



3

Being the Third Book
Of
The Hateful Place

By
Dave Mitchell

© 2017

tHp

ALSO AVAILABLE:

THE HATEFUL PLACE CORE RULES

THE HATEFUL PLACE BOOK B

SIRENSWAIL

Available for sale at:

<http://www.lulu.com/spotlight/DaveMitchell>

The Hateful Place is the property and copyright of Dave Mitchell

© 2017

INDEX

Contents	Page
The Campaign Experience	4
Megademonia	6
The Broken Gods	7
The Red Hooded Girl	8
Vile Children	9
The Dead Clowns of Contrary Faith	10
In the Darkness	11
FLESH	13
Flesh seller	14
Make your own Flesh Shop	15
Bodysnatching for beginners	16
The economics of flesh	18
GENERATORS	19
Modules	75
Mapper: The Life and Death of Lady Jane Bow	76

THE CAMPAIGN EXPERIENCE

Many players like campaigns. I do. If you'd prefer an 'experience' based campaign, it's suggested to try the following. However, with benefits come downsides, pitfalls, whatever's problematic. The more 'successful' a character, the more negative attention they'll receive (fastest guns didn't make friends, they attracted competition). After 7 games, it is suggested that characters are consumed by the darkness to adventure/survive within the darkness, itself.

G	TITLE	AR/DR	BENEFITS	REWARD
1.	Outlaw	+1/+1	Kill on sight	10,000CUR
2.	Cursed	+1/+2	Diseased. 1 in 6 reject you	20,000CUR
3.	Hunted	+2/+2	Hunters (1-20) sent	40,000CUR
4.	Tortured	+2/+3	Mental. Kill them all!	80,000CUR
5.	Possessed	+3/+3	Mind controlled	100,000CUR
6.	Haunted	-5/-5	Seen as a demon	NONE
7.	Consumed	N/A	Absorbed into darkness	N/A

G: Game/Level.

TITLE: How you're now labelled by everybody.

AR/DR: Attack Roll/Defense Roll.

BENEFITS*: Not really benefits at all, more things that come with the level up (which you get automatically if you survive a game/module).

REWARD: Somebody somewhere wants you dead or alive.

***BENEFITS Descriptions:**

1. If you're seen, it's a kill on sight situation as a reward is always useful in this miserable world. Your reputation will get you the usual perks (wine, women/men, song), but you'll become subject to assassination attempts all of the time.
2. You gain the unfortunate appearance of a diseased person. Pox, plague, whatever is the unpleasant illness of the day. 1 in 6 people encountered will immediately throw stones or whatever at you and attract others to turn you away. You don't have the symptoms, just the appearance. Try convincing people of that!
3. You're disease appearance free but now are hunted. 1-20 of the best hunters have been sent after you by somebody with a grudge. They will be replaced if killed and new hunters are encountered on a 1 in 6 roll per day/week/month.
4. You go crazy. Attack anybody close on a 1 to 6 once per day/week/month.
5. You are susceptible to possession and all other forms of mind control on a 1 in 6 per day/week. No DR.
6. You are seen by all as a demon which is great if avoiding certain monsters and demons, but not so great when trying to get on with humans. Your language will also be seen as demonic. Gibberish, but demonic sounding gibberish.
7. You are subject to adventuring in the darkness. (SEE: In the Darkness, p11).

MEGADEMONIA

1000HP

10-200HP damage/attack

Somewhere fundamental within the darkness live the Megademonia; the war houndesque demonic creatures sent to destroy any humans, monsters, and/or demons that are co-existing/doing business together.

Brutal, giant and grotesque in manner, appearance and design, a Megademonia appears on a 1 in 20 when its enemies have been detected (such as when a cult calls for its patron for help) and will destroy anything or anybody involved before it returns to the darkness.

Flesh markets have a 1 in 6 chance of being attacked by a Megademonia.

tHp

THE BROKEN GODS

150HP

5-50HP damage/attack

(+5/+4)

Broken are the gods that once watched the earth from above or walked its lands invisible to, or disguised from, human eyes.

Broken and broken again upon the wheel of pain and defeat in the darkness, and finally cast down to Earth, these gods reject followers, believing that they are no longer worth following.

The Broken Gods are often drug addicts or alcoholics, or victim to some other form of destructive addiction; but can be roused to join the fight against the darkness and its servants.

On a 1 in 6 knows and can use one Believer spell once per day without penalty (except Kill).

tHp

THE RED HOODED GIRL

FIGHTER SUB CLASS

Female only.

(+3/+3) Against Moonwolves, wolves and transforming monsters and demons.

A near-cultish sub class identified by their red hood and cape/cloak. Named after Little Red Cap and devoted to the destruction of evil (particularly the hated Moonwolf) and protection of the old and good.

The Red Hooded Girl is a near weapons fetishist carrying as much weaponry and ammunition as possible, and it'll be an array of nasty looking, death bringing weapons that she'll have in her arsenal.

The Red Hooded Girl class mainly inhabits forests with cottages in them.

VILE CHILDREN

20HP

2-20HP damage/attack.

(+1/+1)

All feral children in post darkness society are vile. Polluted by the darkness and now willing messengers, petty criminals, and cheap killers for hire in the employ of demons, monsters, humans, or simply working independently.

Vile children are backstabbing, throat cutting while you sleep, thieving, creatures with all of the very worst traits of children and none of the good. They are quick, vicious, bloodthirsty cannibals.

Often found in groups of 1-20 in areas where they can prey on the innocent and/or hide in relative safety.

tHp

THE DEAD CLOWNS OF CONTRARY FAITH

Believer Sub-class

(+4/+4) vs. reanimated or dead.

The Dead Clowns of Contrary Faith are a general rabble who have been formed by former cultists who were thrown out of their respective cults for being too problematic (an achievement they celebrate).

Often referred to as the “dead clowns”, they have abandoned their former beliefs and see cults, demons, monsters and, most of all, the darkness as their enemies through destiny and are to be ruthlessly destroyed.

Dead Clowns are highly unpredictable, often using their most destructive spells to destroy cults, even if large numbers of innocents may be taken out in the process.

Dead Clowns celebrate great victories with extreme festivals of drink and other things.

IN THE DARKNESS

Should a character ever end up inside the darkness, they must immediately make DR once per round or go insane (no recovery) due to lack of light and sound. Adjust this as per your requirements or the following suggestions.

Make DR once per turn if eyes closed and ears covered/plugged.

LIFE INSIDE:

What is inside the darkness is down to the referee and the players. What is darkness? Whole civilisations, universes, cities, deserts, oceans; they could all be within the darkness; shadow worlds and the terrors that exist within them.

DARKNESS EFFECTS

1. Blindness for 24 hours. One eye recovered afterwards, but now you will have AR/DR of (-1/-1).
2. Deafness for 24hrs. One ear hears afterwards, but AR/DR now (-1/-1).
3. Lose sight in one eye and go deaf in one ear. AR/DR: (-2/-2).
4. Loss of use of one hand (1-3 weapon hand, 4-6 other hand).
(-5/-5), (0/0).
5. Loss of speech, replaced by often unplanned, vile demonic shouting, making any initiative impossible AR/DR: (-3/-3).
6. Loss of one point from each attribute per day until death.
7. Psychotic episodes, resulting in 1 in 6 chance of Magicians & Believers unleashing every spell they know.
8. Change into a slave demon within 1-20 hours.
9. Transform into black water forever.
10. Come to worship evil.

11. Become a servant of the darkness.
12. Change into a monster.
13. Hear screaming everywhere you go. -1 point from Mind/day.
14. Lose loss of leg. AR/DR: (-3/-3).
15. Narcolepsy 2 hours/day.
16. Howling like a wolf on a 1 in 6/day. Attracts monsters.
17. Transform into Squid (CORE RULES p56).
18. Become a sacrifice for a Cult. Again and again and again.
19. Transform into a brutal cannibalistic killer (+3/+3).
20. Become as one with the darkness.

NOTES:

FLESH

“Flesh is all we trade. Flesh is all they want”.

It is a saying that “when there is no water, no animals, and the soil of the land is poisoned and dead, there is often only one thing left to eat: each other”.

Flesh is the fundamental currency of the era of darkness. CUR will buy many things, but flesh buys anything.

The flesh merchants of the world have already become the stuff of terror and legend, the main ones attracting huge crowds of demons, monsters, and humans, all trying to buy in bulk.

FLESH SELLER

Profiteer sub class

(+3/+2)

(+4/+3) Flesh Merchant (owns a Flesh market and 5 million in CUR).

“Flesh, flesh, flesh! Get it here! Fresh Flesh!”

A thief/assassin that trades in only one commodity: human flesh.

Flesh sellers operate everywhere and with complete impunity (except for attacks from robbers, monsters, demons, and Megademonia).

Flesh sellers aim to sell at the largest flesh markets.

