

The Coven



The Coven

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Inspired by Evlyn Moreau's VAM Coven Sessions

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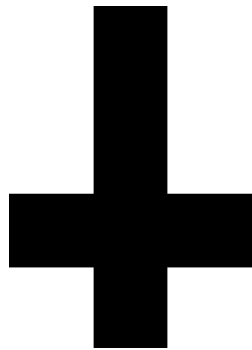
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J.M.W. TURNER

Forming Thy Coven



Thy Nature

1	The Destitute Widow	5	The Hapless Midwife	9	The Infirm Matron
2	The Unmarried Spinster	6	The Crippled Hag	10	The Beguiling Seductress
3	The Innocent Virgin	7	The Wild Outcast	11	The Meek Lady
4	The Bookish Waif	8	The Disgraced Nun	12	The Newlywed Wife

All characters begin as a level 1 female Magic-User. Roll 1d12 or pick from above to determine the nature of your character.

1. The Destitute Widow

You have lived a long and fruitful life with your husband. Together you cleared a patch of land and carved out a homestead where your heart will forever lie. Your marriage, long and golden, was a simple existence and together you found a deep and abiding contentment. But like summer turning to winter, he died and so you have found yourself alone. You have no children to take care of you in your old age. Outcast, you are seen as a burden by the community. What do you want to be remembered for? Do you still live on the farm? Who is still checking in on you?

2. The Unmarried Spinster

Year after year they would come to your father's house. Suitor after suitor, seeking to either beg or buy your hand from your Father. You rejected them all. Shallow and vain, none of them cared about you. They talked only to your Father, discussed things as men do. You swore you would rather die alone than be chained to a loveless marriage. It seems you have gotten your wish. Do you regret your decision? Do you have any sisters?

3. The Innocent Virgin

You can remember seeing its face every since you were a child. Innocent still, you think nothing of what you see. Jack-in-the-willows, Jack-in-the-frost, the leering eyes in the darkness, the face behind the the moon, and the whisper in the cold night. You knew you weren't like all the other girls, sometimes the voice that croaks in the night told you so. You've told someone about it. They turned pale and would not speak to you for days. You saw only fear in their eyes and the croaking voice tells you that where there is fear there will soon be hate.

Who did you tell of the things you see? Do you have any siblings? Do you still love your parents whom you live with?

4. The Bookish Waif

You always had your nose in a book. An orphan with no siblings to distract you, you were raised by your Aunt. You excelled in the few years of school you attended, better than all the boys. Consumed by the idle daydreams of the things you read in books, you marveled at the world around you: the stars in the constellations above, the elegance of mathematics, the history of far off lands; but now they want to lock you away. Keeping you cloistered indoors doing needlework and embroidery. To prepare you for a life where you shall live and die never leaving sight of the village. But you were given a forbidden tome and learned of a secret power, one that may be able to give you what you really desire. Who gave you the forbidden tome? What do you hate about your aunt? Do you have any other relatives?

5. The Hapless Midwife

From the womb to the tomb you ushered them. Still-born babies, babies that would die within hours blue in the face after struggling to breathe. Sometimes even their mothers would die, their life's blood spilt upon the sheet. To both dirty hovel and tall stone manor you have been called. Women always at the mercy of men. Rich men who care not for the plight of their wives only the health of their progeny. Poor men who only want something warm in their bed and care not for what they have sired, and highwaymen and farmhands who rape. What childbirth did you tend to that still haunts you? Which child do you still visit? Why will you never become a mother yourself?

6. The Crippled Hag

You have gotten used to their sneers and jeers, their whispers and hollers. The wounds are old, but the words still cut. Long ago you stopped getting upset, you feel nothing now. Nothing towards your life, nothing towards yourself. The only thing you feel is hatred towards them. You hobble like a broken thing, a crutch underneath your arm. You look down, not out of meekness, but so they won't see the hate in your eyes. How did you become crippled and disfigured? Who do you share your hovel with? Where do you beg?

7. The Wild Outcast

You grew up in the woods, the forest your only home. You lived apart from the other villagers. No one there to tell you to wear a dress or how to act. You enjoyed the solitude, the freedom, the peace that you felt. The animals felt more akin to you than the villagers. You knew they gossiped about you, but you never quite knew how much they loathed you. You figured you could always handle them, but they struck where you did not expect. They have killed the man who taught you how to hunt. Who was this man? What did he give to you to help you hunt? Where in the woods do you live?

8. The Disgraced Nun

You tried hard to be a nun. You really did. Tried hard ever since your mother and father left you in the convents care. You tried not to giggle when the nuns told you to be silent. You tried to pay attention when they read from the bible. You tried to scrub the floors as clean as they wanted but it was never good enough. You tried to follow the rules, but there were so many of them. You begged them not to kick you out, they were the only family you had ever known, but they did anyways. Why did they kick you out? What did they give you when they sent you on your way? Who are you boarding with now?

9. The Infirm Matron

The frailty of age is upon you. Your eyes are so bad you are almost blind. Your body so thin the wind could topple you. Each day you wake up wondering if it will be your last. They despise you, those who care for you and are supposed to love you. You can hear them whisper late at night when they think you are asleep, saying that all would be better off if you would just finally die.

They stand to inherit all of your wealth. Somedays you wish you were dead. Other days you only wish you had someone to speak to, to tell them it wasn't always this way. What do you remember which you wish never to be forgotten? How many children do you have?

10. The Beguiling Seductress

You were never impressed much by men. It always seemed so easy to get them to do what you want. A coy smile, whispered words, a perfumed handkerchief. You knew how to drive them wild. You had many dalliances; you would lead them, love them, and leave them. None of them proved that interesting; the only thing they wanted was what was between your legs. You didn't mind, it was always fun while it lasted. But one whom you dallied with has destroyed your reputation because you would not marry him. The men call you whore, the women, they won't even talk to you. Who was it that you dallied with? Which married lady hates you? Who do you board with?

11. The Meek Lady

You grew up amid the gentry of the village, in one of those tall houses with a slate tiled roof. Mother always told you that you weren't of the common folk. You learned how to behave like a lady as you grew up. You always listened to Mother. You got married. You had children. You wear dresses of the latest fashion. You go to plays at the theater with your husband. You attend church every sunday. You act normal despite wanting to scream. You have done everything your Mother told you and the only thing left for you to do now is grow old and die. What do you really wish you could be that Mother would never allow? Which nanny takes care of your children? Is Mother still alive?

12. The Newlywed Wife

For as long as you can remember they told you of true love. You were young when you were married mere months ago, not yet ready. You are young still, but have learned much in this time. Learned to fear his voice raised in anger, learned to fear his fist when drunk. They told you that marriage sweetens even the most sour fruit. But they lied. Who lied to you? What did they stand to gain from your dowry?

Thy Sovereign

1	Of Cloven Hoof and Rams Head	4	Of Grave and Corpse Light
2	Of Moon and Petal	5	Of Fallen Angel and Eternal Chorus
3	Of Cain and Caliban	6	Of Nightmares and Saltwater

Roll 1d6 to determine the Dark Sovereign the Coven worships.

1. Of Cloven Hoof and Rams Head:

Keywords: Temptation, Sin, Bestial, Earth, Blood

Site of worship: in the basement of a house, the ground turned unhallowed.

Alter: an idol that is constructed of animal skins, dried sinew, and bones

Grand Rite: Goat Perversion

You first heard it in the bleating of the sheep as they rutted in the fields, a guttural sound. Red rimmed, sheep eyes would swirl about and stare at you, their curling white wool matted and dirty. You could not help yourself. You would kill the sheep you found astray. Slit their throats and spill their steaming blood upon the mud. Their entrails felt slick beneath between your fingers as you learned to read them, learned of the coming of the Black Ram. You feel its black lust, hear its dark bleat. Christ is a shepherd and so you shall kill his flock. The Black Ram shall come and amid the blood and amid the offal you shall fornicate with it in the fields.

2. Of Moon and Petal:

Keywords: Moonlight, Wilderness, Ancient, Primeval

Site of worship: a clearing under moonlight.

Alter: a ring of white flowers growing from dark earth.

Grand Rite: Flowerskin (see appendix)

When the moon rises round and full, soulless things that were never born and shall never die whisper in the darkness. Like a child, you feel the wonder of the woods and know your Sovereign holds sway amid the pale flowers that open their faces in darkest night and turn to the moon. There is an ancient life in the forest. What whimsy is there found in the face of a flower, what peace is there in gentle moon, what savagery is there in what finds root and grows in the night!

