

DARK PLACES & DEMOGORGONS



HOLIDAY SPECIAL

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SURVIVE THIS!! is based off the
Original Fantasy Roleplaying Game!

I hope you enjoy this and it makes your holidays
a little more magical.

-Justin

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HAPPY HOLIDAYS

**Introduction by
Eric Bloat**

Happy Holidays friends of Bloat Games! I hope the season gifts you well.

This DP&D Holiday Special pdf is the brain-child of Justin Ryan Isaac. Justin has been a long time Bloat Games supporter and enthusiast. Preaching the BG Gospel all across the innerwebs and blogospheres. Seriously, just check out his blog Punverse.blogspot.com for all kinds of geeky interests, horror reviews and yes, even an entire section dedicated to SURVIVE THIS!! You'll be glad you did.

We here at Bloat Games have had an amazing year thanks to your faithful support! We launched and funded 3 Kickstarters: The Complete Vigilante Hack, SURVIVE THIS!! Zombies! 2nd Edition and SURVIVE THIS!! Vigilante City along with releasing a whole slew of DP&D supplements. None of this would've been possible without you. So sincerely, thank you for being there for us since day 1 and thank you for continuing to support us and helping to make our dreams come true!

So, what's coming in 2019 you ask? We plan to hit the ground running with DP&D: The Cryptid Manual (our first dedicated Monster Manual), DP&D Martial Arts Mayhem, Then, we have a fantasy version of SURVIVE THIS!! on the way, a conversion of DP&D to 5e, an OSR RPG The Blackest of Deaths, and . . . It's going to be a fun year.

See you in 2019,

Eric from Bloat Games

NEVER GONNA GIVE YOU UP

“Never gonna give you up. Never gonna let you down. Never gonna run around and desert you.”

-Rick Astley Never Gonna Give You Up

A new girl named Nikki has moved into town. She's kind of cute, but tends to keep to herself. She has an eye for one of the players, but is too afraid to talk to them. Luckily for her, she's also a witch in training. She uses a recipe in her grandmother's book of shadows to craft a love potion.

She manages to slip it into the desired character's drink but the effects are more powerful than expected. Love potions are nothing to be trifled with. At first loves the adoration showered upon her, but eventually it becomes too much. The character becomes obsessively in love with Nikki. They ache for her and refuse to give her peace. They refuse to eat and spend every waking hour they are not with her pining. The only way to heal this love sickness is for another special potion to be brewed.

Unfortunately for Nikki and the character, her grandmother's tome doesn't include that recipe. Eventually the party will figure out what's going on or Nikki will come to them. The only people in town that do are Ethel and her daughter, Liliana. One of the witches will agree to make an antidote (and teach any witches in the party to do so) if the party agrees to a complete a task for them.

The favor could be dispatching a minor nuisance to the group, such as gathering three pounds of moss from the nearby woods or it could be as difficult as retrieving a lost charm from Reverend Phillips home.



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YOU'LL NEVER GET ME POT 'O GOLD

“That ain’t workin’. That’s the way you do it. Money for nothin’ and your chicks for free.”

-Dire Straits - Money For Nothing

As hard as it is to believe, a leprechaun has been seen in J’town! No one has caught it yet, but it seems to be leading residents towards Darwin State Forest. Surely if the leprechaun is real then there must be gold in the forest! Reverend Phillips and his congregation are speaking out against these tales of pagan witchcraft, but that’s not stopped thoughts of gold and gems to creep into the thoughts of the young and old.

Sadly, the leprechaun of the forest isn’t real. In actuality an alien predator known as a mimic escaped out of one of the UFO’s that frequents the forest. Using its psychic abilities, it learned about St. Patrick’s Day and legends of leprechauns and their gold from an unfortunate park ranger that stumbled across it’s lair.

It now uses psychic constructs that look like leprechauns to lure residents to its lair.

Leprechaun Psychic Construct

Armor Class: 12

Hit Dice: 1

Move: 15

Attacks: 1 per Round

Attack Damage: Shillelagh 1d6 damage

Special: Non-lethal

Bonuses: +2 to hit

HDE: 1

*Any damage done by the construct is non-lethal and knocks opponents out at 0 HP, rather than killing.

