothing but block the intruders' exit from the room with infinite strength while the others
 - Abilities which block telepathy will cause the golems to simply stand inert.
 - *Dispel Magic* will destroy one.
 - Casting a beneficial spell on one will cause the other three to cast that spell on the caster and then all four will disappear.



maintain a distance of roughly 5 feet around the intruder. They broadly mimic the intruder, although they do not possess their gear, etc.

- If attacked, whatever is done to one of them will then immediately be done by the other three golems to the attacker.
- Meanwhile, the attacked golem takes no damage and is not harmed in any way.
- If, for example, one is stabbed, the other three will instantly stab the attacker with the same to-hit bonus and the same damage roll and the same weapon (not necessarily in the same spot). If a spell is cast on one, the other three cast that spell on the attacker.
- If this requires a weapon, the weapon grows from the golem's hand and retracts after the blow.
- The golems have limited telepathy and will not grow a weapon to meet feinting blows or characters just waving weapons around—they will only respond to genuine attacks.

- Abilities which block telepathy will cause the golems to simply stand inert.
 - *Dispel Magic* will destroy one.
 - Casting a beneficial spell on one will cause the other three to cast that spell on the caster and then all four will disappear.

- The golems have no special movement powers that their targets do not.
- The **PAWN KEY** is inside a random golem.
- If a character attacks a golem that is not “theirs” then their golems (if any) will attack the character as if it was a blow against one of them. The target golem will be unharmed, however...
- One unanswered blow (again, not just a collision) from anywhere will destroy a golem, so if a PC’s assigned golems are destroyed, s/he can easily dispatch the rest.
- One genuine blow (not just a collision) from one of their own kind will destroy a golem.
- So, for example: two characters standing single-file and close together such that the lead character is directly in front of his ally’s golem while the lead character shoots an arrow at his ally’s golem will cause the lead character’s golems to also shoot the lead character, sending arrows into the backs of the ally’s golems in front of them and destroying them.
- There are many other ways to get past the golems.

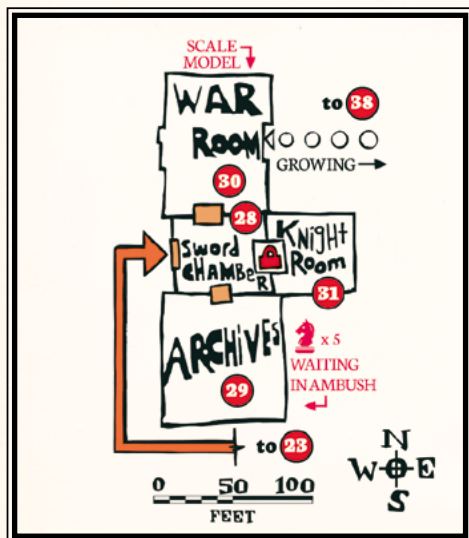
26 PAWN ROOM

- The Pawn Key opens this door.
- Inside on a table is an ordinary looking chess set set up as in the Chess Puzzle Diagram (see p.111), changed to reflect any alterations made in the **ROOK ROOM** (40), **BISHOP ROOM** (36), or **KNIGHT ROOM** (31).
- The board and table will not move and the pieces cannot be taken. However, the white side’s marble pawns (and only the pawns) can be moved to any unoccupied square on the board.

- Also on the chess board is one of the **4 BRASS KEYS** to the **4 BRASS KEY ROOMS** (41 and 48).
- Moving the pieces has only a single effect: re-arranging the architecture in the **KING’S AND BRIDES’ GUARDIAN ROOMS** (44 and 51).

27 TURNING HALL

- Narrow 3’ wide shaft turns right, then back again and continues until all characters have rounded the bend.
- If/When all characters have rounded the bend they will find the corridor ends and there is no exit.
- If they turn back, they will find the entrance has disappeared as well. After this happens, roll d4:
 - 1 A door appears in whatever wall of the room the characters are not looking at. Walking through it leads through the door the characters came in through (which reappears if it has disappeared)
 - 2 If the characters have fought at least one Red Pawn here, the door the characters came in through reappears again. If not, a moth appears.
 - 3 A Red Pawn of a random level appears.
 - 4 Six Red Pawns of random level appear.
- If the characters remain in the chamber after finding and dealing with whatever the die roll brings, roll again after any action they take and keep repeating the process until they leave.
- If the characters attack the walls with anything sharp, there is a piercing scream— treat it as if they had just rolled a 2 and then roll for wandering monsters once they leave.



ENTER **WEST DOOR** IN INSIDE OUT ROOM:

28 SWORD CHAMBER

- 10' x 10' x 10' room decorated much as the parlors before it.
- The framed drawings on the wall depict a repeating pattern of swords.
- The east door has an image of a chess knight etched into the lock and cannot be opened by any means without the **KNIGHT KEY**.

29 ARCHIVES

- A sunken room (5 steps down) filled with a slurry of pus, gore, vomit and viscera, waist deep.
- **5 RED KNIGHTS** lie in eternal ambush here.
- One has the **KNIGHT KEY**.
- What sense can be made of the archives remaining here is left to the Referee, though any kind of campaign information the Red King might have access to can be placed here.

30 WAR ROOM

- Contains a huge multi-level chessboard depicting, with stylized pieces, the entire Place of Unreason and its whole population. The Jabberwock, the Unicorn, and the contents of castles are not depicted.
- If the characters try to puzzle out who, exactly, is where it requires a great deal of cross-checking and care. Any single individual someone has personally met may be found in a number of minutes equal to 20 minus the searcher's Intelligence on a successful roll-under Intelligence check.

31 KNIGHT ROOM

- The Knight Key opens this door.
- Inside on a table is an ordinary looking chess set set up as in the Chess Puzzle Diagram (see p.111), changed to reflect any alterations made in the **ROOK ROOM** (40), **BISHOP ROOM** (36), or **PAWN ROOM** (26).
- The board and table will not move and the pieces cannot be taken. However, the white side's marble knight (and only the knight) can be moved to any unoccupied square on the board.
- Also on the chess board is one of the **4 BRASS KEYS** to the **4 BRASS KEY ROOMS** (41 and 48).
- Moving the pieces has only a single effect: re-arranging the architecture in the **KING'S AND BRIDES' GUARDIAN ROOMS** (44 and 51).

35 BAT NECROPOLIS

- Tens of thousands of embalmed bats, their bandages dense with sacred writing.
- The area is patrolled by a **SLAB OF HANDS**—a fleshy 4' x 4' cube covered in right hands that moves by tumbling end over end at human speed.

The hands will detach from the slab and attempt to grab any intruder until one limb on each intruder is grabbed.

The slab itself will not leave the room.

The hands can leap up to 10' and grab at +8 to hit inflicting no damage.

A thin, invulnerable, unbreakable filament connects each hands' wrist to the cube.

The cube itself is unarmored and has 100 hit points.

Reducing it to 0hp will stop it from moving, but not destroy it.

It cannot be destroyed by any means.

It weighs 50 lbs.

The sole purpose of the hands and attached filaments is to allow their targets to be easily tracked by the castles' inhabitants.

Each hand's grip is unbreakable by any means and the filament can stretch infinitely, winding around corridors, extending across gorges, oceans, etc. If the target goes through a stable extradimensional portal, the filament will as well. The cord is too thin and slippery to use as a climbing rope, and will simply stretch further if any weight is put on it.

Teleportation will sever the cord.

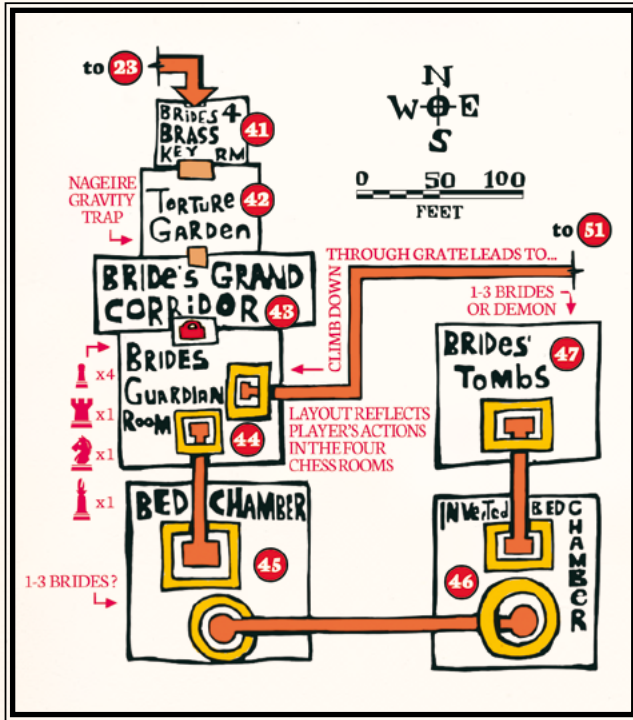
Also, in any event, any grabbing hand will wither, die and fall off the target after one week.



- A cursory search through the dead bats will reveal some are buried with various trinkets and shreds of parchment.
- A search of 20 minutes or more will turn up d4 random spell scrolls and d4x1,000gp worth of gems and jewelry, but the inhabitants know about this room so wandering monsters will come in through the secret door.

36 BISHOP ROOM

- The Bishop Key opens this door.
- Inside on a table is an ordinary looking chess set set up as in the Chess Puzzle Diagram (see p.111), changed to reflect any alterations made in the **ROOK ROOM** (40), **KNIGHT ROOM** (31), or **PAWN ROOM** (26).
- The board and table will not move and the pieces cannot be taken. However, the white side's marble bishop (and only the bishop) can be moved to any unoccupied square on the board.
- Also on the chess board is one of the **4 BRASS KEYS** to the **4 BRASS KEY ROOMS** (41 and 48).
- Moving the pieces has only a single effect: re-arranging the architecture in the **KING'S AND BRIDES' GUARDIAN ROOMS** (44 and 51).



Dexterity and harder by even increments if s/he is a lower level or has a lower Dexterity.

42 TORTURE GARDEN

- Ceiling is 50' tall and is covered in 10' spikes on which dozens of bodies are impaled. Gravity pulls living things up, so anyone entering immediately "falls" up toward the spikes taking 2d12hp (save for half damage).
- Strange large black and purple flowers grow from the rock-covered ground here, nourished by the blood dripping from the bodies, their roots anchoring them to the ground.

ENTER BOTTOM DOOR IN INSIDE OUT ROOM:

41 BRIDES' FOUR BRASS KEY ROOM

- The south door here cannot be broken down or passed by any means, magical or mundane, save the following: It has 4 locks and requires the four keys from the **ROOK ROOM** (40), **BISHOP ROOM** (36), **KNIGHT ROOM** (31), and **PAWN ROOM** (26) be used simultaneously.
- A Thief/Rogue/Specialist may make an Intelligence check to realize that one lock may be picked if three of the other keys are used at once. Picking the lock is a standard check for a 12th level Thief/Rogue/Specialist with a 13 Dexterity—it is easier by even increments if the character is higher level or has a better

- Dozens of corpses lie rotting in the garden, having fallen from the spikes.
- Astute players will realize dead or inanimate matter has normal gravity here and the flowers' heads bob like balloons, so if the characters can manage to hold on to something that weighs more than they do, they can avoid the spikes.

43 BRIDES' GRAND CORRIDOR

- Impressive furnishings.
- Pair of locked double doors.
- Picking the lock or otherwise stealthily circumventing it will not alert the guardians within, smashing the door down on anything but the first try will give the enemy initiative once the **BRIDES' GUARDIAN ROOM** (44) is entered.

44 BRIDES' GUARDIAN ROOM

- See Brides' Guardian Room Diagram below.
- Squares are 10'x10'.
- The guards are a **RED KNIGHT, RED ROOK, RED BISHOP** and **RED PAWNS** (Levels 7, 5, 3, and 1) standing in relation to each other precisely as shown in the lower half of the Brides' Guardian Room Diagram.

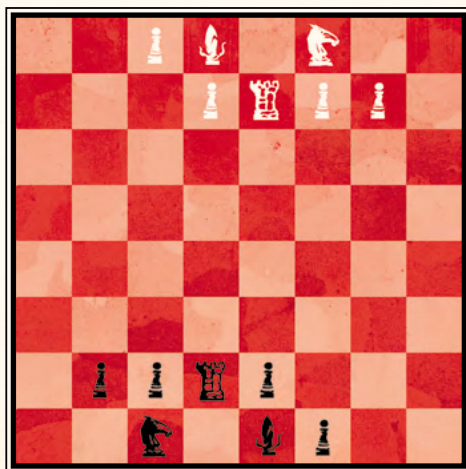
These guardians all wear guard armor making their Armor effectively 3 steps better and have 20 more hit points than usual, but cannot change form unless reduced to zero hit points.

The knights and pawns are equipped with harpoons attached to cords doing d10 damage.

- Entrance leads on to the central pair of squares against the north wall. There is a 20' wide stairway on the far side that leads to the **BEDCHAMBER** (45).
- There are (7+) large white marble chess pieces in the **exact opposite** (left-right) of wherever the characters have placed the corresponding white chess pieces in the **ROOK ROOM** (40), **BISHOP ROOM** (36), **KNIGHT ROOM** (31), and **PAWN ROOM** (26). So if the characters moved a rook to the far left corner, there is white rook and supporting pillar on the far right corner.
- If two or more pieces were moved to the same square, then the corresponding giant pieces are piled on top of each other on the same platform.
- The stone chess pieces are large enough that they effectively block both movement and line of sight but not missile fire and cannot be moved or knocked over.
- There are no ceilings or walls, only darkness forever outward.

- Squares and the supporting pillars beneath only exist if a guardian or chess piece was there when the door was opened.
- Any space empty when the door is opened is an 80' shaftway.
- Anyone knocked off the platforms (the guardians' first tactic) will take 8d6 damage (save for half) and fall onto an iron grate 40' down.
- The grate takes a 15 Strength or 2 rounds of work with a blade to remove.
- Crawling past it (with the help of a grappling hook, spikes, *Spider Climb*, etc.) the character will feel as though s/he is crawling up, not down; gravity pulls toward the original position of the grate.
- If the character crawls all the way through, the character will find themselves in the corresponding (reversed) position in the **KING'S GUARDIAN ROOM** (51) (with gravity pulling down toward the other room).
- If the characters are lucky or have seen these rooms before and figured out the gimmick then they may have arranged the chess pieces so as to make killing the guardians relatively easy.

■ *Brides' Guardian Room Diagram*





45 BEDCHAMBER

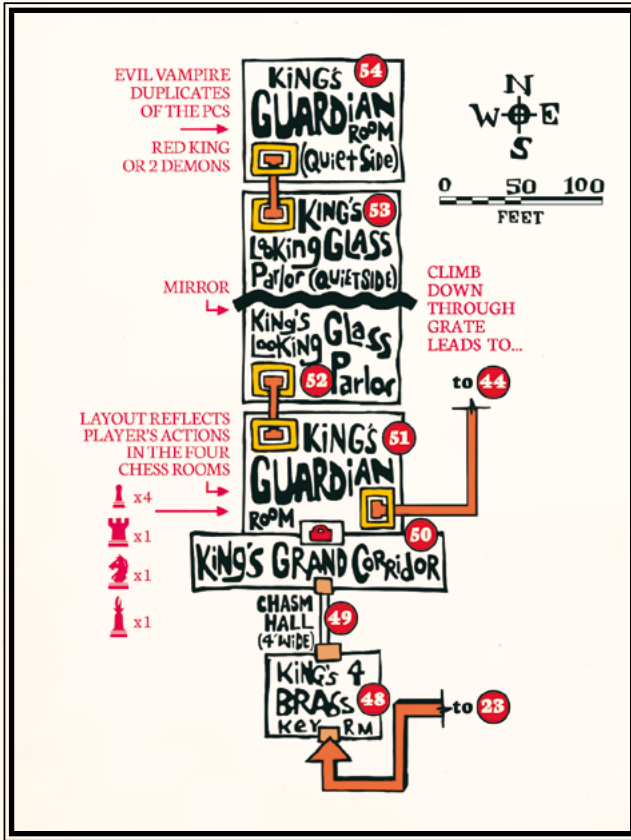
- The most decadent bedchamber imaginable, through which the **RED BRIDES** can be found slithering if not otherwise occupied. The furnishings are worth twice their weight in gold.
- The ceiling is mirrored—climbing into it will lead to...

46 INVERTED BEDCHAMBER (QUIET SIDE)

- Like the **BEDCHAMBER** only upside-down.
- This is the Quiet Side of the mirror.
- Characters may stand on the ceiling (which is where a floor should be) without falling through the mirror surface and can easily descend the inverted stairs in the ceiling/floor above them into...

47 BRIDES' TOMBS (QUIET SIDE)

- The stairs that one would presume would lead to an inverted version of the Bride's Guardian Room instead leads to this barren stone catacomb where three stone tombs contain the three Red Brides' sleeping tombs (and the **BRIDES** themselves if they are asleep).
- If one is disturbed, the other two will awake.
- A random **GUEST** guards this room when they are absent.
- Inside the boxes are three ornate sleeping masks worth 10,000gp each. Wearing them causes anyone to instantly fall asleep on the Quiet Side.



ENTER **BOTTOM DOOR** IN **INSIDE OUT ROOM**:

48 KING'S FOUR BRASS KEY ROOM

- The north door here cannot be broken down or passed by any means, magical or mundane, save the following: It has 4 locks and requires the four keys from the **ROOK ROOM** (40), **BISHOP ROOM** (36), **KNIGHT ROOM** (31), and **PAWN ROOM** (26) be used simultaneously.
- A Thief/Rogue/Specialist may make an Intelligence check to realize that one lock may be picked if three of the other keys are used at once. Picking the lock is

a standard check for a 12th level Thief/Rogue/Specialist with a 13 Dexterity— it is easier by even increments if the character is higher level or has a better Dexterity and harder by even increments if s/he is a lower level or has a lower Dexterity.

49 CHASM HALL

- No floor or ceiling visible.
- Narrow hall— 4' wide, both walls are mirrored all the way up (forever?) into darkness.

Along either wall, the only thing to hold onto is a 6" deep mantle-shelf running the length of the hallway along the mirrored walls, covered in red velvet.

- The shelf has various random (relatively worthless) domestic objects on it— candelabras, salt cellars, etc.
- It is hard to tell but there are similar shelves at 15' intervals all the way up and all the way down the shaft with similar objects.
- Anyone falling will take 10d6 damage unless they save or Dexterity check to grab another shelf on the way down for 3d6 damage.
- Anyone or anything falling will end up in the **JUNK ROOM** (19). The floor of the hall is not visible under any circumstances, however, and how the objects got there will be unclear.
- Any wandering monsters in this room will come in animal form from above. If they have no animal form, treat as no result.

50 KING'S GRAND CORRIDOR

- Impressive furnishings.
- Pair of locked double doors.
- Picking the lock or otherwise stealthily circumventing the lock will not alert the guardians within, smashing the door down on anything but the first try will give the enemy initiative once the **KING'S GUARDIAN ROOM** (51) is entered.