Flesh sellers will sometimes be accompanied by one or two graverobbers/body snatchers eager to find regular and profitable work, as well as a guard of 1-6 monsters. A Flesh Merchant has one demon guard.

tHp

MAKE YOUR OWN FLESH SHOP

1. Find a place in which to sell: empty store, shop, tent, house, whatever. Make sure it's big enough to store your goods. Make it safe and secure. Grubby back streets and alleys are good.
2. Find a way to keep goods fresh. Ice and salt are both good for short-term storage.
3. Do not put goods on open display. They will be stolen, eaten, or both.
4. Flies, those great survivors of the darkness, are not necessarily a problem as they often attract more potential customers.
5. Never leave goods unguarded in shop. They will not be there when you return.
6. Never employ a cannibal.
7. Never share sleeping quarters with a cannibal.
8. Make sure that goods are what you're told they are. Taste to check.
9. No Credit.
10. Don't sell to body snatchers.
11. Buy from known body snatchers.
12. Make sure doors and windows are secure and that there is fast escape access in case of problems.
13. Don't buy sick looking meat.
14. Don't sell sick looking meat.
15. Diseased goods will come back and haunt you in some way.
16. Do not deliver to cults. Delivery people are never seen again.
17. Employ one strong guard as well as an assistant to aid in moving goods.
18. Don't spice the meat.
19. Seal any wounds with easily removable, non-damaging bandages, tape, material, etc. Tie open-veins with thread, fine string etc.
20. Promote your business. It's the number one growth market.

BODYSNATCHING FOR BEGINNERS

“The fresher the better”

- Bodysnatcher/Graverobber’s motto.

Finding an intact (or reasonably intact) and fresh corpse is no longer the challenge it once was, much to the delight of potential consumers in a world in which flesh is the new hard currency.

Cultists are steady employers and good payers (as a rule) and one of the largest human purchasers of any flesh on the market.

Flesh shops employ flesh pedlars (peddlers) who, in turn, hire bodysnatchers. All product ends up at a flesh shop, or in larger volume at a flesh market.

Bodysnatchers often, but not always, follow rules such as:

1. Don’t remove any signs of disease, rotting, etc. and try and pass it off as fresh.
2. Avoid selling relatives.
3. Don’t kill to get their flesh.
4. Don’t kill in public.
5. Don’t rob other bodysnatchers.
6. Don’t rob flesh shops.
7. Don’t steal at markets.
8. Don’t eat the goods.
9. Don’t leave bite marks.
10. Don’t molest the goods.
11. Clean goods if necessary.
12. Don’t up the price once agreed.

13. Avoid telling close friends/relatives what your work is.
14. Don't sell body parts at market if you have a whole body, which is worth more intact.
15. Don't leave goods with "friends". They never are.
16. Avoid known vampiric/demonic/cult/flesheater areas when transporting goods.
17. Shave hair of goods if in good condition. Sought after for pillows for demons and sick and disturbed aristocracy.
18. Cut nails of goods. Sought after by witches.
19. Avoid tattooed or heavily marked bodies. Easily identified.
20. Don't let potential buyers sample the merchandise before buying.

HANDY TIPS FOR BODYSNATCHING

1. Have reliable transport. Having something to cover the goods is definitely recommended.
2. Check quality of tools for the job. Is the spade/shovel strong enough to penetrate even hard ground or heavy coffin without the handle breaking, metal bending etc? Take at least two spades/shovels.
3. Check ground prior to job. Is it soft, hard, frozen, flooded, etc?
4. Don't damage body when digging. Often happens when time is short and/or pressure is on.
5. Dig quietly. Dim or no light. Don't attract unnecessary attention.
6. Oil lamps are useful if you discover body is still alive and a threat.

THE ECONOMICS OF FLESH

SELLING PRICES

(Bodysnatchers' pricing only. Flesh shops, markets etc. will charge 4X these prices at least based on that golden oldie of supply and demand).

Whole body (fresh)	250,000CUR
Torso (fresh)	50,000CUR
Head (fresh)	20,000CUR
Arms (fresh)	5,000CUR (each)
Legs (fresh)	5,000CUR (each)
Organs (fresh)	10,000CUR (*)

*Prices usually per item and can vary wildly based on demand by cults and demons especially. *Cursed and magic items are preferred by sellers.*

Body snatcher acquires flesh.

Sells it to flesh pedlar/peddler.

Flesh pedlar sells it in flesh shop or at flesh market.

Usual types of buyer:

Rich

Cults

Cannibals

Insane

Carnivores

Demons

Monsters

Fascists/Nazis

tHp

GENERATORS

WHAT'S IN THE DESERT?

1. A tree with nothing on it except a single, evil apple.
2. A burning cult symbol. And directions to a message.
3. A dead thief with an interesting map.
4. Living sandstorms (1-6). As Monster.
5. A man upside down on a metal cross. A key is in his dead hand.
6. An enormous metal key that takes two men to carry.
7. Nomadic cannibals (1-10). As NPCs.
8. Weird footprints that go on and on and on.
9. A poisonous bush. DR required or become dust within 1-6 days.
10. A monster beneath the sand. It wants you with it.
11. An assassin's list of targets and fees. And addresses.
12. Sand cult. In need of sacrifices.
13. A Magician staked out. With good reason: world's biggest complainer.
14. Sand demon unsuccessfully trying to make an honest living as a guide.
15. Skeletal man holding a black crystal. It is part of a puzzle.
16. A large, hopping, metal teathed animal. Unfriendly, but knows things.
17. A Believer buried up to his neck. A killer with good contacts.
18. An old shipwreck. An ancient map to a lost city is on board.
19. A treasure chest of cursed items. And a compass to a house of the dead.
20. An oasis of fresh water and trees. You're not alone.

WHAT'S IN THE LAKE?

1. A serpent with a man's head. It will eat you.
2. A man with a serpent's head. It will eat you slowly.
3. Black water and black holes. A subterranean world below.
4. A statue of a dead princess. The entrance to her dead world.
5. People that can breathe underwater. Convincing liars.
6. An abandoned village. Apart from one thing.
7. An occupied village. Many unlucky things.
8. Twins of the Lake. Deadly sisters.
9. A mechanical monster. Works if key turned.
10. Acid geysers. DR required. 5-100 HP/damage.
11. Poison spouts. DR required. 4-80HP/damage.
12. 1000s of corpses. It isn't the real Boatman guiding you.
13. A sunken ship. (The lake is landlocked). A coffin is aboard.
14. A cursed sword (-2/-3).
15. A dead body with its feet weighted down with chains. The real Boatman.
16. A black stone church. A cult of Water lives here.
17. The vicious lady of the lake. DR or drags you down to drown. 4-40HP damage/round.
18. A large octopus like creature with the mind of a five year-old child. DR or it convinces you to drown yourself.
19. A musical box. A Megademonia will arrive within 1 Turn if box is opened.
20. A giant ship of alien design. 1-20 monsters on board. And a key card worth One Million CUR.

WHAT'S BENEATH THE SEA?

1. A sunken, occupied pirate ship. 1-20 dead pirates.
2. An undead priest and his followers. Maniac and aquatic demon, plus 1-20 NPC followers.
3. A strange garden for squids. Safe place. No attacks possible.
4. A mountain range with a strange monastery on one of its peaks. One monk. He is hate.
5. A creature of fire trapped inside an orb of glass.
6. A woman chained to the floor and still alive. She's a vicious witch.
7. A metal coffin containing a demon. A demon that was hiding and has now been located by something nastier.
8. The entrance to a ruined castle. The castle of the soul stealers.
9. A metal sphere of gigantic size. A puzzle and a portal.
10. A temple of red ruby. It will become dust if a palm-sized diamond is stolen.
11. A fault in the ground from which pours blood.
12. A water cult hiding from a Water Demon they betrayed.
13. A lost city. A dead King rules.
14. Bones. Lots of bones. From the dinner table of the flesh-eating king and his people. (5-100 + 100).
15. The wreck of a modern naval vessel. Out of its own time.
16. Cursed treasure. Dropped here by dying pirates.
17. An ancient maze. A lunatic queen is at its centre, carrying a large, sharp, bloody knife.
18. A diver and explorer. And the water-free cavern he has discovered.
19. A sea witch and its followers (4-80 NPCs).
20. A large hole in the ground from which light is visible.

WHERE HAVE I WOKEN UP?