3. Of Cain and Caliban:

Keywords: Madness, Deformity, Misbegotten, Outcast, Tortured.

Site of worship: a slaughterhouse or madhouse

Alter: a puppet made from human hair and raw meat

Grand Rite: Storming through Red Clouds and Holocaust Winds

A deformed thing; it danced upon your window sill. A twisted thing of flesh and delight as yellow as its teeth. A gleeful vicious smile flitted across its face and its rage-red eyes held its promise. You feel its presence now when you are mocked, when you are hurt and beaten, when you are made low. A mockery of life it is, a thing that should not live and yet it has awoken you to how much a mockery your life is. Its mad perversity beats within your breast. Its laboured gibbering filling your ears in the night. In what it delights only it can tell, but you know to a feverish pitch it writhes and so shall all in time.

4. Of Grave and Corpse Light:

Keywords: Necromancy, The Undead, Revenge

Site of worship: at night on the top of ancient graves or in a vault or mausoleum.

Alter: enshrined memento mori of those who have been wronged and have died

Grand Rite: Raise the Dead

Between the gravestones of the graveyard it drifted, a flickering light born of the freshly dead. Lifeless eyes sunken in hollow sockets, white skin bloated and sloughing off, the grave held an inner light amid the gases of the corpse, an innermost flame that burned without heat, green, the colour of sour apples, the colour of sickly worms in the dark. The soil of the grave-

yard is soaked with the rancid fat and rotting flesh of all those who have died. It holds many memories. With their swollen purple tongues and black lips, the dead speak to you now, speak to you in but one voice, the legion that has become one.

5. Of Fallen Angel and Eternal Chorus:

Keywords: Mysteries, Angels, The Stars, The Void
Site of worship: at midnight in an open field under a clear sky full of stars

Alter: wooden statue of the winged one that you worship crucified on an inverted cross.

Grand Rite: Deathlike Silence

From between the stars the screaming came. The unearthly radiation of his chorus, singing voices raised in unending wailing pitch. It deafened you when you heard it. You could not hear anything else for days. It all but drove you mad. Slowly your hearing returned, but the wailing chorus never quite went away. In silence, in the moments when all else is still, you hear it. Hear what resides in the void between the stars, where the planets roll without aim in darkness. You feel the presence of HIM. Void reigns above, and so it shall below.

6. Of Nightmares and Saltwater:

Keywords: Sorcery, Nightmares, Secrets, Ocean Depths, Dreaming

Site of worship: on the shoreline of the ocean or upon blasted heath

Alter: a large shallow bowl made of beaten brass and filled with saltwater

Grand Rite: The Dream of the Old Boats (see appendix)

The waves are without number, the ocean without end. The water a black shade of blue, the boat pitched upon the swells and the cold salt spray soaked your skin. You saw something once in those limitless depths. Something of fish-flesh, of brimy-skin, of gibbering undulating limb and soft puckered maw. The ocean harbours all the things that should be left forgotten. Consciousness began in its depths, and while thinking life may have crawled from it, who knows what remains? What early thoughts, what half-formed ancient nightmares of half-formed ancient minds reside in the depths below. In your dreams you see them, the horrors and terrors that life left behind when it took to the shore.

Witchmark

Your Sovereign has marked you. Roll 1d10 to determine what marks you as a witch and again to determine location. If a witch is searched and the mark is found it will be seen as evidence they are a witch and a coven exists.

	Mark	Location
1	Red or blue brand	Arm
2	Claw marks across skin	Hand
3	Third nipple	Foot
4	Warts	Buttocks
5	Strange bite marks	Stomach
6	Scars	Breast
7	Strange birthmark	Leg
8	Moles	Scalp
9	Strange blemish	Back
10	Unfeeling or numb patch of skin (they prod witches with needles to detect this)	Shoulder

Thy Unholy Sabbath

Seven months, that is all you have. In seven months time your Sovereign shall come but first you must prepare the way. Upon the full moon of each of the seventh months you must hold unholy sabbath. Upon the seventh, in final rite, instead of a blessing, the Sovereign will emerge upon the earth.

The Sabbath must be performed at the site of worship for your Dark Sovereign either using its altar or its idol. The sabbath requires three things: a certain style of dress, a sacrifice that will be consumed by the magic of your Dark Sovereign, and a celebratory act.

The Sabbath and the three things involved in it are rolled anew each month. The sacrifice is generally tricky to obtain. It is up to the Coven to decide what deeds they commit to obtain it. If the sabbath is successfully completed the entire Coven will gain 1000 experience points and have a chance to lay a randomly determined curse. The curse may require the Coven to name who it will effect. They must do so at the time of the Sabbath, and use the full and real names of the villager(s) they intend to curse. If they fail to do so the curse will have no effect.

The curse allows for the Coven to exercise their Sovereign's power in a subtle fashion that is less likely to expose and danger the Coven. Magic is strictly prohibited among women by the Learn'd Men. A wise Coven knows that fear and subterfuge are far more powerful than a raw display of magical power.

Thy Dark Alter

The Sovereign's idol/altar is listed in their description and marks the space around it as unhallowed. If the idol/altar is destroyed the site is rendered unusable for sabbath and a new idol/altar must be constructed. Same if the Coven moves its altar or idol for safekeeping. For the ground to be made unhallowed again, a sabbath must be preformed like normal, except instead of a curse being laid the ground will become unhallowed.

Additionally if the idol or alter is found, it is proof that there is a coven of witches in the area and is likely to start a witch hunt. As a result most covens disguise or hide their altars and keep the location of the unhallowed ground secret, even going as far as to kill trespassers or interlopers who find it.

The unhallowed ground is special to the Coven. The Coven can ritually cast any spell the know upon their hallowed ground, adding their levels together to increase the power of the spell. Additionally if they sleep upon unhallowed ground the automatically awoken at full health.

Thy Grand Rite

Upon the seventh month instead of holding sabbath like normal, the Coven holds the grand rite of their Sovereign. The grand rite is the VAM spell (or a new VAM spell included in the Appendix) listed in the description of the Coven's Sovereign. The grand rite will be cast at the level of the Coven plus one additional level for each successful sabbath they have held. It is the Coven's chance to destroy all of their enemies in one final night of magical mayhem. Unlike the normal sabbath, the grand rite doesn't need to be cast upon unhallowed ground.

To this end the Coven should plan ahead to maximize the destructive and retributive potential of the grand rite, such as using subterfuge to gather all their enemies in one place, marking the front doors of the enemies with blood for the spell to target, gathering hair/nail clippings of the enemy for the spell to be cast upon, casting it from within the lair of an enemy, etc. The Coven is encouraged to get creative in their planning and the Referee should work with them and adjudicate the effects of the spell accordingly.

1d20 - Sabbath

	Style of Dress	Sacrifice	Celebratory Act
1	Nude	A heart (human or animal)	Flagellation and writhing upon the earth
2	Elaborate masks	An human skull (unearthed or newly acquired) from/on hallowed ground	Wild leaping with broomsticks
3	Black hooded robes	The umbilical cord of an unbaptized stillborn baby.	Wild ecstatic dancing
4	Body painted in strange sigils	Large standing mirror to channel into and shatter (no less than 1000 sp value)	Purification with unholy water through ritual drowning
5	Covered in ash and mud	A candle made of human fat	Breathing the fumes of a bubbling cauldron
6	Animal furs and horns	The blood of a virgin to be bathed in. (human or animal)	Ritual purification with smoke
7	Luxurious velvet or silk robes	A sacred item from a church to desecrate during ritual.	Mass hysteria
8	Pure white cotton robes	The hair of a man condemned to die or executed for his crimes.	Furious drumming
9	The clothes of men	The tears of children. Need at least one vials worth.	Ritual hanging and partial asphyxiation
10	Black mourning dresses	A mixture of bonemeal, chalk, salt, and powdered silver to mark a ritual circle.	Chanting of incantations and wild singing
11	Nude with elaborate jewelry	The last dying breath of a person caught and sealed in a vial.	Dancing around open flame, as large as the space will allow
12	Red robes	The grave shroud of someone who died from disease.	Bloodletting and blood drinking
13	Covered in blood	The eyes of a blind man	Silent meditation
14	Pages torn from the bible stuck to body	The teeth of 7 different mammals	Twirling and whirling around in circles
15	Black gossamer robes	A severed human penis	Ritual orgy
16	Ivy and leaves	An unholy tome of dark verses stolen from under lock and key.	Crawling upon the earth and bathing in mud
17	Wedding dresses	A weapon that was used to murder an innocent	Singing and sleep deprivation
18	Feathers plastered to skin	The diary of a young girl	Bell ringing and chanting deep intonations
19	Black robes with silver masks	The hair and fingernail clippings of an enemy	The consumption of hallucinogenic mushrooms.
20	Nuns habit	The blood of a fey creature.	Ritual binding with rope

