

the

MOST TOMES



CREDITS ~ D&D 5E

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CREDITS ~ PATHFINDER

The Lost Tome Society

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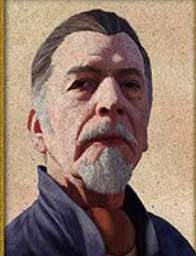
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The Lost Tome Society



ABNER TOTLEBEN
"ARCANE CORE WIZARD"



MOGGRET NULL
"DEMONOLOGIST"



RHODALE SCRIBNER
"SCRIBE AND LIBRARIAN"



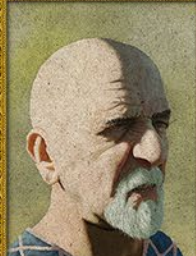
DARNIUS REX
"WARRIOR AND GENERAL"



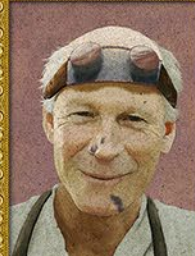
MANRICK CROWE
"FORMER ELITE ASSASSIN"



DHARNA BRIM
"ARCANE ARTS EXPERT"



FERNANDIUS KASE
"SEER AND MAP MAKER"



PROFESSOR LANGELLAN
"WIZARD AND CLERIC"



ODESSA ROARK
"SOKEROUS INVENTOR"



CYNTHIA BEBANSIN
"MAGICIAN"



MANZIUS STONE
"COUNTY HUNTER"



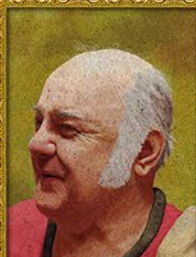
BENALTEC ORR
"FENCE AND TREASURER"



MELODY LYNN
"WAR GENEALOGIST"



CRIBNER LARKETT
"MASTER THIEF"



CYD NEADE
"ALCHEMIST"



KETURCHKIN DYATLOV
"MONSTER HUNTER"

WHAT IS THE LOST TOME #1?

THE LOST TOMES is book #1 of 2 in this two book set. It will be in both Digital and Print and will be well over **200+ pages**. **There will be no less than 16 short (5-12+ page) adventures that are D&D 5e and Pathfinder-compatible.** Also, each adventure will be “level flexible,” meaning that through the use of color coding, shortening/limiting stat block info, adding “add-ons” for a greater challenge and other suggestions, each adventure can be played by a party of 4-7 PCs between levels 1-20. The reason I am doing this project is because I want there to be no “waste” with these adventures. Would this idea work for full-length adventures and modules? Maybe, maybe not, but the system that is set in mind is in no way some epic grandiose idea. All that will be done is to take stats that apply to the rules of D&D 5e and Pathfinder, respect those rules, and apply them into a condensed format to accommodate this idea. Yes, we are looking to hire conversion gurus and offer cool stuff for a small think tank to offer suggestions and aid.

THE LOST TOME SOCIETY is a society of 16 supremely-gifted NPCs. Each of these 16 NPCs has a somewhat tarnished past, and they are giving back to the world by offering their services, knowledge and secrets on defeating evil. An entire castle has been constructed to protect this society, and they are always looking for new members...

THE LOST TOMES - Volume #1 will have no less than 16 short (5-12+ page adventures) where the PCs are tasked with locating some potent magic item, relic, spellbook or other powerful bit of information for the society to collect, store and keep away from the evildoers of this world.

The definite minimum features that **THE LOST TOMES - Volume 1** will have the following:

- 200+ pages in both PRINT and DIGITAL PDF
- 16 Bios on each of the 16 founders of **THE LOST TOME SOCIETY**
- 16 short adventures based on the 16 founders' skill sets
- Multiple pieces of ART, MAPS, DIAGRAMS and PLAYER HANDOUTS
- Map of The Lost Tome Society and where the members and scholars eat, sleep and play
- Compatibility charts that show how each of the 16 founders thinks of each other
- If this project does well, there are plans for several volumes in the future, working with some of the best professional artists, writers, cartographers and designers in the industry, so ***please spread the word if this seems like something you would like to see on an ongoing, continuous basis!***

Thank you very much for your time and support!

Sincerely,

Matthew A. Bogdan

16 ADVENTURES:

There will be 1 short adventure based on these 16 topics and these 16 NPC experts:

01-BOUNTY HUNTING - MANZIUS STONE is a former gladiator and bounty hunter that trains his students in the finer arts of survival, escape and evasion and hunting and tracking outlaws and criminals. An unknown madman has hired infamous bounty killer RADRICK KOLE to snipe wizards and sorcerers and there seems to be no end in sight to the madness. Can the PCs stop the sniper Radrick Kole before he kills more innocent mages? Can the PCs find the source of this madness and put an end to it?

02-ASSASSIN'S TOOLS - Retired Master Assassin **MANRICK CROW** discusses rare and exotic assassin's tools and weapons that must be retrieved from the hands of evil. Manrick Crow is broadly considered to be the most lethal of the 16 LOST TOME SOCIETY founders.

03-ARTIFACTS & RELICS - THE CURSING MIRROR OF HENDAK is a very dangerous relic that has powers that can cause your enemies to experience a series of maladies, tragedies and catastrophes. This mirror is now in the hands of a vengeful sorcerer hell bent on causing destruction to anyone that has ever opposed him. Can the PCs reclaim this powerful and deadly artifact **for ODESSA ROARK's collection?**

04-CARTOGRAPHY - FERNANDIUS KASE is arguably one of the most important members of The Lost Tome Society. Fernandius specializes in a form of remote viewing that allows him to accurately map out structures he hasn't even set foot in. Extremely intuitive, yet also extremely humble, the gentlemanly Fernandius Kase provides very accurate maps for unexplored or dangerous areas for tactical insertions, rescues, plundering and various "other" excursions into the fine art of adventuring.

05-TAROT OF BELAGOS - DHARNA BRIM has had a natural proclivity for magic since she was a little girl. She has also provided a very detailed study of the Mad Archmage Artist VLAS BELAGOS. By studying one of Belagos' stolen tarot card decks, she hopes to uncover the secrets to this incredibly insane and powerful vampire sorcerer.

06-DEMONOLOGY - MOGGRET NULL is the wife to ABNER TOTLEBEN, and she is a very seasoned and highly accomplished demonologist that specializes in manifesting rare and ancient demons and destroying them, with the help of the PCs, of course.

07-MAGIC WEAPONS - PROFESSOR LANGELLAN creates magical weapons for The Lost Tome Society. He is brilliant at what he does, and his sweet and quiet nature do not seem to match up with his deadly weapon-crafting skills. He needs your expertise to find one of the two **Wytch Hunter Rifles**.

08-SIEGE WARFARE - DARNIUS REX is a master tactician and retired general that has found a home within the walls of The Lost Tome Society. He is cool, calm and determined. He is also quite ruthless and fearless when any group of innocents are harmed in any way. THE HEALING WELL is a tower manned by holy Monks of The Rhynelier Order. This order is tasked with protecting some of the most potent healing forces in the world. A remote tower that is the source of a neverending well of water that provides healing properties has been taken over by a band of monstrous warriors. They want the well for themselves, but Darnius Rex will not allow for any of that. Rex has tasked the party with one "simple" mission. Attack this tower and reclaim it back to its rightful owners and protectors or die trying.

A BRIEF DESCRIPTION

09-MONSTER HUNTING - Crazy **KETURCHKIN DYATLOV** is wild, rash and virtually friendless, but his ability to hunt and understand monsters is uncanny, bordering on the unique. A very dangerous new monster has made its presence known by wreaking havoc on a nearby village. Can the PCs hunt down this monster, kill it and bring it back to be studied by crazy Keturchkin and his fellow Lost Tome Society members? One thing. Crazy Keturchkin **INSISTS** that he comes along and you do things **HIS WAY**!

10-TRAPSMITHING - Master thief **CRIBNER LARKETT** might seem bungling and goofy at times, but it is all an act. He uses this to disarm people by coming through that much brighter in the end. He reveals to the PCs a tower that holds a set of **“Grandmaster’s Thieves’ Tools.”** The only problem is that this tower is filled with deadly traps and guardians. Do the PCs have the guts to accept this deadly mission, especially made for thieves and rogues of the heartiest sort?

11-LOST SPELLBOOKS - **ABNER TOTLEBEN** is a master spell crafter and collector of lost and rare spell books. A lost spell book by the famous battle mage Zorn Helstrom has been stolen by an unknown party and the PCs have been tasked in getting this book back to its rightful owner at all costs. Can the PCs raid this party, find the spell book and make it back to The Lost Tome Society alive? **PCs succeeding in this mission can expect some huge perks.** Why? Abner Totleben is the founding father and leader of The Lost Tome Society. *It never hurts to have friends in very high places.*

12-HERALDRY - **MELODY LYNN** is a retired warrior and current historian specializing in heraldry and unique arms and armor. She has asked the party to retrieve a very special shield for her.

13-MYSTERIES & ODDITIES - **RHODALE SCRIBNER** is a writer with a flair for the dramatic and sensationalism! Master conspiracy theorist and skeptical of most, Rhodale writes, edits and publishes the weekly leaflet **THE DREADFUL**. This “news paper” tells tales of odd (even for this world) activities that occur in your campaign world. The Dreadful is affordable and entertaining, and is delivered to all civilized nearby cities and towns via dragon and dragon rider. What adventure does Rhodale have for the party, eh?

14-MAGIC ITEMS - **CYNTHIA BEBANSIN** studies magic items and makes extensive, meticulous notes concerning them. She is tasking the PCs to obtain a cult magic item with mysterious powers.

15-TREASURE CHAMBER - **BENALTEC ORR** is an ex-con, thief, fence, counterfeiter and smuggler. Thank Ye Gods that he has somehow miraculously changed his ways! No one knows currency and rare treasures like Benaltec Orr. He does have a certain favor to ask of the party, if they are game.

16-ALCHEMICAL & ELIXIRS - **CYD NEADE**, The Lost Tome Society’s Alchemist and Bartender Extraordinaire shares the location of an illegal still operation in the woods. The still is run by unsavory characters and this group is creating a magical liqueur known as Azer Fire Liquor that fills even the most cowardly into battle lusting warriors. The group is selling the liquor dirt cheap to start an uprising against a lawful town. Can the adventurer’s put a stop to this group of bootlegging moonshiners?