Pot 'o Gold Mimic

Armor Class: 15

Hit Dice: 4

Move: 15

Attacks: 1 per Round

Attack Damage: Pseudopod 2d6 damage

Special: Camouflage, Psychic, Sticky

Bonuses: +3 to hit, +1 to Toughness, +2 to Damage

HDE: 4

This alien carnivore is a master of disguise. It uses its psychic abilities to play into the desires of the local population. It then sends its psychic constructs to lure prey. It can perfectly mimic inanimate objects. Despite its appearance, the creature is extremely sticky and any opponent that touches it must make a DC 15 Strength check to break free of it.



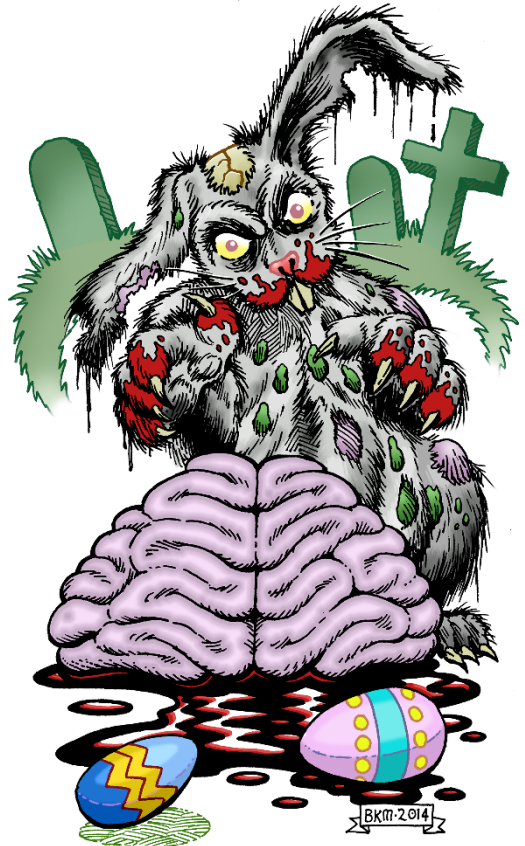
PETER ROTTENTAIL

The Brannan's live on a small farm near Floyd's Wood. Being a family of academics, they don't do much commercial farming. Despite this, they are known for their rabbits. These rabbits always wins first place at the county fair and serve as the mascot for the St. John of the Cross Catholic Church's annual Easter egg hunt.

Recently a bout of rabbit flu has claimed the favorite of the eldest son, Liam. Having an interest in the occult, the boy has a small collection of books he picked up from Ethel's a few other shops and yard sales. Using a ritual in one he manages to bring the rabbit, Peter, back.

At first things seem normal, but then the rabbit begins to act strange. Not sure what to do, he places it and it's cage in the barn. Unfortunately, the parishioner from St John's congregation sent to pick up this year's Easter Bunny accidentally grabs the wrong cage and Peter is taken to the church.

Does Peter kill the parishioner, is he set free to cause a rampage during the annual Easter egg hunt, or does Liam (knowing something is wrong) seek out the characters to retrieve the zombunny?



Peter the Easter Zombunny

Armor Class: 14

Hit Dice: 2

Move: 15

Attacks: 1 per Round

Attack Damage: Bite 1d4 damage

Special: Infection

Bonuses: +2 to hit

HDE: 2

Anyone bit by the zombunny has a chance to become a zombie themselves. If the bunny bites a living creature, they must make a Critical saving throw. If they fail, they will lose 1d6 HP a day until they die. Three days later they will rise as a zombie. Unlike some zombie strains this one can be cured simply with the application of white magic or antibiotics.

Easter Zombie

Armor Class: 12

Hit Dice: 2

Move: 9

Attacks: 2 per Round

Attack Damage: Claw 1d6 damage/Bite 1d6-1

Special: Infection

Bonuses: +2 to hit

HDE: 2

Anyone bit by an Easter Zombie must make a Critical saving throw. If they fail, they will lose 1d6 HP a day until they die. Three days later they will rise as a zombie. Unlike some zombie strains this one can be cured simply with the application of white magic or antibiotics.