1d20 - Curse (continued on next page)

1	A named villager will die, convulsing and screaming. A funeral will be held in the coming month. The entire village will attend.
2	The village well will become poisoned. Named villagers will fall sick and a new well will have to be dug.
3	A black hound will appear at night and begin attacking the named villagers when they venture from the village.
4	The village will be plagued by frogs. They will show up in unexpected places and at inconvenient times and make a mockery of the named members of the Learn'd Men.
5	A strange venereal disease that causes facial hives will break out in the village. It will leave prostitutes and other women untouched and only affects men. It will be especially prevalent among the named members of the Law.
6	All the silver and gold coins of a named villager will turn into counterfeit lead coins. They will not be immediately aware of this.
7	A named villager will be struck mute and dumb, unable to talk or raise their voice against the Coven.
8	All the crucifixes in the village church will begin bleeding. This will be taken as a sign of Christ's suffering at the collective sin of the village. It will stir paranoia against named members of the Church.
9	All babies delivered in the next month (animal and human) will be stillborn. This will cause a massive loss of faith and public mourning. Only a dark baptism in front of the Covens alter/idol will bring them to life.
10	A plague of rats will eat up the village's grain stores. Will cause massive inflation among food prices and starvation. Discontent mobs will begin to form against named members of the Guilds.
11	Cattle will be found mutilated in fields on the edge of town, the reason unknown. Hysteria will grip the Village and rumours will abound that the named villager is committing the crime.
12	A young girl will begin having strange visions of God. This will cause a stir in the village with whispers of her being a saint. In reality they are visions granted by your Sovereign and any who begins to follow her begins to follow your Sovereign.
13	The house of a named villager will be struck by lightning and burn down. They will survive but their family will be burned alive.
14	The sky will become overcast and it will begin to rain day and night. The rain will not let up until the next sabbath. The streets will begin to flood and people will stay indoors. It will become much easier to get around the Village unseen.
15	A named villager will fall obsessively in love with another named villager regardless of marital status.

16	A named villager will become obsessively jealous of another named villager and covet something of theirs.
17	A named villager will be haunted by nightmares and become sleep deprived. Their ability to make effective decisions will be severely impacted.
18	A named villager will be compelled by the power of your Sovereign to always tell the truth (as they are aware of it to be). When being forced to utter the truth they will become aware that a dark power is compelling them to.
19	A named villager will be compelled to carry out one task named by the Coven. They will perform the task in a trance like state and appear somewhat distant or out of it to others. They will have no memory of performing the task after. They cannot be compelled to kill or harm themselves but can kill or harm others.
20	All the livestock of the named villager will begin acting strangely, like they are spooked by invisible demons.



Thy Dark Gifts

Experience is not gained individually but by the Coven but as a group. Use the Magic-Users experience level chart to track the level of the Coven. At each level up each member of the Coven is randomly granted a spell from the following list. This spell is a gift from your Dark Sovereign. It cannot be scribed into a scroll or otherwise shared. Casting it uses the levelless spell system outlined in VAM. Roll a d20 and a d6 to determine the spell.

Additionally at first level the Coven learns the Grand Rite of their Sovereign as their VAM spell.

1d20 - Spells

	Spell (1)	Spell (2)	Spell (3)
1	Animate Dead	Dimension Door	Haste
2	Antipathy/Sympathy	Disintegrate	Heal
3	Audible Glamour	Divination	Heat Metal
4	Augury	Duo-Dimension	Hold Person
5	Bless	Enlarge	Hold Portal
6	Change-Self	Enthrall	Howl of the Moon
7	Chaos	ESP	Insect Plague
8	Charm Monster	Faerie Fire	Instant Summons
9	Charm Person	Faithful Hound	Interposing Hand
10	Charm Person, Mass	Feeblemind	Invisibility
11	Clairvoyance	Find the Path	Invisibility 10' Radius
12	Command	Fly	Invisibility Improved
13	Commune	Force of Forbiddment	Invisibility, Mass
14	Confusion	Forget	Knock
15	Contact Outer Sphere	Gaseous Form	Legend Lore
16	Control Weather	Geas	Levitate
17	Cure Disease	Glass Eye	Light
18	Cure Light Wounds	Grasping Hand	Locate Object
19	Demand	Gust of Wind	Magic Mouth
20	Detect Lie	Hallucinatory Terrain	Magic Vestment

	Spell (4)	Spell (5)	Spell (6)
1	Mending	Quest	Statue
2	Message	Ray of Enfeeblement	Stinking Cloud
3	Mind Blank	Remote Surveillance	Stone Shape
4	Mind Switch	Resist Cold	Stone to Flesh
5	Mirror Image	Resist Fire	Strange Waters II
6	Part Water	Reverse Gravity	Suggestion
7	Passwall	Sacrifice	Suggestion, Mass
8	Phantasmal Force	Sanctuary	Summon
9	Phantasmal Psychedelia	Secret Chest	Symbol
10	Phantasmal Supergoria	Seven Gates	Telekinesis
11	Phase Door	Shades	Teleport
12	Plant Growth	Shadow Monsters	Temporal Stasis
13	Polymorph Any Object	Shape Change	Time Stop
14	Polymorph Others	Simulacrum	Tongues
15	Polymorph Self	Sleep	Veil
16	Power Word Kill	Speak With Animals	Vision
17	Power Word Stun	Speak With Dead	Wall of Fog
18	Projected Image	Speak With Monsters	Web
19	Protection from Normal Missiles	Speak With Plants	Weird Vortex
20	Protection from Normal Weapons	Spider Climb	Witchlamp Aura



Thine Enemy

As a coven you have all become bonded through helplessness. Stuck in unfortunate circumstances, you have sold your soul to your Sovereign. Salvation lies forever beyond you, but fear not. You have the power now to build a new world.

Communion with your Dark Sovereign is to touch upon infinity. To feel its reassuring presence is to know a dark love. Your Sovereign wishes to be worshiped, wishes for more minds to touch its endless nature. Spread fear and awe in the populace to realize this. Exactly how you go about doing this, and whether you ultimately influence others more through fear or awe, is up to you.

What is certain, is that the Old Orders, the despicable authorities that form your society, will not take kindly to any usurpation of their power. There are four of them in number, each providing agents of a different class that will root out and destroy the Coven if they become aware of its existence. Woe to the Coven who angers all four at once. Mixed parties of witch-hunters are forces that few Covens will be able to stand against.



The Church

Agents: Clerics

Headquarters: The Church

Secondary Area: The Convent

Fat priests preaching the sins of man from pulpit. The fires of hell yawning before you. Old men in cassocks telling you how you should live. The sin of Eve damning your entire sex. For years the church has loomed over the lives of all in your village. They stick their nose in everyone's business. They ruin those who disagree with them. More than one outcast has been driven to suicide by their admonishment and public humiliation.

The Law

Agents: Fighters

Headquarters: The Jail

Secondary Area: The Encampment

A few years ago a Lord in your area had a disagreement with the King. The King sent his troops in and the land was devastated. The Lord was beheaded, but just to be sure, the King left some of his troops in your village. Ever since they have kept order in the land the only way they know how: with sharpened steel. Leering at all the women, drinking and whoring, they pilfer, levy unofficial tolls, and are little better than common brigands.

The Guilds

Agents: Specialists

Headquarters: The Guildhall

Secondary Area: The Crossroads Inn

From Apprentice to Journeyman, from Journeyman to Master Craftsman, from Master Craftsman to Guild Master. The road to prosperity and riches would seem straight, be that the guilds were not all but cartels in name. Paying low wages, engaging in price-fixing, operating inhumane workhouses for the poor, lending out loans at exorbitant rates. Many who cross the guilds are found floating face down in the river if they are found at all.

The Learn'd Men

Agents: Magic-Users

Headquarters: The Library

Secondary Area: The Mysterium

For long years these masters of magic, with long beards and often befuddled minds, have refused to allow women into their ranks. "It takes the rational mind of a man to comprehend the dangerous workings of magic, a woman's nature is to prone to paroxysms of emotion." they protest. Dogmatic and obstinate, they live in their stone towers, keepers of knowledge from the common

folk who toil in the mud. They denounce all practice of magic outside of their order as dangerous and heretical. They enjoy burning witches.