Cyd Neade is The Lost Tome Society’s local comedian, storyteller and drinking grand champion. It is said that he can outdrink even the heartiest of Mountain Dwarves! ***Are you ready to party YET?***



HUNTER



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F
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Radrick Krole, Wytch Hunter

Special Skills:

- Hunting
- Tracking
- Identifying Wytches
- Interrogation Techniques
- Long-range Extermination

Weaponry:

- Broadsword
- Hunting Dagger
- Lariats & Nooses
- Interrogation Tool Kit
- Wytch Hunter Wheellock

"The Guilty Must Be Purged!"



AZER

Fire Liquor



formula
451



THE DEMON BOX





ՆՐՋ ՈԾԵՄ



ԻՆՃԵՑ: ՃԵՒՈԵՐԻ (ՖՅՂ ԻԼԻՏԵՐԻՑ)

ՆՐԻՃԻ ՃԻՅ: Ի ԱՐԻՐԻՐԻ ՐԻՐԻՑ

ԽԵՑՈ ՆԵՅԵՑԵՑԻ ՃՎԵ: Վ, Լ, Յ (ՃԻՐԻԼ ԱԻՈ ԲԵՒՃԵԼ)

ՆԱԾԻ Ը ՔԵԼԱՑԻ

ՃԵՐԻՑ: ՆԱԾԻ (30 ՓԵՐ + 10 ՓԵՐ ԲԵՆ ՃԵՄԵԼ Ը ՈՐԱՐԵՆ)

ՐՃԻՑ: ՐԱՐ ՃԻՐԻ ԻՑԵ-ԱՐԲԵԻ ԻՆԻՐԻ

ՖՅՃԵՐԻՑ: ԻՆԻՐԻՐԵՐԻ

ԻՎԻՐԻ ՃՃԻՐԻ: ԱՆԻՐԻՐԻ ԸԵՐԵԼ

ԽԵՑՈ ՃՃԻՐԻՐԻ: ՎԵԼ

ԽԵՑՈ ՆԵՅԵՑԵՑԻ:

Ճ ԻՐԻՐԻ Ը ՐԻՐԻ ԱՐԻ (ՃԻՐԻՐԻ)

Ճ ՐԻՐԻ (5 ՈՐ ԲԵՆ ԻՐԻՐԻ)

Ճ ԻՐԻՐԻ ՖՅՐԻՐԻ (ԲԵՐԻՐԻ)

ՆԱԾԻ Ը ՖՐՈ ՐԻՐԻ

ՃԵՐԻՑ: ՅԵԻՐԻ (100 ՓԵՐ + 10 ՓԵՐ ԲԵՆ ՃԵՄԵԼ Ը ՈՐԱՐԵՆ)

ՐՃԻՑ: ՐԱՐ ՃԻՐԻ 30 ՓԵՐ ՃԻՐԻ 30 ՃԻՐԻ ՐԻՐԻ

ՖՅՃԵՐԻՑ: 2, 4 ՈՐ 6 ՈՐԻՐԻ (ՖՅՂ ԻԼԻՏԵՐԻՑ)

ԻՎԻՐԻ ՃՃԻՐԻ: ԱՆԻՐԻՐԻ ԸԵՐԵԼ

ԽԵՑՈ ՃՃԻՐԻՐԻ: ՎԵԼ

ԽԵՑՈ ՆԵՅԵՑԵՑԻ:

Ճ ՐԻՐԻ ՖՅՐԻՐԻ (ՃԻՐԻՐԻ)

Ճ ԻՐԻՐԻ (ԲԵՐԻՐԻ)

ՆԱԾԻ Ը ՖԵԼԻՐԻՐԻՑ

ՃԵՐԻՑ: ՆԱԾԻ (30 ՓԵՐ + 10 ՓԵՐ/ՃԵՄԵԼ)

ՐՃԻՑ: ՐԱՐ ՃԻՐԻ 50՝ ՐԻՐԻ ԱՐԻՐԻ

ՖՅՃԵՐԻՑ: ԻՆԻՐԻՐԵՐԻ

ԻՎԻՐԻ ՃՃԻՐԻ: ԱՆԻՐԻՐԻ ԸՐԻՐԻ

ԽԵՑՈ ՃՃԻՐԻՐԻ: ՎԵԼ

ԽԵՑՈ ՆԵՅԵՑԵՑԻ:

Ճ ՐԻՐԻ Ը ՐԻՐԻ (5 ՈՐ ԲԵՆ)

Ճ ՐԻՐԻ ՃԻՐԻ ՃԻՐԻ ԸՐԻՐԻ (ՃԻՐԻՐԻ)

Ճ ՃԻՐԻ & ՐԻՐԻ ԸՐԻՐԻ (ԲԵՐԻՐԻ)

ՀԵՐՆ
Helstrom



ՈՇՈՒՄ ԸՅ ԷՇԻՈՇ ~ Բ ՄԻԱԾԱՆԻՄ ԼԻՆԵՑ ԴԱՇԻՄ ԲԵՄԻՆԱ ՓՈՆԻՔ ՓՈՆԵ ԻՔԵ ՋԻՇԻՆ ԸՅ ԻՔԵ
ԴՐԱՆԵՆ ՓՈՆ (ՄԻԱՇԵՑ ԸՅ ԴՐԱՆԵՆ ԼԵՄԵՄԱ 1-4, 5-8 ԲԵՑ ԶԻՔ+) 2, 4 ԸՆ 6 ՈՇՈՒՄԻՆԱ. Բ ԱՐՄԻՄԱ ԻՔՆԸՄ ԻՆ
ՇԵՇԵՒԵՒ ՓՈՆ ԷՐԻՔ ՈՇՈՒՄԻՆԱ ԻՔՐԻ ԻՔԵ ԲԵՑԻՆ ԴԱՇԻՄԻ ԼԻՄԵՄԱ. Բ ԱՄԻՏԵԼԼԱՅԻՄ ԼՈՆԻՄԻՄԻՔԻ ԴՔԵՐՈ
ՇԵԼԻՄԵԼ ԻՔԵ ԱՐԵՄԱ ԲԻ ԻՔՐԻ ԲԵՑԻՄ ԲԵՑ ԸՅ ՓՈՆԻՔԻՆ ԴԵՐԱՔ ԷՇԼԱՅԵԼ.

ԷՐԻՔ ՓԻՄԵՒԵՒ ԱՐՄԻՄԱ ԻՔՆԸՄ ԴԵՄԻՄԵՆԱ ԻԴ 4 ՈՇԱՐԻՄԻՄԻՑ ԴԵՐԱՔ ԲԵՆ ՈՇՈՒՄԻՆԱ ՔՈՇԵՆԵՒԵՒ.
ՄՔԻՆԱ ԴԱՇԻՄԻ ՔՈՇԵՆԻՄԱ ԲԱՄ ՄԻՔԻՔ ԻՔԵ ԴՇԸ ԲԵՑ ԴՇԸ ԴԵՐԱՇԻՄԻՄԱ ԲԻՔ ԲԱ ՓՇԱՇԸՄԱ:
5՝ ՄԻՔԻ ԲԻ 10՝ ԼԵՇԱՐՔ, 10՝ ՄԻՔԻ ԲԻ 20՝ ԼԵՇԱՐՔ, ԲԵՑ ԼՇ ԸՅ ՄԻՔԻ Բ 60՝ ՄԻՔԻ ԵՐՄԻՔԻՔ.

ՎՇՈՒՄՔՐՈ ~ “ՎԵՆԻՄԻՄԻՄԱ ՎԵՆԵՐՇԱՄԻՄ!”

ԵՇՐԻՄԻՆ ~ Բ ԴԱՇՈՒՄԻՄԵ ԴԻՄԻՄԵ ԴԻՄԻՄԻՑ ԻՇ ԻՔԵ ԲԻՆ ՄԵՓՈՆԵ ԴԵՄԵՐԱՄԱ ԵՐԵՆԻՄԻՄ ԴՇԵՐՇԸՇԸՄԱ.

ՋԻՔԸՇՇԻՐՈ ~ ԴԱՇՈ ԲԵՄԻՔ ՇԵՇԵՒ ԲԵՑ ԴՇԸՇԸՄԱ ԻՔՆԸՄ ՓՈՆԻՔ ԴՇԸ ԻՔԵ ԲԻՆ.



ՈՇՈՒՄ ԸՅ ՔԵՐՇԻՄ ԴԻՇԻՄ ~ Բ ԻՔԻՄՈ, ԴԻՄԸԼԵՐԻՄԵՐ ԼՔԵՐ ԸՅ ՄԱՐԻՄՈ ԼՔԻՄԸՄ ՄԱՐԱՐԱ ՓՈՆԵ
ԻՔԵ ԷՐԻՄԵ ՄՇԻ ԸՅ ԻՔԵ ԱՐԵՄԱԴՐԱՆԵՆ. ՄՔԸՄԱՐԻՇԻՄ ԸՅ ԵՐԻՄԻՄԻՄԵ ԲԵՑ ԴՇԻՄԻՄԻՄԵ ՇԵՇԻՄԵԼ ԸՅ ԴԻՄՈ
ԷՇԵՆԱՄ ԼՔԸՇԻՒ ՓՈՆԻՔ ԻՇ Բ ԴԻՄԵ ՔՈՇԵՆԻՄԻՄԱ ԲԱՄ ՄԻՔԻՔ.

ՄՔԻՆԱ ԱՐԵՄԱ ԻՆ ՄԵՆԻ ԼԻՄԻՄԻՄ ԻՇ ԴԻՄԱՐ ԸՅ ԴԻՇԻ ՄԻՔԻ ԻՔԵԼԵ ՇԵՐԵՒ ԴԴՇՇԵՆԵՇԵԼ. ՔԵՐԵՐԱՔ ԻՆ ԲԱ
ՓՇԱՇԸՄԱ: ԴՇՇՈՇԵՒ ՄՐՈ ԲԵՑ ԴՇԸԼԵՒ ԻԴ 6 Մ 10 ՇԵՐ ԸՈՆ ՔՈՇ ԴԻՔԻՄԻՄԵԼ, ԴՇՇԻՄԻՄԻՄԱ 2Ի12
ԲԵՑԻՄԱ ԸՅ ԴԵՐԱՔ ՓՈՆ ԷՄԵՆԻ 4 ԼԵՄԵՄԱ ԸՅ ԻՔԵ ԱՐԵՄԱԴՐԱՆԵՆ ՄԻՔԻ Բ 6Ի12 ԵՐՄԻՔԻՔ.