1. Inside a coffin. The lid is nailed shut.
2. In a desert. With a day's start on your hunters.
3. In a forest. With many nasty things watching you.
4. In a snow globe. In a demon's library.
5. In a demon's kitchen. Working in a poor disguise.
6. In a monster's bed. It's sleeping. You're naked.
7. In a monastery in the mountains. Mad monks (1-6).
8. In a high tower. The ground is burning below.
9. Locked in a dungeon. A monster is on the loose.
10. In a torture chamber. Chained to the wall.
11. In somebody else's nightmare.
12. Microscopic inside a person's veins.
13. In a snowy, freezing area. The cult has seen you.
14. In a mad magician's home of angry daughters.
15. In an "abandoned" coastal village.
16. On the moors. Not alone. It will take its time hunting you.
17. At sea. Floating on wreckage. Something is approaching fast.
18. In a cave of miniature killers. 6" tall and 1-20 of them carrying poisonous needles as swords.
19. In a cult's meeting place. You're the wrong guest speaker.
20. In the darkness. (SEE: IN THE DARKNESS p11)

WHAT'S IN THE CURSED SOUP?

1. Frog. You croak loudly if trying to hide or move quietly.
2. Cat. Disloyalty comes easily to you now.
3. Rat. You'll betray anybody after this.
4. Worm. You'll become a professional groveller.
5. Cockroach. Everybody will look down on you.
6. Eye. You'll see everybody as your enemy.
7. Finger. You'll accuse the innocent of terrible crimes.
8. Toes. You'll tread on plenty as you become ruthless.
9. Penis. You'll try it on with anybody. Problematic.
10. Testicles. You'll back down every time. A known coward.
11. Flesh (cubed). Demonic. Within 1-20 months you'll transform into a Megademonia and take your place in the darkness as its willing servant.
12. Flesh (shredded). Monstrous. Boils of exploding puss break out over your body.
13. Flesh (strips). You eat like a greedy monster from now on, driving away many people.
14. Tentacle (cubed). Tentacles grow from your head and mouth. You will draw your victim close with a kiss.
15. Tentacle (shredded). Tentacles grow from your fingers and will grab anybody close to crush them.
16. Tentacle (strips). Your body and limbs are no longer human. Your mind will follow in 1-6 days.
17. One of the last party.
18. Monster (SEASONAL: Depends on area and time of year)*.
19. Your wife/husband/partner/friend/relative.
20. Hot and spicy demon fingers. They're tasty. You'll soon have the same and they'll rip flesh at every opportunity.

* Your choice of curse.

EATING STRANGE THINGS CAN BE BAD FOR YOU

(Make DR and you only end up in bed for 1-20 days and recover).

1. You are poisoned. 1-6 days left unless you find out what type of poison it is so that you can try and find a cure.
2. You become delusional after 1-6 minutes.
3. Urine becomes permanently luminous.
4. Something worm-like wraps itself around your tongue.
5. Psychosis after 1-6 hours.
6. Projectile vomit blood for 1-6 minutes until dead.
7. A mushroom grows out of the top of your head.
8. You begin choking to death within 1-6 seconds.
9. Your tongue falls out.
10. Your hair falls out, replaced by highly flammable string.
11. Toxic vapour escapes your nose, killing anybody within range that fails DR.
12. Your vision becomes increasingly x-ray.
13. The bad thing reforms inside you within 1-10 days and will begin eating its way out.
14. Your hearing takes in every sound within 500 miles, causing bleeding ears and brain, then death after 1-6 seconds.
15. A toxin turning you into a zombie is released into your system after 1-6 days.
16. Continual projectile vomiting of intestines until dead after 1-6 hours.
17. Jaw falls off after 1-6 days.
18. Grubs appear in urine and saliva.
19. Flies hatch in mouth.
20. Small suckers begin appearing on your skin after 1-6 days. Eventually you will have uncontrollable tentacle arms.

WHO OR WHAT IS POSSESSING YOU?

1. **The Witch of Wallamalloo.** A mad person who lived in the desert and carried a large knife and a severed head.
2. **The Fake Messiah of the Darkness.** An evil man who was burned alive for his lies and crimes.
3. **The Strangler of Old Town.** Twisted old man who hated women.
4. **The Twin Sisters of the Night.** Man killers who worked mainly ports and coastal towns.
5. **The One Armed Pirate of Penzance.** Vicious killer. Lose use of non-weapon arm.
6. **The Killer of Kilburn.** Razor sharp wire user who operated mainly in backstreets and alleys.
7. **The Axeman of Ayr.** Worked mainly wilderness areas. Kept heads of victims.
8. **The Dead Clown of Coe.** Went even madder and killed entire families in the name of himself as a god.
9. **The Black Cove Killer.** Razorblade killer.
10. **The Oracle of Oarie Island.** Fake clairvoyant who was buried alive at sea.
11. **The Butcher of Berlin.** Killer of young men.
12. **The Duke of the Far Valley.** Hunter who ate six of his wives.
13. **The Willow Man.** Never captured. Abducted & killed young men and women. Identity never known.
14. **The Ripper of Whitechapel.** Psychotic aristocrat who murdered prostitutes. (Or: BOOK B p38).
15. **The Cannibal of Californian.** Crazy alternate type whose followers murdered and fed at his command.
16. **The Hanging Man of Hollow.** Innocent and unfairly executed. You will revenge him by killing six villagers before hanging yourself.

17. The Man with the Black Hammer. He hammered in their sleeping heads with his big, black hammer. Burned alive for his crimes.

18. A demon with a particularly sick sense of humour.

19. A paranoid spirit.

20. Multiple personality serial killer.

NOTES:

WHOSE SKIN AM I IN?

(Keep your own brain – effects last 24 hours unless otherwise stated)

1. Lizard. Shedding once a day will only make you appear more like a monster than you already did. As will catching things with your tongue.
2. Giant snake. Inability to speak other than to hiss will only add to the chances of you being killed.
3. Peasant farmer. And that's life. Forever.
4. Walrus. No teeth except your own. You won't operate well on land.
5. Blacksmith. Only horses interest you now.
6. Monster.
7. Irritating assistant. In 1-6 hours, somebody will snap.
8. Patchwork man. Can't talk. Stronger. Out of control.
9. Old lady. Buy a cat.
10. Famous pirate. Hated by everybody. Mean. Miserly.
11. Zombie. Expect to be hit on the head.
12. Invisible skin. As is the rest of you.
13. Old man. Grumpy. Wishes he was dead.
14. Ghostly shape. Intangible.
15. Lunatic from an island. Liar full of stories.
16. Cow. Moo for all time.
17. Sheep. Even cows are smarter. Baa.
18. Vampiric nobleman. In your mind, light is deadly.
19. Demon. A pathetic failure.
20. Large cat. Nasty, ginger, feral, killing type.

WHAT TYPE OF TORTURE?

1. Thumb and toe screws.

2. Saw off feet.

3. Saw off hands.

4. The wrack.

5. Branding with hot iron.

6. Hammer to kneecaps.

7. Breaking fingers with pliers.

8. Hot needles under nails (fingers and toes).
--

9. Hot nail through tongue.

10. Hot nail through genitalia.

11. Hot nail in eye.

12. Hot nail in both eyes.

13. Remove nose - (using pliers).

14. Hammer to fingers, one at a time.

15. Hammer to toes, one at a time.

16. Chop off fingers, one at a time.

17. Chop off toes, one at a time.

18. Slow hanging.

19. Drowning.

20. Iron maiden.

IS THERE EVER A GOOD REASON TO BLOW UP A CHURCH?

- | |
|---|
| 1. Monsters are inside. |
| 2. Demons are inside. |
| 3. Possessed people are inside. |
| 4. It's now being run by a cult. |
| 5. It's haunted. |
| 6. It's being used by demons as a brothel. |
| 7. It's the base for radical Believers. |
| 8. It's a centre for followers of the darkness. |
| 9. A portal is inside. |
| 10. The church is built over a large hole that leads somewhere nasty. |
| 11. It's empty. Whatever. |
| 12. It's full of people. Whatever. Bad people, obviously. |
| 13. It's in the way. |
| 14. It's occupied by opponents. |
| 15. It serves no purpose. |
| 16. Moneylender and demon base. |
| 17. Wrong place. |
| 18. Wrong shape. |
| 19. Wrong colour. |
| 20. It's become a symbol of evil. |

RUMOUR TABLE 1

1. The fattest man in the land will taste great and feed five.
2. In a pit lives an old man with demon riches.
3. Cats in the village communicate via telepathy.
4. The wolf in the forest knows many secrets.
5. Cheese is secretly being made in the village.
6. The red haired girl is actually a monster.
7. The farmer is hiding animals.
8. There is an army beneath the graves and it is about to rise.
9. The missing prince is buried in a small graveyard outside of the village.
10. The princess buried alive is already dead.
11. The nobleman has sired four witches.
12. The soup in the tavern is flesh.
13. The soup of the castle is poisoned.
14. The old man in the corner is a demon trapped in that body.
15. The last party is on the menu of your rich client.
16. The knocking at night is the ghost of a trapped monk.
17. The two thieves that stole a red gem are now trapped inside it.
18. The knocking in the church is you from the past.
19. Four women live alone and perform dark rituals.
20. The castle on the hill is a front for flesh pedlars. There is much flesh and other valuables there.