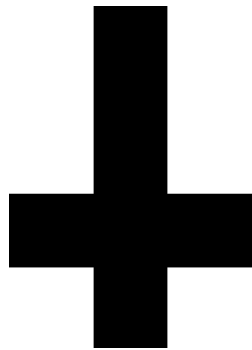
Virtue and Vice

Every Villager is an unpleasant yokel containing both a virtue and a vice. Watch them. Get to know them. Virtues can be used to befriend other villagers. Expressing and practicing the virtue that embodies their nature will do much to gain their respect and comradeship. Vices can be used to hold sway over other Villagers. Use their bad habits or dirty secrets as blackmail. Feed their vice and let them destroy themselves. Or who knows, maybe because society sees their vice as disgraceful they can be made into an unlikely ally.

Virtue	Vice
Humility: recognition of the self in relation to the greatness of God and one's equality with their fellow man.	Pride: an excessive belief in one's own unique abilities and destiny.
Kindness: being considerate and empathetic towards others.	Envy: desiring what others have.
Abstinence: showing self restraint from excessive, food, drink, and other sensual pleasures.	Gluttony: overindulging in food, drink, and other sensual pleasures.
Chastity: pure from wanton sexual intercourse and licentious relations.	Lust: engaging in wanton sexual acts and licentious relations.
Prudence: the ability to judge between actions with regard to appropriate caution.	Wrath: the loss of rational self-control and the desire to harm others.
Charity: concern for, and active helping of, others	Greed: the desire for material wealth or gain.
Diligence: the effort to do one's part and seek reward in one's own work.	Sloth: laziness and avoidance of work and responsibility.



Thy Loathsome Home



Thy Village

In another time the village would be an idyllic place to live. Now is not such a time. Not because of war, or famine, or plague, or any disaster. Everything is fine in the town, everything has been fine for many generations. The village is steeped in civility. The village is not an awful place because of circumstance, the village is an awful place because of the people that live there.

The poor are more ignorant than you can imagine. Pessimistic towards anything that could better their lives, full of xenophobia and misery. They sheepishly adhere to the promise of the afterlife because dying poor and miserable is the one thing they know they can and will achieve. The rich are more intelligent and sophisticated-

-in a cunning sort of way. The less said about them the better. Word of someone talking behind so-and-so's back tends to travel quick. They won't kill you, just make your life so difficult that you'll do it yourself.

Drop all dice onto a large piece of blank paper to make a map of the village. Each dice will determine the location of an important building in the village. The number on the dice determines features of it. None of these buildings are particularly interesting. It is the people in them that are interesting for they may aid or betray your cause.

1d4 - The Library is.....

- | | |
|---|---|
| 1 | A large squat stone building with a vast disorganized collection. Ruled by ancient scribe librarians who hate everyone younger than them. |
| 2 | Attached to a large monastery where dogmatic scholars study. Can be engaged in endless circular arguments about magic and why women can't learn it. |
| 3 | A wing of a boarding school that teaches magic. Kind of like Hogwarts but for the spoiled male progeny of the landed gentry. |
| 4 | Large building with tons of scribes making copies of books and manuscripts. Is largest employer in town. Pays poorly. |

1d6 - The Jail is...

- | | |
|---|---|
| 1 | A stone building in center of town with scaffolds for public executions. Blood still wet from last beheading. |
| 2 | An old cistern with a metal grate on top. Guard post nearby. People piss on the prisoners for fun. |
| 3 | A small building containing offices and living quarters with large attached stone jail that is severely overcrowded. |
| 4 | An old stone building with offices, living quarters, and torture chambers beneath in catacombs. |
| 5 | Located in an old watchtower. Jail is vertical. Prisoners sometimes leap out the windows to their death to avoid torture. |
| 6 | Located in dungeons beneath a small fortified keep that is mostly empty, as it is from a more prosperous time. |

1d8 - The Tavern is...

- | | |
|---|--|
| 1 | An utterly filthy and run down place with horrible food and drink. Is a true blight upon the community. Tavern owner is thoroughly unpleasant at first but quite nice once you get to know them. |
| 2 | An upscale private drinking establishment with rumours of courtesans in back rooms. Members of the Law in the town turn a blind eye because they are it's more frequent visitors. |
| 3 | Quite a friendly place place where everyone meets and shares stories and drinks in the evening. Village has high rate of alcoholism. |
| 4 | Owned by a foreigner and nobody quite knows their story. Everybody pretends to like them but is secretly racist. |
| 5 | A large establishment with gaming tables and gambling rooms. Gambling is literally the most exciting thing to do in town. Bookies will place odds on anything. |
| 6 | A back room speakeasy as alcohol is prohibited in town. The Law knows about it but turns a blind eye so they can frequent it. |
| 7 | A private club with a large ballroom. It hosts public balls for the town gentry who try to outdo each other with their ostentatious clothing. |
| 8 | Just an open air beer gardens in the market square. Drunken brawls and stabbings are frequent. |

1d10 - The Guildhall is...

- | | |
|----|--|
| 1 | Guild of Arms and Armour: large armoury attached and closely guarded. Only the gentry are allowed to own and carry arms. |
| 2 | Guild of Pottery and Ceramics: owns large kilns on edge of town. Underclass of town are charcoal burners. |
| 3 | Guild of Weavers: has large sweatshop like factory buildings. |
| 4 | Guild of Leatherworkers: owns virtually all the land around the town for cattle ranching. |
| 5 | Guild of Merchants: has large warehouses to store foreign goods that the caravans bring in. Employs security to guard the stored goods. |
| 6 | Guild of Masons: owns large quarry outside of town. Has built many of the public buildings in town. Horrible work safety record. |
| 7 | Guild of Jewelers: owns and tightly controls a goldmine outside of town. Has prison like work camps to stop employees from stealing gold on the job. |
| 8 | Guild of Bakers: owns all the bakeries in the city and a large grain solo. Charges exorbitant rate for bread. |
| 9 | Guild of Moneylenders: owns a large vault which is heavily guarded. Practices extreme usury. Employs nasty debt collectors. |
| 10 | Guild of Apothecaries: owns all apothecaries and places of healing in the town. Only heals those who can afford the high price. |

1d12 - The Church is...

- | | |
|----|---|
| 1 | A large cathedral with disfigured bellringer whom the priests say was cursed by god. |
| 2 | Simple wooden building with rectory nearby. Priest keeps to himself. Has a horrible secret. |
| 3 | Moderate sized stone church with large network of catacombs underground that run all throughout the village. Priests hold inquests in them. |
| 4 | Made of stone with very tall bell tower that is said to be haunted by a priest who hanged himself there. Nobody knows if it really was a suicide or not. |
| 5 | A smoking ruin, it burned down not long ago. Mass held in town hall now, large fundraising and reconstruction efforts happening. |
| 6 | Of the dominant religion. Are intolerant of another religious group in the Village and persecutes them. |
| 7 | Elaborate and made of stone, constructed with help from the Guilds. Many social societies in town involved in church life. Priests tends to collude with the Guilds. |
| 8 | A simple wooden church. Priest is evangelical and wants to get back to basics. Goes door to door with members of congregation to reinvigorate the faith. Becomes more and more obsessed. |
| 9 | Overseen by a very new and young Priest. Not well liked among older parishioners. |
| 10 | Relatively new church. Priest is very old and a hardliner. Sent to make sure people are adhering to the faith in this area and not backsliding. He organizes church in a militant fashion. |
| 11 | Extremely wealthy church. Ostentatious beyond belief. Cares not for the poor. Priest is lazy and fat. |
| 12 | Large ramshackle church. The town isn't as prosperous as it used to be and the poor state of the church shows it. Church is desperate for money and sells indulgences to try and obtain it. |



1d20 - In the Village Square there is...