51 KING'S GUARDIAN ROOM

- See King's Guardian Room Diagram below.
- Squares are 10'x10'.
- The guards are a **RED KNIGHT**, **RED ROOK**, **RED BISHOP** and **RED PAWNS** (Levels 8, 6, 4 and 2) standing in relation to each other precisely as shown in the top half of the King's Guardian Room Diagram.

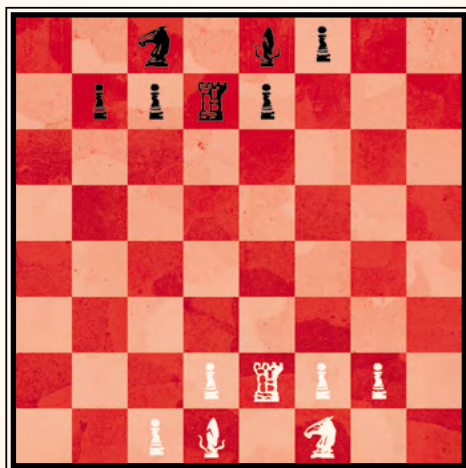
These guardians all wear guard armor making their Armor effectively 3 steps better and have 20 more hit points than usual but cannot change form unless reduced to zero hit points.

The knights and pawns are equipped with harpoons attached to cords doing d10 damage.

- Entrance leads on to the central pair of squares against the south wall. There is a 20' wide stairway on the far side that leads to the **KING'S LOOKING GLASS PARLOR** (52).
- There are (7+) large white marble chess pieces wherever the characters have placed the corresponding white chess pieces in the **ROOK ROOM** (40), **BISHOP ROOM** (36), **KNIGHT ROOM** (31), and **PAWN ROOM** (26).
- The stone chess pieces are large enough that they effectively block both easy movement and line of sight but not missile fire and cannot be moved or knocked over.
- There are no ceilings or walls, only darkness forever outward.

- Squares and the supporting pillars beneath only exist if a guardian or chess piece was there when the door was opened.
- Any space empty when the door is opened is an 80' shaftway.
- Anyone knocked off the platforms (the guardians' first tactic) will take 8d6 damage (save for half) and fall onto an iron grate 40' down.
- The grate takes a 15 Strength or 2 rounds of work with a blade to remove.
- Crawling past it (with the help of a grappling hook, spikes, Spider Climb, etc.) the character will feel as though s/he is crawling up— not down— gravity pulls toward the original position of the grate.
- If the character crawls all the way through, the character will find themselves in the corresponding (reversed) position in the **BRIDE'S GUARDIAN ROOM** (44) (with gravity pulling down toward the other room).
- If the characters are lucky or have seen these rooms before and figured out the gimmick then they may have arranged the chess pieces so as to make killing the guardians relatively easy.

■ *King's Guardian Room Diagram*



52 KING'S LOOKING GLASS PARLOR

- An especially lonely sitting room containing a divan and a pair of end-tables.
- The north wall is entirely made of mirror.
- One end table contains a jewelled egg worth 3,000gp.
- Astute characters will notice there is no corresponding egg in the mirror if/when it is discovered. Going through the mirror leads to...

53 KING'S LOOKING GLASS PARLOR (QUIET SIDE)

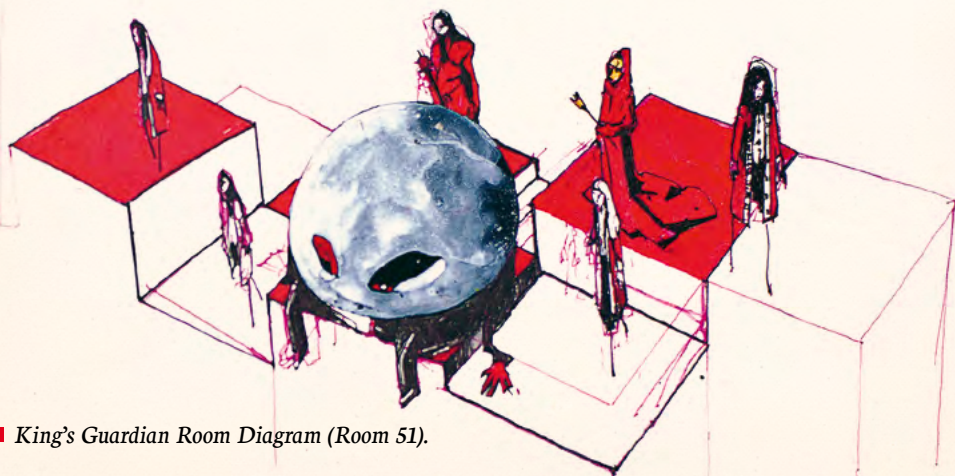
- Reflected replica of the King's Looking Glass Parlor, climbing the 20' stairway leads, as expected, to...

54 KING'S GUARDIAN ROOM (QUIET SIDE)

- Reflected replica of **KING'S GUARDIAN ROOM** (51) with the following exceptions:
 - The **RED KING'S** stone sleeping tomb lies on the far side of the room (he will emerge at the first sound). It is 6' x 4' stone and merges with a pillar beneath.

- The guards from the first room are absent and replaced by **EVIL VAMPIRE MIRROR DUPLICATES** of any character that enters the room—they have all the characters' abilities, plus those of Voivodjan vampires.

- The foes' default tactic will be to attempt to grapple the characters and hold them on the Quiet Side until they go mad.
- If the Red King is not here, there will be two random **GUESTS** in his stead.
- His tomb contains a small hand mirror with a spiral grip like an unbroken version of the one seen in the junk room.
- The mirror does not reflect anything valuable (like if a character has a ring on, it won't show it), but...
- If a character takes the mirror to the **JUNK ROOM** (19) they'll find that any mirror-junk inside the mirror is solid gold. An unencumbered character may haul out Dexterity x Intelligence gold pieces worth of loot per round, reaching their weight limit in Strength rounds. The total is at least 300,000gp.



■ *King's Guardian Room Diagram (Room 51).*

SAMPLE LOCATIONS

SAMPLE FOREST: The Shoe Thief

Stairs lead down to interior.
(use Map p138 if you like).

Overgrown bridge (300'
long, 5' wide) occupied
by 5 Mome Raths. 300 gp
worth of jewelry scattered
throughout underbrush.

Old ornamental pond
with Violet Nageire growing
around it. Inside is a toy
fish worth 1200 gp.

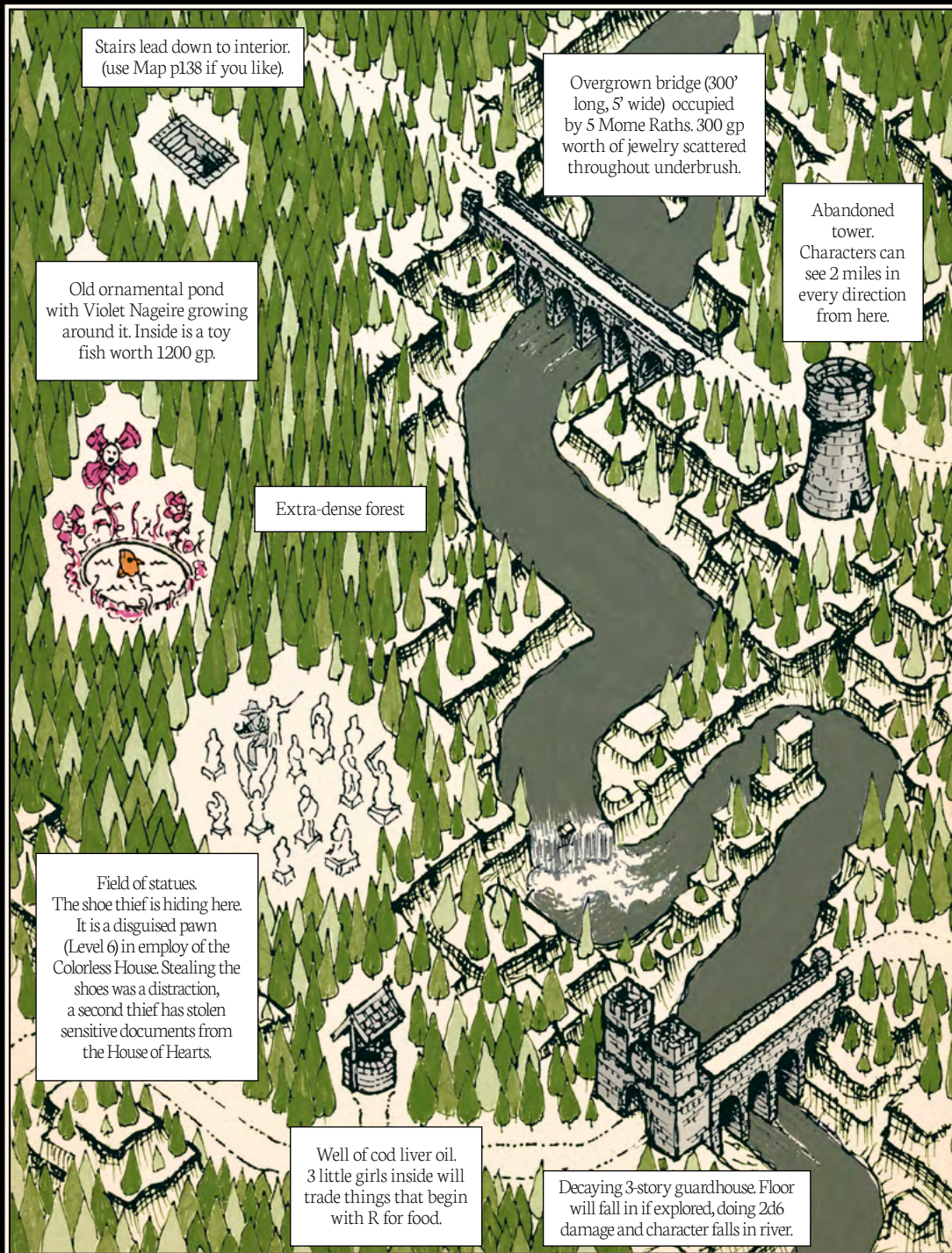
Abandoned
tower.
Characters can
see 2 miles in
every direction
from here.

Extra-dense forest

Field of statues.
The shoe thief is hiding here.
It is a disguised pawn
(Level 6) in employ of the
Colorless House. Stealing the
shoes was a distraction,
a second thief has stolen
sensitive documents from
the House of Hearts.

Well of cod liver oil.
3 little girls inside will
trade things that begin
with R for food.

Decaying 3-story guardhouse. Floor
will fall in if explored, doing 2d6
damage and character falls in river.



Old fortress. Diary revealing a toy fish was "Regrettably lost in the pond"

Jub hiding in overgrown ruins

Sundial. Tove attacks anything nearby.

Pseudoturtle hiding in corpse. Will offer characters 500 gp in exchange for the return of a bandit hiding in this area and 500 gp in exchange for the (1200gp) shoes s/he carries.

Characters default **START POSITION** come up from interior via stairwell. Water can be heard flowing to the west, mist can be seen to the southeast. Remember to roll a random encounter as soon as the PCs walk a mile.

Mist-filled area, Pale Pawn delivering message to Pale forces about shoe theft.

RANDOM ENCOUNTERS:

Roll one per 15 minutes of in-game time or mile traveled. Treat re-rolled encounters as no result.

1. **d4 CLUBS (LEVEL 1)**
disguised as shrieks looking for the shoe thief.
2. **d4-1 MOME RATHS.**
One has a recipe book worth 320gp in its belly.
3. **LOST VILLAGER**
searching for the path to her Orb Loc. It is miles away.
4. **COLORLESS KNIGHT**
searching for document thief. In river she will be disguised as a fish.
5. **LITTLE CROCODILE.**
6. **LONE CLUB (Level 2)**
looking for shoe thief.

Gibbets with corpses. One is being drained by an eel that is secretly the second thief (with documents). (Level 5 Colorless Pawn.)

SAMPLE GARDEN: The Frozen Battle

0 1/8 Mile



1 inch = 1/8th Mile

Page is just over 1 Mile wide

Features not to scale



GAZEBO
TEA SET WORTH 40 g.p.
1100 g.p. UNDER FLOOR
POISON SNAKE IN CUP

Pale Pawn
Sneaking
BEHIND
WALL



30 HORSES wander
Hedge MAZE
85 g.p. IN SADDLE

Pile of
CORPSES

MARMALADE



BUTTER

BEE KEEPER
SELLS BEES



HAS
RANDOM
COMMUNIQUE

4 CLUBS

UNDER
GROUND
PASSAGE



to:

WEAK SPOT: Save or FALL

POND WITH
TOPIARY
ANIMALS

WOUNDED
CLUB
KILL HIM TO
END TIME
FREEZE

COLORLESS KNIGHT
Carries Map to
COLORLESS
QUEEN &
REPORT
ON
Situation

Wicket.

An area surrounding a fierce battle between Heart and Red forces that is frozen in a time distortion. Anyone entering the area of the battle will be frozen, too. The Wounded Club crawls, begging for death. Killing the Club will end the distortion (nobody knows that) but if the slayer is seen, the House of Hearts will view them as enemies. Cheshire Cat may reward those who end the freeze, depending on outcome of battle.

D4 Red pawns
BEHIND WALL

300 g.p.



Ruined Library: 2 HRS. RESEARCH
Will reveal an act of MERCY
May end FREEZE



D4 MOME RATHS

DIAMOND.

1000 g.p.

Has RANDOM
COMMUNIQUE

PIEMAN (DIAMOND)
BRINGS FOOD
to WOUNDED
CLUB



LOBSTER

HEARTS
VS
RED

CHESHIRE
CAT WANTS to
END FREEZE



FROZEN
Battle



2 CLUBS WILL
DUEL BY THIS
WELL IN 1 HR.
Badger w/
SCABIES



WILL ATTACK
WINNER



ROSE
NAGEIRE

Red Knight
3 Pawns
PLANNING

D4 Red
Knights



BRIDGE



Heart
Queen WILL ARRIVE
IN 2 HRS to PLAY CROQUET

CROSSING
THIS AREA
takes a Day



SAMPLE INTERIOR: Your Worst Halves



*The fountain pool has four messages in bottles and the senders' names are clearly visible from outside the bottles. Read any one note and the others are gone next time you look down. Messages are from the 4 prisoners and are variations on "rescue me" with instructions to their location. The doormouse also wants a jar of jam. ****Mirror Guard**: gender swapped version of a character— killing them will result in a 3-point loss of Wisdom.



V.
OPTIONAL RULES

FOR THINGS THAT COME UP A LOT IN VOIVODJA
BUT COULD ALSO COME UP IN OTHER PLACES,
TOO

CHARACTERS WITH RANK



ot all characters begin or end life as wandering murder junkies.

INHERITED RANK

Characters born to rank and privilege are not unknown and any player may declare at character creation that his or her character is a member of the nobility. Explaining why rich people would be roaming the wide world killing monsters for cash takes some doing—any rationale will do, but the player must have one. Scions of noble houses who take up adventuring tend to be outcasts. At least until they level up a bit.

The benefits of an upper-class background are many but squishy— and they depend a great deal on which noble family the character comes from and his or her proximity to it.

In game mechanical terms:

1. During character generation lower the character's Constitution by one point (and also remove one hit point if this does not change his or her total hit points already).
2. The noble character has the right to call in a single favor from a single wealthy relative some time during 1st level. The character can call in a single favor during each subsequent level— one during 2nd level, one during 3rd, etc. Favors may not be "banked" for later. The relatives should be otherwise treated as ordinary NPCs and do not have superhuman abilities nor will they respond to unreasonable requests— Referee's discretion.

RESPONSIBILITIES AND COMMAND

No matter what layer of society a character hails from, s/he may acquire true military or administrative responsibilities during a game through ordinary adventuring and deal-making.

The following rules of thumb may be handy for any Referee with characters in control of large numbers of people:

Any force or group of workers must be maintained at the usual local rate— usually about 1gp per person per day plus (for combatants) a share of any treasure.

A character may adventure and level up as usual, but if s/he brings along a significant number of troops and they help, s/he must divide the experience points with them.

When characters assign tasks to followers that these followers might conceivably fail at, decide the difficulty of the task as if it were an Armor rating—the PC's "to hit" roll is on a d20 and is modified by:

- the PC's Charisma
- how well the followers have been paid (+1 per gold piece over 1 per day, for instance)
- any recent successes or misfortunes
- the suitability of the kind of followers to the task

If the success of the task would be difficult for the character to gauge immediately ("Build a bridge strong enough to hold the entire Red cavalry as it passes"), the Referee may wish to keep the target number (and thus the result) secret until the success of the task is truly tested (like when the horses are actually on the bridge).

Rules for large battles are included in the section overleaf entitled "Large Battles", p.144.

OVERLORDS

Overlords are characters that regularly lead soldiers on the field of battle or who otherwise administer vast operations. "Overlord" is not exactly a character class and does not refer to any specific title of nobility (an overlord character may be a baron, countess, a general, or whatever— a woman who leads a legion of cave amazons in battle is still, by this definition, an overlord), but rather a status that can be granted to characters of any class.

It signifies that the character has gained the trust of either a significant number of people or of a high-ranking NPC that is able to grant the character control over a fiefdom, troops in the field, etc.— and that the character will continue to attract new followers automatically.

The requirements for a character to achieve formal overlord status are as follows:

The character has, by magic, skullduggery, cleverness, bribery or otherwise, acquired more than fifty armed followers in the course of the campaign and lead them all in battle on at least one occasion (not necessarily all at once), or the character has reached at least 7th level, has managed to find a high-level NPC as patron, and regularly gives an even share of any experience points and treasure gained during his or her adventures to that patron. (A typical “starting number” of followers granted by a patron in this way is 5d20).

The principal benefit of overlord status is that the character ordinarily receives new 1 HD followers of the most plentiful local kind each time s/he levels up. The number of new followers is equal to d100% of the number of existing followers. Other troops may be recruited as usual— by finding them and offering them something of value (usually gold).

In addition, if the character was granted the status by an NPC, the followers are paid for by the patron so long as the character pays their xp/gold tribute to their patron and the patron remains among the living (or, in the case of vampires, among the existing).

D6 DUELING INJURY

- 1 **Eye** (-2 to anything involving seeing)
- 2 **Left arm** (or “off” arm) (-1 to most tasks)
- 3 **Right arm** (or favored arm) (-2 to most tasks)
- 4 **Right leg** (move at 50%, always lose initiative)
- 5 **Left leg** (move at 50%, always lose initiative)
- 6 **Weapon or other worn item** (attacker’s choice) destroyed

DUELS



hile the standard combat system works well for the kinds of battles that usually come up in a game, it can be a little abstract for describing blow-by-blow fights with only two characters involved. These optional rules can be used to add grit and texture to formal conflict between paired combatants. Combat begins and proceeds as normal, remembering that either party may surrender at any time, however...