RUMOUR TABLE 2

1. There is a talking shark in the lake. It will insult you.
2. There is a demon in the forest that enjoys talking to humans.
3. There are monsters in the hills that are building something strange.
4. A comet will hit the city in 1-6 days.
5. A jester job will soon be available at the home of the sadistic local aristocrat.
6. Two Believers are buried in the grounds of the local estate, killed by something in the great house.
7. The blue bird tastes good and will expand your mind.
8. The yellow flower on the edge of the cliff will make you fly.
9. The thing washed up on the shore is unfortunately still alive.
10. The farmer is hiding something.
11. There is a secret flesh shop in the village.
12. There is a spy in the tavern who will bring trouble if allowed to leave.
13. A thief is working the town, but the items are being given to a demon.
14. There is another level beneath the burial ground.
15. The bell will ring if a certain demon is coming.
16. The dead man of the town appears at night.
17. A woman working in the market is a servant of the darkness.
18. Eating the petals of a black tulip reveals the future.
19. In a cottage in the forest is a book of good humour.
20. The eyes of a Believer, if consumed, will bring a demon to your service.

RUMOUR TABLE 3

1. The largest rat in the barn has swallowed an important key.
2. The trapdoor in the cottage leads to a basement of horror and treasure.
3. The room at the top of the stairs houses unspeakable evil.
4. The barn at the end of the field contains something large that was damaged by its journey.
5. There is a body hanging alive in the woods.
6. Sleep in the castle and brainworms will enter via your ears.
7. Demons have unlimited wealth.
8. In the old mine is a time machine.
9. They have not come looking for peace.
10. The villagers are never hungry.
11. There is a telescope that shows you 'forever'.
12. The old city is no longer empty; something has taken up residence.
13. The dead walk in the abandoned, coastal village.
14. If you laugh at a ghost, it enters through your mouth.
15. An anonymous poisoner lives in the village.
16. The house on the hill contains a body of interest.
17. The keep in the hills contains a powerful item.
18. Eat a demon's eye and you can see in the darkness.
19. Demons hate their own reflections.
20. There is an old ship, in working order, hidden in a cove on one of the ten nearby islands.

HOW DID THE KING DIE?

1. Poisoned by his wife.
2. Poisoned by his mother.
3. Stabbed to death by his daughter.
4. Throat cut by his son.
5. Pushed off a high place by who knows?
6. Executed.
7. Drowned.
8. Killed whilst hunting.
9. Disappeared. Presumed dead.
10. Allegedly fell down stairs.
11. Cult sacrifice.
12. Eaten by his family.
13. Eaten by his enemies.
14. Ripped apart by monsters.
15. Made to look like suicide.
16. Consumed by a demon.
17. Torn apart by peasants.
18. By his own hand.
19. Killed by bodysnatchers & sold to flesh pedlars.
20. He didn't. That's not the King.

WHAT IS HE/SHE RUNNING FROM?

- | |
|--|
| 1. His doppelganger. |
| 2. A spurned lover gone mad/turned evil. |
| 3. Cultists. |
| 4. Twins of evil. |
| 5. Moneylenders. |
| 6. Moonwolves (1-6). |
| 7. The tavern keeper's love struck daughter/son. |
| 8. A psychotic murderer. |
| 9. An angry mob (4d6+10). |
| 10. A drunken fighter. |
| 11. Witch hunters (1-6). |
| 12. His past crimes. |
| 13. An assassination squad (1-10). |
| 14. Monsters (1-6). |
| 15. A heretic and her army. |
| 16. A demon on speed. |
| 17. Bodysnatchers. |
| 18. His future doom. |
| 19. Himself as a mirror version. |
| 20. A Megademonia. |

WHERE IS THE COACH GOING TO?

- | |
|---|
| 1. A castle in the mountains. |
| 2. A castle in the forest. |
| 3. A forest inside a castle. |
| 4. A village of the dead. |
| 5. The wedding of two evil people. |
| 6. The funeral of a poor friend. |
| 7. The funeral of a rich enemy. |
| 8. A forest of horrors. |
| 9. A cottage in the forest. |
| 10. The butcher's house in the hills. |
| 11. A meeting point by way of a mountain pass. |
| 12. A tavern at a remote crossroads. |
| 13. An abandoned town on the coast. |
| 14. A known pirate's tavern on the coast. |
| 15. A tavern on the shore of a strange lake. |
| 16. The place where reanimated bodies have been seen. |
| 17. The place where flesh is stored. |
| 18. An old house on the moors. |
| 19. The village in the marshes. |
| 20. The city of the dead. |

WHY IS THE PRINCESS CRYING?

1. Forced marriage to an evil man.
2. Forced marriage to a good man.
3. Forced marriage to a monster.
4. Forced marriage to a demon.
5. Exiled by an evil stepmother.
6. Exiled for being ugly.
7. Exiled for being a witch.
8. Locked in a tower.
9. The royal family was killed by monsters.
10. The royal family was killed by her (tears of joy).
11. She's melting slowly away.
12. She's drowning.
13. A prince proposed to her. It was romantic, but she killed him for dinner.
14. She's invisible.
15. Her castle is under attack.
16. Her castle is occupied. She's hiding and scared.
17. She's just been found.
18. She ate her family and they tasted awful.
19. She ate her family and is feeling guilty about how great they tasted.
20. She's realized that she's dead and has been for a long while.

HOW DID HE/SHE DIE?

1. Beheaded/Decapitated/Head bitten off.
--

2. Chopped up.

3. Hung, drawn, and quartered.

4. Hung with wire.

5. Burned at the stake.

6. Pulled apart.

7. Iron Maiden.

8. Drowned.

9. Stabbed (dagger).

10. Stabbed (sword).

11. Strangled with an item.

12. Strangled using hands.

13. Drained of blood.

14. Clawed.

15. Broken neck.

16. Chopped in two.

17. Bitten in half.

18. Beaten to death.

19. Part-eaten whilst initially still alive.
--

20. Ripped to shreds.

WHOSE TONGUE DO I NOW HAVE?

1. Snake. Fangs also. Instead of poison, you inject your own stomach acid, inflicting usual damage on victim, but 10HP/damage to yourself.
2. Comedian/Jester. Terrible. Offensive. Will put themselves and anybody close at risk. Awful. So bad. Loser. Total failure.
3. Mad, noisy person. Shouts meaningless religious greetings.
4. Monster. Non-stop trash mouth.
5. Obnoxious princess. Lustful, vengeful.
6. Traitor.
7. Snake oil salesman.
8. Cultist. Can't keep secrets.
9. Prostitute who loves the darkness.
10. Politician. Make promises you can't keep. Sacrifice anybody.
11. Pathological liar. Even the truth sounds like a lie.
12. Thief. Overly loud critic of bad fashion and poor personal odour.
13. Mad priest. Shouts for the darkness to come and get him. One day it might.
14. Lover. Of all things horrible.
15. King. Of decay.
16. Octopus.
17. Snitch/Grass/Informant (Compulsive).
18. Giant. Tongue heavier than person.
19. Town crier. Oh yay, oh yay!
20. Demon. Whisperer of lies.

WHAT DID I JUST EAT?

1. One of the previous party.
2. A hallucinatory nut. Go crazy for 1-6 days and dance like a fool!
3. A gut eater. It will eat its way out via the easiest route.
4. The brain of a small monster. Filled with eggs.
5. A Gem of Location. (Alerts monsters for 24hrs).
6. A baby snake type monster that will work its way to your heart.
7. Something poisonous. DR or blood leaves via every orifice.
8. A finger. It will try and burst your appendix.
9. An eye. It will release eggs and watch them hatch.
10. Something that smells & looks disgusting, but actually cures everything if digested.
11. Crazy mushrooms of dark madness.
12. Demon glands. Change in 1-20 days.
13. A tongue that still talks.
14. Black metal that hates.
15. A monster. One that cries tears of poisonous gas.
16. A toe with a long nail. Dirty and infected.
17. Flesh. Addictive if fail DR.
18. Liver. As per 17.
19. Kidney. As per 18.
20. Your own body part.

WHAT'S IN THE SEWERS?
1. Black water of the possessive type (CORE RULES p45).
2. Lunatic bodysnatcher and body.
3. A famous, pompous outlaw. Being hunted by a demon.
4. A wounded demon. 25HP. But will explode if killed (4-80HP damage/person).
5. The previous party now zombies (1-6).
6. Large, poisonous spider. A good Samaritan now trapped in this form. Shame.
7. A dying prince being attacked by a monster.
8. A live man being eaten by three cannibals complaining about the taste.
9. Rats (5d20).
10. A spherical puzzle of a brass like metal. Inside is a portal to a flesh market in a demon's mind.
11. Human bones. A skeleton is looking for its head. When it finds it, said skeleton becomes an angry necromancer.
12. Escaped prisoners (1-6). Arguing and chained together.
13. A drunk monk and his monster bride.
14. Bile and excrement and lots of it.
15. A giant snake with a cursed item inside.
16. Rotting flesh.
17. A musical pipe that kills 1-6 small monsters.
18. Strange, purple mist.
19. A recently empty coffin.
20. A woman with poison for blood.