- | | |
|----|--|
| 1 | The town hall. |
| 2 | A market. |
| 3 | An elaborate marble fountain. |
| 4 | A canal. |
| 5 | The village green. |
| 6 | A clock tower. |
| 7 | A belltower. |
| 8 | A park with pond and gardens. |
| 9 | An open square with ramshackle hovels that the poor and destitute beg from. |
| 10 | A recently opened sinkhole. |
| 11 | An open square with maypole. |
| 12 | A cenotaph. |
| 13 | A well which serves as the water source of the Village. |
| 14 | A large statue commemorating the town founders. |
| 15 | Several gibbets with skeletal bodies in them. |
| 16 | A giant sundial and astrological prophecy carved in stone. |
| 17 | A bunch of squatting gypsies. |
| 18 | A small square surrounded by the homes of the elite. |
| 19 | A large public hall. |
| 20 | A gnarled oak tree older than the Village and is said to be haunted by the spirit of the forest. |

Thy Land

Drop all dice onto a large piece of blank paper to make a map of the lands around the village. Each dice will determine the location of an important location in the land. The number on the dice determines features of it. All of these locations are inherently more interesting than the ones in the Village due to not being

in the Village. All of them are also inherently more dangerous and may be filled with scoundrels, highwaymen, thieves, cutthroats, and strange monstrosities which will try to kill you or drive you insane.

1d4 - The Convent is...

- | | |
|---|--|
| 1 | Is a large stone complex with over 300 nuns. Administered by a strict Nun. Takes in unruly girls, tries to reform them. Mostly just a haven for abuse. |
| 2 | Medium sized isolated complex (deep in forest, on island, high on cliff, etc.) Focus on meditation and prayer. Nuns prone to all kinds of mass-hysteria due to self-induced sexual repression. |
| 3 | A small farming community unto itself. Focus on self-sufficiency and living simple life. Whole place is cult-like with a focus on following the rules and nobody ever leaving the compound. |
| 4 | Functions as a hospital and place of healing. Nuns function as nurses. Many wings to hold the sick/wounded/insane. Way too understaffed to be a humane institution. |

1d6 - The Graveyard is...

- | | |
|---|---|
| 1 | An old one that has been abandoned for many years and is surrounded by an iron fence. Many large mausoleums. Village used to be much more prosperous. |
| 2 | A field of ancient barrow mounds. No one quite knows who built them or what is buried in them. |
| 3 | A series of mass graves from a battle. Rumours of a king who died on the field. Old weapons, jewelry, and bones found in mud everytime it rains. |
| 4 | An ancient plague pit. No one quite knows how many bodies are in it or how deep it goes. |
| 5 | A potter's field. Contains the unmarked graves of the destitute. Is decrepit and run down with graves sometimes on top of each other. |
| 6 | A large park like cemetery. Elaborate grounds upkept by town organization. Mourning families often attend every sunday. |

1d8 - The Encampment is...

- | | |
|---|---|
| 1 | A tall, square, hilltop watchtower near a main road. Watchtower only has one entrance. |
| 2 | A large stone barracks with training grounds and armoury. |
| 3 | In the remains of a much larger keep that was attacked and destroyed. |
| 4 | A parade ground of tents organized in rows with a wooden palisade around. |
| 5 | On a ridge with a narrow fortified path leading to its crest. |
| 6 | In an area cleared of trees with numerous stables for cavalry horses. |
| 7 | In a farm 'commandeered' to serve as an outpost. |
| 8 | Encampment is not permanent. Company of soldiers moves and patrols area moving between several fixed locations. |



1d10 - The Crossroads Inn is...

- | | |
|----|--|
| 1 | Surrounded by a gypsy community. They are squatting on public land. |
| 2 | Surrounded by multiple bodies in gibbets at the crossroads. The roads around the Inn are notorious for highwaymen. |
| 3 | Said to be a meeting point for spies and informants. |
| 4 | A despicable place where cutthroats and thugs can be hired. It is a true den of thieves. |
| 5 | Attached to a brewery. Village is a dry village. Inn outside Village limits is very popular. |
| 6 | Abandoned and said to be haunted after the Innkeeper killed their family and committed suicide. Strange robberies happen on the roads around it. |
| 7 | Said to have a clandestine market next to it. The caravans sell their goods there to avoid paying taxes in the Village. |
| 8 | Owned by a foreigner who has lots of rooms for rent. Is frequented by strange travelers and foreign merchants. |
| 9 | On a pilgrimage route. Is a stop for lots of pilgrims. |
| 10 | Home to a large theater troupe which puts on performances in the yard. |

1d12 - The Mysterium is...

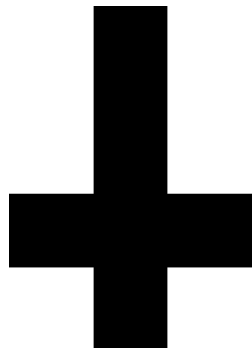
- | | |
|----|--|
| 1 | A field of standing stones with caves beneath. Bone tools and twisting tunnels deep into the earth. No one knows how far they go. |
| 2 | A forest filled with mushroom rings. Green fires seen burning in the dead of night. Tattered remains of old banners bearing crests no one recognizes. |
| 3 | A twisting fen with bog bodies beneath the water. Gold baubles found in the mud. Spectral whispers heard among the shrunken trees. |
| 4 | An obelisk which stands covered in strange markings. A strange humming can be felt in its presence. Those who sleep within its sight awaken raving mad. |
| 5 | A large ruined castle built centuries ago by an order of outcast knights. Rumours of profane rites held in its halls. Dark ghostly figures seen on its grounds. |
| 6 | A strange field scarred with pits and rocks. Debris fallen from space cause strange mutations. Something metallic lies buried. |
| 7 | A series of caves that lead deep beneath the earth where the metal men live amid grinding gears. Brass and copper wiring hums and gems glow. Up is down and down is up in their topsy-turvy world. |
| 8 | The old copper mines where the tommyknockers can be found. Knock-knocking on the walls leading men astray. They hide caches of gold and treasure behind the walls. No one alive can read their script. |
| 9 | In the forest lies something savage. In the forest lies something old. In the forest lies something cursed. The Learne'd men study the lineage of the beast. |
| 10 | Ley lines converge upon the heart of the woods. Strange monstrosities stalk those who venture among the green leaves. Withered trees bleed black blood instead of sap. |
| 11 | The remains of a cult was rooted out decades ago. Its fane lies silent and full of fell-magic. Flayed men are said to haunt its trapezoidal halls. |
| 12 | Mushrooms, fungi, and spores grow wild in these woods. A psychedelic land of pastel hues. Children abducted, no one knows why. |

1d20 - **The geography of the land is such...**

1	North: swamp, South: forest, East: lake, West: fields
2	North: forest, South: fields, East: river, West: meadows
3	North: fields, South: forest, East: meadows, West: river
4	North: swamp, South: swamp, East: lake, West: fields
5	North: hills, South: swamp, East: lake, West: fields
6	North: fields, South: fields, East: forest, West: forest
7	North: forest, South: swamp, East: swamp, West: forest
8	North: lake, South: forest, East: lake, West: meadows
9	North: swamp, South: swamp, East: lake, West: fields
10	North: crags, South: forest, East: orchards, West: fields
11	North: meadows, South: forest, East: orchards, West: forest
12	North: river, South: forest, East: orchards, West: fields
13	North: forest, South: forest, East: orchards, West: crags
14	North: forest, South: lake, East: orchards, West: crags
15	North: river, South: lake, East: ocean, West: fields
16	North: ocean, South: forest, East: fields, West: swamp
17	North: meadows, South: ocean, East: crags, West: swamp
18	North: forest, South: forest, East: forest, West: forest
19	North: meadow, South: fields, East: crags, West: swamp
20	North: fields, South: fields, East: forest, West: swamp



Tools for the GM



Structure of the Game

Overall, The Coven is meant to be a mini setting/campaign. It takes place over seven sessions, each representing one of the seven months leading up to the grand rite on the seventh. The goal of each session is for the players to acquire the item needed for that month's randomly determined sabbath and successfully conduct said sabbath.

The goal of the Referee is to keep things tense by having other villagers intercept, intercede, meddle, mislead, confuse, betray, and at times attack the Coven. At the beginning of the session, after rolling to determine what that month's sabbath shall be, the Referee should roll on the following chart in order to put in play a new situation. The situation will complicate things for the

Coven and hinder them from successfully completing their sabbath without interference from other villagers and the Old Orders.

If the situation is not dealt with each month it will soon become compounded and the existence of the Coven swiftly threatened. Learning to balance the increasing danger of discovery, and obtaining the materials for conducting that month's Sabbath, will require crafty thinking on the part of the Coven.