- When dueling, a character may drop no lower than zero hit points.
- At zero hit points, the character may still act normally but each successful hit inflicted by the enemy on a character already at zero inflicts an injury from the Dueling Injuries table (lower left) in lieu of hit point damage.
- If a character takes the same injury twice (i.e. the same number is rolled twice during the same duel) that character is unconscious (or dead, depending on what the local rules are). This is why the injury table is short— while a longer one might provide more room for various entertainingly grisly injuries, this one is designed to keep duels to a reasonable length and to keep each roll of the dice near the end of a duel feeling tense.
- Feel free to assume that “ordinary” magical healing after the duel will remove the mechanical effects of any dueling injury. However: whether the injuries leave scars on the affected parts of either combatant and what these scars look like is entirely up to the player controlling the winner of the duel. That is, if the winner decides that the wound to her own character’s left eye leaves a scar like a dagger and the scar on her opponent’s leg looks like a hippopotamus with butterfly wings, then that’s what it looks like. So don’t lose.

LARGE BATTLES

PLAYER CHARACTERS AS GENERALS



f players manage to maneuver themselves into a position where they're commanding or accompanying a large body of troops in the field, Referees may wish to use the following systems.

IN THE THICK OF IT

Sometimes your characters may be part of a battle, whether they're commanding forces or just in the middle of it trying to achieve their own objectives.

STEP ONE:

Prep an Encounter Table, this is just like any other Random Encounter Table except it's for troops and events they'll meet on the battlefield and it goes from wimpiest to scariest. (Also, it starts with 2 for reasons that will become obvious) It can have as many entries as you like but the longer it is the longer the battle will last. For example:

2. a Red Pawn
3. d4 Red Pawns with Mome Raths
4. d4 Red Knights
5. d4 Red Knights on horseback
6. Red Rook
7. 2 Red Rooks
8. Red Rook + d4 Red Knights
9. Enemy Magic-User casts fireball
10. d4 Red Knights + d6 Red Bishops
11. Red King on horseback

STEP TWO:

Define an objective— characters can have an objective for this battle conceived by themselves or their patron. "Take the green tower!" "Find General Skrool and slay her!" "Survive the fight!"

STEP THREE:

Fight starts. Troops surge forward. Give the characters an option of two different encounters they can get into, not necessarily off the table you wrote, say "There are 2 little crocodiles being driven forward by a Pawn on the right and 2 Knights on the left". Then run whichever encounter they fight, paying attention to how many rounds it takes.

STEP FOUR:

However many rounds it takes? That's how many other encounters lie between the characters and their objective. (The longer the player characters are delayed, the further they are from the thick of the battle) Also, that is the modifier to the roll you are about to make on the random Battle Encounter Table. Roll d4, add the modifier, consult the table, that's the next unit that slams into the characters. (Something like a fireball will only take one round to resolve, thank god, so the fight afterward will be easy if it's survived.) If the modifier is larger than the number of entries on the table, skip immediately to the most difficult encounters possible in the battle.

STEP FIVE:

Fight out that next encounter. However many rounds that takes is the modifier to the next roll (note that, unlike the first encounter, the length of this encounter does not add to the total number of encounters, it just helps determine their difficulty)

STEP SIX:

Repeat Step Five until they characters have plowed throucagh the requisite number of encounters, are dead, or change objectives. If they change objectives, go back to Step 3.

This is a nice way to keep preparation light while still simulating some interesting things about battles the faster you cut through the initial resistance the better the whole thing goes, the speed with which you get past enemies is almost as important as whether you defeat them at all, the more time you spend mucking around the more likely the enemy is going to be able to reorient and send its big guns after you.

This is also the kind of mechanic you can just go ahead and explain to the players: "The longer each fight takes the tougher the rest of it will be".

IF THE OUTCOME OF THE BATTLE OVERALL IS IN DOUBT...

The system below can be used if the characters actions might conceivably affect the overall outcome of the battle.

The side with the largest army (in total hit dice) is assigned the number 100, any other sides are assigned a number proportional to that. (A force 60% as strong would be assigned 60). Modify a side's number if any side has a distinct tactical or strategic advantage and also modify it for each objective the players achieve. If, for example, the players manage to kill an important enemy lieutenant, that might receive a modifier of +20, +40 or more for their side.

Once the players are done with their part of the battle, each side rolls d100 and adds their number. High roll wins and (assuming this is the objective) holds the field at the end of the day. The casualty percentage on the winning side is 100 minus the disparity in the resulting numbers, the captured and/or casualty percentage on the losing side is equal to the winning side or proportional to the disparity, whichever is higher.

For especially large or important battles, the best procedure is probably to reduce a battle down to "sub-battles" resolved once every in-game hour. The players can fight, achieve some objectives (or not), an outcome is rolled, casualties are calculated, any reinforcements can be brought to bear after one hour are added, proportions are re-assigned, and the process begins again.

MOUNTED COMBAT



oivodja has a lot of knights and horses, so here are some simple rules for dealing with that.



There are two basic modes in mounted combat: the charge against infantry and the regular attack made against another mounted foe (or a giant-sized one).

When charging against an unmounted human-sized-or-smaller target, the mount may make one trample attack and the rider may make one strike at -2 to hit and +3 to damage.

Unmounted opponents with spears or other pole-arms that are firmly braced to receive a charging foe inflict double damage but are at -2 to hit if they attempt to hit the rider rather than the horse.

When engaging a mounted or giant foe, the mount and mounted rider count as two separate combatants and the combat proceeds normally, including any bonuses the system or Referee would apply for opponents being outnumbered.



A rider thrown from a mount takes d4 damage and is considered prone until s/he takes an action to get up.

SKIRMISHES



Occasionally, otherwise ordinary battles will involve a number of peripheral combatants— allies, hirelings, trained animals or summoned creatures— on both sides fighting each other in the background while the characters are engaged.

These rules can be used to keep things moving in such a situation, assuming both sides are amenable to the rules change.

First, pair off the NPC combatants into pairs of roughly equal opponents (assuming this doesn't conflict with an explicit strategy enunciated by either side) by level or hit dice.

Resolve any pair that a character is involved in normally, however, if a pair is composed of NPCs on both sides, roll d4 for each side, adding the NPCs' hit dice or level.

Whichever side rolls highest has slain the other that round.

In the likely event of a tie, that round's combat has resulted in a stalemate and that pair rolls again next round.

If multiple NPCs are ganging up on a single NPC foe, they get to roll an extra d4 per combatant but only add the highest of their side's hit dice/levels to the roll. So if 3 1-hit-die goblins are attacking a 3 HD warhorse, the goblins roll 3d4+1 and the horse rolls d4+3.

A d4 is used in these rules to increase the likelihood of a tie, though note it does make it impossible for vastly outclassed NPCs to hold off opponents for more than a round.

Also, you wouldn't want to use these rules in situations where one side has chosen their troops or tactics carefully (fire elementals fighting tree monsters, for example). This is mostly useful for relatively mundane allies such as horses, wardogs, and henchmen.

SPELL: SIDE STEP



Some of the monsters have this ability but there's no real reason it can't be a spell that any player character Magic User could learn, too, so here it is. Leave it lying around on a spell scroll somewhere...

SIDE STEP

Magic-User Level 5

Duration: Instantaneous

Range: 0

This spell allows the caster to teleport away and reappear at another point previously seen within 100 yards. Both points must be placed in such a way as to completely obscure the caster's body from the point of view of any intelligent observer when s/he is behind it— i.e. the caster cannot disappear so long as she is observed. The caster may walk behind an obscuring object (such as a door, a boulder, the surface of a lake) while casting the spell.



VI. TABLES & RESOURCES



ADVENTURE HOOKS



or any adventure anywhere all you really need is a target (a thing or creature), a location (an interesting place) and an action (a thing to be done with or to the target). This is all often merely implied: like in a regular dungeoncrawl the idea is “Locate (action) treasure (target) in the dungeon (location)”.

In addition to the basics of Target, Action, and Location, often adventures are undertaken for a specific patron and/or need to be accomplished during a certain event. An assignment can be generated using the tables in this book— use the action and target from the table below, then, if you like, roll on the Location table, if you’d like a patron roll on the “intelligent” column of the Creatures table, and if you want an Event during which it should happen, roll d100 on Events.

For more hooks: the two Kings and two Queens also have some ideas that frequently appear in adventures featuring members of their houses in the Beasts and People section.

ACTION & TARGET

If a target is a non-unique creature (for example, a Mome Rath or Knight) then the assignment probably refers to a specific and unusual one or to several of them (i.e. a breeding chamber full of Mome Rathes or a captured detachment of knights). If a target object or place isn’t unique, assume it is one of strategic importance or with unusual properties.

Note that rolling on ‘Animals’ for the object of a mission will produce results of a substantially different flavor than rolling on Encounters.

D20 ADVENTURE HOOK

1	Free (roll on Encounters-Intelligent or Animals)
2	Slay (roll on Encounters)
3	Capture (roll on Encounters or Animals)
4	Safely transport (d4, roll on 1 Encounters 2 Animals 3-4 Objects)
5	Locate (d6, roll on 1-Encounters 2-Instant Interior Rooms 3-Instant Forest Landmarks 4-Instant Garden Landmarks 5 Animals 6 Objects)
6	Acquire (roll on Objects or Animals)
7	Destroy (roll on Objects)
8	Seduce (roll on Encounters-Intelligent)
9	Frame (roll on Encounters-Intelligent or Animals) for a crime
10	Spy on (roll on Encounters-Intelligent)
11	Re-roll, action must be performed during (roll Event)
12	Map (d20 1-Castle Cachitice 2-Castle Poenari 3-8 Garden 9-14 Forest 15-20 Interior.)
13	Investigate Murder of (roll on Encounters-Intelligent)
14	Investigate Theft of (roll on Objects) belonging to (Encounters-Intelligent)
15	Prevent (roll on Event)
16	Ruin (Event)
17	Secretly sell (roll on Objects) to (roll on Encounters-Intelligent)
18	Recruit (roll on Encounters-Intelligent)
19	Defend (roll on Location)
20	Impersonate (roll on Encounters-Intelligent) during (roll on Event)

ALICE: EXASPERATION TABLE SEE P.31

ALICE: LEVEL UP TABLE SEE P.32

ANIMALS



maller animals are 1-50. More ferocious animals have been given as alternates to the more “circusy” creatures in case a scary animal is needed.

D100 ANIMAL			
1	Mouse	36	Firefly
2	Bat	37	Weasel
3	Frog	38	Lobster
4	Loach	39	Duck
5	Tortoise	40	Hedgehog
6	Crow	41	Rabbit
7	Magpie	42	Hare
8	Lorry	43	Shrike
9	Maggot	44	Beetle
10	Duck	45	Goldfish
11	Badger	46	Crab
12	Mongoose	47	Leech
13	Lizard	48	Butterfly/Moth
14	Frilled lizard	49	Amoeba
15	Salamander	50	Bream
16	Tamarin	51	Ray
17	Spider	52	Lamprey
18	Squirrel	53	Wolf
19	Mole	54	Stag
20	Scorpion	55	Hog
21	Eel	56	Vulture
22	Snake	57	Tiger
23	Armadillo	58	Lion
24	Lemur	59	Leopard
25	Otter	60	Panther
26	Rat	61	Ocelot
27	Cat	62	Boar
28	Fox	63	Cheetah
29	Sloth	64	Crane
30	Swan	65	Alligator/Crocodile
31	Hedgehog	66	Dog
32	Chameleon	67	Elephant
33	Ferret	68	Jackal
34	Centipede	69	Goat
35	Mantis	70	Octopus
		71	Horse
		72	Hyena
		73	Jaguar
		74	Warthog
		75	Owl
		76	Panda
		77	Rhinoceros
		78	Zebra
		79	Whale
		80	Wolverine
		81	Bear
		82	Shark
		83	Gorilla
		84	Peacock
		85	Hammerhead shark
		86	Lynx
		87	Boa Constrictor
		88	Yak
		89	Giraffe or T-Rex
		90	Hippo or Pterodactyl
		91	Kangaroo or Brontosaurus
		92	Ostrich or Sabretoothed Tiger
		93	Penguin or Mastodon
		94	Swordfish
		95	Coelacanth
		96	Granjoro Jellyfish (10' diameter, look it up)
		97	Pangolin
		98	Komodo Dragon
		99	Squid
		00	Chimpanzee/Orangutan

ANONYMITIES



ot everything is awful. Someone or something aids puzzled travelers in the interiors of the Place of Unreason. Anonymities are helpful gifts that appear throughout the labyrinths, often presented like gifts from the management.

D10 ANONYMITIES

- 1 **“Eat me”/“Drink me”** A cake or bottle of liquid tasting like all the imbiber’s favorite foods mixed together (in a good way). 1 dose per serving. If the imbiber is normal size, roll d4: 1-Doubles in size 2-Halves in size 3-Becomes inconveniently large for immediate purpose 4-Becomes inconveniently small for immediate purpose. If consumer is already an unnatural size, it will change him or her to whatever size they would like to be, though it cannot make fine adjustments in height.
- 2 **“Read me”** A book explaining the exact opposite of how to perform some task the reader would like to do, or the exact opposite of the best course of action.
- 3 **“Note Me”** A note explaining that books labelled “Read me” always explain how to perform the exact opposite of the task the reader would like to or ought to do. If the reader already knows this, it explains where the nearest unseen foe is.
- 4 **“Play With Me”** A small Rockinghorsefly (a rocking horse with thin insect legs and wings made of dominoes or dice) sits on a convenient surface. Whoever sets it rocking can re-roll any bad rolls once until 2d4x10 seconds later when it stops rocking. If moved, the horse will disintegrate into sawdust.
- 5 **“Open Me”** A small red and gold ornamental box. Inside is a Snapdragonfly. Its body (a very small pudding) will nourish a human for a week (but will do d4 points of damage to any flesh not coated in saliva). Its wings (made of holly-leaves) can be made into one dose of poison and its head (a raisin burning in brandy) will render anyone who consumes it inebriated immediately.
- 6 **“Consult Me”** A chart explaining the uses of Looking Glass insects including the Snapdragonfly and Rockinghorsefly. If these are already clear to the character, other important natural history facts may be explained.
- 7 **“Trust Me”** An envelope containing a letter explaining that the rooms are in the process of rearranging themselves so as to be very close to the PCs’ goal in 1/4 the time it would normally take. All the characters have to do is occupy and defend the room they are in until then. The envelope is telling the truth. After a few random encounters (time scaled to length of journey), the characters can leave through any door and find themselves much closer to their goal.
- 8 **Key.** Fits a nearby lock. Referee may determine which randomly if no obvious candidate presents itself.
- 9 **Door or curtain with door behind it.** Leads somewhere...
- 10 **Ordinary object** (Roll on the Objects table, p.170) with the properties of an Anonymity (roll d8 on this table).

BACKGROUNDS FOR CHARACTERS NATIVE TO VOIVODJA

D4 NATIVE BACKGROUNDS

- 1 Forest.** You're a human from an Orb Loc or a demihuman from the forest. +1 to Wisdom from spending half your life avoiding vampires, -1 to Constitution from your catch-as-catch can diet of escaped Mome Raths and found molasses.
- 2 Slave or meal.** You were kept on to serve or serve to- a member of one the vampire houses. You may choose which or roll it randomly on a d4. +1 to Constitution or Strength from all that hard labor, -1 to all saving throws (you're obviously an unlucky soul).
- 3 Interior-born.** Your earliest memories have no windows. +1 (+2 in a 20-point system) to find secret doors. -2 to Charisma due to the isolation.
- 4 Quiet-born.** You hail from the soft and civilized version of Voivodja on the Quiet Side of the Looking Glass. +1 to Intelligence or Charisma due to your education, -1 to Strength or Constitution due to your pampered lifestyle.

CASTLE CACHTICE INHABITANTS



This table can be used for the Queen's banquets or croquet games as well as adventures in the castle. Servants are generally Diamonds or Spades. As fate and coincidence are powerful forces in Voivodja, parties are as likely to meet specific important individuals as they are whole classes of commoners or common creatures.

D100 INHABITANT

1	King of Hearts	35	Huszar/Club (1-10)
2	Heart Queen	36	Merchant
3	Female Heart (child)	37	Falconer
4	Male Heart (child)	38	Minstrel
5	Pseudoturtle	39	Spy (roll again for cover)
6	Prisoners (criminals)	40	Midwife
7	Prisoners (Red Knights)	41	Old relative of Queen or King
8	Prisoners (virgins)	42	Smith
9-10	Guards (Clubs)	43	Ostler
11	Majordomo (domestic boss)	44	Porter
12	Ten of Clubs	45	Gaoler
13-14	Kitchen Servants	46	Chamberlain
15	Cook	47	Keymaster (has key to each room except Hall of Hissing Statues)
16	Stable Guy	48	Tailor
17	Tutor	49	Embroiderer
18	March Hare about to deliver message from House of Hearts to Pale King	50	Food Taster
19	Hatter delivering message from Pale King	51	Accountant
20	Knight delivering message to Colorless Queen	52	Painter
21	Red Bishop delivering message from Red King	53	Baker
22	Minstrel	54	Ozwick
23	Jester	55	Librarian
24	Doctor	56	Poet
25	Rabbit	57	Sculptor
26	Herald	58	Architect
27	Torturer	59	Engineer
28	Nurse	60	Carpenter
29	Astronomer	61	Tapestry-making Type People
30	Astrologer	62	Castle Brewer
31	Actor	63	Sphinx (lurking, trying to get into library)
32	Courtesan	64	Knave of Hearts
33	Page	65	Cheshire Cat
34	Squire	66	Duchess
		67-70	Footmen in Livery
		71-00	Roll twice, then roll another time each time this result is rerolled

DUELING INJURIES

D6 DUELING INJURY

1	Eye (-2 to anything involving seeing)
2	Left arm (or "off" arm) (-1 to most tasks)
3	Right arm (or favored arm) (-2 to most tasks)
4	Right leg (move at 50%, always lose initiative)
5	Left leg (move at 50%, always lose initiative)
6	Weapon or other worn item (attacker's choice) destroyed

DUELING CODE OF VOIVODJA

- The duel must be conducted with swords that can be held in one hand, unless both parties agree otherwise.
- After the first two hits (successful to-hit rolls), if the insulting party apologizes and the aggrieved party accepts, the duel is ended.
- If the duel continues after the first two hits (successful to-hit rolls), the parties must exchange weapons (via their seconds if seconds are available). A disarmed party is considered to have lost.
- Participants begin back to back, swords upraised. The challenged says "You will observe the Rules of Battle, of course?" the challenger says "I always do" and they roll initiative.
- The challenged chooses the ground; it must be reachable using extant technology.
- If allies or seconds disagree and fall to dueling, they must duel at right angles to the principals.
- No armor can be worn or shields employed.
- If the offense concerns the honor of a lady, the parties must fight with the left eye closed.
- If a child duels an adult, the child may remain atop a pony.
- No-one may duel with an animal that does not speak.
- Either party may hold a lantern or torch in the off-hand, though they may not intentionally set the ground or foe alight.
- In crowded or confined environs, the challenger may demand a *duel petite*— or "schoolroom duel"— these are fought with each opponent seated in front of a wall. The two parties say the usual words and then the challenged, from a seated position, throws a knife or dagger at the challenger, who then— if still alive— retrieves the knife and throws it back from a seated position, and then vice versa and on and on. It is otherwise identical to an ordinary duel.