WHAT'S IN THE CELLAR?

1. A lot of old wine (1 in 6 bottles are drinkable).
2. A rich man hanging.
3. Three blind mice.
4. Four blind vampire women.
5. A man with a leathery balloon full of acid for a head.
6. The grub filled cheese collection of a former emperor.
7. Creeping evil.
8. Crates of rotten and often alive flesh.
9. An old lady with snakes for eyes.
10. A male witch in chains.
11. The butcher and his cleaver.
12. Rats (5-100) and a golden key.
13. Magic weapon (+2/+1).
14. An old woman and her black demonic cat.
15. Hungry cannibal.
16. A four legged head with a hungry mouth of metal teeth.
17. A luminous sword (+1/-5).
18. Cursed item.
19. The last party now in pieces.
20. Mad monks (1-6).

WHO'S IN THE PRISON?

1. You are.
2. A man in an iron mask. The mask is a demon.
3. A brutally tortured demon.
4. A mouse that is actually a Believer.
5. A collection of prostitutes (male & female) (3-18).
6. An assassin with a demon in his finger.
7. A fat woman with the head of a large toad.
8. A boy made of wax.
9. A thief with no hands.
10. A girl in a red hood and cape.
11. A monster with an expensive gold hoop through its nose.
12. A crazed fighter.
13. A charismatic profiteer who is actually part of a cult.
14. The doppelganger of a rich man.
15. A possessed man.
16. An occasionally lightning crackling magician with the mind of an angry, spoilt, five year-old child.
17. A large rat with an old man's head.
18. A pathologically lying wooden boy with a long nose.
19. A woman with kangaroo legs and tail.
20. A peasant girl (who is actually a king among demons).

WHO IS BEHIND THE MASK?

1. A dead person walking. Has a map on his hand.
2. A killer. Compulsive liar and stealer of identities.
3. A grotesque princess. Poison boils cover her face.
4. You without a face. The failed experiment you.
5. A blind monster. It hears just fine.
6. A witch with no mouth.
7. A head with only a large mouth.
8. A head with no face.
9. A long dead, now suddenly breathing, evil ruler.
10. A beautiful, young Queen. Bloodthirsty.
11. A lunatic with a fetish for ears. (Eating them!)
12. A snake faced woman. The poison is in her fingers.
13. A head with only one large eye.
14. Somebody wearing another mask. Then a portal.
15. A demon against the darkness.
16. A poison spitting freak.
17. An aged magician looking for a young body.
18. A face with a black hole that sucks you in if you fail DR.
19. The lawyer that was sent to the castle.
20. You are.

WHO/WHAT IS INSIDE THE COFFIN?
1. You are. And the lid is nailed shut.
2. A loved one. They think you did it.
3. A relative of somebody you know. A rich relative.
4. A vampire who loves the light.
5. A just dead hostage. Now you don't get paid.
6. A barely alive hostage. Now you might. Maybe.
7. A skeleton holding a key.
8. A skeleton shaped key.
9. A gem containing an ancient soul.
10. A ghost you've just freed.
11. A red oil-like substance (actually a liquid demon).
12. A beautiful, sleeping queen that will awake with a kiss (and is actually a blood demon).
13. A single chess piece (your own choice)*.
14. A cursed sword of pure red metal (+7/-10). Attracts fire demon on a 1 in 6.
15. A missing physician/doctor/man of medicine. Dead or alive.
16. A live plague victim (nailed inside just before you opened the lid. DR required or death within 1-20 days).
17. 1-10 live rats.
18. A sword of pure green metal (+2/+1). Attracts 1-6 monsters to your aid. Should you put the sword back into its scabbard, said monsters will immediately attack with initiative.
19. A red scroll. Blank. Red writing appears during the one hour of daylight. It shows directions to a portal leading to a demonic treasure trove and cursed place (-5/-5).
20. A bomb. Coffin is booby-trapped. Make DR or take 3-60HP of damage each.

*Character becomes the piece for real in status: King, pawn, knight etc.

WHAT IS IN THE FOREST?

1. Vile children (1-20). Playing 'stab the old man'.
2. Dark frogs of ultimate evil (1-20). They spit poison and speak in human tongue.
3. A witch's cottage. She's hot. Problematic.
4. A demon that swings in the trees. Thinks it's a monkey.
5. Trees that hate and kill (1-20).
6. The woodcutter and his wife's head. He'll say she complained.
7. Bodies (1-20) hanging from the trees.
8. A small person continually running away. Actually luring you to your doom.
9. Shadow people. (1-20). Only light, fire, etc. can stop them.
10. A girl in a red hood. An evil girl with blood in her mouth.
11. Something nasty (1-6) watching from high branches. Something connected to a cruel mind elsewhere.
12. An attractive madman.
13. Moonwolves (1-6).
14. A body hanging from a tree, an odd gem around its neck.
15. A poisoned well. A tunnel is accessible half way down. A tunnel to flesh pits (Hiding area for demon's flesh stash).
16. A vile, tall man. He will poison your mind.
17. An old woman who continually, and at speed, appears and reappears in different parts of the forest.
18. A lunatic girl who tells the interesting truth half of the time.
19. A bird with an angry man's face that spits poison.
20. Voices. Nasty, lying, convincing voices. DR applies.

WHO IS IN THE TAVERN?

1. An assassin who can't quite remember who they're supposed to kill, but thinks you're helping him, speaking only in gibberish code.
2. A demon in disguise and looking for a mate. Sweet talker.
3. Cultists (1-6). Desperate to find a live sacrifice.
4. A witch hunter who thinks he/she may be turning into a witch.
5. A nervous necromancer who may accidentally cast a spell if threatened.
6. A witch looking for a frog or other ingredients on her list.
7. A dead thing upstairs. A moving, dead thing.
8. A charming and witty vampire down on its luck.
9. A terrible thief. Apologises loudly after each failure.
10. A famous musician. Talented but unbearable. Profitable busker.
11. A diseased man. A valuable, curious ring on his rotting finger.
12. A rich woman on the run. Her husband's head is in her case.
13. A man transforming into pure evil. Corrupts on a 1-3 (d6).
14. A magician on the edge. He blames you. For everything.
15. A Believer/Red Hooded Girl hunting her prey: a moonwolf with a hostage.
16. A woman with a bomb. It's for a local cult staying at your lodgings.
17. An invisible killer with bad breath.
18. Somebody about to die. By your hand.
19. The wife of a walking dead thing. She nags him.
20. Death. Bored.

WHAT IS IN THE DRINK?

1. Blue Beetle poison. Ages you 50 years. (-6/-6).
2. Aphrodisiac of Black Rose. Attracts you to monsters and demons only.
3. Sleep of the Ice Maiden. 1-20 years.
4. The Monster Within syrup. Transforms you during daylight.
5. Pretty Little Pet Controlled potion. Become slave for 1-6 days.
6. Glasses of Blue Hemlock Beer delusion potion. Makes you sexually attracted to particularly ugly monsters.
7. Sticky finger climbing potion (+5AR climbing).
8. Lizard Tongue (convincing lies) potion. All believe you for 1-6 days.
9. Green Rose of Forgetfulness. Amnesia for 1-6 days.
10. Black tulip oil of hate. Go evil for 1-10 days.
11. Red Eye drops. One drop for x-ray vision. Two drops for blindness.
12. Blackbell oil. For coma until cure given.
13. Redhead berry for a zombie state. 1-10 days.
14. Yellowbark. Appearance of terminal illness for 1-6 days.
15. Blackbeetle syrup for petrification. 1-10 days. -2 off Body.
16. Swampwater and bile. Sleeping sickness. 1-6 hours.
17. Red desert dust. Allows breathing in toxic atmospheres. 1-6 hours.
18. Brown turnip juice. Turn into excrement if fail DR.
19. Orangehead oil. Inability to lie or deceive for 1-10 hours.
20. Powder of darkness. Will allow you to see and hear whilst inside the darkness. 1-20 hours.

WHOSE HANDS DO I HAVE?	
1.	Strangler.
2.	Ripper.
3.	Magician. (No spell capability).
4.	Thief.
5.	Demon.
6.	Octopus from the darkness.
7.	Ape.
8.	Prostitute.
9.	Surgeon.
10.	Priest of evil.
11.	Executioner.
12.	Torturer.
13.	Hangman.
14.	Axe murderer.
15.	Blood cultist.
16.	Boxer.
17.	Necromancer.
18.	Zombie.
19.	Moonwolf.
20.	Evil.