1d20 - Situation (continued on next page)

1	Somebody close to someone in the Coven has confessed that they know you have strayed from the path of God (although they don't know just how far) and has sprung an intervention with the local priest.
2	The Coven receives a letter from an unknown person naming them all as witches and unless they destroy their idol/altar and stop their ways, they'll alert the authorities in one month's time. The Coven will have to figure out who sent the letter.
3	Someone has stumbled across the altar/idol and knows where the Coven worships. They are innocent in nature and the Coven will have to decide what to do with them.
4	The Law thinks that there is a criminal group operating in town. They don't know it's the Coven but suspect something. They have enforced a curfew and perform random searches at random roadblocks.
5	The Clergy thinks that there are pagans operating in town. They don't know it's the Coven yet but suspect something. They have started taking attendance at church and having mandatory confessions.
6	The Learn'd Men think that there is discontent among the common folk and dangerous heretical ideas spreading (such as the earth revolving around the sun). They don't know it's the Coven, but suspect something. They have begun to search homes and people for heretical pamphlets and writings.
7	The Guilds think rabble rousers are trying to stir discontent in their workers. They don't know it's the Coven but suspect something. They have begun hiring thugs as foremen to make sure workers do their jobs without complaining.

8	Someone in a position of power discreetly alerts the Coven that they know they are witches but that they are on their side. They will turn out to be a double agent and seek to betray the Coven.
9	A trap is set up for the Coven to be baited into with an ambush of men ready to attack them.
10	The Sovereign of the Coven alerts them that a certain villager is ready to become a witch. In reality the villager has much to loose and is torn over this decision and the Coven must decide whether they want to convince them to take the dark path.
11	The Coven learns that someone in position of power is committing horrific abuse on someone they know. They will have to decide if they want to act upon this information and take revenge, even though it may risk exposing the Coven.
12	An ally of the Coven is captured by one of the Old Orders. They know that the person is an ally of the Coven and plan on torturing them to get information.
13	The Clergy have begun to suspect there are witches in the village. They have rounded up three innocent women in a surprise raid and plan on publicly executing them in a months time if the Coven does nothing to stop them.
14	The Learn'd Men have suspect that a group of people are using magic in town without their authority. For the next month they are immediately alerted to the location of any spell that is cast and can 'sniff' out magic use with the aid of their strange blue hounds.
15	The Guilds have decided to raise taxes on a whim. The Coven will have to find a way to obtain a sizeable amount of silver this month, on top of whatever else they plan to do, or will be jailed.
16	A group of young women have come to the Coven wishing to be witches. The Coven will have to decide how to sort out those who are devout in their wish and those who may have second thoughts.
17	A person in authority wishes to help the Coven because they have a mutual enemy they want to destroy. The Coven will have to decide if it's worth the risk.
18	A natural disaster has befallen the village. The Coven will have to choose between helping the community and getting ready for the sabbath. Accomplishing both will be very difficult.
19	The Coven learns that a trusted longtime ally is being coerced/blackmailed into working for the enemy. They will have to decide what to do with them.
20	The Guids, the Learn'd Men, the Law, and the Clergy have realized there is a coven of witches in town. They have started a witch hunt and a party of witch hunters is in town (one Fighter, one Magic-User, one Cleric, and one Specialist all the same level as the party, all with 1d6 hirelings).

Virtues and Vices

As mentioned previously, each villager has a virtue and a vice that form the basis of their character. Members of the Coven can observe and interact with the villager in order to determine their virtue and vice. A smart Coven will use this information to their advantage.

Roll 1d7 to determine a villagers virtue and again to determine its vice. If you roll a virtue and vice that are in the same row, roll again. Then roll 1d6 on the following charts to determine the nature of the virtue and vice.

1	Humility	Pride
2	Kindness	Envy
3	Abstinence	Gluttony
4	Chastity	Lust
5	Prudence	Wrath
6	Charity	Greed
7	Diligence	Sloth

Virtues

1d6 - Humility

1	Conducts some form of ritual penance to show humility before god in the middle of the village square. Thinks everyone should.
2	Is quite accomplished at a craft and runs workshops to help share their knowledge and experience with others.
3	Always forgives others who are willing to admit their mistakes and atone for their sins. Likes to hire/help reformed criminals.
4	As an act of devotion before god, spends long hours leading others in public prayer no matter the weather or time of day.
5	Is a leader of a social group in the community and leads in a collaborative fashion.
6	Likes to help out others and never accepts a reward or payment for what they do.

1d6 - Chastity

1	Seeks to help reform prostitutes; to stop their wicked ways, and help them leave their profession.
2	Wears covering clothing. Dislikes revealing clothing and seeks to promote sumptuary laws outlawing it.
3	Doesn't believe in divorce. Counsels and helps married couples with their relationship problems.
4	Doesn't believe in sex outside of marriage. Promotes abstinence among the youth and is a youth counselor in sunday school.
5	Helps out divorced/widowed/spinster women. See's chastity as the key to a woman's independence.
6	Is the head of a group that likes to weed out and publicly humiliate those who commit adultery.

1d6 - **Abstinence**

- | | |
|---|---|
| 1 | Forgoes drinking. Is part of a prohibition movement and sees alcohol as a social ill. |
| 2 | Has taken a vow of poverty. Lives frugally and is always after others about their displays of wealth. |
| 3 | Is a hermit in the community. Lives in nature and believes nature can provide all that we need. |
| 4 | Is continually fasting to show devotion to god and sees fasting as a way to clear the mind. Encourages fasting and leads others in it. |
| 5 | Protests outside theaters, dance halls, and gaming dens. Thinks all song and dance, gambling, plays, and entertainment are sinful. Entertainment should only be used to promote the teachings of the bible. |
| 6 | Thinks the poor can be redeemed through developing a stronger will and resisting temptation. Tries to reform people in this manner. Thinks repression builds character. |

1d6 - **Kindness**

- | | |
|---|---|
| 1 | Is very nurturing. Attends to people who are sick and elderly, who are unable to care for themselves. |
| 2 | Is a good listener. Always has kind words for people and people often turn to them for advice. |
| 3 | Gathers things: food, clothing, etc. for people in need. Is always seeking donations. |
| 4 | Takes care of lost or injured animals. Is well versed in animal health and medicine. |
| 5 | Lives in a commune like household with other outcasts. Big believer in communal living. |
| 6 | Seeks to do a random act of kindness each day. |

1d6 - **Prudence**

- | | |
|---|--|
| 1 | Never makes decisions rashly. Always takes several days to think over any decision, no matter the consequences. |
| 2 | Dislikes arguing, thinks everyone has a valid point of view. Will defend others even if it's socially unacceptable. Is part of the council that judges crimes. |
| 3 | Is extremely risk averse, sees danger in everything. Thinks the crime rate is too high, that children must be protected, and that people should pray more to avoid God's wrath. Campaigns against these dangers. |
| 4 | Stockpiles food and supplies in case of a disaster. Likes to be prepared for anything and is the first to help out others in a disaster. Values those who can think ahead. |
| 5 | Is a killjoy. Dislikes spontaneous and lively people who live in the moment. |
| 6 | Thinks the bible contains all the teachings needed to make the correct decision. Uses it as the basis for all reasoning and decision making. Can quote from it extensively ad-nasum. |



1d6 - Charity

- | | |
|---|--|
| 1 | Is part of a charitable organization that looks after an undesirable group (orphans, prostitutes, the poor). |
| 2 | Volunteers time to help out those in need (soup kitchen, making clothes for the homeless). |
| 3 | Often holds large social balls and fundraises at their home to help out those in need. While does raise money, does it mostly to be part of the upper class. |
| 4 | Works tirelessly to bring the plight of the downtrodden to light in the community. |
| 5 | Gives a large percentage of their income/crops/goods produced, as a tithe to the church. |
| 6 | Greatly involved in church life, and volunteers a lot of time spreading the word of god and offering spiritual nourishment to those in need. |

1d6 - Diligence

- | | |
|---|--|
| 1 | Is a quiet person but steadfast and loyal to whatever group they are part of. Is willing to die for them and what they stand for. |
| 2 | Is an extreme traditionalist. Thinks that without traditions and observances of the past we are nothing. Oversees the planning of some religious/cultural/historical festival. |
| 3 | Tries to expose corruption in the community. Dislikes those who betray the public's trust for personal gain. |
| 4 | Is incredibly hard working and civic minded. Helps with the maintenance of the common grounds. Thinks everyone should do their share to contribute. |
| 5 | Believes we must be watchful for law and order to prevail. Dislikes people who violate laws no matter how inconsequential the crime may be or its surrounding circumstances. |
| 6 | Thinks hard work is its own reward and leads by example. Thinks the children of today are lazy and frivolous. |