ՎՇՈՒՄՔՐՈ ~ “ՎԵԼԵՐԻՄԱ ՎԵՆԻՄԻՄԻՄԻՄ!”

ԵՇՐԻՄԻՆ ~ ՇԻՐՇԻՄԻՄ ՔԵՐՇՈ-ԴԻՄԻՄԵ ՔԵՑ ԵՐԻՄԸՄԱ ԵՐԻՔ ԻՇ ՓՈՆԵ Բ ՓՇԱՄ ԴԻՄԻՄԵ.

ՋԻՔԸՇՇԻՐՈ ~ ԴԱՇՈ ԲԵՄԻՔ ՇԵՇԵՒ ԲԵՑ ԴՇԸՇԸՄԱ ԻՔՆԸՄ ՓՈՆԻՔ ԴՇԸ ԻՔԵ ԲԻՆ.



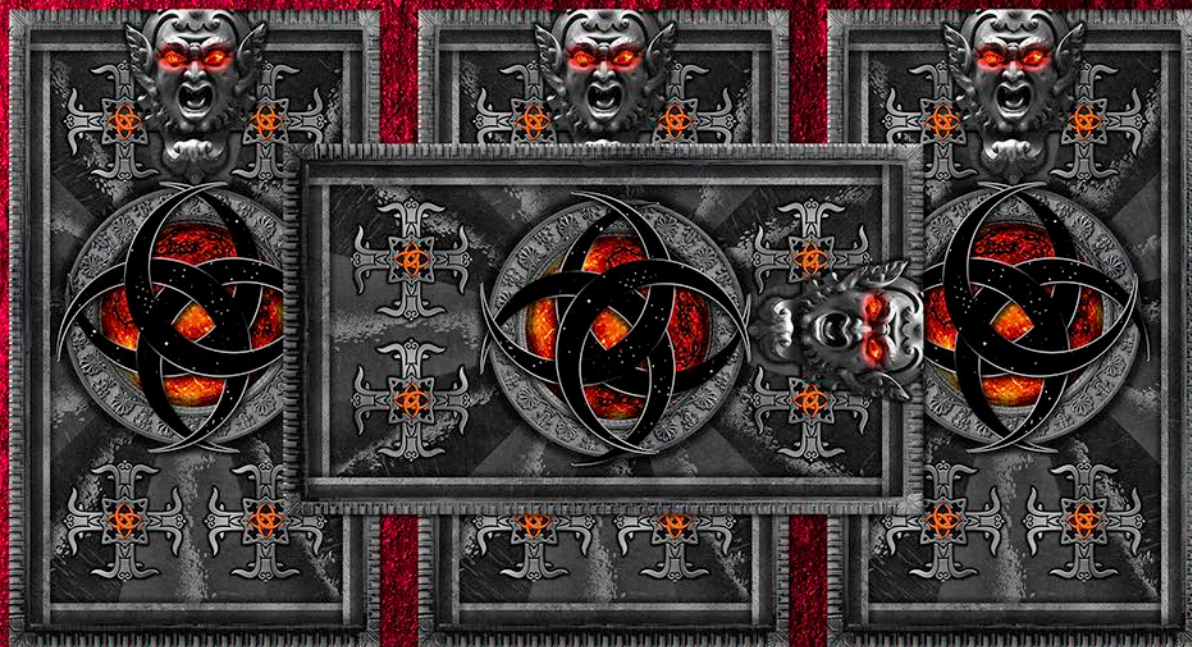
ՈՇՈՒՄ ԸՅ ՔԵՐՇԻՄԻՄԻՄԻՄԻՄ ~ Բ ԼՇԱՄԻ, ԴԻՄԻՔ ՄԱՐԻՄՈ ԴԱՇԻՄԻ ՓԻՄԼԵՒ ՄԻՔԻ ԼԵՐՈՄԱ ԲԵՑ
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ՎՇՈՒՄՔՐՈ ~ “ԴՐԱՆԸՄ ԲԱՄԻՄԻ՘!”

ԵՇՐԻՄԻՆ ~ ՇԵՐ ՔԵՑԻՄԱ ԴԻՄԸՑԻՄԱ ՓՈՆԸՐԻՄԻ՘ ՄԵՆԻՄԻՄԻ՘ԱՄ.

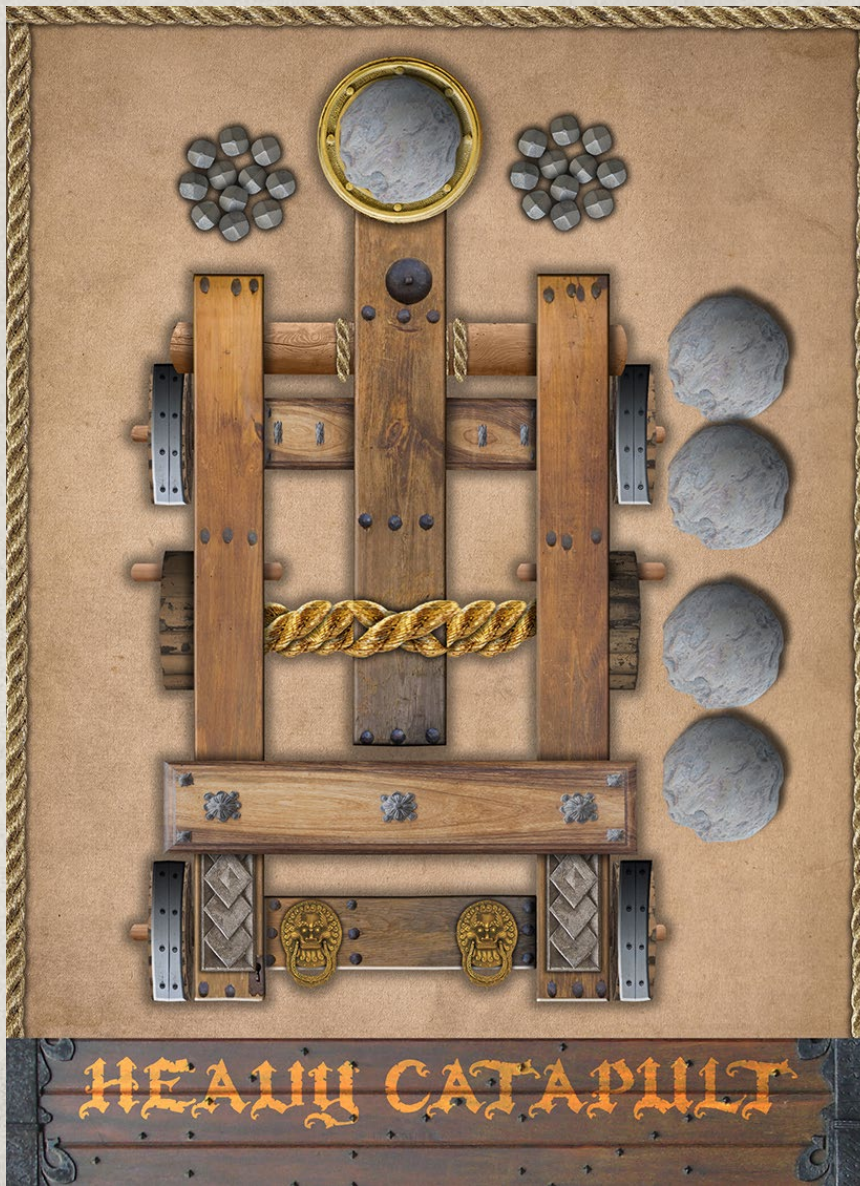
ՋԻՔԸՇՇԻՐՈ ~ ԴԱՇՈ ԲԵՄԻՔ ՇԵՇԵՒ ԲԵՑ ԴՇԸՇԸՄԱ ԻՔՆԸՄ ՓՈՆԻՔ ԴՇԸ ԻՔԵ ԲԻՆ.







SIEGE WARFARE - CATAPULTS



3	TARGET	7
2	1	8

Roll 1d8 to determine where a missed catapult stone lands.



RANGE
200 ft.
(100 ft. min)

CREW
4

Modifiers and MODIFIERS

MODIFIER

-6

Cumulative +2 per previous miss (max. +10)

Cumulative +1 per previous miss (max. +5)

CREW SKILLS

- DC 15 Strength - To winch the throwing arm down.
- DC 15 Profession (siege engineer) To latch the arm into place.
- DC 15 Profession (siege engineer) To load the ammunition.

4 full rounds are required to re-aim a HEAVY CATAPULT. A crew of 4 can perform this in 1 round.



Wynter Wynds Inn and Tavern

UNDER
CONSTRUCTION



Winter Wynds

Foodstuffs

Help us by suggesting cool
foodstuffs to eat!

:)

Beverages

Help us by suggesting some
cool beverages to get your
PCs rip roarin' SLOPPY!