ENCOUNTERS

ALLEGIANCE: ■: Unaligned ♥: House of Hearts ■: Red House □: Pale House □: Colorless House

ENCOUNTER	Interior	Garden (Night)	Garden (Day)	Forest (Night)	Forest (Day)
■ Bat/Undead bird Swarm	—	1-3	—	1-3	—
■ Little Crocodile	—	4-5	1-5	4	1-2
■ Ozwick	—	6	6	5	3
□ Sleeper	1	7-8	7-8	6	4
■ Ordinary Human	—	—	—	7	5-8
■ Goblins, Hobgoblins, etc.	—	—	—	8-9	9-13
□♥ Footmen in Livery	2-6	9-11	9-15	10-11	14-18
♥ Cheshire Cat	7-8	12-13	16-18	12-13	19-21
■ Mome Rath	9-11	14	19-24	14-15	22-25
■ Wild Boar	—	—	—	16-17	26-29
■ Wolf or Tiger	12	—	25	18-19	30-37
♥ The Rabbit	13-15	15-16	26-29	20-21	38-40
□ March Hare	16-18	17-18	30-33	22-23	41-43
■ Tove	—	19-20	34-40	24-25	44-50
♥ Pseudoturtle	19-21	21-22	41-43	26-27	51-54
□ Colorless Pawn	22-26	23-27	—	28-29	—
□ Pale Pawn	27-31	28-32	—	30-31	—
■ Red Pawn	32-36	33-37	—	32-33	—
■ Rose Nageire	37-39	38-40	44-50	—	—
■ Tiger Lily Nageire	40-42	41-43	51-56	—	—
■ Violet Nageire	43-45	44-46	57-63	—	—
♥ Order of Spades	46-48	47-50	—	34-35	—
♥ Order of Hearts	49-51	51-53	—	36-37	—
♥ Order of Diamonds	52-54	54-56	—	38-39	—
♥ Order of Clubs	55-57	57-59	—	40-42	—
■ Jub	—	60-61	64-70	43-46	55-61
■ Pudding	58	—	—	47-48	62-65
■ Unicorn	—	62	71	49	66
■ Witch (any old witch)	—	—	—	50-53	67-71
□ Colorless Knight	59-61	63-65	—	54-56	—
□ Pale Knight	62-64	66-68	—	57-59	—
■ Red Knight	65-67	69-71	—	60-62	—
■ Great Grey Grub	—	—	—	63-66	72-76
□ Colorless Bishop	68-69	72-73	—	67-68	—
□ Pale Bishop	70-71	74-75	—	69-70	—
■ Red Bishop	72-73	76-77	—	71-72	—
♥ Duchess	74-75	78-79	72-74	73-74	77-80
♥ Knave of Hearts	76-77	80-81	—	75-76	—
□ Hatter	78-79	82-83	75-78	77-78	81-84
□ Pale Rook	80	84-85	79-84	79-81	85-88
□ Colorless Rook	81-83	86-87	85-90	82-84	89-92
■ Red Rook	84-85	88-89	91-95	85-87	93-96
■ Sphinx	86	90	96-97	88	97
■ Red Bride (Ilona)	87-88	91	—	89	—
■ Red Bride (Tizala)	89-90	92	—	90	—
■ Red Bride (Ildana)	91-92	93	—	91	—
♥ King of Hearts	93	94	—	92	—
■ Guest	94-96	95-96	98-00	93-95	98-99
□ Pale King	97	97	—	96	—
□ Colorless Queen	98	98	—	97	—
♥ Heart Queen	99	99	—	98	—
■ Red King	00	00	—	99	—
■ Jabberwock	—	—	—	00	00

TABLES & RESOURCES

The chances of encountering a creature are not based on population but the amount of time they spend traveling and how often the gods of fate place them in the path of characters. The encounters are listed from least to most dangerous. Their allegiance is indicated with house icons (see p.35).

ENCOUNTER	House of Hearts	Pale House	Red House	Colorless House	Intelligent
■ Bat/Undead bird Swarm	—	—	—	—	—
■ Little Crocodile	—	—	—	—	—
■ Ozwick	—	—	—	—	1-2
▣ Sleeper	—	1-3	—	—	3-4
■ Ordinary Human	—	—	—	—	5
■ Goblins, Hobgoblins, etc.	—	—	—	—	6
▣♥ Footmen in Livery	0-25	—	—	1-10	7-10
♥ Cheshire Cat	26-28	—	—	—	11-12
■ Mome Rath	—	—	—	—	—
■ Wild Boar	—	—	—	—	—
■ Wolf or Tiger	29	—	—	—	—
♥ The Rabbit	30-32	—	—	—	13-14
▣ March Hare	—	4-6	—	—	15-16
■ Tove	—	—	—	—	—
♥ Pseudoturtle	33-35	—	—	—	17-18
▣ Colorless Pawn	—	—	—	11-36	19-22
▣ Pale Pawn	—	7-31	—	—	23-26
■ Red Pawn	—	—	1-25	—	27-31
■ Rose Nageire	—	—	—	—	32-35
■ Tiger Lily Nageire	—	—	—	—	36-39
■ Violet Nageire	—	—	—	—	40-43
♥ Order of Spades	36-50	—	—	—	44-46
♥ Order of Hearts	51-64	—	—	—	47-49
♥ Order of Diamonds	65-79	—	—	—	50-52
♥ Order of Clubs	80-93	—	—	—	53-55
■ Jub	—	—	—	—	—
■ Pudding	—	—	—	—	56-57
■ Unicorn	—	—	—	—	58
■ Witch (any old witch)	—	—	—	—	59
▣ Colorless Knight	—	—	—	37-61	60-62
▣ Pale Knight	—	32-56	—	—	63-65
■ Red Knight	—	—	26-50	—	66-68
■ Great Grey Grub	—	—	—	—	69-70
▣ Colorless Bishop	—	—	—	62-81	71-72
▣ Pale Bishop	—	57-71	—	—	73-74
■ Red Bishop	—	—	51-75	—	75-76
♥ Duchess	94-96	—	—	—	77-78
♥ Knave of Hearts	97-98	—	—	—	79-80
▣ Hatter	—	72-74	—	—	81-82
▣ Pale Rook	—	75-99	—	—	83-84
▣ Colorless Rook	—	—	—	82-99	85-86
■ Red Rook	—	—	76-93	—	87-88
■ Sphinx	—	—	—	—	89
■ Red Bride (Ilona)	—	—	94-95	—	90
■ Red Bride (Tizala)	—	—	96-97	—	91
■ Red Bride (Ildana)	—	—	98-99	—	92
♥ King of Hearts	99	—	—	—	93
■ Guest	—	—	—	—	94-95
▣ Pale King	—	00	—	—	96
▣ Colorless Queen	—	—	—	00	97
♥ Heart Queen	00	—	—	—	98
■ Red King	—	—	00	—	99
■ Jabberwock	—	—	—	—	00

EVENTS



When the backdrop of a game is a war, it can be helpful to have a shimmer of continuous events forming the background, crosscurrent or engine of whatever the characters are up to. Depending on the time scale of your campaign, you can have an event once a week, once per session or whenever it is convenient. Obviously any event made impossible as-written by character action should be altered to fit the new status quo.

One possibility is to roll up a calendar of several events in advance— a month's worth, for example, each d8 days from the last— and let the campaign sessions unfold on top of that calendar.

This table can be easily repurposed for adventures outside Voivodja by replacing the names of the houses and NPCs with ones from a different setting. If you have a digital copy you can use the “Search/Replace” function, replacing “Heart” with, for instance “Saxon” and “Hatter” with “Skatharax The Majestic” etc.

D100 EVENT

- 1-10** Fierce battle between Red and Heart forces in random square.
- 11-15** Infamous duel between random intelligent NPC and another random intelligent NPC.
- 16-17** Heart Queen's croquet game announced.
- 18-20** Random House announces banquet.
- 21** Random Heart NPC murdered at Queen's croquet game.
- 22** Random Pale or Colorless NPC murdered at Queen's croquet game.
- 23** Random item stolen at Heart Queen's croquet game.
- 24-30** Random intelligent NPC slain in battle.
- 31-35** Random intelligent NPC slain in duel with Random Intelligent NPC.
- 36** Random intelligent NPC slain at banquet.
- 37** Random intelligent NPC to be executed after trial.
- 38** Random intelligent NPC kidnapped before wedding
- 39** Random intelligent NPC slain in Rite of Engagement.
- 40** Four Random Intelligent NPCs announce Rites of Engagement.
- 41** Death of important NPC forecluded.
- 42** Massive battle— disastrous for both Heart and Red sides— forecluded.
- 43** Massive battle— disastrous for all four sides— forecluded.
- 44** Negotiations between House of Hearts and Pale House.
- 45** Negotiations between House of Hearts and Colorless House.
- 46** Negotiations between Red House and Pale House.
- 47** Negotiations between Red House and Colorless House.
- 48** Combined Pale and Colorless forces attack Red House on field of battle.
- 49** Combined Pale and Colorless forces attack House of Hearts on field of battle.
- 50** Combined Heart and Pale forces attack Red House.
- 51** Combined Heart and Colorless forces attack Red House.
- 52** Combined Red and Pale forces attack Hearts.

53	Combined Red and Colorless forces attack Hearts.
54-55	Jabberwock sighted in random square; hunting party sent from random house to capture it.
56	Random intelligent NPC framed by Tizala (Red Bride) for slaying another bride.
57	Red Bride Ildana caught attempting to slay Red King.
58	Pale King has spotted the Unicorn and is pursuing it.
59	Pale King has spotted the Sphinx and is pursuing it.
60	Nyvian, the Colorless Queen, has been seen having tea with the Hatter.
61	Nyniaxxe, a Colorless Knight, has impressed everyone at a tournament with her martial prowess. It is believed that her Queen is grooming her for a high position.
62	Nyvian, the Colorless Queen, has been seen with the Red Bride, Tizala.
63	Nyvian, the Colorless Queen, has been seen with the Red Bride, Ildanna.
64	Rabbit found dead with enigmatic communiqué, suggesting betrayal of the House of Hearts.
65	Cheshire Cat seen in the halls of the Looking Glass Palace.
66	Hatter on trial in the Card Castle.
67	Hatter has advised the Pale King to join the Red King.
68	Hatter has advised the Pale King to join the Heart Queen.
69	Hatter has advised the Pale King to join the Colorless Queen.
70	Hatter has fixed his watch and now his power is frightening.
71	Hare has opened negotiations between the Pale House and Hearts.
72	Doormouse found dead with mysterious message to Knave.
73-74	Strange new recipe discovered.
75	A Decapitated Lord has been recapitated.
76	One of the Pale King's recipe books is missing; the Knave is suspected.
77	Knight of each house found dead in a locked room with the Pseudoturtle.
78	Random monarch missing.
79	King of Hearts executed by Heart Queen. Her forces are expected to suffer on the field of battle.
80-81	Random Intelligent NPC discovered in compromisingly intimate congress with other NPC.
82-85	Red King's forces have established a small fortress on a random square.
86-89	Heart Queen's forces have established a small fortress on a random square.
90-91	Scribes say a strange and valuable object is located somewhere in the interior beneath a random square: all sides are scrambling through the interiors to find it.
92	Plague of foot and mouth disease ravaging horses on both sides.
93-96	Time distortion undoes previous event.
97	Time distortion freezes time in a random square for one week, d4 Random Intelligent NPCs caught in it.
98	Time distortion causes reverse battle between Heart and Red forces, other houses scramble to use their knowledge of the fight (whose outcome they know) to un-save certain enemies.
99	Heart battle plan secretly discovered by Red forces.
00	Red battle plan secretly discovered by Heart forces.

FEES & TAXES DEMANDED BY MEMBERS OF THE PALE HOUSE

D20 FEES & TAXES

1. **Leg tax:** d100gp per leg.
2. **Pie fee:** d100gp per pie. If the party has no pie, 4d100 fine for pielessness.
3. **Motion levy:** d100gp per foot moved in tax agent's presence.
4. **Picture toll:** d100gp per image carried, tattooed on skin or inscribed or sewn on the party's clothes or armor.
5. **Smile tithe:** d100gp per happy party member.
6. **Consumption tax:** d100 per party member with tuberculosis, or anyone looking wan and withdrawn.
7. **Smuggling toll:** d100gp per non-local item.
8. **Pulchritude fee:** d100gp per point of Charisma.
9. **Confiscatory tax:** d100gp per gp taken by party from any defeated foe.
10. **Inherit ants tax:** Pale agent smears honey on party members, demands d100gp per ant attracted.
11. **Cap and hole gains tax:** d100gp per piece of headgear in party and for every opening or hole in equipment or clothing carried by party.
12. **Poor tax:** d100gp for each member unable to produce d100gp.
13. **Knuckle fee:** d100 per knuckle.
14. **Income tax:** d100gp from each party member for entering any interior.
15. **Sails tax:** d100gp per party member able to pilot a watergoing vessel.
16. **Proper tea tax:** d100gp per party member unable to produce a decent cup of tea.
17. **Valuable adder tax:** d100gp per party member carrying a useful snake.
18. **Ex-eyes tax:** d100gp per missing eye in party.
19. **Pole tax:** d100gp per pole arm.
20. **Lie sensing fee:** d100gp per time the party notices anyone lying.

Anyone possessing evidence of having attended the Hatter's Tea Party is exempt from taxes, but will be despised by all clever creatures. After 10th level, multiply all taxes by 10.

GROWING & SHRINKING SIZES



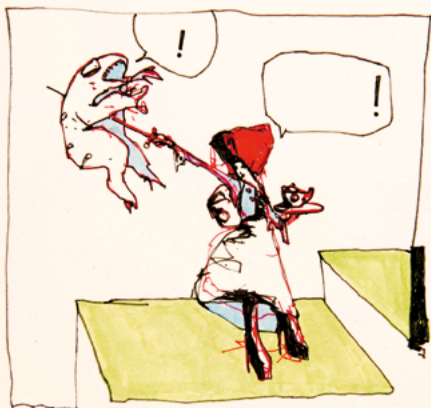
printed for convenience. Growing and shrinking work in slightly different ways than usual in the Place of Unreason:

- Most magic only recognizes a few size categories:

1. Ordinary size,
2. Inconveniently large for the immediate purpose,
3. Inconveniently small for the immediate purpose, and
4. Mouse-size.

Characters will find this out the first time they try it.

- Shrinking to mouse-size will allow you to talk to any small animal. Druids or others employing special communications magic or the languages of animals in addition to this gain a Charisma bonus equal to their level—the animals are flattered.
- Spilling blood, tears, potions, etc. or breaking glass inevitably will cause problems for anyone who shrinks to mouse size in that area thereafter, creating a formidable obstacle.



IDIOTIC VOIVODJA FILIBUSTER CONVERSATION OPENERS

D12 OPENER

1. What's your name? How do you spell that? In Southern Voivodja it would be spelled with two ll's and the accent on the N...
2. What are you doing? Why? And why would anyone want that? And why would anyone want that? And why would...
3. Interloper! View my invention! (Points to mundane feature of landscape)
4. I see you have an impressive forthwrick. A forthwrick. Yes you do, right behind your thrombulatte...
5. Forgive me, I seem to have forgotten my name.
6. What is that? (Points to PC's right eye. Has no problem identifying left eye.)
7. (Observes any character action.) Do you always behave so offensively?
8. Would you mind holding this while I...
9. You should be ashamed of yourself. It would be a good name for you "Ashamed Ofyour Self". And you should be Basil.
10. Whatever it is you're looking for, I'm sure it doesn't exist.
11. Stop copying me. Yes you are, I was breathing before you even arrived...
12. Excuse me— why am I dreaming you? You aren't the least bit interesting...

INTERCEPTED COMMUNIQUE

To...

- 1 ... my most vigorous and noble...
- 2 ... my beloved and devoted...
- 3 ... the festering carcass known to men as...
- 4 ... your esteemed eminence...
- 5 ... my most clever and unfortunate...
- 6 ... my first and prodigal...

- 1 ... Hatter
- 2 ... (the) Cheshire Cat
- 3 ... Threel Highly, Red Knight
of the Highest Order
- 4 ... Lord Vortullak, Knight of Nephilidia
- 5 ... Grogan Wheel, Pale Knight
- 6 ... Red Bishop Knackling Sevrer
- 7 ... Colorless Bishop Sovereign Eign
- 8 ... (the) Pseudoturtle
- 9 ... Eminent Pale Bishop Ghastlemage
- 10 ... Ozwick
- 11 ... Finefinger Froth of the Order of Diamonds
- 12 ... Skalding Wreeve of the Order of Clubs
- 13 ... (the) Knave of Hearts
- 14 ... Hare
- 15 ... Duchess of the House of Hearts
- 16 ... Rabbit
- 17 ... Tizala
- 18 ... Ilona
- 19 ... Ildana
- 20 ... Pick a monarch

I send greetings from...

- 1 ... the gaol.
- 2 ... far behind enemy lines.
- 3 ... the tower behind the well.
- 4 ... a corner of the interior both distant and dismal
- 5 ... both myself and from your unfortunate
mother.
- 6 ... the Forest.

This past season has been...

- 1 ... dense with the breeding of unexpected events
- 2 ... intolerably humid
- 3 ... suspiciously merciful
- 4 ... no doubt, a black joke perpetrated on this
family by the omnipotent author of all things

I trust that the news of recent events here has reached you, and I likewise trust you received the.

- 1 ... cheeses...
- 2 ... unobtrusive young gentleman...
- 3 ... map...
- 4 ... unusual device...
- 5 ... preserves...
- 6 ... instructions...
- 7 ... claw...
- 8 ... needle...

I sent earlier, for otherwise you would be entirely unable to read the words I now set down. Though I am indeed made weary by the strain of maintaining this deception, I see the necessity in it, as, I am certain, do you.

- 1 Seek the counsel of...
- 2 You must destroy...
- 3 Be sure to avoid...
- 4 Be sure to consult...
- 5 It is vital that you investigate...
- 6 Under no circumstances should you speak to...
- 1 ... the Pale King's new man.
- 2 ... the Colorless Queen's new agent.
- 3 ... the Red King's new Knight.
- 4 ... the Blind Mirror.
- 5 ... the Heart Queen's new spy.
- 6 ... anyone who might possess any knowledge
concerning your current condition.
- 7 ... the humans.
- 8 ... the assassin.

To do otherwise is to risk what little you have left. Your most humble servant,...

1	... Hatter.
2	... Cheshire Cat
3	... Threel Highly, Red Knight of the Highest Order
4	... Lord Vortullak, Knight of Nephilidia
5	... Grogan Wheel, Pale Knight
6	... Red Bishop Knackling Sevrer
7	... Colorless Bishop Sovereign Eign
8	... (the) Pseudoturtle
9	... Eminent Pale Bishop Ghastlemagne
10	... Ozwick
11	... Finefinger Forth of the Order of Diamonds
12	... Skalding Wreeve of the Order of Clubs
13	... Knave of Hearts
14	... Hare
15	... Duchess of the House of Hearts
16	... Rabbit
17	... Tizala
18	... Ilona
19	... Ildana
20	... Pick a monarch

(If the same NPC is rolled as sender and receiver either take this as evidence that NPC is mad, the message is in code, or roll again)

P.S....