MOTHER NATURE STRIKES BACK

This Arbour Day the characters' science class are recruited with some other students by their school's faculty to plant trees to expand Darwin State Forest. As every school event goes in town, poor Devan Swayne is being picked on by bullies. However, things take a bloody turn when something slaughters one of the bullies and kidnaps another.

The culprit is a spirit known as the Mother. She was summoned by the victimized Devan and if the party doesn't do something quick, the bully will be tortured and then killed.

The Mother

Armor Class: 16

Hit Dice: 4

Move: 12

Attacks: 1 per Round

Attack Damage: Claw 1d6+1

Special: Tree Portal*

Bonuses: +2 to hit

Terror: 15

HDE: 4

*Tree Portal: The Mother can merge with any tree as a part of her normal movement and may also teleport from any tree to any other within 100 feet.

The Mother is ancient tree spirit. She lives in a forest on the edge of J'town. She can be summoned by making an effigy of her symbol and reciting the ritual words above. She is also summoned by the distressed cries of children. While she protects children with good hearts, her methods are dark and brutal and many bullies have died at her limbs.



NIGHTMARE ON DERBY DAY

Everyone knows that the Derby is important to folks in the Bluegrass State and equestrians devote their lives to raising and training a winner. Well most know that. Sometimes folks seek out shortcuts. A local rancher, has sought to bypass all the work through magic. He contacted an occultist friend from his youth and has him summon a magical steed.

The steed, a nightmare, refuses to do the bidding of the pitiful mortals and breaks free. It is now terrorizing all of the horse farms in the area leading up to Derby Day. Strange sights and fiery hoofprints have been seen. Reverend Phillips is blaming it on the satanic lovers of the Devil's music and Dungeons & Dragons seeking to harm the wholesome traditions of the townsfolk.

Nightmare

Armor Class: 14

Hit Dice: 3

Move: 12, Fly 15

Attacks: 1 per Round

Attack Damage: Bite 1d6-1 damage, Kick 1d6 damage

Special: Fiery Hooves

Bonuses: +2 to hit, +2 to Toughness, +2 to Damage

Terror: 12

HDE: 3

A nightmare is a steed straight from the pits of Hell. It looks like a sleek black steed with glowing red eyes. It's hooves are fiery and it leaves a trail of ashen hoofprints. When the creature doesn't want to be tracked, it can also fly.



A LITTLE PATRIOTIC SPIRIT...

“And I’m proud to be an American, where at least I know I’m free.”

-Lee Greenwood God Bless The USA

Recently the surprisingly well-preserved journal of a 19th century soldier has been discovered. Within it is an as of yet, unplayed battle hymn. Local musicians decide to learn the music and play it at the annual Independence Day celebration.

Playing the tune causes the spirit of the composer, Alexander Craft, to materialize. While this goes unnoticed by most folks because of the fireworks display, the characters see the spirit. Eventually he is able to communicate his desire to pass on to the afterlife. He can only do this when his bones are laid to rest.

Unfortunately for all, he doesn’t know where this may be. The characters will have to retrieve his journal and seek out clues. Eventually they figure out that he was probably killed near a grove that he liked to reflect in. This grove is in what is now known as Floyd’s Woods.

Searching through the woods they encounter rodents of unusual size (pg. 148 Core Book) and possibly the Pope Lick Beast (pg. 116 Core Book). Once the remains are found they must be buried somewhere with a marker.

With his spirit laid to rest the fallen soldier thanks the characters and imbues them with a bit of his essence Their Courage Saving Throw permanently increases by 1.



ALL HALLOWS EVIL

“Bonfires burning bright, pumpkin faces in the night, I remember Halloween...”

-The Misfits Halloween

In an effort to further rile the citizens of Jeffersontown and stir up the Satanic Panic fervor, Reverend Philips has been preaching about the evils of Halloween. He has encouraged his congregation to spend the time praying and to boycott all things associated with it. He has organized a prayer vigil in Feldman’s Park the night of the trick’r’treat.

Unbeknownst to everyone is that the reverend has summoned an ancient spirit to terrorize the populace and perhaps eliminate a rival or two.

The spirit, known as the Samhain Stalker, is an entity that loves spreading fear and murder. It is summoned through a ritual sacrifice and bound to a specially prepared vessel, usually a scarecrow. It savors its victims fear and will often chase and torment them before finally finishing its victims off.