:)

100 RANDOM TAVERN ENCOUNTERS

Tavern and Inn Encounters - 1-50

- 1 - A drunken beggar asks for gold coins before passing out.
- 2 - A thief dressed in black reveals a 12-knife collection in cloak.
- 3 - A stout, smelly Dwarf challenges biggest PC to armwrestling.
- 4 - A zealot passes out Death Tarot cards, "The end is near!"
- 5 - Sleazy salesman tries selling black rocks as Wish Rocks. 99gp.
- 6 - An elderly woman named Tess asks PCs to rescue her cat
- 7 - A noble with 2 men asks the PCs to be bodyguards for a day.
- 8 - "The captain of the guard dresses as a woman at night."
- 9 - "A long forgotten time capsule lies buried under this inn."
- 10 - An elderly woman named Tess offers sexy favors for free.
- 11 - A "blind, drunk man" with a pet monkey sings for money.
- 12 - An elderly gnome is selling "Gnomish Watches" for 5gp ea.
- 13 - A fat, bald man challenges a PC to a beer drinking contest.
- 14 - A man wearing clerical robes asks the PCs to repent all sins!
- 15 - A tall, thin man tries selling a mongoose and snake to PCs.
- 16 - Bartender asks PCs to help carry an ale shipment to bar.
- 17 - Inn owner pays PCs to slay a bullying Hill Giant.
- 18 - "A Frost Giant is buried in the ice at the Wynter Wynd Inn!"
- 19 - "The owner of a neighboring tavern is really a Dragon!"
- 20 - Village idiot ogles PCs whilst carressing a small sheet of silk.
- 21 - A troublemaker is "passed out" at a table, waiting for a fight.
- 22 - A woman and son are selling apples to support themselves.
- 23 - A thin, rat-faced man challenges a PC to a darts contest.
- 24 - A beautiful woman offers to sing a song for the PCs.
- 25 - A stocky Dwarf is selling "Old School Krunk" dirt cheap!
- 26 - An old woman (witch) asks PCs to tuck her into bed.
- 27 - A city guard offers 10gp each to PCs to quiet a mob.
- 28 - "The beautiful woman just outside of town is really a Hag!"
- 29 - "King cannot have children and is looking for a surrogate!"
- 30 - A fully nude Half-Orc wanders into the bar looking for love.
- 31 - A drunk man asks a PC their sign. Says he is a "Species."
- 32 - A hardened traveler tries to sell the PCs Catapult plans.
- 33 - A very large woman challenges PCs to an eating contest.
- 34 - An escaped lunatic grabs PCs to drag them back to school.
- 35 - A desperate amateur assassin sells his "Slaying Services."
- 36 - A wizard asks PCs to help him defend his tower from Orcs.
- 37 - A Bulette has been rampaging throughout the town.
- 38 - "There are werepanthers that dwell just north of here."
- 39 - "The Queen is very promiscuous and needs loving soon!"
- 40 - Two old men are engaged in an Insult Contest.
- 41 - A sober drunk begs the PCs to get him drunk until oblivion.
- 42 - Beautiful members of opposite sex try to entice PCs for love.
- 43 - Mistaken identity. Large man looks to defend wife's honor.
- 44 - An alchemist offers the PCs one dose sample of any potion.
- 45 - A monster hunter asks PCs to help him trap a Girallon.
- 46 - Town bully challenges biggest PC to a senseless brawl.
- 47 - 6 rowdy town guards pick a fight with the PCs.
- 48 - "A mind flayer has been trying to infiltrate the town!"
- 49 - "The Duke's two bodyguards are really demons!"
- 50 - Man asks barkeep to use bathroom, pauses then says Thanks.

Tavern and Inn Encounters - 51-100

- 51 - A werewolf introduces himself and offers help to PCs.
- 52 - Royal Spy disguised as merchant asks PCs 20 questions.
- 53 - 2 disgraced knights insult the PCs to provoke a fight.
- 54 - A (counterfeiter) tries selling 8 fake sp for 1 gp.
- 55 - A zealot shames the PCs for carrying weapons. "KILLERS!"
- 56 - An innocent man being whipped in street screams for help.
- 57 - A Demon Hunter needs Giant Slug juice for a potion.
- 58 - "If you goose the barkeep's daughter, he will love you for it!"
- 59 - "The Count owns an illegal zoo of exotic monsters!"
- 60 - A "blind man" gropes the PC's dainty bits and excuses self.
- 61 - Nobleman's wife and entourage are drunk and need love.
- 62 - Unskilled man with a monkey asks for a large handout.
- 63 - An underground Halfling fight club is on after hours. 8 gp.
- 64 - A mortician asks PCs 1gp apiece to view his death collection.
- 65 - A swindler tries to pass off "Gold Bills" in exchange for gold.
- 66 - A fat man is passed out and blocking the bar doorway.
- 67 - A Zombie Hunter invites the PCs to help him kill Zombies.
- 68 - "There is a swamp south of here filled with zombies!"
- 69 - "A Medusa grants one wish to a party bold enough!"
- 70 - A mangy dog breaks wind in the bar. It is VERY bad.
- 71 - 2 drunk Elves argue over who won't pay the bar bill.
- 72 - A merchant is trying to sell glass gems as real gems.
- 73 - The bartender is hosting a whiskey drinking contest. 100 gp.
- 74 - 3 drunken sailors singing poorly ask the PCs to join them.
- 75 - An elderly woman with pup asks PCs to tame her werewolf.
- 76 - A Dragon Hunter asks PCs to help him find dragon eggs.
- 77 - A girl with a beautiful voice breaks out in an uplifting song.
- 78 - "There's a series of Ghoul wells through this town!"
- 79 - "An assassin's guild is looking for extra muscle this week."
- 80 - Old man with terrible memory asks to show PCs the town.
- 81 - A drunken man has been placed atop the bar's hearth.
- 82 - A physician asks the PCs to help him find dead bodies.
- 83 - Bounty Hunter challenges PC to a duel to the death.
- 84 - LG Cleric asks PCs to join his congregation. Forcefully...
- 85 - A man is selling excellent pipe tobacco for 1 gp per plug.
- 86 - A guard asks the PCs to prevent a massive pending jailbreak.
- 87 - "A dragon is coming. Time to fortify the town and fight!"
- 88 - "Fat man in red delivers gifts to everyone in the city tonight!"
- 89 - "The combat mage Zorn will help your party for cheap!"
- 90 - Chef offers delicious dragon egg delicacy for PCs. 1,000 gp.
- 91 - "The wanted posters around town are of innocent men!"
- 92 - "Don't go to the town Cleric. He severs limbs needlessly!"
- 93 - "Minotaur offers weekly challenges to town members!"
- 94 - "The town blacksmith will offer you shelter tonight for free."
- 95 - "The hooded town executioner is also the King's son!"
- 96 - "The maid in the tower is innocent. You must save her!"
- 97 - "I am really a grand wizard! No, really! Ha Ha HA!"
- 98 - "Prison warden kills inmates at his leisure! Investigate it!"
- 99 - "A nude Hill Giant is sunbathing in the northern pond!"
- 100 - "Hunted warrior, Calin D'Arben was framed. Help him!"

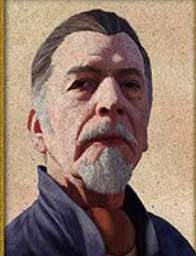
REWARD #9, YOUR NPC IN PRINT!

THE WYNTER WYND INN & TAVERN RPG PLAYER-SUBMITTED NPC CONTENT - Tier #9 \$125

As you can see from the preceeding three pages, there are definite plans to create a living and breathing INN & TAVERN for the DM/GMs and PCs to enjoy. This inn & tavern will include:

- **Up to 100 player/DM/GM submitted NPCs.** This is TIER 9 of 9 in this crowdfunding project. There will TENTATIVELY be up to 25 pages of COLORFUL NPCs - 4 to each page. If only 88 people purchase the TIER 9 reward, then there will be only 88 NPCs, etc.
- **WYNTER WYNDS MENU** - This might be ONE menu or two (or more) separate menus. We want your suggestions as to colorful foodstuffs and beverages for the players to eat and drink! The crowdfunding site will have (near future) the appropriate email address to send your suggestions.
- This inn & tavern will be found in the book THE BOOK OF DARK SECRETS.
- This inn will have at least two floors, maybe more. More pledges, more stuff!
- “Immortalize” your beloved NPC in Print and Digital and with your name as an official DESIGN CONSULTANT in the Credits Page.
- Each DM/GM/Player submitted NPC will have the following:
 1. NPC portrait art that the DM/GM/Players submit. If art is not supplied, and a purchase is made, then a random art portrait will be selected by the DBD team.
 2. 3.25” Wide by 4.25” high devoted to your NPC. This is a quarter page, roughly.
 3. Space for: NAME, CLASS, RACE and general stats, as this will be D&D 5e/Pathfinder compat.
 4. Space for colorful descriptive lingo describing your character. SPECIFICS COMING SOON!
- On a date to be decided - when all funds are collected - an email address will be supplied to accept your suggestions. Yes, there will be a start and deadline date TBD.
- If this idea does well, there will be FUTURE Inn & Taverns - up to 40 pages apiece - published in future DBD adventure anthologies, so please spread the word and support this effort. This is NOT some smash and grab. I LOVE creating and working with other creative people. It is what I was born to do! I would like to do this until I cannot do it anymore, so let's have some flippin' FUN!

The Lost Tome Society



ABNER TOTLEBEN
"ARCANE CORE WIZARD"



MOGGRET NULL
"DEMONOLOGIST"



RHODALE SCRIBNER
"SCRIBE AND LIBRARIAN"



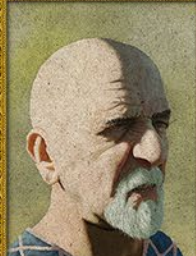
DARNIUS REX
"WARRIOR AND GENERAL"



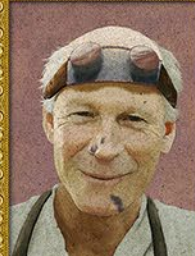
MANRICK CROWE
"FORMER ELITE ASSASSIN"



DHARNA BRIM
"ARCANE ARTS EXPERT"



FERNANDIUS KASE
"SEER AND MAP MAKER"



PROFESSOR LANGELLAN
"WIZARD AND CLERIC"



ODESSA ROARK
"SOKEROUS INVENTOR"



CYNTHIA BEBANSIN
"MAGICIAN"



MANZIUS STONE
"COUNTY HUNTER"



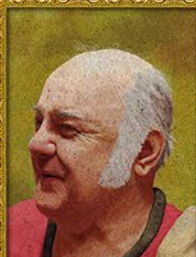
BENALTEC ORR
"FENCE AND TREASURER"



MELODY LYNN
"WAR GENEALOGIST"



CRIBNER LARKETT
"MASTER THIEF"



CYD NEADE
"ALCHEMIST"



KETURCHKIN DYATLOV
"MONSTER HUNTER"

REWARD TIERS 1-9

Over the next several pages, you will find the dedicated and extremely-gifted talent pool that has and/or will provide content in the form of art, writing, maps or other fine things!

Their employment is hinged on this project making certain STRETCH GOALS. It is one thing for a project to be funded, but quite another indeed if there is more than enough to lawfully pay these very talented professionals for projects for this particular endeavor, and for future endeavors as well. Are you a fan of these peeps? If so, make a pledge and support this project, and you will be graced with their magnificent creations! ***Please SHARE THIS PROJECT WITH ALL OF YOUR SANE FRIENDS!***

One final note. There have been several discussions behind the scenes with household name talents that go back as far as 1980 and even earlier. If you would like to see these talented humans added to these future projects, please support this project. We are quietly confident that you will be pleased with the final results.