1	... Another map is enclosed— verso.
2	... I have sent three copies of this missive via three separate routes in the event that some misfortune should befall the messenger.
3	... Veska is a spy.
4	... I hope the shortbreads I've enclosed live up to their local reputation.
5	... No more drawings, your aunt caught a glimpse of the last one and became terribly distracted.
6	... It's in the third drawer down behind the doveote.
7	... I have it on good authority that the Bishop suspects nothing.
8	... The code is: 8-7-4-8.
9	... Before this is over, I will have what's rightfully mine, no matter what you've been told.
10	... I'm told Lord Carnifex has apparently been asking for me. I want to assume you didn't set me up, but I wouldn't put it past you.
11	... Othros incara ex'na glarr een amnata (spell activates if read aloud).
12	... They are invulnerable to anything metal, unless it was forged on a Thursday.

I SEARCH THE BODY



After rolling any entry, cross it out and write your own, unless it has a *.

D100 ITEM FOUND

- | | |
|-------|--|
| 1-3 | *Misericorde. |
| 4-5 | *Random book. |
| 6-7 | *Hastily-drawn recipe/map explaining travel from one part of Voivodja to another. |
| 8-50 | *Coins or jewelry worth 10 times d100 roll just thrown in gold pieces. |
| 51-52 | Engagement ring and semi-literate drafts of marriage-proposal speech with name of potential fiancée written in margins. |
| 53 | Recipe for crumpets. |
| 54 | Recipe for biscuits. |
| 55 | Miniature Slab of Hands (see Castle Poenari, room 35). |
| 56 | Boar's tusk knife. |
| 57 | Message demanding satisfaction from another party. |
| 58 | Rope. |
| 59 | Salt. |
| 60 | Box of chalks. |
| 61 | Draft of a writ of decapitation from the Heart Queen. |
| 62 | Contract for mercenaries from a foreign land. |
| 63 | Deed of sale for an artwork (signed), suggesting the artwork's value to the new owner is vastly out of proportion to its size and quality. |
| 64 | Architectural sketches that make no sense, referring to a familiar building or room. |
| 65 | An unusual bird with moist wings and a beak 5 inches long, carefully wrapped, as if for delivery. |
| 66 | Parts of a pocket watch. |
| 67 | Journal, seemingly written by a pawn or servant, seething with regicidal fury against his or her own lord. |
| 68 | Gold mask worn by the Red Bishops. |
| 69 | Crushed mouse/starling/marmot/rabbit. |
| 70 | Ivory belt buckle shaped like a horse. |
| 71 | Instructions for making an unusual kind of shoe. |
| 72 | Stale crumpet. |
| 73 | *Pack of cards. |
| 74 | Svengali deck for performing card tricks. |
| 75 | Small mirror. |
| 76 | Disturbingly mutilated chess king. |
| 77 | Locket containing a small engraving of a seemingly-unrelated NPC of a different House. |
| 78 | Ivory statuette of a crocodile. Will turn into a real crocodile if immersed. |

TABLES & RESOURCES

- | | |
|----|---|
| 79 | Beautiful map of the Once Palace from years ago. Contains locations of long-forgotten pleasure domes, including ones once located where the characters are. |
| 80 | Looks similar to healing potions but it's actually a love potion. Drink it and fall in love with whoever last wounded you. |
| 81 | Ceremonial silver knife with a Colorless Bishop carved into the pierced blade. Specifically consecrated for an assassination attempt on the bishop by a mysterious cult. |
| 82 | Small carved figurine or chess piece of one of the characters, precise in every detail, 25 - 28mm tall. Purpose unknown. |
| 83 | Padlock (Strength 17) and key. |
| 84 | Linked jewelry chains in the shape of a spider's web. Surprisingly strong. |
| 85 | Recipe for elephant-shaped cake involving three hit points of blood and 3 drops of sweat. When baked, it will know whatever the blood donor knows and will answer whatever questions about that information the sweat-donor asks. This information is in the recipe. |
| 86 | Small, elaborately carved stone sphere (or wheel) the size of a marble. If the head of a chess pawn of the appropriate color is removed and replaced with this sphere, the owner may control a single Red, Pale or Colorless Pawn until the next cock's crow. Works once. |
| 87 | A small vial of blue dust, breathing it causes victim to forget the last hour. |
| 88 | Tiny scale model of a gazebo in the Gardens made of gingerbread. |
| 89 | Vial containing fresh human blood. |
| 90 | Jabberwock egg. 2" long. A new Jabberwock will be born from this egg when the old one is slain. |
| 91 | Book of Nephilidian vampire anatomy. |
| 92 | Pair of small (3"x4") picture frames. Putting an object through one will make it come out of the other. |
| 93 | Valued lost shears of the Heart Queen' Coiffeuse. |
| 94 | Set of 12 small translucent, colored cubes that, when dropped in a body of water, produce a variety of different effects - bubbles, color change, soothing steam, pleasant hallucinations, etc. |
| 95 | Vial of "Mirror Water." When spilled, the puddle is a portal to a reversed dimension. If anyone attempts to walk across the puddle, an exact duplicate of themselves (same abilities, equipment, etc.) will crawl out and attempt to kill them. |
| 96 | Change of socks. |
| 97 | *Piece of cheese. |
| 98 | Croquet ball painted like a fat pig. |
| 99 | Letter of introduction to a high-level NPC of a rival House extolling NPC's service to that House. |
| 00 | 3.5 liters of glue. |

INSTANT LOCATIONS



These die-drop generators are provided for times when you would like to generate a location quickly, or would like some ideas to start you off.

STEP ONE:

Take a handful of dice— including at least one of each standard die type (d4, d6, d8, d10, d12, d20). The more dice you use, the denser with incident the location will be.

STEP TWO:

Drop the dice directly onto a piece of graph paper which you will use as a map.

STEP THREE:

Places where the dice land indicate (in gardens and forests) positions of landmarks or (inside interiors) principal rooms. The number on the die indicates the contents according to the appropriate Landmarks or Rooms Table. Lower results are more common and will appear on more kinds of dice.

STEP FOUR:

To add Complications or Perplexities, drop more dice and consult the appropriate table. In interior spaces, again, if a die falls outside an established room, just add a new room where it lands.

NOTE:

Some pre-made die-drop templates have been provided on pages 166-168. To use these: drop dice on the templates--wherever a die falls there's a room or landmark of the type the die is sitting on. Ignore any square a die hasn't landed on. Then skip straight to step 4.

The smaller the scale of your map, the less dice you'll want to use.

INSTANT FOREST LANDMARKS

D20	LANDMARK
1	Bridge
2	Entrance to interior (in tree, etc.)
3	Pond
4	Corpse or corpses
5	Crumbling tower
6	Thornchoked thicket
7	Mushroom field
8	Clearing
9	Wall
10	Well
11	Sheer rise to next square
12	Sheer drop to next square
13	Stitch in space— Settlement in the distance
14	Border with garden
15	Swamp
16	Remains of old castle
17	Remains of graveyard
18	Orb Loc
19	Creature/NPC
20	Exposed interior filled with rainwater/blood

INSTANT GARDEN LANDMARKS

D20	LANDMARK
1	Bridge
2	Entrance to interior
3	Fountain
4	Corpse/corpses
5	Gazebo
6	Crumbling ground
7	Tower
8	Sundial
9	Wall
10	Exterior stairway
11	Sheer rise to next square
12	Sheer drop to next square
13	Pond or pool
14	Overgrown/Border with Forest
15	Well
16	Merchant's shop
17	Statue
18	Exposed remains of interior
19	Creature/NPC
20	Exposed interior filled with rainwater/blood

INSTANT INTERIOR ROOMS

D20	ROOM
1	Hall
2	Parlor
3	Dining room
4	Bedroom
5	Kitchen
6	Stairwell
7	Library
8	Pantry
9	WC
10	Entrance/exit to garden
11	Shaftway
12	Closet
13	Gallery
14	Storage room
15	Game room
16	Pool
17	Music room
18	Fountain
19	Tower room overlooking garden
20	Looking glass room

INSTANT FOREST & GARDEN COMPLICATIONS

D20	COMPLICATION
1	NPC
2	Aftermath of battle
3	Croquet game
4	Creature's den
5	Battle
6	Two NPCs meeting
7	Spatial distortion: walk away from target location to reach it
8	Time distortion: 25% of rounds are undone afterward (Warning: this is a pain to Referee, but fun)
9	Time distortion: move forward by staying still and occupying square
10	Name loss. Anyone passing through this square must make a Wisdom check or else lose their name. They will not be able to remember it, neither will anyone else, and no targeted spell or ritual will affect them (including beneficial ones)— though area effect spells still can. One can regain one's name by finding a village and being rechristened (their real name will be remembered) or by committing a deed resulting in gaining at least half of the experience points needed to reach the next level and renaming yourself after the deed (Frederic the Larcenous, Morgotte Hogslayer, etc.). One cannot gain levels or be healed by Clerical magic without a name.
11	NPCs fighting duel
12	Lurking spy
13	Trap
14	Hunters chasing game
15	Thief hiding
16	Spatial distortion: crossing square eastward leads north, west leads south and vice versa
17	Nearby object/landmark is illusory
18	Wild magic zone
19	Sunlight does not reach this square
20	Time distortion: time stopped

INSTANT FOREST TEMPLATE

Wild magic zone	Burned village	Abandoned prison	Tracks of horses	Orchard	Fortress
Flooded river crossing	Dramatic waterfall	Abandoned asylum	Orb Loc	Quicksand	Swamp
Ancient altar	Desolate	Field of Mist	Abandoned tower	Desolate	Crumbling temple
Peak see 12-20 miles in all directions	Broken, stony ground	Sheer cliff	Field of mist	Mist	Lair of large beast
Ancient battle site	Lake	Abandoned inn	Bridge over river	Mystery stairs	Animals shrunk to tiny size
Carnivorous plants	Mist-bound valley	River with dam	River	Dentist	Occupied forest
Orchard	Remains of recent camp	Pile of severed body parts	Lake	Well	Tracks of large beast
Orb Loc	Ruin of old castle	Rotting aqueduct	Orb Loc	Bridge over river	Market
Ruined siege engine	Large herd of animals	Well with children	Field of fungi	Extra thick Forest	Army moving
Pond	Crowd of statues	Abandoned tower	Ambush	Peak see 12-20 miles in all directions	Lake
3d100 ft deep gorge	Ancient graveyard	River	River	River	Crossroads with gibbets
Spring	Inexplicable architecture	Corpses	Abandoned Asylum	Corpses	Entrance to interior
Hidden fortress	Quicksand	Abandoned village	Heads on poles	Abandoned inn	Line of fortresses
Hyperdense forest	Entrance to interior	Time distortion	Desolate	Large statue	Out-of-place building (from another time)
Ruins	Small fort/outpost	Pond	Hill see 9 miles in all directions	Orb Loc	Guard house
Old bear traps	Vinechoked ruins	Abandoned library	Extremely flat	Sucking, slowing mud	Wild magic zone
Lonely monastery	Spiky rocks	Section of interior filled in with water	Graveyard	Orb Loc	Swamp

INSTANT GARDEN TEMPLATE

Wild magic zone	Burned village	Pond	Tracks of horses	Orchard	Small Fortress
Flooded river crossing	Artificial waterfall	Wall	Crumbling aqueduct	Mome Raths	Pit
Ancient altar	Time distortion	Field of Mist	Abandoned tower	Sheer drop between squares	Crumbling dome
Peak see 12-20 miles in all directions	Broken, stony ground	Gazebo	Field of mist	Mist	Lair of scavengers
Ancient battle site	Lake	Pool	Hanged soldiers	Mystery stairs	Animals shrunk to tiny size
Carnivorous plants	Mist-bound valley between two squares	Army	Crumbling ground	Fountain	Forest begins
Orchard	Remains of recent camp	Pile of severed body parts	Field of Mist	Well	Tracks of large beast
Hedge maze	Ruin of old castle	Rotting aqueduct	Gazebo	Bridge over river	Market
Stream	Statue	Well with children	Sundial with tove	Topiary animals	Army moving
Pond	Crowd of statues	Tall tower see 12-20 miles in every direction	Ambush	Peak see 12-20 miles in all directions	Ruined siege engine
3d100 ft drop off square	Ancient graveyard	River	River	Jub among ruins	Gibbets
Spring	Inexplicable architecture	Corpses	Pies	Corpses	Entrance to interior
2 NPCs dueling	Fountain	Occupied tower	Heads on poles	Fortified tower	Line of fortresses
Army	Hedge maze	River	Sundial with tove	Large statue	Time distortion
Ruins	Small fortified section of exposed interior	Time distortion	Hill see 9 miles in all directions	High wall	Ruin of old castle
Battle	Field of Mist	Exposed library interior	Extremely flat	Sucking, slowing mud	Pond
General with detachment	NPC	Section of interior filled in with water	Graveyard	Merchant	Orchard

INSTANT INTERIOR TEMPLATE

Zoo	Rubble or junk	Tower window overlooking garden	Office	Hall	Looking glass room
Ambush	Library	Bedroom	Shaftway	All entrances to here are concealed	Study
Well	Storage room	Indoor stream	Dueling practice room	Statues	Same as nearest room
Buttery	Hall	Flooded	Sauna	Exit to surface/next level	Antichapel
Bottlery	Ambush from below	Trash/debris room	Falcon room	Nursery	Orerry room
Trophy room	Padded Cell	Guard room	Hall	Game room	Room with murder holes
Great hall	Hall	Rotten stairwell	Pool	Bedroom	Cheese room
Greenhouse	Aviary	Hall	Library	Gallery	Triggerable guardian monster
Monster entrance	Prison cell	Dining hall	Full of dust/smoke/magical darkness	Flooded room	Arsenal
Pile of corpses	Altar	Pillared hall	Pantry	Observatory	Infected with vermin
Courtroom	Dressing room	Summoning room	Closet	Classroom	Doors lock behind you (can't escape)
Oubliette	Armory	Stairwell	Hearth	Guardroom	Aquarium
Fountain	Statue room	Parlor	Harem room	Bending shaftway	Room with hanging cage
Corpse in here	Kitchen	Semi-accurate map of this place	Treasure room	Bridge over chasm/next floor	Giant creature trapped
One-way window into prison cell	Parlor	Hall	Fountain	Servant's room	Library
A battle was just fought here	Pool	Foyer (exit to garden)	Scriptorium	Map room	Hall
Hole down to next level	Same as next room	Music room	Artroom/gallery	WC	Fountain

INSTANT LOCATIONS



o find a type of location, roll below.

D100 LOCATION

- 1** Castle Cachtice (Card Castle)
- 2** Castle Poenari (Looking Glass Palace)

INTERIOR ROOMS

- 3** Hall
- 4-5** Parlor
- 6-7** Dining room
- 8-9** Bedroom
- 10-11** Kitchen
- 12-13** Stairwell
- 14-15** Library
- 16-17** Pantry
- 18** Machine room
- 19** Entranceway
- 20-21** Shaftway
- 22-23** Closet
- 24-25** Gallery
- 26-27** Storage room
- 28-29** Game room
- 30-31** Pool
- 32-33** Music room
- 34-35** Fountain
- 36-37** Tower room overlooking garden
- 38-39** Looking glass room

GARDEN LANDMARKS

- 40-41** Bridge
- 42-43** Toll Bridge
- 44-45** Fountain
- 46-47** Aftermath of recent battle
- 48-49** Gazebo
- 50-51** Tower
- 52-53** Sundial

- 54-55** Pond or pool
- 56-57** Well
- 58-59** Well (with children in it)
- 60-61** Merchant's shop
- 62-63** Statue
- 64-65** Exposed remains of interior
- 66** Exposed interior filled with rainwater/blood

FOREST LANDMARKS

- 67** Bridge
- 68** Pond
- 69** Corpse/corpses
- 70** Crumbling tower
- 71** Mushroom field
- 72** Clearing
- 73** Well
- 74** Well with children in it
- 75** Stitch in space— Settlement in the distance
- 76** Swamp
- 77-78** Remains of old castle
- 79-80** Remains of graveyard
- 81-82** Exposed interior filled with rainwater/blood
- 83-84** Orb Loc (hidden village)
- 85-00** Location On Quiet Side of Looking Glass (re-roll on this table)

OBJECTS

D100 OBJECT

1	Teacup	34	Clock	72	Astrolabe
2	Hat	35	Fish hook	73	Orrery
3	Taxidermied animal	36	Fisherman's tackle box	74	Dollhouse
4	Low table	37	Mushrooms	75	Marbles
5	Sofa/other piece of furniture	38	Jade	76	Jacks
6	Lamp	39	Hourglass	77	Beads
7	Xylophone	40	Sword	78	Wine glass
8	Fishbowl	41	Gloves	79	Fruit with gears and mechanisms inside
9	Knife	42	Comfits (trailmix-like items coated in candy)	80	Pocket watch
10	Jar of Marmalade	43	Thimble	81	Egg cup
11	Diary	44	Morningstar	82	Ebony-bladed misericorde
12	Letter opener	45	Model ship	83	Vial of holy water
13	Pepper	46	Snowglobe	84	Cooking sherry
14	Fan	47	Scythe	85	Snail shell
15	Pack of cards	48	Warhammer	86	Locket
16	Box of chessmen	49	Ring	87	Spectacles
17	Book	50	Looking Glass (d100" diameter)	88	Worldcube (like a globe except accurate because we all know the world is cube-shaped) fist-sized
18	Vorpal blade	51	Croquet mallet	89	Tree ornament
19	Rattle	52	Egg	90	Box of glass eyes
20	Umbrella	53	Torch	91	Starfish with sharpened edges.
21	Doll or workbox? Hard to tell. It's always in your peripheral vision.	54	Bracelet	92	Jewelled egg
22	Candle	55	Strawberry	93	Bat in a bottle
23	Upright piano	56	Jewel	94	False teeth
24	Idol	57	Shoes	95	Music box
25	Skull	58	Boots	96	Collapsible telescope
26	Crown	59	Axe	97	Pack of cigarettes
27	Tiara	60	Yarn	98	Cosmetics
28	Mask	61	Net	99	Key. Roll d100. That's the percent chance it will fit any given lock. Once it fits a lock, that's the door it was for.
29	Cloak	62	Thread	00	Strong but ornate chain
30	Emerald	63	Knitting needles		
31	Pearl	64	Spoon		
32	Diamond	65	Fork		
33	Croquet ball	66	A jar of something		
		67	Bottle of ink		
		68	Sleeping cap		
		69	Scissors		
		70	Recipe		
		71	Map		

PERPLEXITIES IN THE INTERIOR (COMMON)



oll d20 to generate one or drop a handful of mixed dice on your dungeon map and note where they fall to generate a map full— lower numbers will appear on more kinds of dice (i.e. you can roll a 4 on any kind of die while you need a d20 to roll an 18) and represent more common features.