Vices

1d6 - **Pride**

- | | |
|---|--|
| 1 | Boasts of accomplishments constantly, has an ego that likes to be fed. |
| 2 | Argumentative and can only be persuaded of anything with great effort. Sees most attempts at persuasion as emotional laden drivel. |
| 3 | Thinks no one else works as hard as them, hates vagabonds and beggars and those who do not work for a living. |
| 4 | Great pride in racial/religious/cultural group they identify with. Thinks it is superior. |
| 5 | Lives in an imposing house (gated with walls, fine rooms with tall ceilings, rich elegant furnishings, large and made of stone) as a sign of status. |
| 6 | Always seeks to take charge and command others regardless of ability or expertise to lead in the situation. |

1d6 - **Envy**

- | | |
|---|---|
| 1 | Lives greatly beyond their means and is envious of any more wealthy than them. |
| 2 | Obsessed social climber who is envious of anyone else that is the talk of the town. Is easily slighted and conspiratory. |
| 3 | Is envious of other people's happiness. Is very helpful but constantly talks about people behind their backs. |
| 4 | Is envious of other people's career and wealth. Thinks they have had it hard and have an entitled attitude, when in reality they have had a pretty easy life. |
| 5 | Is envious of others romantic relationships. Stalks multiple people they secretly desire. Is extremely jealous of the person's partner if the person is not single. |
| 6 | Everything wrong in their life is because of a past event. They are envious of another's person's success because they feel it came at their expense and that the person ruined their life. |

1d6 - **Gluttony**

1	Is morbidly obese and lives for food. Is controlling and guilts others into taking care of them in their unhealthy lifestyle.
2	Is an alcoholic who binge drinks and flies into drunken rages when drunk.
3	Is healthy but turns to food and drink in times of stress to avoid responsibilities.
4	Is a bawdy ner'do well. Will cheat and trick others so they can live an indulgent lazy lifestyle
5	Has a masochistic personality. Enjoys doing humiliating and demeaning tasks. Will always bend to desires of a dominating personality.
6	Has an antisocial personality. Rebels against social customs and enjoys the social condemnation and disapproval of others.

1d6 - **Lust**

1	Is secretly having an affair with one or more people.
2	Frequently visits prostitutes.
3	Has a sexual fetish that many would find disgraceful.
4	Is highly flirtatious, flirts with everyone and has a high sex drive.
5	Is a voyeur. Stays faithful to their partner if they have one, but enjoys spying upon others lustful acts.
6	Is a repressed closeted homosexual. Feels guilty about their desires but can't help themselves, tries to indulge discreetly.

1d6 - **Wrath**

1	Believes in collective guilt. Family and friends of enemies must also suffer.
2	Never forgives, is petty and vindictive.
3	Is hot tempered and provoked into fights when they feel people are challenging or disrespecting them.
4	Is self-righteous and seeks to punish those they see as morally wicked.
5	Uses physical intimidation very frequently to get what they want. Is a bully.
6	Believes violence against unbelievers can cleanse someone of their sins and that evil must face God's wrath.

1d6 - **Greed**

1	Is a self-made person who has a vast fortune and seeks to increase it by any means necessary.
2	Takes advantage of (and sometimes even causes) awful circumstances to reap profit.
3	Has a monopoly and acts as a gatekeeper for that resource. Revels in the power of control.
4	Lives in an ostentatious home. Spends massive amounts of money on frivolous wasteful things to flaunt wealth.
5	Is a heartless miser. Has a vast fortune but lives very cheaply. Loans out money with excessive interest, seeks to bankrupt their competitors.
6	Has acquired wealth through illegal means. Sees illegal or immoral business as simply a business regardless of the human cost.

1d6 - Sloth

- | | |
|---|--|
| 1 | Is lazy and corrupt. Their loyalty or favour can be bought and sold. |
| 2 | Dosen't want to think for themselves. Will acquiesce to the demands of an authority even if demands are unethical. |
| 3 | Doesn't attend church. Sees all things spiritual as a waste of time. Enjoys the indulgence of the senses and often shirks responsibilities. |
| 4 | Pretends to have an illness so others will take care of them and the community show pity. |
| 5 | They are a known coward. They are a useful underling but are weak willed and sniveling. |
| 6 | Has a pessimistic attitude. Always thinks things will never get better, only worse. Thinks it's pointless to put effort towards bettering oneself. |



Appendix 1: Villager Generator

1d20 - Villager

	Female Name	Male Name	Last Name	Profession
1	Agnes	Abel	Abbott	Jeweler
2	Alice	Barnett	Ainseworth	Farmer
3	Annabel	Christoph	Blackhouse	Wainwright
4	Bridget	Daniel	Ashton	Miller
5	Dinah	Edmond	Bale	Blacksmith
6	Elizabeth	George	Barlow	Farmhand
7	Hope	Hugh	Beomond	Clerk
8	Charity	Isaac	Boulton	Surgeon
9	Prudence	James	Chinnery	Baker
10	Isabel	Luke	Clayton	Barber
11	Joan	Martin	Coxsonne	Beadle
12	Margret	Matthew	Dewell	Beekeeper
13	Penelope	Nicolas	Fallows	Glass blower
14	Rosaline	Oswald	Glover	Mason
15	Tabitha	Phillip	Griffon	Tailer
16	Theodora	Richard	Haggett	Teacher
17	Monica	Solomon	Johnson	Tinker
18	Mildred	John	Latham	Charcoal burner
19	Jane	Samuel	Madder	Woodcutter
20	Evara	William	Potmore	Weaver

Appendix 2: Fear and Awe

Experience points are gained through successfully completing Sabbaths, with the campaign meant to only last about seven sessions. However, an alternate method of gaining experience points can be used for a longer or more open-ended social campaign through the use of fear and awe.

The ways of magic are strange and dangerous. The ways of the Sovereign, stranger and more dangerous still. Seeing the impossible made manifest can cause powerful emotions. Close childhood friends may run away in terror, refusing to have anything to do with the Coven. Hated enemies may fall down upon their knees, their faith shaken to the core, fearful and willing to do what the Coven says.

Whenever a villager observes a member of the Coven displaying their magical power, either by casting a spell or through seeing the blatantly magical effects of a spell, the Referee makes a morale check for that villager and rolls 2d6. If the roll is equal to or less than the villagers morale score they feel fear and generally react poorly. If it is higher they will feel awe and generally react in a beneficial manner. This is done for each observing villager and never as a group. The Coven then gains experience points equal to the difference between what they rolled for the morale check, and the characters morale score, multiplied by 50.

Molly the Maid has a morale score of 6 and a member of the coven casts an audible glamour of her dead father in front of her, causing a morale check. The Coven rolls a 10. This is 4 points above her morale score of 6, so she reacts in awe and the Coven will gain 200 experience points for casting the spell. It should be noted that the reaction of the villager is in addition to (or depending upon the spell, after) the results of the spell.

The Coven will never know the morale score of a villager. It is determined beforehand by the Referee, either by rolling 2d6 or choosing a number. A low morale indicates someone who is more likely to react in awe and in a beneficial manner, while a high morale indicates someone who is more likely to react in fear and in a violent manner. To this end every time the Coven is observed casting magic they will never know quite how

other villagers will react or what they will do. This is adjudicated on the spot by the Referee depending upon the circumstances of the casting.

Generally though, the difference between what the Coven rolled for the morale check and the villagers morale score can often be used to determine the severity of the reaction, either in awe or fear. For example because the Coven rolled a 10 on Molly the Maids morale check, a difference of four points, she is likely to fall at her knees at their audible glamour and truly think the Coven can bring back her dead father (even though they can't and it was just a glamour) if she listens to them and does what they say.

Casting spells in front of a crowd is just as likely to have half fall down and tremble in awe as the rest form a mob to kill the Coven. Thus the Coven is advised to keep spellcasting and magic limited; to use it as a last resort and try to only use magic in the presence of others when they are sure you can contain or respond appropriately to their reaction. Subtle methods will be needed to assert control and gain power, more so than raw magical might.

Appendix 3: New HAM Spells

Dream of the Old Boats

Before humankind evolved from ape like creatures, before it ventured from the trees, before it took to dry land and crawled from the water; all existed in the depths of the ocean. Memories of this primordial time exist within humankind's genetic code, fragments of this primeval consciousness locked deep within the subconsciousness of all.

What is stranger still is that many of these such memories involve what is known as the "Old Boats". In the memory the dreamer is swimming in the ocean in ancient invertebrate form. They look up and see strange black hulled boats glide soundlessly across the surface of the water above, ripples spreading silently in their wake. This memory seems to be the earliest memory available; a key moment in time, where consciousness evolved from something indiscreet and mindless to something more defined.