The REWARD TIERS ARE AS FOLLOWS and I quote:

REWARD TIER #1 - BOOK THIEF - \$11 - PDF - THE LOST TOMES #1

REWARD TIER #2 - LIBRARIAN - \$16 - PDF - THE BOOK OF DARK SECRETS #1

**REWARD TIER #3 - DARK LIBRARIAN - \$22 - PDF - THE LOST TOMES #1,
PDF - THE BOOK OF DARK SECRETS #1**

REWARD TIER #4 - DARK PURVEYOR - \$30 - Hardcover Book - THE LOST TOMES #1*

**REWARD TIER #5 - DARK MAGE - \$37 - Hardcover Book - THE BOOK OF
DARK SECRETS #1***

**REWARD TIER #6 - CHAMPION - \$45 - PDF - THE LOST TOMES #1,
Hardcover Book - THE LOST TOMES #1***

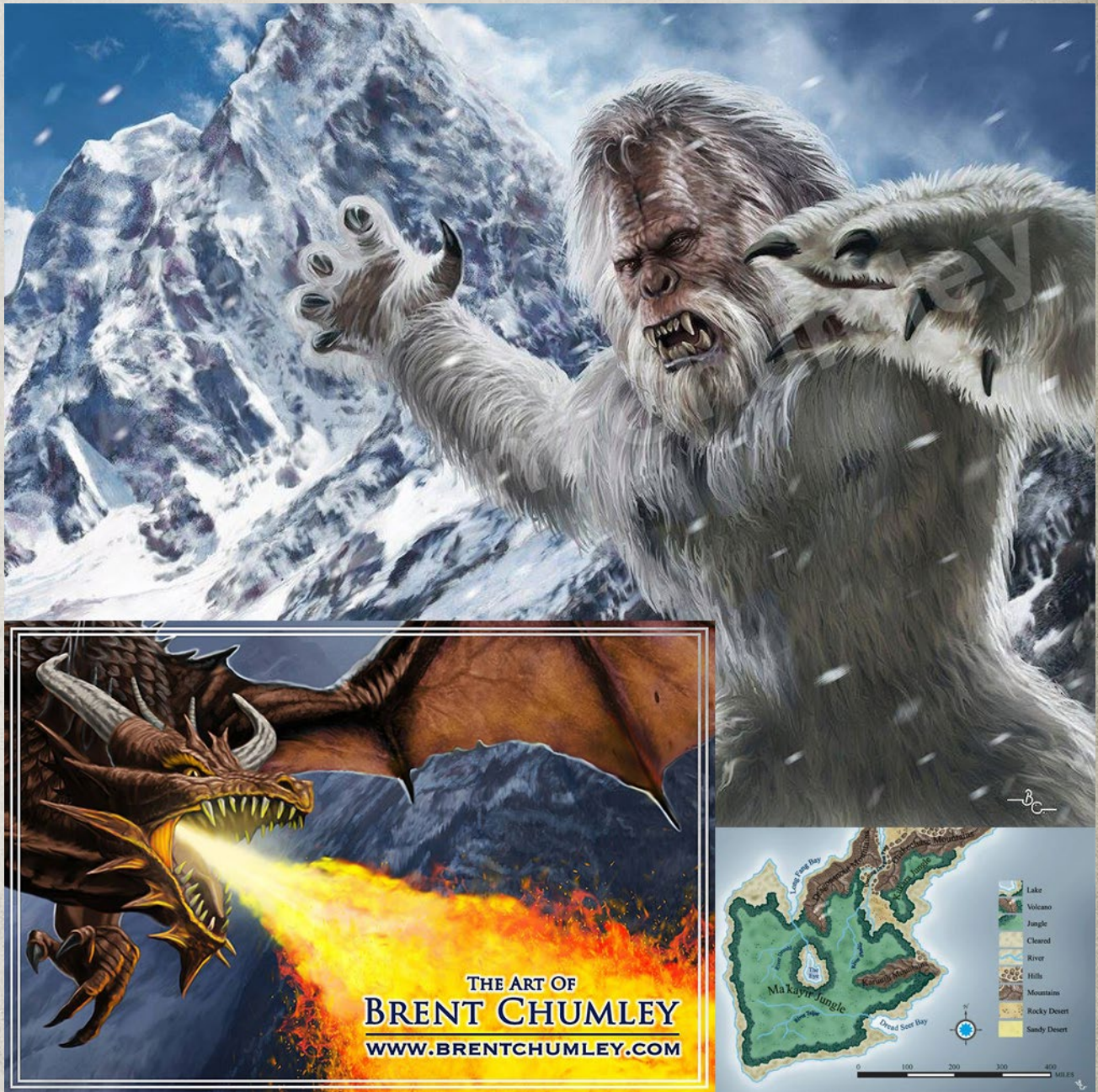
**REWARD TIER #7 - LORE MASTER - \$50 - PDF - THE BOOK OF DARK SECRETS #1,
Hardcover Book - THE BOOK OF DARK SECRETS #1***

**REWARD TIER #8 - PRIME MASTER - \$85 - PDF - THE LOST TOMES #1, PDF - THE BOOK
OF DARK SECRETS #1, Hardcover Book - THE LOST TOMES #1*,
Hardcover Book - THE BOOK OF DARK SECRETS #1***

**REWARD TIER #9 - GRAND MASTER - \$125 - Everything from Reward Tier #8 + 1 of up to 100
DM/GM/Player provided NPCs in Print and Digital formats. (Book of Dark Secrets only)**

***purchaser will also have to pay for *extra shipping costs*, fulfilled by Drive Thru RPG and shipped
anywhere in the world.**

BRENT CHUMLEY

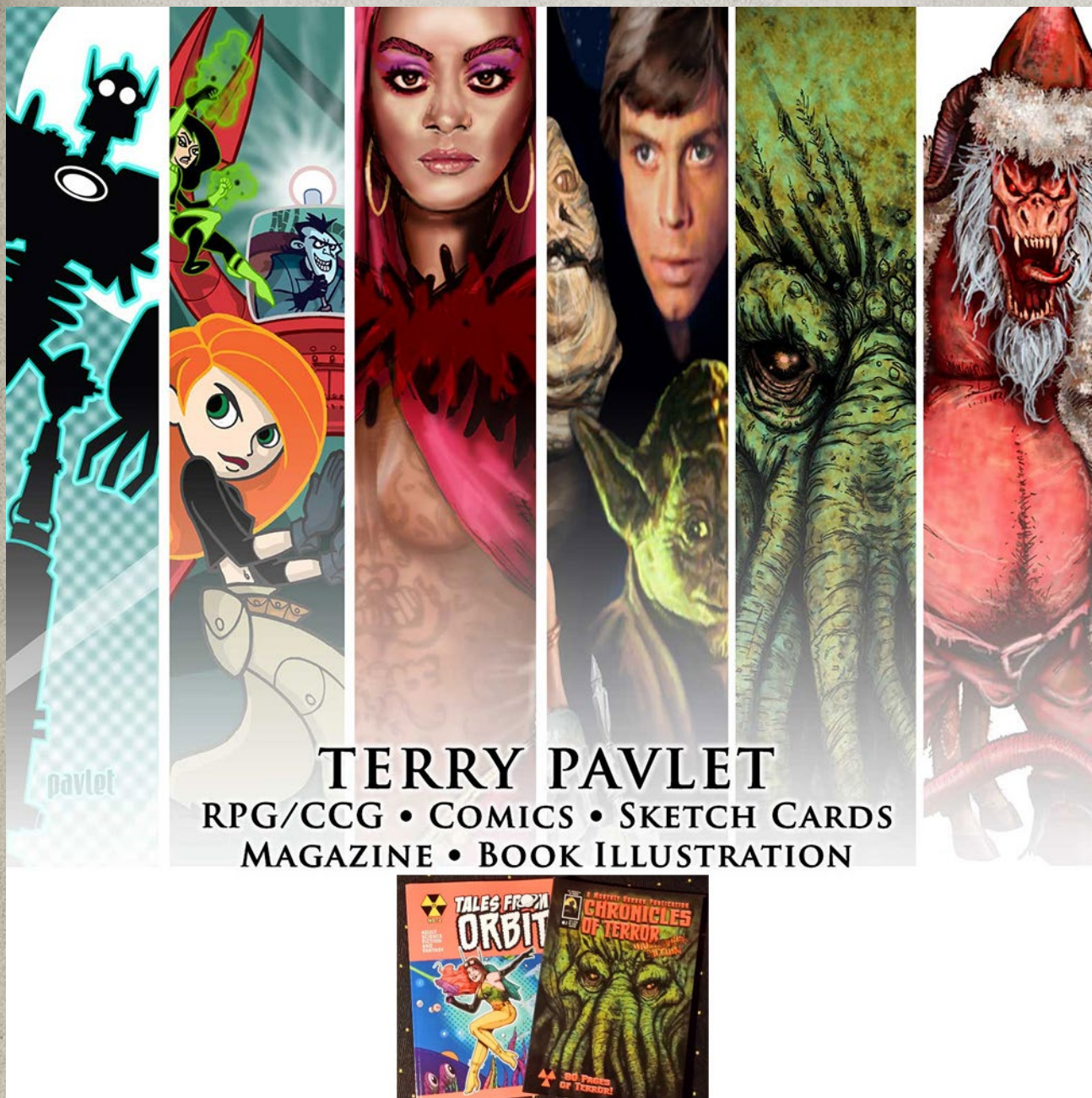


BRENT CHUMLEY is a professional artist that excels in full color artwork depicting anything from fantasy characters to monsters to the most beautiful maps you can find anywhere!

Brent's contribution to this project will be a full-color piece of NEW ARTWORK that will be used as a player's handout piece.

If this project exceeds expectations, Brent will be awarded with more new artwork pieces for this and future DBD publishing projects!

TERRY PAVLET



TERRY PAVLET has done work in the RPG, Comics, Books and Magazine fields. He can do pretty much anything, but many will recognize his very attractive and visually-stunning womenfolk!

Terry will be doing a full-color player handout that depicts vital characters that can be found in this or these (multiple?) books.

If this project exceeds expectations, Brent will be awarded with more new artwork pieces for this and future DBD publishing projects!