D20 COMMON PERPLEXITIES

- | | |
|----|---|
| 1 | Hidden door north |
| 2 | Hidden door south |
| 3 | Hidden door east |
| 4 | Hidden door west |
| 5 | Hidden door up |
| 6 | Hidden door down |
| 7 | Full of corpses |
| 8 | Floor rotted away |
| 9 | Half flooded |
| 10 | Has Looking Glass wall |
| 11 | Doors all change position if characters return to this room |
| 12 | Has Anonymity (roll on Anonymities Table, p150) |
| 13 | Room tilted, characters walking through entrance end up walking on wall. |
| 14 | Room inverted, furniture and door aligned along ceiling, gravity still pulls “down” in same direction on both sides of the door, so characters must climb down to “ceiling”. |
| 15 | Room completely changes if re-entered. |
| 16 | Exit doors all 6” tall |
| 17 | Exit doors all locked. |
| 18 | Floor decaying— as pit trap. |
| 19 | Strangely narrow considering furnishings (d4’ wide) |
| 20 | <p>Long bent hall or shaft turning left or right. After all characters have rounded the bend they will find there is no exit. After this happens, roll d4:</p> <ul style="list-style-type: none"> - 1 An Anonymity appears - 2 Roll another Common Perplexity for this room - 3 Roll an Uncommon Perplexity for this room - 4 Roll a random Interior Encounter for this room. <p>If resolving that doesn’t get the characters out of the room, roll d4 again.</p> |

PERPLEXITIES IN THE INTERIOR (UNCOMMON)

These are the less common perplexities. A party might encounter 1-4 during a typical session.

D100 PERPLEXITY

- 1** 1 Full of (Roll Objects).
- 2** Full of (Roll Animal).
- 3** Gravity pulls toward whichever of room's surfaces most of creature is closest to.
- 4** Inside-out room: like Castle Poenari, room 23.
- 5** Opposite side of door is another door in the same room. Example: walk out north, walk into the same room from the east.
- 6** Furniture fixed to ceiling—door not in “correct” place relative to furniture.
- 7** Furniture fixed to wall, roll direction randomly.
- 8** As 6 above and—gravity pulls up.
- 9** As 7 above, gravity matches furniture.
- 10** Multiple doors, gravity always pulls in same direction as last opened door.
- 11** Window looking out on completely random section of garden.
- 12** Either the room is enormous or you just shrunk.
- 13** Furniture contains 3 Anonymities (roll).
- 14** Gravity pulls up.
- 15** Gravity pulls in random compass direction.
- 16** Wall looks like wood or stone but if something touches it, it ripples. Swimming through this watery wall reveals hidden room.
- 17** As 16 above with d4 Colorless 1-Pawn(s) 2-Knight(s) 3-Bishop(s) 4-Rook(s) 5-Queen 6-Roll twice lurking behind surface
- 18** Opening this door closes and locks all others.
- 19** Doors behind do not exist so long as a given door is open.
- 20** False doors.
- 21** Room shrinks 4' per round once entered.
- 22** Everything burned.
- 23** Chess match paused midway, 2 players in next room smoking.
- 24** Came of cards paused midway, d6-1 players scattered in nearby rooms.
- 25** Indoor croquet paused midway, 2d4 players searching nearby for lost ball.
- 26** Wargame paused midway, d4-1 players sleeping nearby.
- 27** Cavernous shaftway with bridge across, bridge has small guardhouse midway across.
- 28** Room contains large 3d model of Voivodja in pasteboard or gingerbread.
- 29** Tall, narrow shaft. A child or Pawn 2d4 stories up will drop croquet balls or hedgehogs on anyone investigating it.
- 30** As 29, only morgue or library. Mortician/librarian possibly present.
- 31** 10' high tightrope to far door. Touching the floor causes sleep effect.
- 32** Filled with marmalade, waist deep
- 33** Everything in room is a stage flat, decayed and hastily painted.
- 34** Great paintings on the walls of various scenes from the Slow War. Act as portals to those places; all other creatures are frozen. Items function normally.
- 35** Terraced to resemble a 3-dimensional Q*Bert-style chess board.
- 36** One enormous (roll Animal) stuck in room.
- 37** Shaft full of croquet balls, access to other levels below. Strength check per level descended, Constitution per level to avoid d12 damage from suffocation.
- 38** Filled with a slurry of pus, gore, vomit and viscera, waist deep.
- 39** Furnished cube room 40' on a side. In the floor is a right-angled pit, which is actually a 30' cube, 3/4 scale replica of the original room. Set into the floor of the 30' room is a 3/4 scale replica of the 30' room, and inside that one another and another etc. Looking up from the original room will reveal the 40' room is in a pit set in the floor of an identical, larger room, of which the 40' room is a 3/4 scale model, and that the larger room is set into the floor of a still larger room, etc. Doors function normally & lead to different places.
- 40** Empty, cracked swimming pool. A few small animals trapped at the bottom.
- 41** Logic distortions take a toll—Save vs magic or lose a point of Int until outside again.
- 42** Random Object in room turns into other Random Object.
- 43** Random Object in room turns into Random Animal.
- 44** Random Animal in room turns into Random Object.
- 45** Inhabitants endlessly attempt to achieve the same immediate objective over and over: i.e. if they were climbing a ladder they must continue to climb a ladder (going down and starting over if necessary), if speaking, they must keep talking, etc.
- 46** Footmen are cleaning this room. Reason unclear.
- 47** Inhabitants' minds are moved to other creatures' bodies so long as they are in this room.
- 48** As 47 except effect lasts until vessel creature is slain.
- 49** Automata precisely resemble player characters.
- 50** Room stretched out to d100-story shaft.
- 51** Party sees dead versions of themselves filled with darts at other end of room (near only other exit). As they move toward center of room, the dead selves rise up and move backward like a rewind tape (at the same speed the party moves forward), poison darts leave their bodies and pull back into concealed barrels and the reverse-party moves back toward tripwires in the center of the room that activated the trap. Those within 2' of the wires searching the center of the room will see them. If a character steps past the wires (or activates them, springing the trap) his/her double crosses past their twin across the wires (exchanging positions) and backwards-walking away at the same speed the character moves forward.

- 52 Resembles nearest room in every detail, replicates all changes to that room, other than presence of characters.
- 53 Armies fighting a battle in the room.
- 54 Room on fire.
- 55 Totally random creatures emerge every round from one of the doors.
- 56 Room turns all occupants into children. They return to normal if they leave.
- 57 All surfaces are powerfully adhesive.
- 58 One wall is composed of glass. Giants look in through the glass.
- 59 Narrow bridge stretches over chasm filled with some Perplexity or mystery—opposing armies controls either side of the bridge. The far side is not in bow range.
- 60 Walls made of glass, at least on this side.
- 61 Close inspection reveals furniture is made of paper.
- 62 Room freezing cold, floor covered in ice.
- 63 Room is the back room of a merchant's shop.
- 64 All furniture on the backs of turtles or short servants.
- 65 Guest-summoning circle.
- 66 Windows show an unfamiliar night sky.
- 67 Ceiling is thick glass. Enemies above.
- 68 Enormous dying snail.
- 69 Arrow slits coming into room from every wall.
- 70 As 69 above, those on opposing walls belong to opposed factions.
- 71 Medical files on nearby NPCs and creatures.
- 72 Biographies of nearby NPCs and creatures.
- 73 Fleishy grey spheres float in vats and range from grapefruit to cantaloupe size, covered in mouths. Each mouth whispers all the sins of a specific creature somewhere. Filing system in nearby room.
- 74 Room is the backstage of the next room. Seats in the adjacent room, perhaps occupied, and curtains along the sides.
- 75 3' wide corridor going left and right. "Corridor" is actually an interspace between the last room and a room—3' larger in every direction—it sits inside of. There is a slightly-larger version of anything that was on the walls of the last room. You can climb onto the roof of the previous room.
- 76 As 75 only the effect keeps repeating d20 times. Walking out a door on the exterior of a larger room brings you to one with even larger furnishings.
- 77 Room spins in relation to rooms around it every time door is used—4 characters walking out single file will end up in 4 different places.
- 78 Tiny cities coat the floor like a thick rug. This room is their country.
- 79 4' ceiling. Soft floor beneath carpet. Inhabitants are in normal-sized room, standing on a huge pile of wall-to-wall carpets. Treasure beneath.
- 80 Knee-deep in random junk.
- 81 Small random object on fire on pedestal.
- 82 Inoffensive-looking creature. Personally responsible for all perplexities in the area.
- 83 Freshly cooked meal laid out. Harmless.
- 84 Objects (not including the walls, ceilings, floor or the statues themselves) immediately disappear from the room if the statues in the room cannot see them or something they are touching. Disappeared things appear in another room. It's possible to remove locked doors or other obstacles by blocking the statues' vision. A painting here reflects the aggregate of what all the statues can currently see in the room.
- 85 Room is bottom of 200' shaft. Things strewn about.
- 86 Maze corridors. If the characters keep going forward for 2 minutes they'll get out, but if they turn back they will find tigers behind the first turn.
- 87 Old, happily married version of random party member with kids occupies room. Implores party to stay.
- 88 Prep room for terrified cook or chef frantically preparing scones, shrewsbury cakes, etc. for a ravenous nearby Rook.
- 89 Larder for anthrovorous beast. Hogtied men and women in cubby holes.
- 90 Gender swapped versions of party are fighting gender-swapped versions of some recent foes in this room. Characters have to play gender-swapped versions of themselves to go further in this direction, but will turn back to their original selves once they come back through.
- 91 Replica of room from a long-ago incident in the campaign.
- 92 Gender-changed, child-, or aged- version of character challenges character to a duel. Player must play the new character if s/he loses.
- 93 Small doppelganger begins following characters—taking notes on their abilities and voice tics, spells, combat tactics, etc. It has no immediate plan to attack.
- 94 Shoes tastefully displayed. Obsequious NPC appears and attempt to sell them to the party, commenting on the worn quality of their current footwear.
- 95 NPC owns puppets of major political forces and monsters in Voivodja. For 2 gp, s/he will put on a puppet show featuring a creature of the customer's choice. The show will be silent but the events portrayed will be wholly accurate.
- 96 Talking sloth seeks to book passage on character to nearby room. Will pay.
- 97 Museum room—displays explain various facts about the Place in Old Voivodish.
- 98 Room offers a view of, but no direct passage to-, events in a nearby room.
- 99 Gingerbread maze matching layout of nearby fortified rooms—eating walls or floors will destroy the real rooms or floors in the complex and throw the enemy into disarray. The gingerbread maze has no figures or other markers clarifying the relationship to the real rooms.
- 00 3' pool with 6" wide canals extending through the walls into various other rooms in the interior. The pool is filled with messages in bottles. Senders' names clearly visible from outside the bottles. Read any note and the others are gone next time you look down.

RELATIONSHIPS BETWEEN NPCS

D100 RELATIONSHIP

1-2 ... is toying with ____ or using it/she/he for entertainment

3-4 ... is obsessed with...

5-6 ... has an uneasy alliance with...

7-8 ... seeks to control...

9-10 ... reluctantly trades with...

11-12 ... sexually involved with...

13-14 ... seeks the destruction of...

15-16 ... seeks the return of...

17-18 ... is inside...

19-20 ... secretly serves...

21-22 ... has a vendetta against...

23-24 ... loves...

25-26 ... wants to eat/consume/absorb...

27-28 ... cannot sense ____ and this is dangerous

29-30 ... is inoperative/immobile/comatose without...

31-32 ... does not want to harm ____ but feels s/he must

33-34 ... worships...

35-36 ... requires ____ as a raw material for some magical/psychic alchemical scheme

37-38 ... desires ____'s dwelling/home

39-40 ... wants to attack ____ but is bound by some thing not to do so directly

41-42 ... uneasily shares power with...

43-44 ... is being pressured to ally with...

45-46 ... wants to frame ____ or otherwise have his/her/its actions mistaken for his/her/its own

47-48 ... must distract ____ in order to enact plan

49-50 ... is mystically joined to...

51-52 ... will be unstoppable once allied with...

53-54 ... will be more vulnerable once allied with...

55-56 ... wants to be rescued from...

57-58 ... requires ____ to reproduce

59-60 ... seeks information possessed by...

61-62 ... seeks the love of...

63-64 ... seeks information about...

65-66 ... just killed/is about to kill...

67-68 ... came from...

69-70 ... seeks the capture of...

71-72 ... seeks to secretly undermine...

73-75 ... hates...

76-77 ... is allied with...

78-79 ... serves...

80-81 ... is or wants to perform experiments on...

82-83 ... requires ____ to complete a work of art

84-85 ... secretly is...

86-87 ... is only vulnerable to...

88-89 ... has key information about...

90-91 ... is impersonating...

92-93 ... is struggling with ____ for control of an organization

94-95 ... is unaware of but vulnerable to...

96-97 ... is betrothed to...

98-99 ... is secretly married to...

00 ... roll twice.

WHAT'S THE THING THEY JUST ENCOUNTERED DOING?



Roll on this table roll and read across all columns, or roll once for each column. Then roll for Object (p.170), Animal (p.149), or Encounter (p.154).

D20	RELATIONSHIP	WHAT DOES THIS NPC WANT?	WHY SHOULD THE PCS CARE?
1	Eating _____	To get out of Interior.	NPC secretly or overtly controls a powerful faction in the interior.
2	Killing _____		
3	Negotiating with _____	Revenge on another creature in the Interior.	NPC demonstrates extensive knowledge of much that is hidden— and will reveal more in exchange for aid.
4	Selling something to _____		
5	Aiding a wounded _____	A fantastic treasure hoard they believe to be located nearby.	NPC has a bad temper, and a map of the local Interior.
6	Looking for _____		
7	Babbling about _____	The character with the highest Charisma.	NPC is really hot.
8	Hunting with the aid of _____		
9	Traveling with _____	A magic item believed to be in the Interior; either one you already put in there, or a regular item that this loser thinks is magical.	NPC is on good terms with powerful creature in the Interior and can get the characters past it.
10	Seducing _____		
11	Eating several _____	To desecrate one of the altars.	NPC has oracular powers or is a Cleric with a few Cure Moderate Wounds up his/her embroidered sleeves.
12	Killing several _____		
13	Negotiating with several _____	To stir up dissent within one of the occupying factions in the Interior.	NPC is in a position to offer the characters a sizable monetary reward once they are safely out of the Interior.
14	Selling something to several _____		
15	Aiding wounded _____	To locate the rest of his/her party.	NPC is delivering a message to one of the kings or queens and if they are interrupted the characters will suffer.
16	Looking for several _____		
17	Babbling about several _____	To invent preposterous but plausible objectives to keep the characters busy while s/he bumps them off one by one.	NPC is valuable if captured alive and brought to a wealthy patron.
18	Hunting with the aid of several _____		
19	Traveling with several _____	To slay and replace the head of one of the factions in the Interior.	NPC knows the code to interpret the message s/he carries
20	Seducing several _____		

WHERE HAVE YOU BEEN?



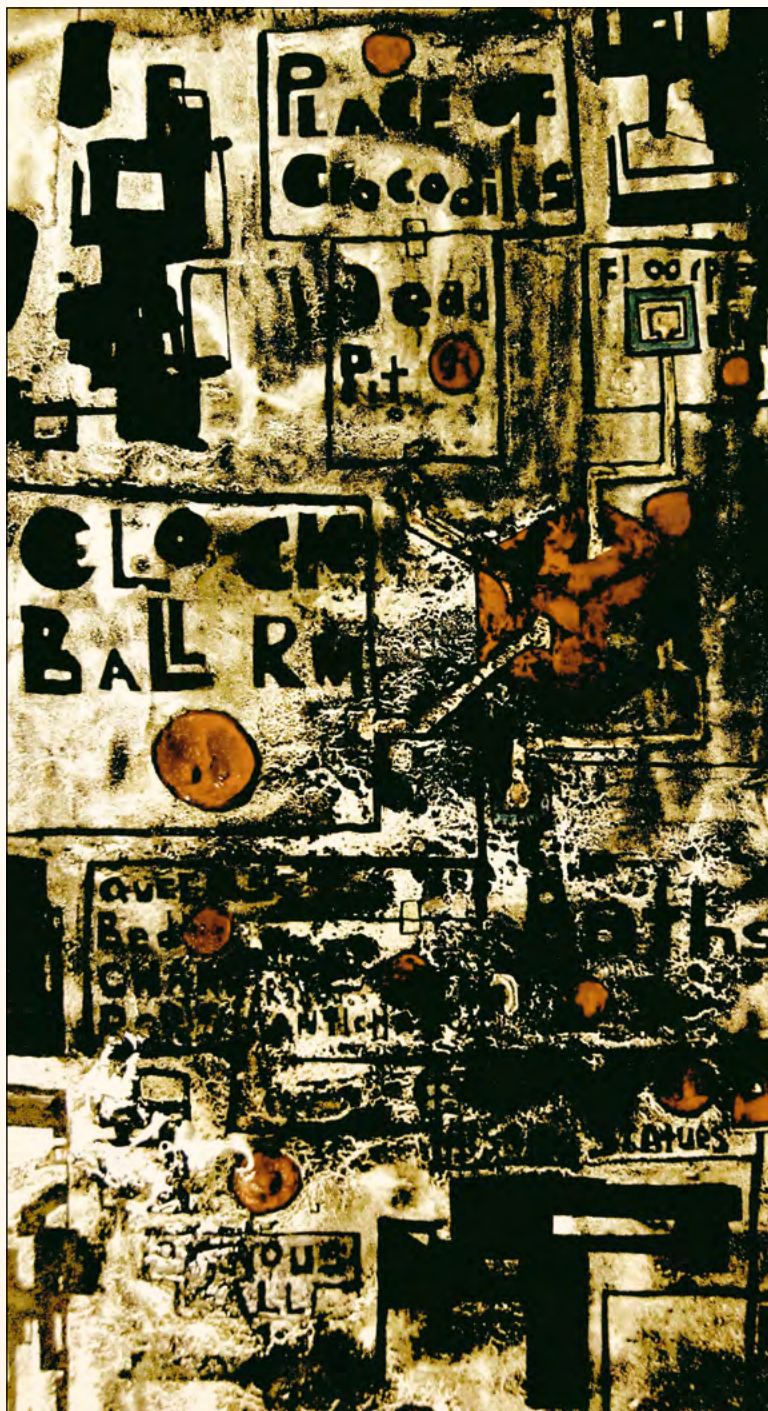
o be used when a player misses a session and their character must be returned to action ex nihilo. Some results suggest the player's been captured, which can create absurdities: a character is kidnapped by Nephilidians in the middle of a battle to avoid being kidnapped by Nephilidians.