WHOSE BRAIN IS IN MY HEAD?
1. Psycho serial killer.
2. Twisted magician.
3. Paranoid assassin.
4. King of a lost island.
5. A monster fixated on eyes.
6. An identical twin demon.
7. A chimpanzee from a forgotten temple.
8. An astronaut from 5000 years in the future.
9. A religious maniac and lawmaker.
10. A vampire repulsed by people.
11. A witch hater.
12. A monster with a desire for blood.
13. A thief of body parts.
14. A demon with a fixation on burning flesh.
15. A countess who bathes in blood but still gets old.
16. Megademonia.
17. Cult leader without a cult.
18. Mouse looking for cheese. Actually a monster.
19. Criminal mastermind.
20. Cannibal.

WITCH'S POTION CONTENTS		
ITEM	FROM	FOR
1. Eyes	Human	Seeing
2. Hands	Human	Creation
3. Heart	Human/Demon	Love/Possession
4. Brain	Human/Demon	Mind reading
5. Feet	Any	Speed
6. Intestines	Any	Tolerance to pain
7. Liver	Human	Purification
8. Kidney	Human	Truth
9. Tongue	Human/Demon	Lies
10. Ears	Any	Information
11. Nose	Any	Reveal traitor
12. Spine	Any	Decisiveness
13. Flesh	Human	All
14. Blood	Human	Immortality
15. Sex organs	Any	Reproduction
16. Tail	Any	Influence
17. Wings	Any winged	Flight
18. Claws	Any	End relationship
19. Beak	Any large	Rip apart lands
20. Body	Human (live)	All

WHAT'S INSIDE THE ROOM?

1. Dead body. A live brain will power it up.
2. Dead bodies (1-20). As per 1.
3. Crazy person with a bloody axe.
4. Monster in a box. It wants you all inside.
5. Demon hanging from a rope. Shouting warnings.
6. Prisoners on some kind of mind-altering thing (1-10).
7. Treasure that tastes great. Very cruel after effects.
8. Cursed item.
9. Prince with no memory but the legs of a large spider.
10. Magic item.
11. Human eyes that can still see. In them can be seen a crime.
12. Brain that can still think.
13. Hands of a healer.
14. Feet of a runner.
15. Head of a great thinker.
16. Heart of a great lover.
17. Tongue of a poet.
18. Animal (live).
19. Animal (dead).
20. Slave.

WHO LIVES IN THE CASTLE?

1. Vampire mourning a lost world.
2. Vampires (1-20) having a party.
3. Cult (Roll for type in BOOK B).
4. Survivors (5-100). Not quite sane.
5. Demon complaining about anything and everything.
6. Demons (1-20) hanging out in a now glorified brothel.
7. A dying, old nobleman/woman.
8. A family of amusing, aristocratic cannibals (1-6).
9. The ghost of the former owner, a sex mad countess.
10. Nobody. It's yours. It's cursed and that's yours as well.
11. A dying Broken God. 5HP.
12. Pirates (1-20) from a ship docked in a nearby cove and currently enjoying the cellar full of wine and rum.
13. Killers (2) and hostages (6).
14. An ageing count and his cat.
15. Scared people (1-10) who turn into vile things when the sun appears.
16. The thieves of the last guild in the area (1-20).
17. A Believer guarding a portal into the darkness (one way). DR applies.
18. A giant, talking, very boring, bear who is grateful of visitors.
19. Two demons playing chess forever.
20. One Megademonia searching for a problematic mouse demon with increasing frustration.

WHO OR WHAT IS IN THE CAVE?

1. Cannibals (1-20). Currently trying to elect a leader.
2. Bear (1).
3. Moonwolves (1-6).
4. Zombies (1-20)*
5. Bats (5-100).
6. A wounded and dying demon nursing its dying human mate. Both will die within 1-6 days. They are being hunted. They know of a castle in the forest.
7. Prostitutes (1-10) with razor sharp, metal teeth looking for flesh and body parts to sell.
8. An idol of worship. A demon is coming/Only bad luck comes from making an offering.
9. The living head of a once famous, evil magician. Makes horrible and demoralizing put-downs.
10. The living hands of an infamous strangler.
11. The eyes of a killer. Connected to an invisible body.
12. Brain of a demon. Inside a seemingly harmless creature.
13. Cursed item.
14. Magic item.
15. A fighter scared to fight any more. Beat him up and he'll reveal his riches.
16. A witch's cauldron**
17. Mirror images of the party/character, but from another dimension and evil.
18. An angry mob that has fled from a monster.
19. The portal to another part of the island.
20. Fresh flesh.

*WHAT KIND OF ZOMBIE?

1. Romero.

2. Fulci.

3. Spreads virus through breath.

4. Spreads virus through saliva.

5. Broken. Moves fast, slow, fast, etc.

6. "28 Days Later type". Moves fast.

**WHAT'S IN THE WITCH'S CAULDRON?
--

As well as the soup:

1. Dismembered body.

2. Cats and a human head.

3. Demon wings and human tongues.

4. Monster skin and human fingers.

5. A still beating heart.

6. A curious gem (cursed).

7. Two eyes and a brain.

8. Hands. Lots of them.

9. Knuckles in urine.

10. Spinal cord.

11. Tongues and flesh.

12. Intestines of seemingly infinite length.
--

13. Saliva and vomit.

14. A broken sword and a man's head.

15. Skulls. Lots of them.

16. Black water and four arms.

17. A freshly dead man.

18. Toes and kidneys.

19. Monster fingers and human feet.

20. Eyes. Hundreds of eyes.

WHAT'S IN MY MOUTH?

1. A tongue bug that makes you say what it wants.
2. A sucker like tongue from the other kisser's mouth.
3. A small, black, thinking, pearl.
4. A small monster sleeping on your tongue.
5. An eye that is examining you.
6. Blood.
7. A severed finger.
8. Lies.
9. Puss from a hole that's appeared.
10. More teeth than there were (2-12 times as many).
11. Stomach acid. The demon in your stomach is disagreeing with you.
12. Something small trying to evade you trying to remove it.
13. Hair attached to flesh.
14. Cat fur repeatedly. Even if you spit it out.
15. A hairy, small, monster with a wet mouth.
16. A glass ball full of poison that is too big to spit out.
17. Somebody else's tongue, now severed and attached to yours.
18. Somebody else's tongue, their words coming out of your mouth and confessing to horrible things you didn't do.
19. Brain. Suddenly you're not thinking the same.
20. Flesh. Not fresh.

RUMOUR TABLE 4 (Easter Egg! Kind of)

1. There is a field full of corn and it will not eat you.
2. There is a field full of corn and nothing nasty is guarding it.
3. There is a mouth in the ground that will tell the location of riches if you put your ear close enough to hear its whisper.
4. There is a monk in the hills who can transport you to tomorrow and back.
5. There is a bridge between the two mountains that decides for itself as to who should cross and who should fall.
6. Wearing red in the nearest forest will attract Moonwolves.
7. Wearing black in the village will attract witch hunters.
8. Wearing green in the city will attract demonic insects.
9. Wearing white anywhere will attract the hungry.
10. The tower in the city houses a betrayed woman.
11. Locked away in the cellar is a disturbed genius.
12. Four doors lead to the darkness, one leads to the light.
13. There is a traitor in your group.
14. Ask for the answer from the priest in blue and you will receive a half-truth.
15. There is an army in the forest. It cannot remember who or what it is supposed to attack. It was a demon's private guard.
16. Locked in a cavern is something old and unforgiving.
17. A witch is buried in the graveyard outside of the village. She still lives. Her familiar did it.
18. Magic is condemned in the next town, but will be paid for in secret.
19. There are four, identical sisters on the moors. Three are good.
20. Hex marks the spot in a flooded, underground cave.

WHAT IS MOVING IN THE DARK ROOM?

1. Your doppelganger. It desires you and your life.
2. Something wet and silent.
3. Something moving slowly. It has long arms.
4. Something with three feet.
5. Something that uses the walls and ceiling to move.
6. Something that cries with pain as it moves.
7. Hungry things.
8. Wet sounding things.
9. Whispering things.
10. A memory that keeps coming back.
11. Something in chains.
12. Something gagged.
13. A voice full of gravel.
14. An assassin with no weapon except him/herself.
15. A thief after a way out.
16. A profiteer after your possessions.
17. An old magician with a sad face.
18. A suicidal fighter.
19. An apologetic yet psychotic demon.
20. A monster full of rage.

WHAT KIND OF WITCH IS IT?