BOBBY NASH

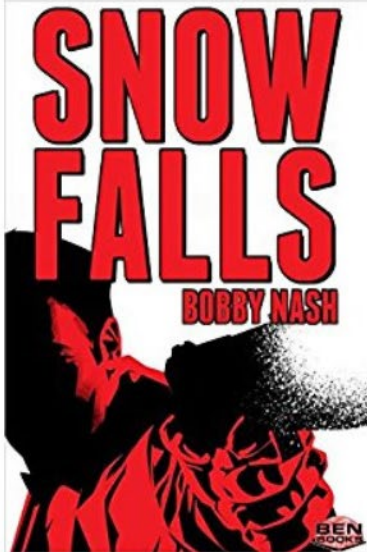
THE INDIE VIEW

READERS

REVIEWERS

AUTHORS

ESTABLISHED 2010



INDIEVIEW WITH BOBBY NASH,
AUTHOR OF SNOW FALLS



THEINDIEVIEW.COM/2018/02/21/INDIEVIEW-WITH-BOBBY-NASH-AUTHOR-OF-SNOW-FALLS



From his secret lair in the wilds of Bethlehem, Georgia, **Bobby Nash**, the 2013 Pulp Ark Award Winner for Best Author, writes a little bit of everything including novels, comic books, short prose, novellas, graphic novels, screenplays, media tie-ins, and even a little pulp fiction.

Bobby is scheduled to write an 8-page adventure for this project. Maybe more, depending on funding and the following that it gains. Root for Bobby's work. You will be glad you did!

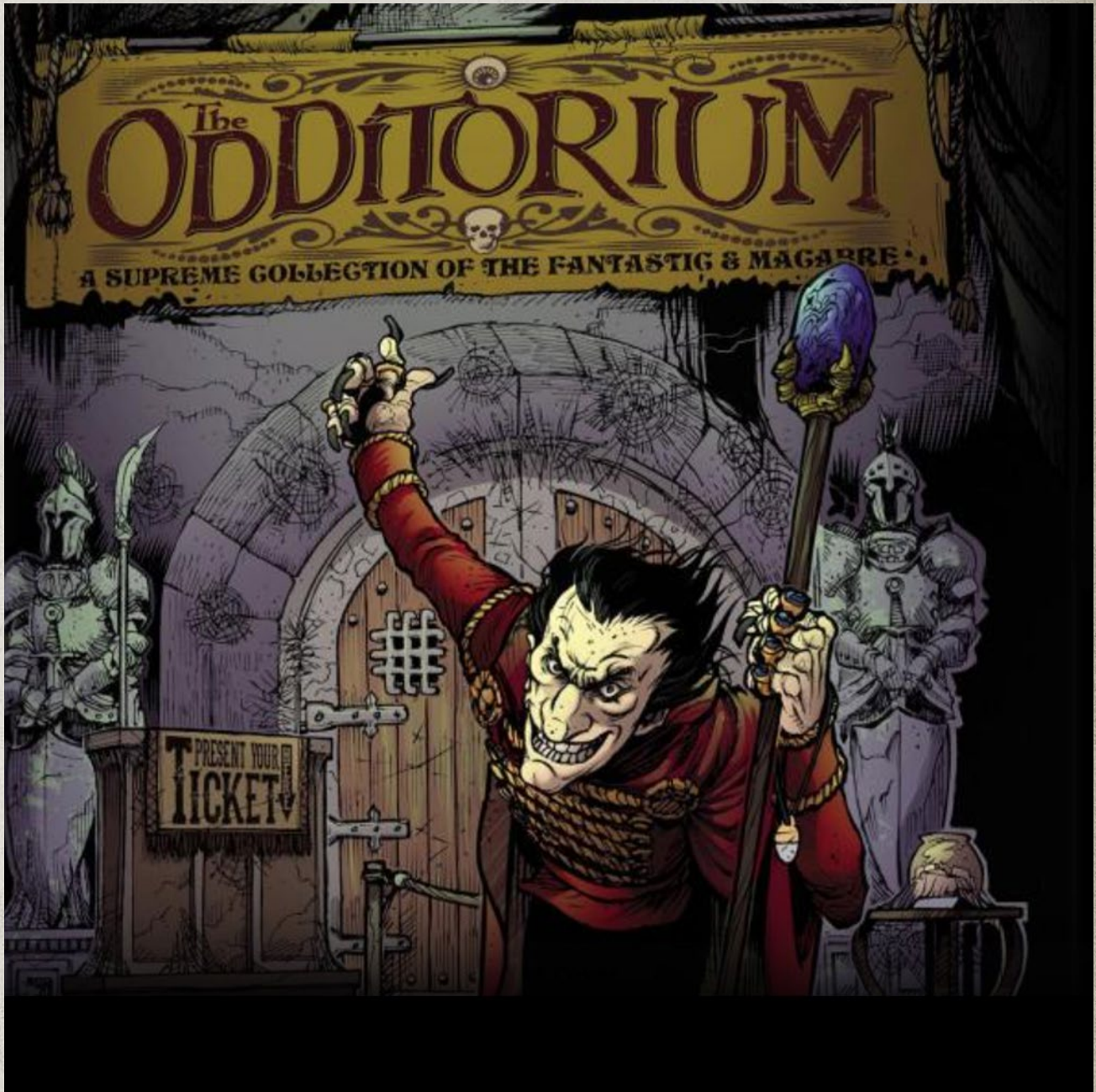
TODD MacBETH



ROBERT TODD MacBETH is NOT related to Shakespeare's MacBeth, but he IS related to Edgar Allen Poe! NO JOKE. That is about the only thing he has going for him... ;) Kidding, Bro!

But wait, it was but a grand JEST on my part! He is the video wizard that created that MAGNIFICENT video that you saw and loved! Todd is a professional freelance graphic designer that happens to excel in creating motion graphics for videos. You want a SPECIAL video for YOUR crowdfunding project, find him on FB under Todd Macbeth!

LEE NEWMAN



LEE NEWMAN is a human writer that lives on the fringes on sanity! He is the author of the horror anthology called **THE ODDITORIUM**! Welcome to The Odditorium of Vincent Gheist, a museum of the macabre, a repository for relics, a home for the horrific. Meet Vincent Gheist, a man equal parts antiquarian, rock star, psychopath, and weird uncle...

Lee is scheduled to write an 8-page **LOVECRAFT** adventure for this project! Give him a hand and a cheer, or he will make you a victim in one of his future scary tales!

RICK HERSHEY



RICK HERSHEY is a pillar in the RPG industry. He can do it ALL. Write, create maps, do page layout like no one else, design, and do GREAT ARTWORK! It is the opinion of the author that his Lovecraftian monsters are among the best in the biz!

Rick has helped a countless number of people in this business. The love has been returned, but please give him even more because the more this project is funded, the more fun and NEW ART you will be seeing from him! Also find Rick anywhere at FAT GOBLIN GAMES!

LUIZ PRADO



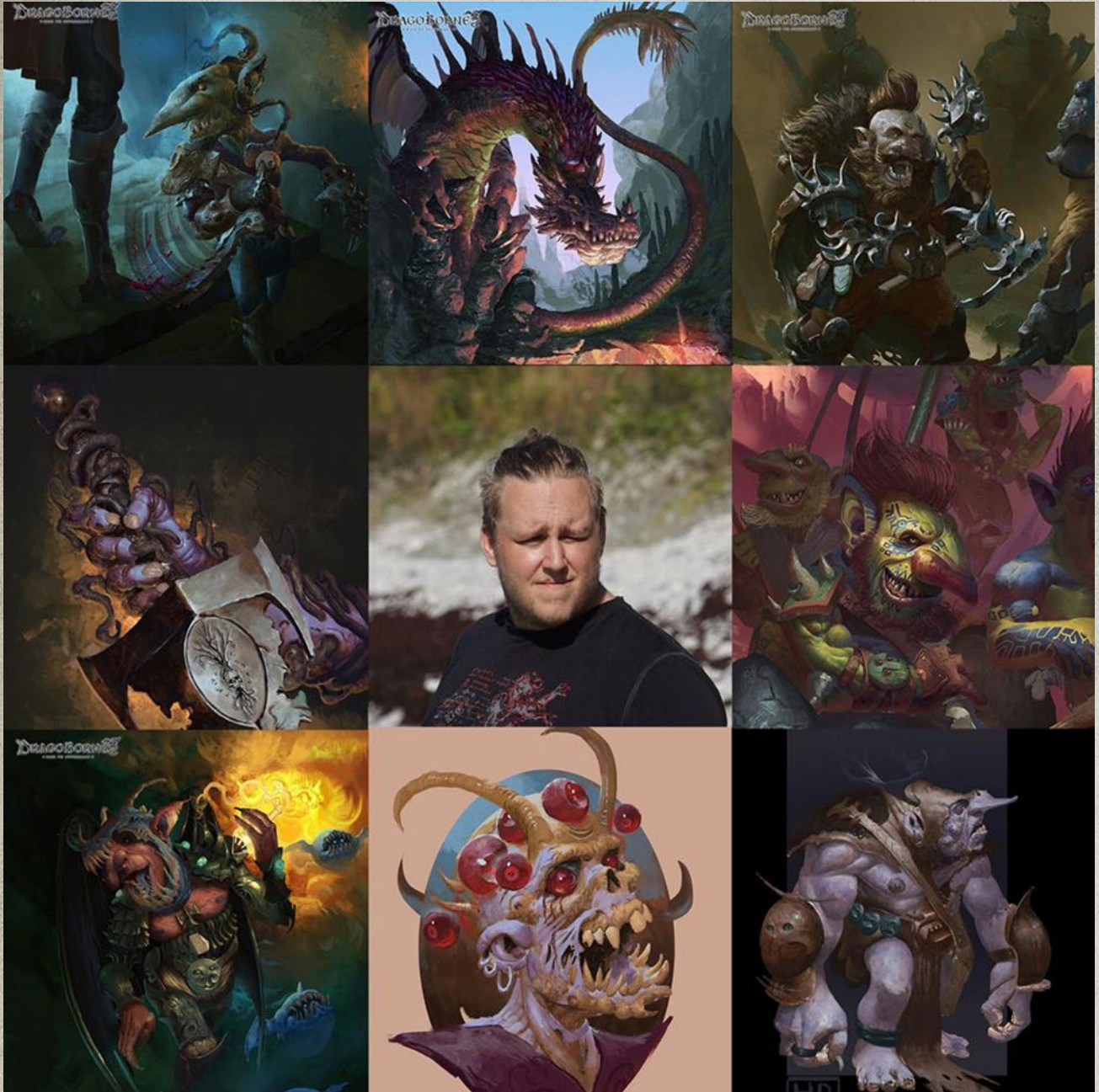
LUIZ PRADO

LUIZ PRADO is a multi-talented and very versatile artist from Brazil. He can do ANYTHING from concept art to character sketches and really compelling comic book art. He has a very dramatic storytelling style and he is scheduled to create a VITAL, 8-PAGE COMIC short for this project!