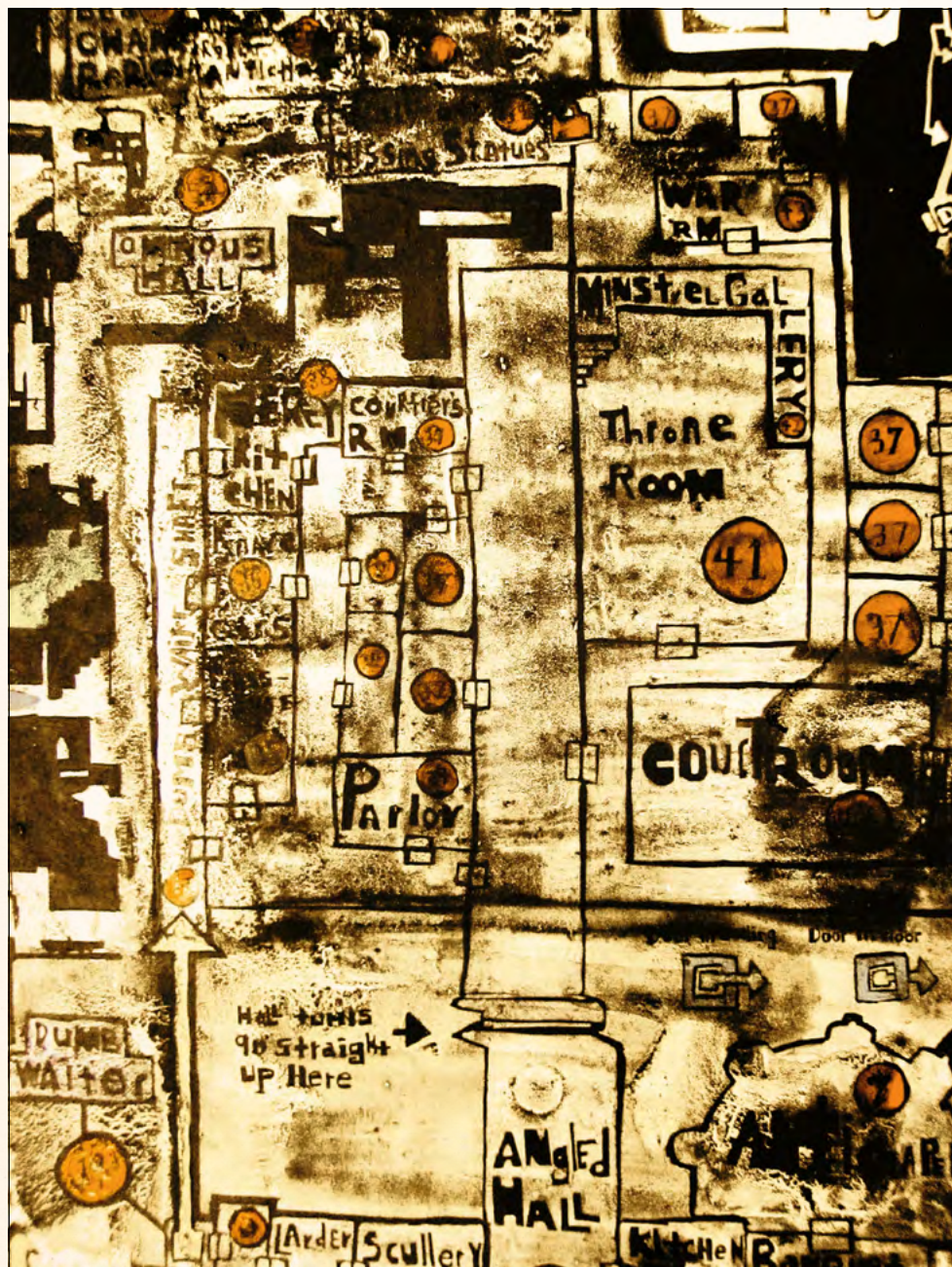
Sometimes absurdities are good, but second options have been provided if the first is unpalatable.

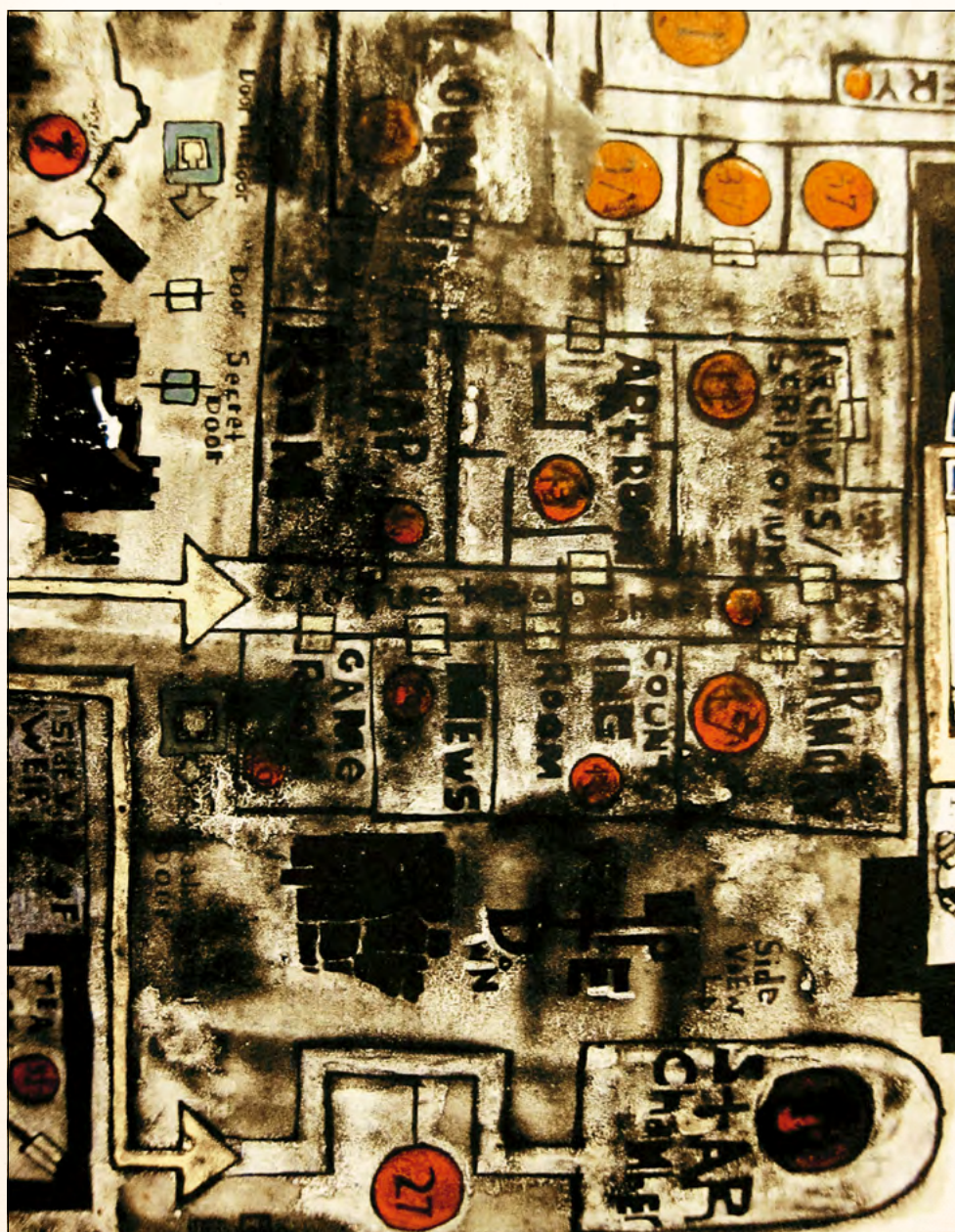
D20 WHERE HAVE YOU BEEN?

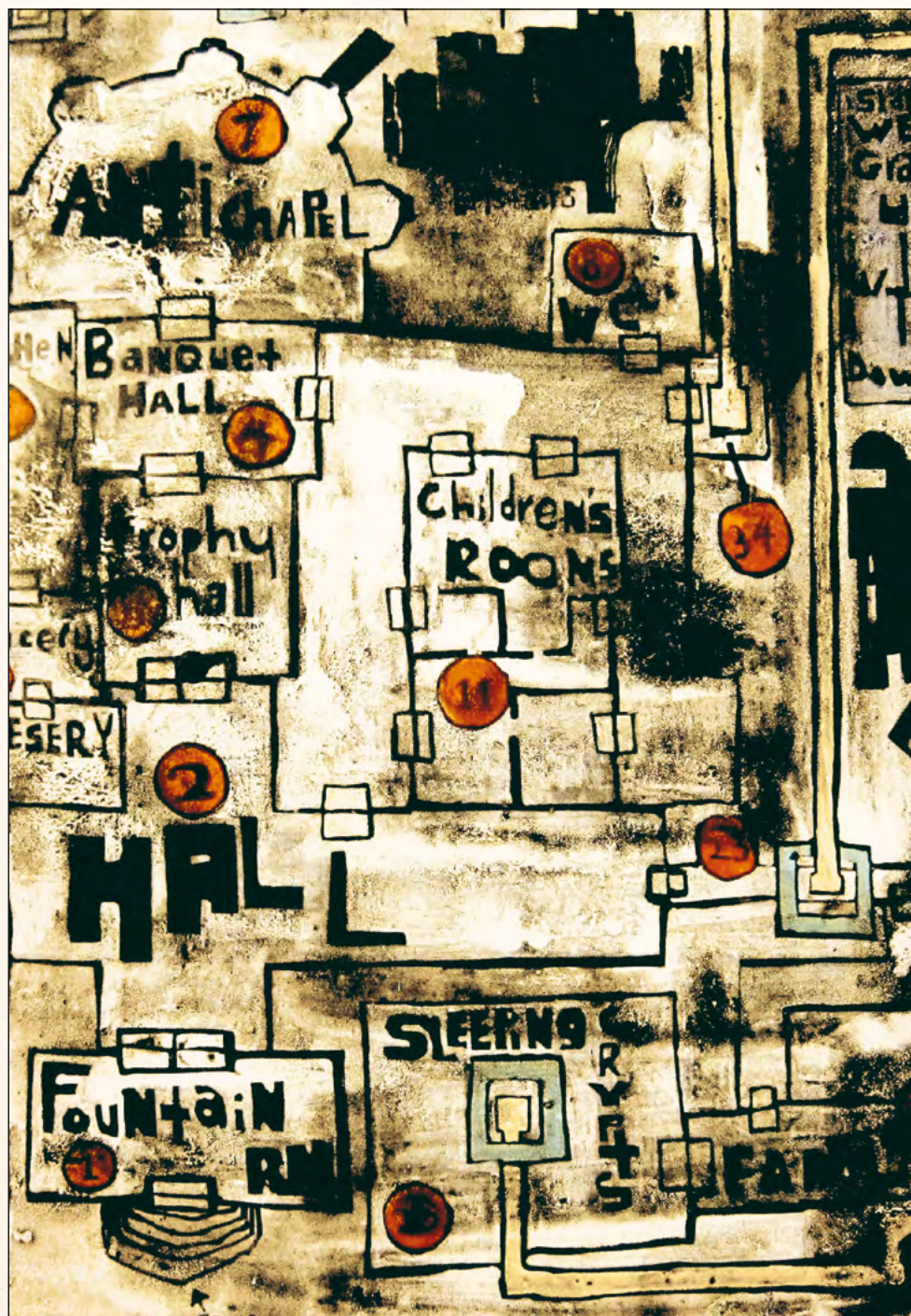
- 1 Fell in a hole. -d4hp.
- 2 Fell in an interesting hole. -d4hp and there's a secret passage down there leading to the characters' current location. It will take (roll d4: 1- Five days divided by the number of real-world days the player has been gone 2-Five days multiplied by the number of real-world days the player has been gone 3- Three days 4- An hour) to get to the new and interesting location from where party is now.
- 3 Seized by children of the order of Hearts (or witchwood goblins), forced to entertain them, returned again through a shadowed wall through due to their cunning or your boredom. If this happens 5 times, lose a point of Constitution from exhaustion but gain a point of Charisma or Dexterity from learning to charm or avoid them. Or if your players are all precious about their special snowflake character concepts not being changed forever just because they had to miss a few sessions, do neither.
- 4 Wandered directionless after a blow to the head. 1 in 6 chance of remembering the location of something interesting nearby.
- 5 Driven temporarily mad by the constant stress, violence and trickery. Took some alone time in a niche. -1 Wisdom today but +1 hit point.
- 6 Random victim of an errant alienating dweomer. The character has been present, just invisible, intangible, deaf, mute and forgotten. -1 to saves today, you are shaken.
- 7 Taken ill. Better now. +1 to save vs. Poison today.
- 8 Called away by a death in the family. Pick a name. They're dead.
- 9 Set upon by thieves. You get to keep your money and lose your stuff or vice versa. Choose.
- 10 Set upon by inept thieves. Gain d100gp, a garotte and 3 daggers.
- 11 You were so certain you saw the Unicorn, and, fascinated, you followed.
- 12 Tempted into debauches by the Nephilidians (or the decadent Seelie fae) beyond the threshold of a door that was there a moment before and is now no more. Still tipsy: -1 to saves, but gain a random potion.
- 13 Dropped out of mundane sequence by a relativistic bottleneck in the flow of time. For you, it's mere seconds after your last adventure.
- 14 Saw some gold. Took it. Took some time getting back. Gain d100gp but not the associated experience points.
- 15 Recruited between seconds into the Slow War (or another), fought 1,000 campaigns, returned scarred. Gain d1,000xp, lose d4hp off your maximum from nerve injuries.
- 16 Snatched over to the Quiet Side while dawdling near a looking glass. Lose a point of Wisdom, gain a point of Constitution on the traumatic return journey.
- 17 A Magic-User— the Hatter, or another— needed a guinea pig and it was you. If your Referee has a minor mutation table handy, you gained one, if not, you dodged a bullet.
- 18 Overtaken by paranoia. Had to reassure yourself your allies were not doppelgangers. -1 to Wisdom this session but if there is anything about your party members that's secret, you likely know it now on account of cagey research and observation.
- 19 Kidnapped by Nephilidians (or cannibal mermaids) and interrogated in a pickling brine that brings stray thoughts to the surface. You fear water today and the Colorless House knows your secrets.
- 20 Audited by the Pale King (or an intrepid tax collector who's tracked you from home). Lose d100 minus 20 percent of your wealth. A negative result indicates a refund.

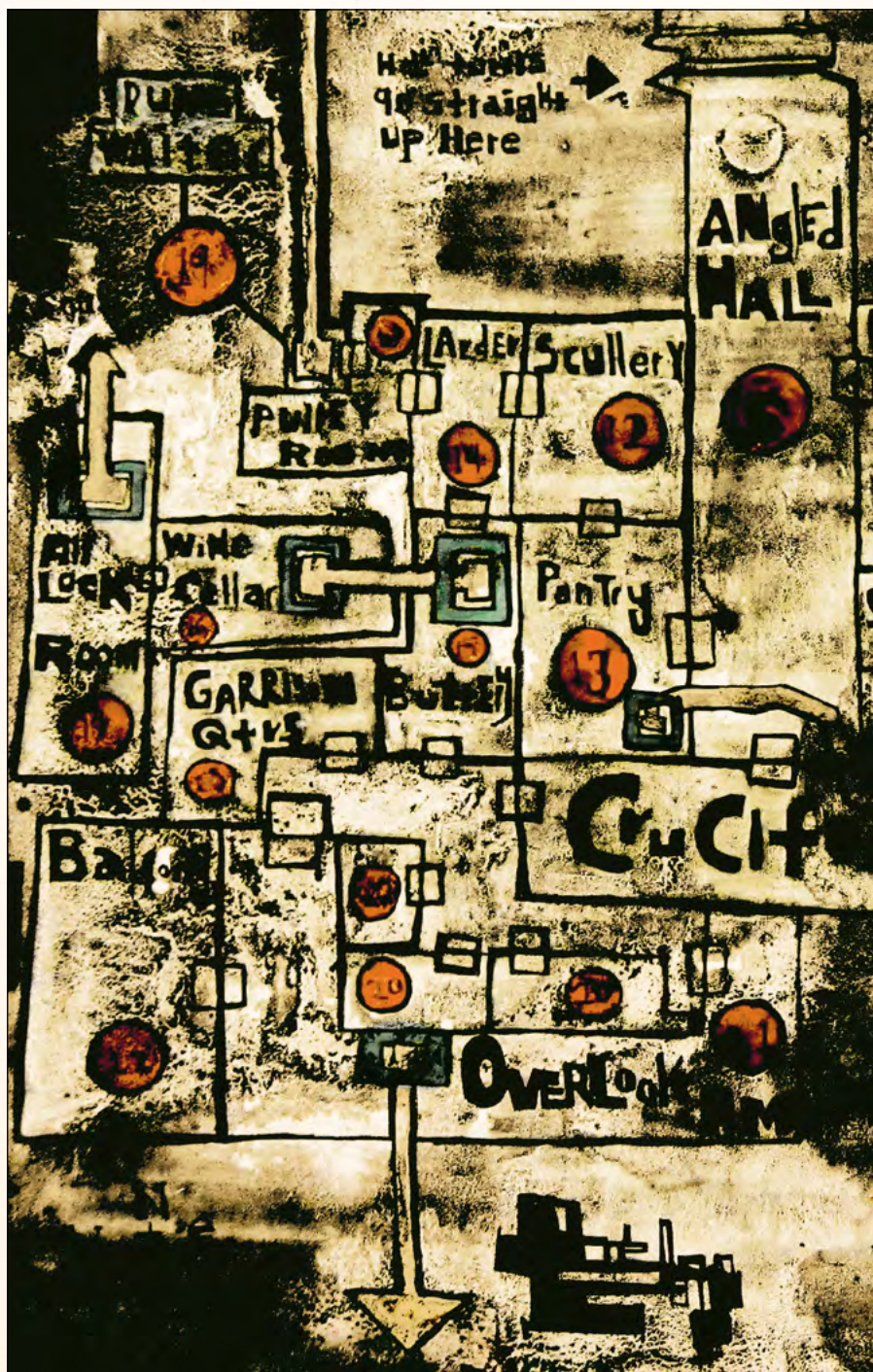
VII.
PLAYER HANDOUTS
INCLUDING SIX FRAGMENTS
OF THE CASTLE CACHTICE
& THE CHESS PUZZLE