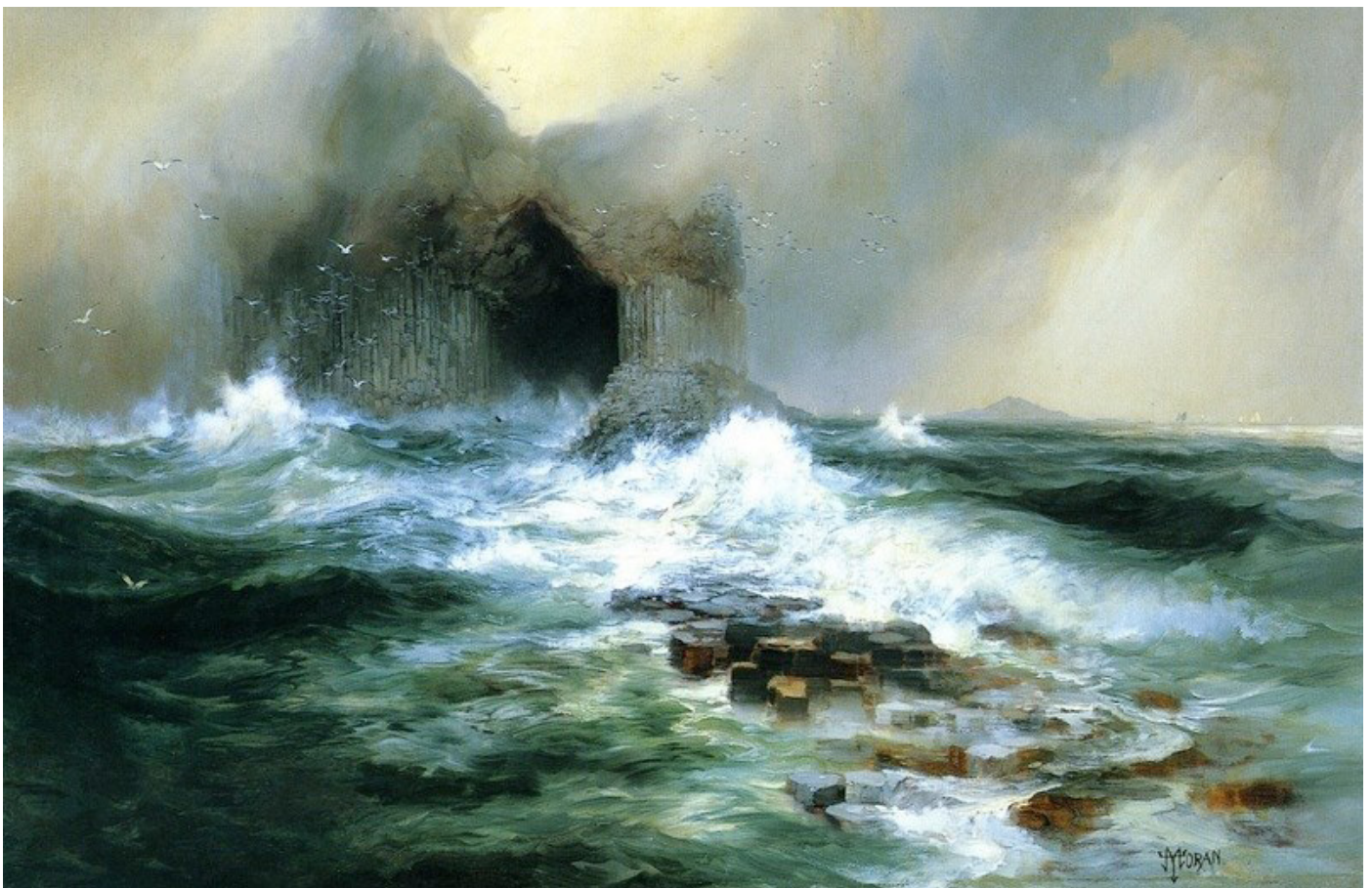
So far no dreamer has recalled what species of being pilots such boats, or at the very least, has survived doing so. For as more and more of this dream is recalled a de-evolution is found to occur in the subject.

The spell can be cast upon a number of sleeping targets equal to the magic-users level. They need to be in sight of the magic-user or the magic-user must possess some physical part of the target, such as blood, hair, or fingernail clippings. The targets of the spell begin to de-evolve in the following listed stages. They must make a successful saving throw against magic for each stage or advance to the next one.

Stage	
1	The target is reduced to 3 intelligence and becomes childlike in their intellectual capacities and desires.
2	The target's body begins to transform. They become a half-man half-ape hybrid. They are still capable of rudimentary speech and simple primal thoughts, but are prone to bouts of rage and are ruled by their primitive desires.
3	The target's body begins to transform. They become a strange reptilian like creature resembling a large gila monster. They are incapable of speech but capable of simple thought and are reptilian in nature. Their bite is poisonous.
4	The target's body begins to transform. They become a giant fish like creature. It flops helplessly and will expire in an hour unless placed in water.
5	The target's body begins to transform. They become a quivering invertebrate creature resembling a cross between a jellyfish and a squid. It writhes helplessly and will expire in one minute unless placed in water.
6	The target's body begins to transform. They become a puddle of single celled organisms, essentially pond scum.

1d12 - Miscast Table

1	The spell effects the caster instead of the intended subject. The subject still makes the saving throws as usual but instead of the subject transforming, the caster does.
2	Instead of de-evolving the subject(s) they are evolved to a transcendent state. All of their abilities are automatically 18 and they appear godlike and beautiful.
3	The spell affects all those awake within 30' of the caster including the caster. They are immediately overcome with primordial dreams and fall into a slumber from which they will not awake for for 36 hours. All original targets of the spell are immediately awoken.
4	The caster is immediately reduced to a puddle of single celled organisms as in stage 6. Before their mind dissipates they can try to evolve themselves back up the chain of evolution by making successful saving throws v.s magic for each stage.
5	An "Old Boat" appears gliding across the sky above the caster. All those within line of sight must make an immediate saving throw v.s poison. If failed they must roll 1d6 and de-evolve as per the stages listed above.
6	The caster's mind de-evolves to stage 1d6 but their body stays the same.
7	Refer to the Miscast Table on the front inside cover of VAM.



Flowerskin

Found between the cobblestones of a street, the wildflower is often the first thing to grow where nothing else will. Often considered little more than weeds, wildflowers are hardy plants that are able to find root and purchase amid poor soil and rock.

When casting this spell the magic-user taps into the power of flowers, quite literally. They can cause flowers to sprout from the skin of creature(s) whose hit dice total their level. The roots of these flowers dig deep inside the person, tendrils worming their way through veins as the flower drinks upon their life's blood. This does 1d6 damage per caster level. If the subject is re-

duced to 0 hit points they do not die but instead are rendered immobile, becoming rooted to the ground by the flower and kept in a state of suspended animation.

If the flower is ever killed they will be freed. If the person is ever killed, the flower will die. If this symbiotic state is allowed to happen, in one day's time, the flower will bud and blossom, opening wide. Its petals can be plucked and squeezed to create a perfume that works as a potent Mass Charm Person spell against members of the opposite sex when applied on the caster. The spell will function as per the Mass Charm Person spell. The petals will regrow in 1d20 days.

1d12 - Miscast Table

1	The spell effects the caster instead of the intended subject. The subject still makes the saving throws as usual but instead of the subject transforming, the caster does.
2	The spell works as normal. But instead of creating a perfume that works as a Mass Charm Person spell when applied, the perfume will drive all those of the opposite sex into a murderous rage. The caster is not aware of this.
3	The target will enter into a vampiric symbiotic state with the flower. They will not be rooted to the ground and instead become a vampire flower hybrid. They will gain 1d6 hit points per caster level instead of damage and need to consume the blood of a human every day.
4	The spell will cause giant flowers to sprout in a 30' circle around the caster. These pollen of these flowers is highly toxic and will cause 1d6 damage per caster level to all those around.
5	The casters skin sloughs off in patches and is replaced by overlapping petals in a scale like pattern. They can no longer wear armour and look horrific.
6	The flower will automatically kill the target. It will then immediately exude a scent that casts Mass Charm Person on all those around. If the saving throw is failed all those who succumb will slit their wrists and bleed to death at its roots so it can consume their blood.
7	Refer to the Miscast Table on the front inside cover of VAM.



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