The characters might get word of this plan, perhaps overhearing a member of the reverend’s inner circle. Another option is they find themselves targets of the spirit while enjoying Halloween festivities.

Samhain Stalker

Armor Class: 14

Hit Dice: 4

Move: 12

Actions: 1

Attack Damage: Large Knife 1d6+1

Special: Takes double damage from fire, can appear as inanimate scarecrow,

Bonuses: +2 to hit, +2 to damage, +4 to sneak, +4 to intimidate (used to scare victims)

Terror: 15

HDE: 4



HAPPY THANKSKILLING!

Little Josh Dettwiller had a pet turkey named Gob. He and Gob were best friends. Gob followed him to school. Josh spent every waking moment he could with his feathered friend. That was until his father, John, decided that Gob was plump enough to be the main course for Thanksgiving. Josh begged his father, but his pleas fell on deaf ears and Gob was killed. Something in little Josh snapped at that moment. He picked up the axe and began to hack at his father. When his family came over Thanksgiving Day, they found him still covered in his father's blood.

He was sent away to a psychiatric hospital near Louisville to spend the rest of his days. Twenty peaceful years passed until a few days ago. A kitchen mix-up caused a new orderly to deliver a turkey sandwich to the now grown Josh, who snapped, killed the orderly, and managed to escape.

He has returned to J'town and managed to get his blood-stained hands on an axe and pilgrim costume. He now plots revenge on all the turkey killers and consumers of the world. His killing spree starts with the murder of a few farmers near town. Terror strikes the town as Josh kills the marshall of the J'town Thanksgiving parade and manages to escape. As the body count rises the characters soon realize that they are going to have to stop this crazed slasher, as the police are completely ineffective.

The Pilgrim

Armor Class: 11

Hit Dice: 3

Move: 12

Attacks: 1 per Round

Attack Damage: By Weapon

Special: Stealth

Bonuses: +4 to Hit, +2 Toughness, +2 Damage

HDE: 3

The Pilgrim gets a +4 to any action made to avoid being seen or heard. He is never found without his axe.



BEWARE THE KRAMPUS!

One of the character's younger siblings is a horribly bratty young thing. While in Ethel's Antique Shop with the character, the sibling breaks something on purpose. Ethel curses the child in her native tongue and proclaims that the child will be taken by Krampus!

The characters probably don't know the legend of Krampus, so they can research it. A European creature, Krampus is a half-man/half-goat that punishes naughty children. He whips them, places them in his basket, and takes them away to his lair... never to be seen again.

The character may take the threat seriously or just laugh it off. No matter what they do, the punisher of wicked kinder does come to their house on Christmas Eve and abducts their sibling. The character and their friends have until dawn to rescue the child before he is taken to the Otherside to a dark fate in the lair of Krampus.

Krampus

Armor Class: 14

Hit Dice: 5

Move: 12

Attacks: 1 per Round

Attack Damage: Bundle of Switches 1d6 damage

Special: Sense Naughtiness, Spirit of Christmas

Bonuses: +3 to Hit, +3 to Toughness, +2 to Damage

Terror: 15

HDE: 5

Krampus is a large faun-like beast man that punishes naughty children. Despite his task, he is actually rather polite. He will only harm those that are naughty, though he is allowed to defend himself. If given a piece of fruit, he will share the gift with others and leave all unharmed (even the children in his basket). Being the Spirit of Christmas, he is effectively immortal. If he's killed his body will return to his realm in the Otherside.



OTHER HOLIDAY ENTITIES

BEFANA

Befana is an immortal white witch that visits the children of Italy on Epiphany Eve. She leaves good children candy in their stockings and bad children coal or sticks. She is an ally of Santa Claus and the other “guardians of childhood and the old ways.” She does not approve of Krampus’ ways, but she does not directly oppose him. She takes an interesting in the affairs of children. Because of the continued encroachment of the Otherside and the dangers it could bring the children of the world, she takes an interest in Jeffersontown, Kentucky.

Befana is immune to all damage caused by non-magic weaponry. She can cast any non-Dark spell. She has an effective pool of 10 "Constitution" points she can draw upon to cast them. The points replenish at dawn.