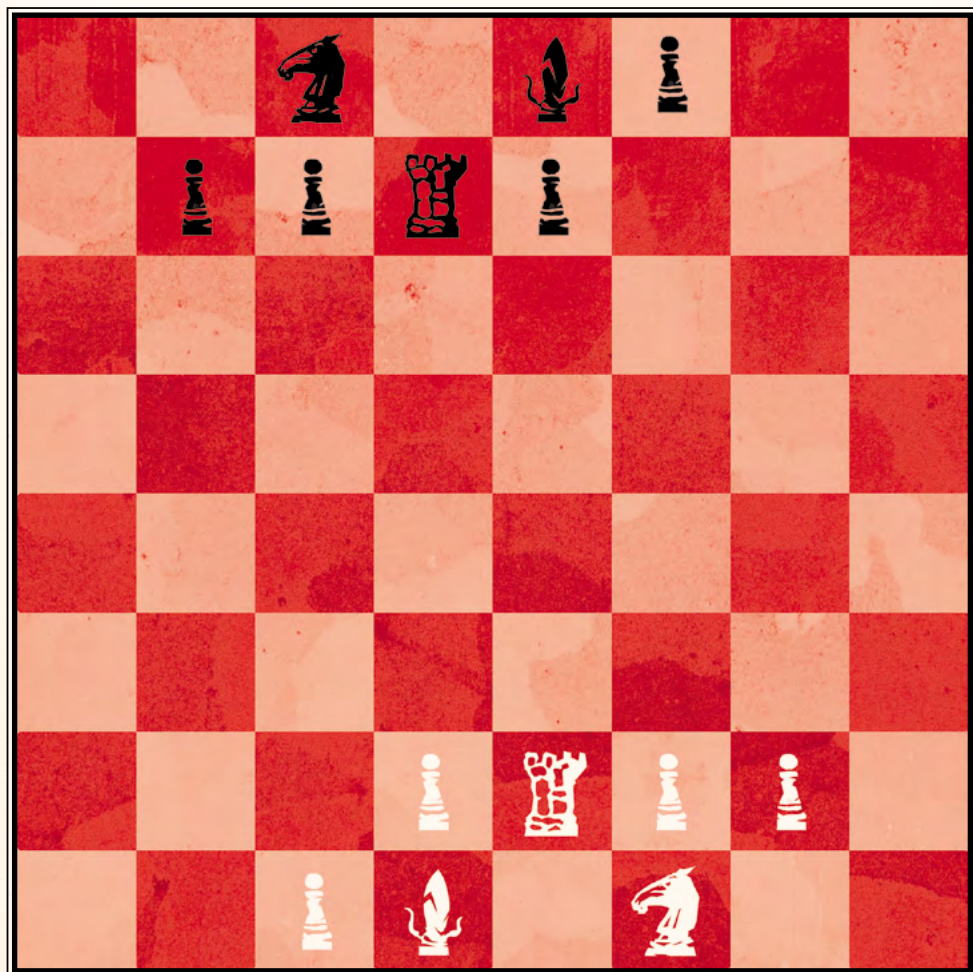
















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Garden
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Skila
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Garvalde

Morris CHANNEL

Baths
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Szaczard

Sunset
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Zombor

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Wood

CASTLE
Poenari

MOUNTAIN

d12 d10 d8 d6 d4

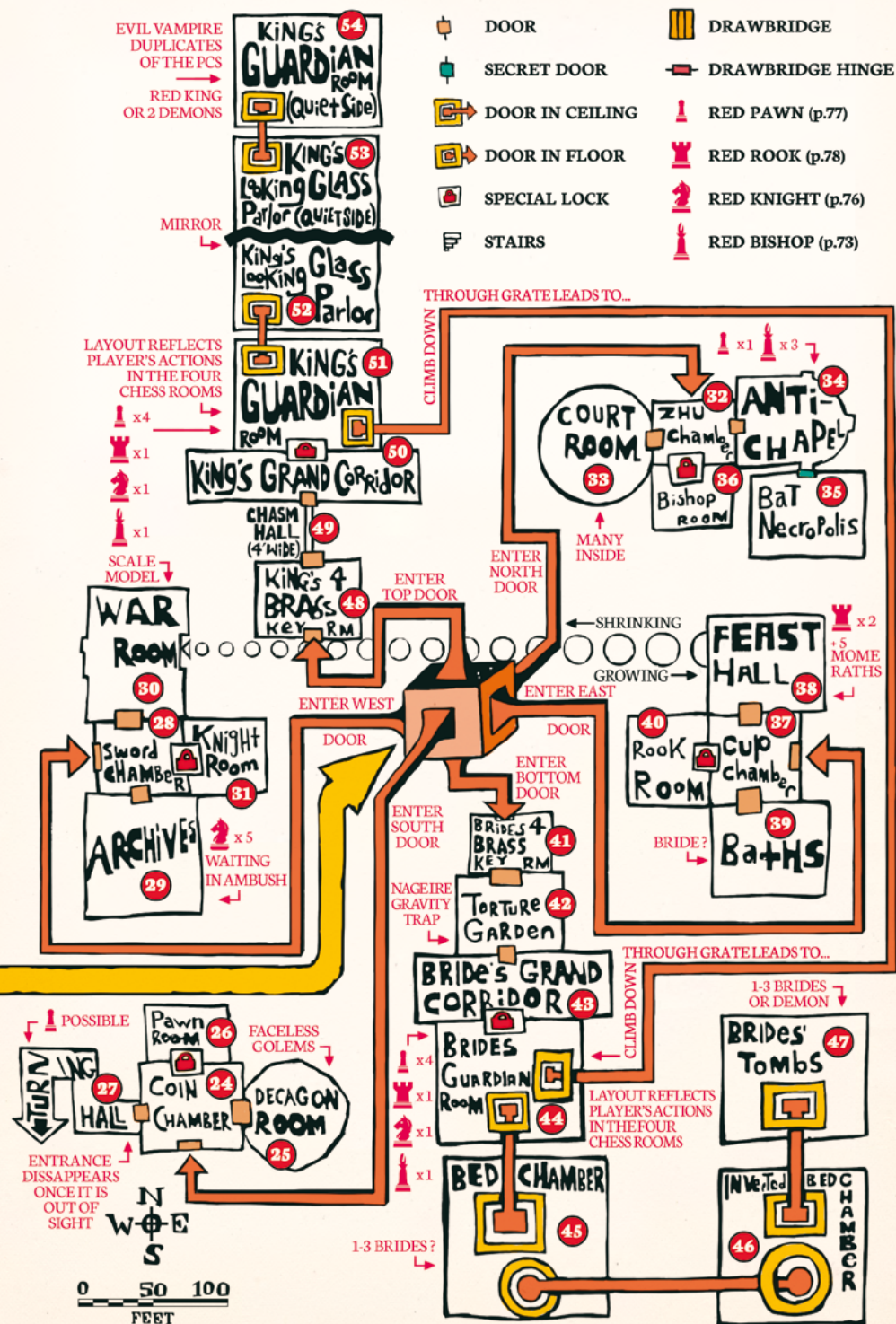
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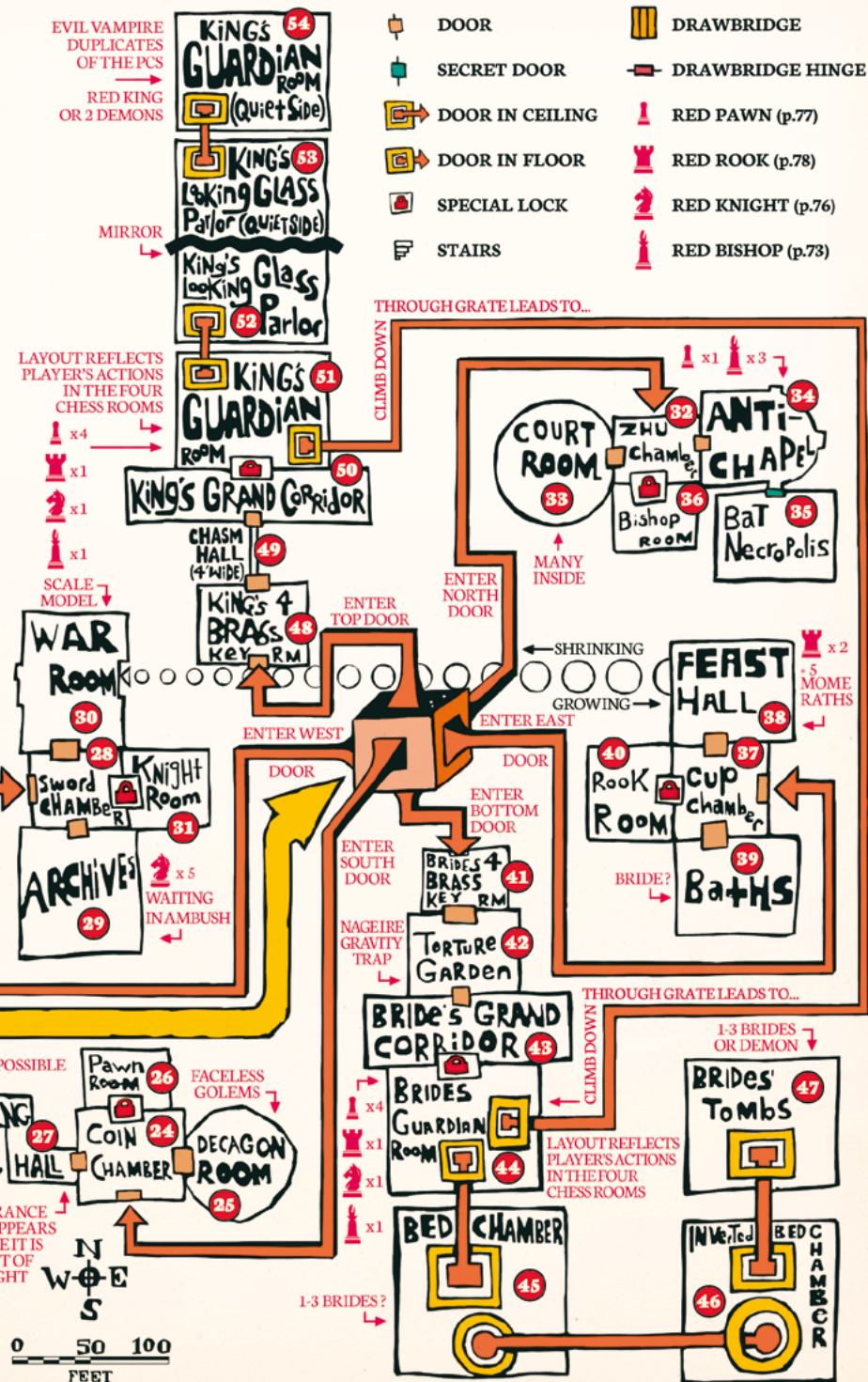
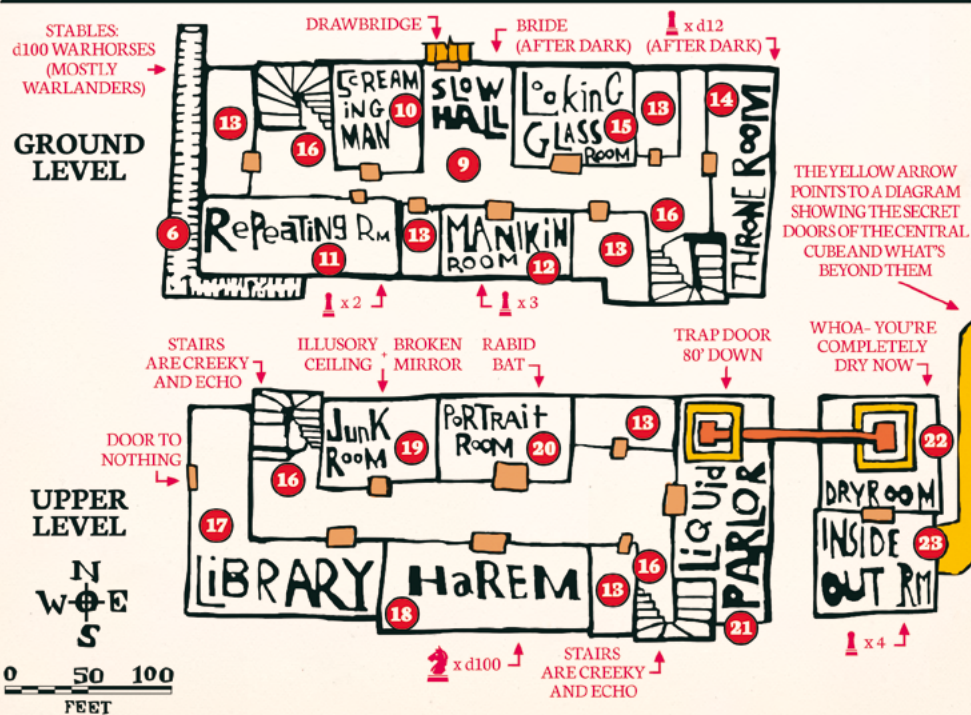
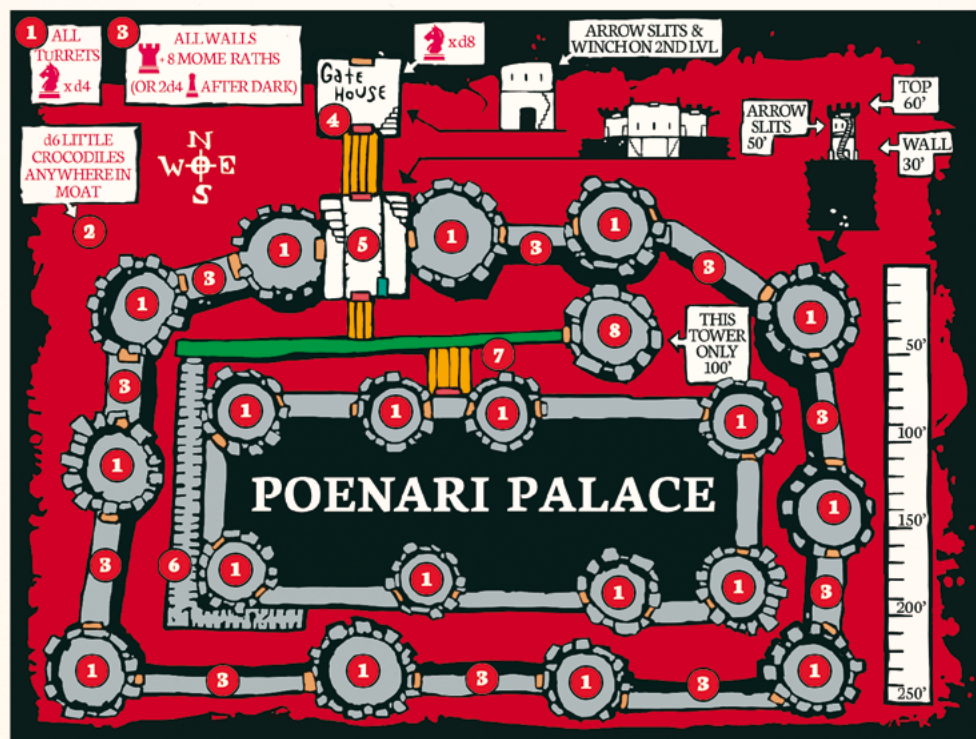
1. Intelligent NPC
2. Nageire
3. Tove
4. Mome Rath or Boar
5. Jvb
6. Crocodile
7. Bats (night)/Undead birds
8. Wolves
9. Goblin/Troll/Hobgoblin, etc.
10. Ordinary human
11. Great Grub
12. Jabberwork or Unicorn

0 MILES 50 100

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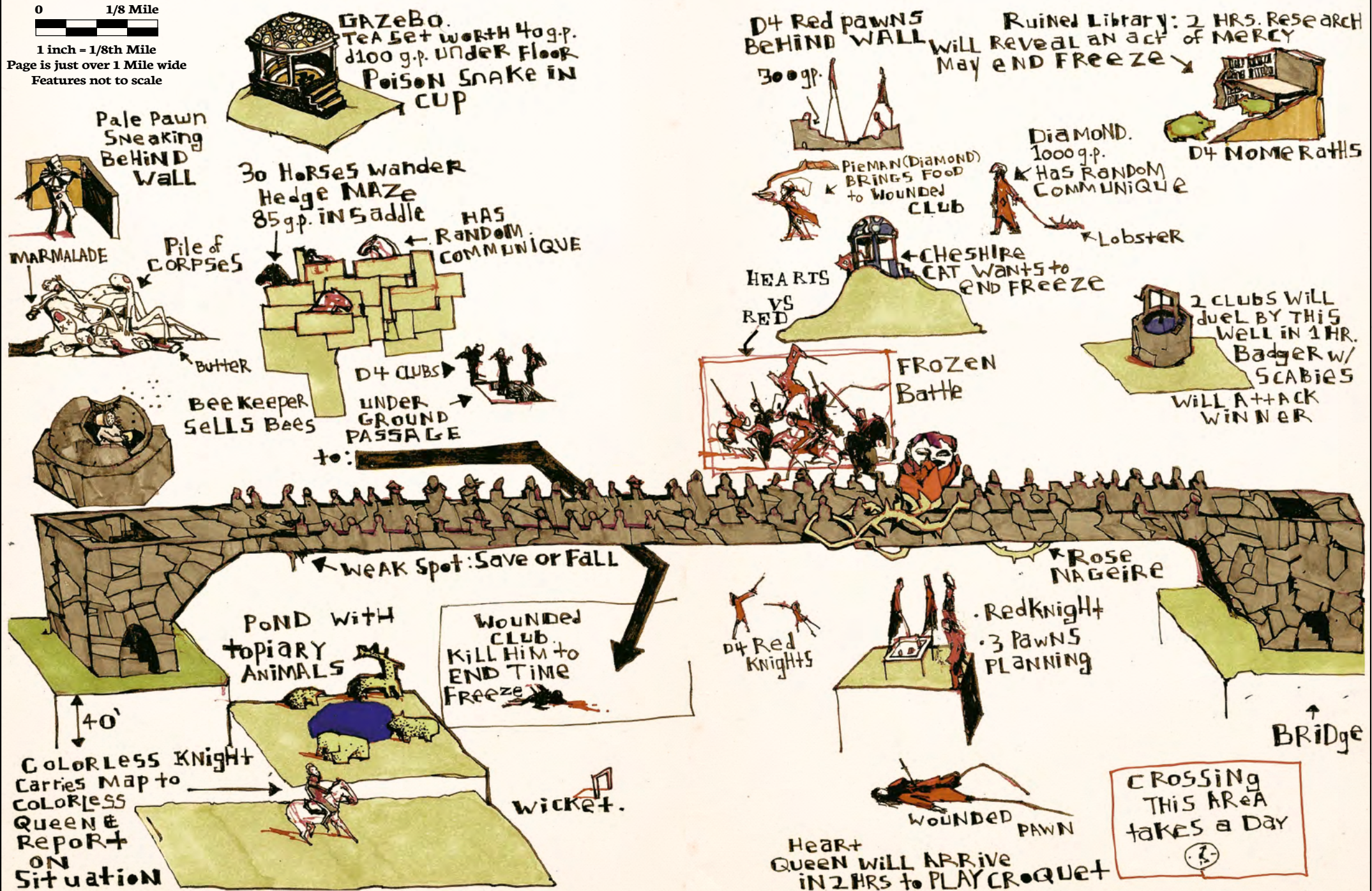
Goblin Woods





SAMPLE GARDEN: The Frozen Battle

An area surrounding a fierce battle between Heart and Red forces that is frozen in a time distortion. Anyone entering the area of the battle will be frozen, too. The Wounded Club crawls, begging for death. Killing the Club will end the distortion (nobody knows that) but if the slayer is seen, the House of Hearts will view them as enemies. Cheshire Cat may reward those who end the freeze, depending on outcome of battle.



SAMPLE INTERIOR: Your Worst Halves

*The fountain pool has four messages in bottles and the senders' names are clearly visible from outside the bottles. Read any one note and the others are gone next time you look down. Messages are from the 4 prisoners and are variations on "rescue me" with instructions to their location. The doormouse also wants a jar of jam. ****Mirror Guard**: gender swapped version of a character—killing them will result in a 3-point loss of Wisdom.