Give him some huge love as he could be receiving a lot more projects in the very near future!

GO, BABY PANDA AND WIFE!

HENRIK ROSENBORG



HENRIK ROSENBORG lives in Sweden and is a rising star in the fantasy art genre. He can create fantasy art portraits as good as anyone, and his technique is both brilliant as it is distinguished.

What I like about Hendrik is his sense of humor. Go check him out on FB. I guarantee if you have a pulse, you will laugh at his fun and funny art posts!

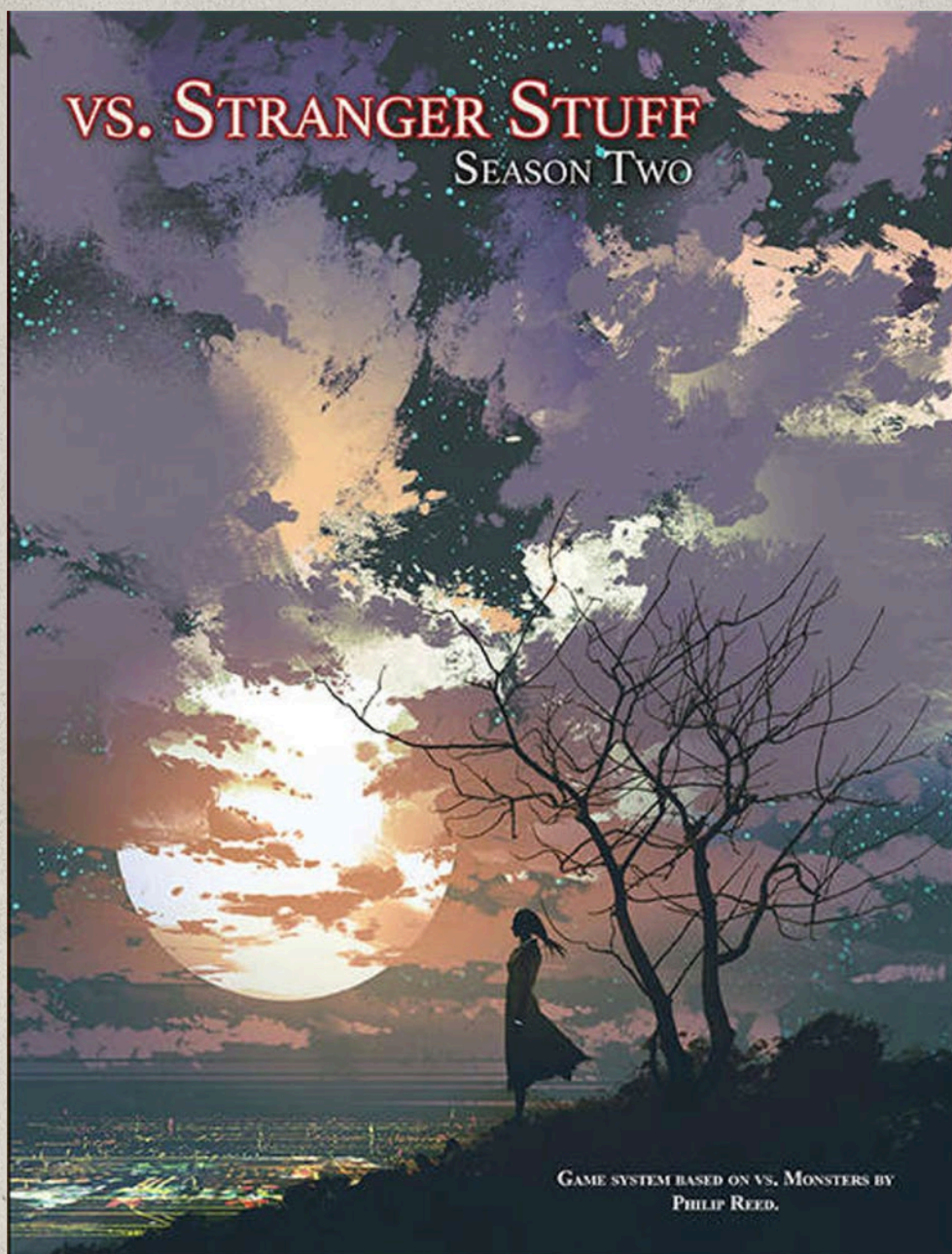
Henrik is slated to do a full-color and full page Vampire portrait. I would love to see a lot more from Henrik, so be sure to support his brilliant artistic efforts!

BRIAN THOMAS



I distinctly remember coming across **BRIAN THOMAS'** art for the first time. I was walking through a tile store in Atlanta, Georgia, and I was surfing Deviant Art for appropriate artists. I did a search on JEFF DEE, and I LOVE Jeff's work, but somehow I was directed to this dude's work that signed his name: GLAD. I was like, "Hmmmm.... I have not seen Jim Holloway's new work in AGES - is this really Jim?" Anyway, coincidentally, I went on the GARY CON page on FB and publicly asked if anyone had the contact info on Jim Holloway. John Siebel was kind enough to point out that Brian "GLAD" Thomas' work is very similar, and lo and behold - IT IS! If you want to see a bunch of ACTION-PACKED, 2-page spreads in this project, please support his efforts and you shall be rewarded with his FUN, storytelling art! Brian has done work for Pacesetters, Goblinoid Games, Wicked Studios, Sacrosanct Games, BRW Games, Chaotic Henchman and many more.

LUCUS PALOSAARI



LUCUS PALOSAARI is a talented writer and editor for FAT GOBLIN GAMES. He is best known for writing the exciting rpg VS. Stranger Stuff - A rules-light tabletop roleplaying game of 1980's inspired adventure, horror, and science fiction, where you play as "Kids" in their teens. But it's not just homework and asking someone to the dance that are the terrors they need to face. Clearly influenced by the hit Netflix series, but also the great films that inspired that show, vs. Stranger Stuff Season 2 takes the original mini-game released by Fat Goblin Games and offers revised rules with some optional changes like playing the game in Easy, Normal, or Hard Mode, and clarifications that help to keep the game compatible with existing adventures, but also prepare the Kids for totally different dangers still to come.

CASEY NIEDZIESKI



CASEY NIEDZIESKI is an artist and avid cosplayer. Her art style is similar to Bruce Timm's, but she can emulate a variety of comic book artists!

Casey has already created one illustration for this project, and if you would like to see more, please support her in the best way possible. Spread the word and buy a copy or three of this project!

Casey is a sweet human being as well, and not just another pretty face!

MATTHEW A. BOGDAN



Oh, NO! This &^%\$*ing GUY?!?! Oy Vey! Okay, besides collecting dust, **Matthew A. bogdan** also collects books. Lots of books. He reads like most people breathe air. The only downside is he forgets almost **EVERYTHING** he reads just minutes afterwards!

Seriously, this is MAB's second crowdfunding project, but ironically, *this was his very first project* as he started this behind the scenes over two years ago - even before publishing his other 6 books and other publisher/designer resources. Matt stopped playing rpgs years ago, but he still reads them avidly, admires the artwork found within and also is a writer, artist, map dude and designer. Before working in this field, Matt was a freelance designer working for Russell Corporation, Gildan and many more large corporations!

Featuring



Secrets

A D&D 5e & PATHFINDER-COMPATIBLE ADVENTURE FOR 4-7 PLAYERS OF LEVELS 1-20

DARK-ONE

**VOL.
1**

THE BOOK OF DARK SECRETS

20+ SHORT ADVENTURES



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

**DARK BY
DESIGN**



WHAT IS THE BOOK OF DARK SECRETS #1?

THE BOOK OF DARK SECRETS is book #2 of 2 in this two book set. It will be in both Digital and Print and will be well over **200+ pages**. **There will be no less than 20+ short (5-12+ page) adventures that are D&D 5e and Pathfinder-compatible.** Also, each adventure will be “level flexible,” meaning that through the use of color coding, shortening/limiting stat block info, adding “add-ons” for a greater challenge and other suggestions, each adventure can be played by a party of 4-7 PCs between levels 1-20. The reason I am doing this project is because I want there to be no “waste” with these adventures. Would this idea work for full-length adventures and modules? Maybe, maybe not, but the system that is set in mind is in no way some epic grandiose idea. All that will be done is to take stats that apply to the rules of D&D 5e and Pathfinder, respect those rules, and apply them into a condensed format to accommodate this idea. Yes, we are looking to hire conversion gurus and offer cool stuff for a small think tank to offer suggestions and aid.

The goal is for this book to be 26 adventures. This is contingent on how well-funded this project is. Instead of carrying around a ton of miscellaneous (heavy) books with fill-in adventures, why not try this one book? This book will give you 20-26 vastly different short adventures to choose from.

The definite minimum features that **THE BOOK OF DARK SECRETS - Volume 1** will have:

- 200+ pages in both PRINT and DIGITAL PDF
- The 20 powers of **THE AMULET OF POWER** (previously pictured)
- 20-26 short adventures that are all 100% BRAND NEW, UNIQUE and diverse
- Multiple pieces of ART, MAPS, DIAGRAMS and PLAYER HANDOUTS
- If this project does well, there are plans for several volumes in the future, working with some of the best professional artists, writers, cartographers and designers in the industry, so ***please spread the word if this seems like something you would like to see on an ongoing, continuous basis!***

Thank you very much for your time and support!

Sincerely,

Matthew A. Bogdan

P.S. The following pages describes 20+ stories that are scheduled for publication. 90+% of the content will stay the same, but newer and better ideas may supplant the old. Included are just some of the actual art director's notes that are intended for the writers and artists working on this project.