On Epiphany Eve she may visit the characters, riding on her flying broom. She can teleport down chimneys or temporarily create chimneys and teleport down them if need be. She will teach any White Witch ones Major Light Spell. She will teach Neutral magic users of other traditions, one minor spell. She will also leave presents for other characters. Good characters will receive 1d6+1 pieces of magical candy. Neutral characters will receive one. Evil characters will receive coal. The magical candy will heal 1d4 points of damage when consumed. Characters innately know the candy has healing properties.

Befana

Armor Class: 14

Hit Dice: 5

Move: 12

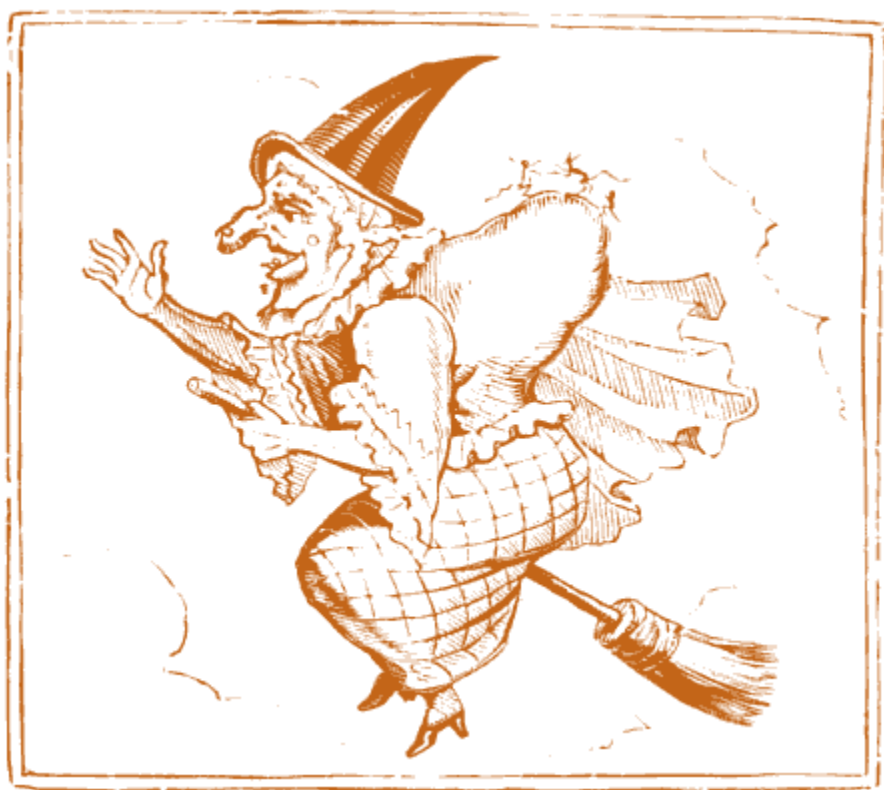
Attack: 1 per round

Attack Damage: By Weapon

Special: Christmas Witch

Bonus: +4 to Hit, +5 to Toughness (Evil)

HDE: 6



TUR'DA KUN

Tur'da Kun is an ancient gluttony demon. His powers have waxed and waned, but the rise of obesity and consumption in America has given him new life. He has adopted the form of a fiendish turkey, the symbol of Thanksgiving, America's most gluttonous day. In combat he normally attacks with his wickedly sharp beak, though he can also spew a scalding hot stream of gravy to any target in 15'. He can only be harmed by magic weapons or eating utensils that have been enchanted with certain esoteric rituals. The tomes that contain these rituals also speak of the power than one can gain from cooking and devouring Tur'da Kun. In game terms any character that eats the demon turkey gains a permanent 1d6 hit points, but suffer disadvantage on all rolls related to resisting food and drink.

Tur'Da Kun

Armor Class: 13

Hit Dice: 4

Move: 12/ 6 Flying

Attack: 1 per round

Attack Damage: Beak 1d6 damage or Scalding Gravy 1d4 damage, 15' range

Special: See Below

Bonus: +3 to Hit, +2 to Toughness, +2 to Damage

HDE: 4



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