1. A wicked witch and they're the best. Although she's a fake.
2. An old woman, covered in warts, who will keep attempting to gain sexual favours from the party.
3. A highly glamorous cannibal.
4. An expert in poisons.
5. A healer in return for souls kept in a jar.
6. A fragile, nature loving type.
7. One that eats flesh. Greedy.
8. A spell for hire type. Goes where the wealth is.
9. One that runs a coven. Always looking for new numbers.
10. One that prefers to kill demons.
11. An unreliable type whose spells succeed only on a roll of 6.
12. A liar and a backstabber.
13. The type that always needs more ingredients.
14. One that creates curses that work.
15. One that thinks everything is hilarious, even death.
16. A stealer of children.
17. A stealer of magic.
18. A stealer of memories.
19. A brutal and bloody murderer.
20. A person of kindness.

CITY ENCOUNTERS I

1. A man with a key and a password.
2. A woman with a bloody knife.
3. A rat with a gold key around its neck.
4. A talking corpse that keeps giving you away.
5. An unreliable guide.
6. A tavern keeper who serves blood as wine.
7. An assassin looking for work.
8. A thief after your money.
9. A fighter mistaken for a hero.
10. A person of great faith and a fraudster.
11. A group of evil nuns and a good priest.
12. A poison cloud.
13. A bowman in a window aiming at you.
14. A melting man.
15. A talking coin offering bad advice.
16. A suicidal monster that knows of treasure.
17. A welcoming blood sucking creature of vile intent.
18. A jester who just won't go away.
19. A pretty smile on an horrific mass.
20. Two razor-wielding thugs.

WHO OR WHAT IS IN THE DEEP PIT?

1. A creature gone mad by entrapment.
2. A soldier seeking his regiment.
3. An animal from another time.
4. Black oil and a demon that can climb.
5. The door to an underground city.
6. Bones. Lots of bones. And the demon that ate the rest.
7. A staircase leading into a flooded cavern of idiots.
8. A large ape like creature with a gun.
9. A spaceman.
10. A magical wand that drains the life of the person holding it if they fail their DR.
11. A mouth attached to a large worm.
12. Spikes (DR if fall into pit).
13. A dead demon with wings.
14. A prince with broken bones and holding a long rope.
15. A monster that can't quite hop high enough to escape.
16. A jester with broken legs and a dry sense of humour.
17. A jelly like substance that is ten feet deep.
18. A portal. Down, down, down.
19. A small house. Occupied.
20. A scroll of green leather offering directions to the Forest of Forever, a safe place. Allegedly.

WHAT ARE THEY PUTTING INTO ME?

1. Mind control substance.
2. Herbs to make your meat taste nice when cooked.
3. A small demon. A claustrophobic complainer.
4. A small monster. Oversensitive.
5. A cursed gem. It will transport you to the worst place & circumstance it can.
6. A small map. A castle. X marks the high tower.
7. A golden coin of evil design. Eventually it will be all you have left.
8. Somebody else's memories. A murderer.
9. The mind of a lonely robot.
10. An evil computer. It wants human life to end.
11. Insects. They will use you to incubate (4-80).
12. Poison. But only to those you touch or breathe on.
13. Something cold. Something metal. It has its own mind. It is greedy.
14. A liquid that makes you sleep (1-20 hours).
15. A demon's eye. See in the darkness.
16. The heart of a monster. You will feel as strong. Your body won't if it gets hit.
17. A clockwork device to assist in killing. (+2 AR).
18. A rancid, dead mouse.
19. A plague victim's liver.
20. A vile thing. You will become as evil and polluted.

WHAT OR WHO IS IN THE HIGH TOWER?

1. An old version of yourself. It hates you.
2. The dark princess. She would rule the world.
3. An orb into which you may enter. But not come back.
4. The once and last king. He is a magician looking to cast one last spell with maximum casualties.
5. The first and still queen. She would stop (4).
6. The hated princes. They would kill (5).
7. The broken black wheel of strange ideas.
8. The Book of Absolute Lies.
9. A large bat like man.
10. A count that ate his wife.
11. A countess that ate her husband.
12. A chest of cursed items (1-6).
13. A time machine. (As per BOOK B p11).
14. The first demon that took a human wife. Then ate her.
15. The first human that took a demon husband and betrayed him.
16. The mouth to swallow us all. It will grow and consume all before it.
17. The dark children of the swamps. Mentally damaged versions of Vile Children (1-6). Kept prisoner for experimentation.
18. A once great fighter. Now just used as a test subject.
19. A magician looking to give fire to all.
20. A man in a dark robe and hood. A living bomb trap. 5-100HP + 20HP damage per person.

WHERE IS THE SHIP GOING?

1. In search of a missing naval ship. It has a vital map on board.
2. A pirate cove. To exchange hostages.
3. A coastal port. Shore leave (1-6 days).
4. A jungle island on which madness rules.
5. In search of a countess missing at sea.
6. To salvage a ghost ship.
7. Taking supplies to a former naval base.
8. Picking up survivors from an island of horror.
9. The former grand palace on the edge of eternity and now full of terror.
10. A large iceberg on which a man of patchwork is clinging along with an important nobleman.
11. An abandoned island on which is an old castle from which messages have been sent.
12. An area of fog and horror.
13. A graveyard of ships in search of one that only pretends to have sunk.
14. A port of demons and monsters.
15. To be sunk.
16. Escaping from pirates.
17. Escaping from demons.
18. Escaping from monsters.
19. In search of a hiding place from its real owners.
20. Through a portal.

CURSES

1. Your vision will decrease each day until it becomes x-ray.
2. Poison will spit from your mouth every time you try to speak.
3. Acid will spray from your mouth every time you try to speak.
4. You will hypnotise anybody you look at.
5. You will continue to grow in height until attacked as a threat to flying demons.
6. You will grow outwardly until spherical and useful as a battering ram or some such item.
7. You will grow wings of demonic size and nature but they are only a burden as they have no power of flight.
8. Your ears grow to such a size that you are easily blown away by the wind unless you tie them down in some way.
9. Donkey teeth are yours for being treacherous.
10. Horse penis is yours for leering at the wrong person's wife/husband/partner.
11. Feet of an ostrich are yours for being a coward.
12. Wings of an eagle are yours for never being around when needed.
13. Tail of a kangaroo for overactivity.
14. Eyes of a mole for hating the darkness.
15. Teeth of a rat for being a rat.
16. Fingers of a sloth for being a sloth.
17. Tongue of a lizard for being a liar.
18. Arms of an orangutan for climbing too much in society.
19. Nose of a dog for smelling trouble everywhere.
20. In the darkness forever seeing and hearing.

WHOSE TEETH ARE IN MY MOUTH?
1. Vampire.
2. Walrus.
3. Old lady.
4. Baby.
5. A rat.
6. Hippo.
7. Crocodile.
8. A demon with suckers for teeth.
9. A poisonous snake.
10. Metal-toothed cannibal.
11. The snappy old woman with mantis snappers.
12. Shark.
13. Piranha.
14. Spider.
15. Jagged teeth of the ripper.
16. Teeth so false they create amusement wherever you are.
17. An old zombie.
18. A demon's black teeth.
19. A little girl (which is what you're called every time you show them).
20. The tavern keeper (and he has yours and won't give them back. His are vile).

WHAT KIND OF PLANET IS IT?

1. Desert.

2. Sea.

3. Ice.

4. Jungle.

5. Mixed.

6. Low Tech.

7. Plague.

8. Prison.

9. Medium Tech.

10. Animal.

11. High Tech.

12. Sentient.

13. Forest.

14. Swamp.

15. Mountain.

16. Machine run.

17. Machine.

18. Dream.

19. Poison.

20. Demonic.

WHAT KIND OF SPACESHIP IS IT?

1. Abandoned. A bomb is on board.
2. Lunatic crew.
3. Infested with monsters.
4. No air supply. Single monster on board.
5. Single demon on board. Killing machine.
6. Hostile Crew with no idea where they are or what's on board.
7. Ghost ship. There is a room filled with darkness.
8. Alien. Lethal in its internal security. Ship will try and kill you.
9. Living. Understanding. A flytrap.
10. From the past. Belonged to a magician. Now drifting.
11. From the future. 500 years. A plague ship.
12. Missing for 300 years.
13. Possessed.
14. Drifting towards a sun and no power, but plenty of treasure.
15. Spinning out of control towards a space station full of items worth saving.
16. Piloted by a monster towards an occupied area full of survivors.
17. Pirate.
18. Naval. Private navy.
19. Cannibal crew.
20. Flesh transporter (huge).

WHERE IS THE WRECK & WHAT'S IN IT?