20-26 ADVENTURES:

THE DEVIL'S SAND BOX - A safe haven in the form of an abandoned desert keep is a Gods' send to wayward travelers and adventurers. For years, this abandoned keep has provided a steady source of free food, water and shelter from the harsh desert storms, climate and scarcity of vital perishables. Three weeks ago, all adventurers passing through this oasis have vanished completely. There are rumors that the mad Lich DANZIBUS has made this once safe haven one of his many dangerous lairs where he continues to create experiments to raise his massive undead army. Nearby townspeople have approached the adventurers with this issue and have asked them to investigate LAGROTHA KEEP to find out what has happened to these traveling adventurers and to put an end to whatever has caused their likely demise.

Avroderro - Genie desert mage

Tarlaytha - Female Rogue

Lagrotha Keep

Destroyed Golems

Caryatid columns

Mummies

ARTIFACT - Horn of Plenty

Take my FREE MAP hyperlink

Hyperlink - FREE Last Will and Testament

MR. SLICE - A Jack The Ripper-esque tale! A thrill slayer's kill kit was stolen from the Royal Wax Museum of The Dead by an unknown (lunatic's nephew) criminal. The mission is for the adventurers to find the kill kit and the robber (now turned killer) to the proper authorities. ART - Invent a fantasy dark Jack The Ripper style slasher! Him cornered and ready with unique slashing weapon. Single character image or battle scene.

THE ART GALLERY OF LUDVIG LOVECRAFT - LUDVIG LOVECRAFT is a pretentious and very rich art collector that has created yet another party to honor himself and his lavish art collection. The adventurers have been invited to attend this art gallery and party and much to Lord Lovecraft's dismay, his prize art piece has been stolen right from under his nose. The adventurers are tasked with finding this creepy yet valuable (and powerful?) work of art before it is sold via The Black Glove underground art collectors guild and becomes lost forever.

SUNKEN SARCOPHOGI - A sunken treasure must be found at the bottom of the sea. The courageous adventurers are provided with water breathing magics and even a small submarine to locate and retrieve the rich treasures. ART - Isometric underwater map.

KRAGOR MINE TOMMYKNOCKERS - A Dwarven mine has collapsed despite hearty Dwarven craftsmanship. Several Dwarves have died in this terrible tragedy. This cannot be the result of anything but foul play. But why? A perilous descent into the earth is needed by the adventurers to rescue the remaining Dwarven survivors and destroy anything that has caused this atrocity to happen. ART - 2-page spread. Dwarven warrior vs. Dark Dweller, separated only by a few feet of earth and a single magical door...

LETHAL WEAPON - The blueprints to a 6-shot, rotating mortar weapon has fallen into the wrong hands. A local army hires the adventurers to steal them back from the bad guys. ART - 6-shot fantasy

A BRIEF DESCRIPTION

mortar as if drawn by Leonardo Da Vinci. Sepia colored pen and ink on parchment.

STEAL THE PLANS - Steal Castle Raid plans and replace with phony plans to lead evil aggressors into a trap. ART - Canyon (snowy?) ambush scene between PCs and Wikkawaks (snowy, non-cuddly Bugbears) and/or similar wintry beasts.

THE MADMAN'S CLOCK TOWER - A deranged wizard has been commissioned by a lawful army to create clockwork warriors instead of having humans and demi-humans fighting and dying needlessly. This brilliant yet clearly Mad Mage creates clockworks that have somehow taken on evil characteristics and his extremely valuable contract has recently been revoked. A small squad of 2 - 6 men are sent to gain entry to his booby-trapped tower and destroy these creations, and the adventurers have been called in to help. The Mad Mage and his clockwork minions fight back ferociously and to the death.

NOTES - Shock twist end: Mage has slain his family and made them part of his dark clockwork army.

ART - 1. A badass clockwork warrior.

ART - 2. A deranged wizard Erol Otus-like, but in YOUR style.

ART - 3. Flat Clock on roof to appease the gods.

THE WAX MUSEUM - Wax figures way too realistic to be mere wax sculptures are really mutilated victims in a form of temporal stasis. The bored and privileged high society elite clamors for this brand of dark entertainment and it mustn't be encouraged. It must be stopped at all costs before this sickening trend spreads like demonic wildfire! Mission? Easy. Slay all wax constructs and burn down the museum to make it look like an enemy or unknown assailant did the deed. As you well know, trends have a way of overtaking the masses in very powerful and sometimes very dark ways.

ART - Waxwork battle royale with a Madame Tussaud look, tone and feel.

THE SLAG SHIP - The Inferno Tavern ship. Famous traveling ship that features death matches. Rumors have spread of charmed ones leaping into a magma pit in the center of the ship! The adventurers are tasked to investigate these rumors and put an end to the madness. Welcome to the pit!

NOTES - Colorful, rogue-ish "repo man" npc goes with the party.

BRING ME BACK MY GODSDAMMED SHIP! The suicide sepulchre.

ART - Demons emerging from magical gateway molten lave pit in ship's lower level. Demon battle scene!

GRAVE ROBBERS - Grave robbers have been stealing the recently laid to rest and town officials know where they will strike next. PCs are asked to hole up and lie in wait for these robbers and are given licenses to kill on sight. TWIST: Town officials in league with the defeated faction of the PCs past adventure and unleash an onslaught of creeps and creatures to finish off the pesky party once and for all! Oh, galloping ghouls! ART - Crypt battle!

THE MIRROR MAZE - A deranged wizard has captured a maiden that has spurned his love. He has trapped her in his lunatic lair and intends on making a last stand to "show off" for her by slaying and maiming all rescuers that come to her aid. ART - Deranged wizard casting death ray spell at small party.

MORE ADVENTURES

WENDIGO HUNT - MANUTARA MONSTER WENDIGO - There is a well-known and considerable shortcut route through the Manutara Forest that takes days off of an adventure party's travels. There is only one small problem. For the past three weeks, no one taking this path has made it out to see the other end. The PCs are sent to hunt down what seems to be a rumored Winter Werewolf. But is it Really just a lone werewolf? Try a Wendigo, biotch! ;)

ART - PCs vs Wendigo in snowy woods battle scene.

OGRE MAGE INN - Several groups of travelers have gone missing in the hills and woodland regions of Town spies have searched everywhere around the area to locate these missing VIP travelers. The only thing they found was an exceptional inn with an impeccable reputation... Town officials arrange for the adventurers to stay at the inn and find out what has become of these VIPs.

NOTES - Ogre Magi run the place and occasionally capture VIPs. Why? TO EAT, OF COURSE! Ogre Magi send out secret invites to other Deviant Elite to come dine with them, for a huge fee. ART - PCs vs Ogre Magi fight scene in bar area or top floor rooms area. Oy vey! Huge Brick body ovens.

SCAVENGER HUNT - 3 separate and formidable parties are called upon by a famous eccentric that is looking for 8 items of interest lost in his castle. His madman twin brother has hid said items before gruesomely taking his own life. One opposing party of 4 Slave Lords. One opposing party of 4 evil adventurers. One party of your poor player PCs. All in competition for a prize! Whichever party comes away with the most items wins a coveted prize. Free-for-all battle royale throughout different areas of madman's TRAPPED CASTLE.

ART - Battle royale in castle's lower chambers.

THE GHOST OF MYCROFT MANOR - The PCs have been recruited by a small group of famous ghost investigators. It seems that this particular ghost or ghosts is/are way beyond the means of this famous group of hunters. The PCs must join forces with this colorful lot of ghost hunters and to put an end to these violent and wicked hauntings. NOTES - Hopefully ongoing "series."

THE CURSED LOGS - Woodsmen mark trees destined to be cut down by ruthless logging camps. These fallen logs are used to craft ships, forts and shields. All of the wood that has been cut down in this area has been cursed and terrible accidents are happening every day. The PCs must hunt down and slay these mysterious "woodsmen." Cthulhu-esque wood monster n hills (forest) has eyes misshapen woodsmen. ART - Party vs loonies and monster in woods.

LOST SOULS - A Mage using a rare relic that allows one to astral project. His assistant sabotaged the relic, stole it and then proceeded to sell it to the highest bidder. A good and noble mage's soul is seemingly lost! PCs - Find the slavers that now possess the relic and return it to the tower of to use it to return the mage and rescue him from the **** creatures, but most importantly of all, prevent this legendary mage from losing his very (fading) soul. If this happens, he may turn into a shadow creature of unspeakable power. ART - Invent a full page RELIC player handout.

EVEN MORE ADVENTURES!

LETTERS OF MARQUE - A license to steal pirate ship + booty! No, not THAT kind of booty - I meant TREASURE! A fiendish rogue abuses his power and after rescinded letters of marque (LOM) he has forged his own LOM ephemera and continues with his seaside assaults and atrocities like never before. This pirate must be stopped. Only one problem: The PCs do indeed find the ship, but find it, a seemingly abandoned GHOST SHIP... ART - Ephemera player handouts that can be used as license to pirate against evil in this and future adventures. Can you say, "AHOY, MATEY?!?" I thought so!

VAMPIRE SLAYER - PCs are recruited to slay a highly suspected Royal Vampire deep in the Vapathian Mountains. TWIST: Recruiter is another even more dark and deadly vampire that wants the PCs to "stake off" his competition! He then intends to kill the PCs, dispose of their bodies and to continue to maintain his vampiric way of life in safe secret. NOTES - Dhampir, Nosferatu, Vampire, Vampire with extras. ART - PCs vs Vampire battle scene!

ZOMBIE LORDS - A deranged Necromancer created a spell to attach zombie parts to his living subjects. Stop the horde and destroy his lair. Bring back the spell scroll for this spell to your employers immediately. ART - Lich and misshapen zombie patchworks vs PCs battle scene.

THE MONOLITH - A Titanic-esque adventure that enables the PCs to find the sunken artifact on this famous sunken ship. ART 1 - Cthulhu-like Lovecraftian sea monsters battling PCs in a cool, split level illustration. Half above and half below water. ART 2 - Ephemera.

MISGUIDED - A trusted guide leads PCs into a trap. Wilderness ambush. Over rope or log bridge. Is it a Doppelganger or something(s) far worse? ART - Battle scene bandits firing missile weapons at party on bridge or fallen log.

ALIENS AMONG US - A crashed sky ship has been sighted. 2 expeditions have been made to investigate this crash site and no one has returned. The PCs are tasked to find the missing men and find out WTF that thing is that fell from the sky. ART - 3 Fantasy homies - all with laser weapons battling a Cthulhu monster.