1. Off a small island. (30' down). Full of cursed items (1-10).
2. Off the shore and only half submerged. A demon and its haul.
3. In a large cave. Part submerged. Pirates and a demon.
4. Docked in a well-guarded port. Full of weapons & ammo.
5. Submerged in shallow water off shore. (20') A trapped alive demon. And an amulet from the darkness.
6. Submerged in deep water (200'). 1 million CUR in gold.
7. Off a large, jungle island. Part submerged. A statue of a dead ruler and four numbers carved in the stone.
8. In a desert. A sword of pain & hatred (+4/+4/-10HP/use).
9. In a jungle river, run aground. A strange book.
10. On the rocks off a wintry, northern island. A portal in a mirror.
11. Part submerged in a swamp. Vile beads of hate and gold. They choke when worn. DR applies. 4-40HP damage/round after you've attacked somebody else.
12. Drifting at sea. Psychotic crew and a book of maps.
13. Sinking and will be gone in 1-6 hours. A large piece of gold that is too heavy for five people. Value: One million CUR. 1-20 other ships will arrive within 1-6 hours.
14. On a now dry lake bed. A series of traps protect a wooden box containing a demon's heart.
15. In hostile waters of ice. A gem containing pure light from before the darkness came.
16. In space. Nothing nice. One thing of value to get home.
17. Off shore. Stripped and empty. Except for an angry monster that feels robbed.
18. 100 miles west, on a sandbank. A trunk of treasure. (Actually empty except for a freshly severed hand holding a map).
19. Drifting towards shore. Zombies (1-20). Roll for type.
20. Drifting towards a harbour. Packed full of explosives.

WHAT'S IN THE SWAMP?

1. Vile children (1-10). Bored and looking to torture.
2. Swamp monsters (1-6). Hungry.
3. Demon. Looking for a conversation and flesh.
4. A shipwreck. A black cube is on board. 5'x5'x5'.
5. A village of the damned.
6. A witch and her cottage.
7. Swamp people. Cannibals and religious maniacs.
8. A cult.
9. A fallen king with a grudge against people.
10. A portal to another swamp (ROLL AGAIN).
11. A portal to a dungeon beneath a forest.
12. A mad queen with an axe.
13. A chaotic cat with the voice of a magician.
14. A creature in the trees that can live beneath the swamp and likes flesh.
15. Politicians and moneylenders hiding from a Megademonia.
16. A large monster that uses it as a toilet.
17. Believers locked inside a small church.
18. A Magician intent of freezing the entire area when the time is right.
19. A brothel for demons.
20. A cannibal family.

WHAT CAN BE FOUND IN THE MOUNTAINS?

1. A fat monk with the treasure he stole from his monastery.
2. A troupe of dancers who believe love will keep monsters and demons away.
3. A former jester and the remains of his king currently being cooked for dinner.
4. A crashed ship of metal and wood, with a steampunk appearance and no survivors in sight.
5. Two dead eagles.
6. A temple of terror.
7. A castle of the dead.
8. A warped family of cannibals looking for flesh and new members.
9. A seemingly abandoned observatory, now used by demons.
10. Cultists of a higher order. Maniacs from other cults joined to feast in madness.
11. The diseased of the world inside a compound run by a monster.
12. A flesh pedlar and his hidden supply.
13. A monster that hunts by daylight.
14. A duchess chained to a large stone.
15. A hole leading to a cavern leading to an abyss of evil.
16. Happiness. By way of opiates in abundance. Followed after 1-6 days by painful death.
17. A man who claims he can make bread.
18. A witch running a small traveller's tavern.
19. A place to feast or be feasted upon.
20. A broken god gone mad and now consumed by hate.

WILDERNESS ENCOUNTERS

1. Travelling actor troupe (1-20). Actually a front for cannibal ritual and flesh peddling.
2. A winged demon with slashed and broken wings.
3. An abandoned town.
4. Monsters in the forest that run fast in packs of 1-10.
5. An old Magician trying to remember where his tower is.
6. A coven of witches looking for flesh.
7. The last party, now insane and blood crazed.
8. An injured Megademonia (300HP).
9. A hastily built wooden fort run by a lunatic fighter and his small band (3-18) of even more lunatic and fanatical followers.
10. Witch hunters (1-6) in search of a particularly dangerous witch.
11. A funeral for a demon and its human wife.
12. A horde of starving cannibals (3-18).
13. A messenger in search of a nearby Believer.
14. A flying monster.
15. A deserted tavern, with everything left as though everybody suddenly disappeared.
16. A cracked Magician about to cast their deadliest spell.
17. A forest of blood stealing ghosts.
18. A village of ghoulish people.
19. Poisonous gas fields.
20. A single, stealthy, throat-cutting killer.

WOODLAND ENCOUNTERS

1. Furry, cute creatures that move fast and are meat feeders.
2. A series of holes in the ground into which you fall if you fail a DR. All the holes lead to one cave and an arena like situation where you have to fight five monsters (one at a time) and survive to be allowed rewards and safe exit.
3. A judgmental tree that will comment on everything from your mission to your fashion and will attack if answered back.
4. A druidical type that tends to the rotting woodland as though there is still a chance of change.
5. Bandits (1-6).
6. A ragged vile child that will drop rocks from the trees in the hope of crushing your skull and robbing you.
7. A demon mourning the destruction of its family and now looking for revenge upon anybody it encounters.
8. A mute, illiterate traveller that knows the location of treasure but is unable to tell anybody.
9. A zombie that can think & talk but needs to eat.
10. A flesh shop.
11. A musical troupe that refuse to stop playing, thus attracting monsters, demons, bandits, etc.
12. A giant rabbit with the face of a ghoul and the claws of a monster. It is, however, surprisingly friendly and a herbivore.
13. The spectre of a woodland creature now dead but haunting the woods until freed.
14. Light. A pool of light where there should be none.
15. A pretty witch in a pretty cottage. Pretty evil.
16. A bucket of vileness that is a magnet for demons.
17. Roots that will try and trap you in the woods forever.
18. A woodland king now able to offer nothing but awful advice.
19. A plant that tells bad jokes but gives useful information.
20. Megademonia.

ARCTIC ENCOUNTERS

(Applies to all frozen areas).

1. A palace of ice and blood.
2. An ice cult.
3. Ice demon.
4. Human tribe (3-60).
5. Monsters beneath the ice (2-40).
6. Shipwreck.
7. A madman with an axe in an icy maze.
8. Giants (1-6) defending their home against demons and monsters.
9. Some thing that was buried beneath the ice and is now loose.
10. Some thing that is still buried in the ice and holding something shiny and golden.
11. A red, glowing gem buried beneath the ice. Activates an alien ship if recovered.
12. An army of the dead (10+2d20).
13. A church of shiny black rock.
14. A sacrificial idol.
15. A hole in the ice with fire visible way down below.
16. A priest and its demon slave.
17. A tavern. Full of hungry survivors.
18. A hanging man.
19. A princess with ice for a heart.
20. A king in the ice.

MODULES:

“RACE AGAINST TIME IN SPACE”

A monster infested (space) ship full of treasure has no power and is drifting towards a large, dying sun and its own doom.

Save as much treasure as you can. Keep all that you find provided that you recover and return a black metal engraved rod.

MONSTERS: 1-6 different types. 100 + 2d20 in number.

DEMON.

POSSESSED CAPTAIN intent on dying in the sun as a sacrifice to the Cult of Light (BOOK B, p.14).

NPC

20HP. Gun. Knife.

“RAT IN ME FACE”

A wicker basket is attached to your face. Inside is a hungry rat called George. The basket can only be removed if the combination lock is correctly opened.

The numbers required are: 1-9-8-4

Failure to open the lock within 2 minutes of real time and the rat chews through the wicker between it and your face and eats like it's free buffet time. 4-40HP of damage. Success and the mask is removed and the rat also freed to transform into a thief, cursed to live as a rat by a Believer and his cult. The thief will lead you to the cult's riches in revenge. (They misguidedly are actually leading you to be sacrificed).

THIEF

NPC 20HP. Dagger.

MAPPER

The Life & Death of Lady Jane Bow - A Mapper's diary.

In BOOK B, the combat example “The Monster of Durn Moor” introduced us to the fighter Lady Jane Bow (1890-1912) who, despite seemingly finished and broken, came back in the fight to destroy the Monster, barely surviving herself.

Being rewarded by the Lord of Durn Hall and resting under his care, she was then given another mapping job to record the number of monsters in a particular Norwegian fjord.

What follows are the documents that record the second and final mission of Lady Jane Bow.

Lady Jane, a wanted rebel against the darkness, travelled by Lord Durn's private yacht to the fjord and climbed to map by land, overlooking the fjord area. The journey from Hardbacke to her death at Omes covered a period of twenty-one days.

(The Squid and Arctic Vampires can be found in CORE RULES p56).

Character sheet. Whilst under the control of the Squid, a backstory was that LJB had been compromised and discredited, falsely painted as a servant of the darkness and a traitor.

£100,000 REWARD FOR TERMINATION AS A TRAITOR AND SERVANT OF THE DARKNESS.

DECEASED
* DISAPPEARED DEC 16TH 1912.
PROPAGANDA CAMPAIGN ANNOUNCES BOW AS WILLING CONVERT AND NOW SERVANT OF THE DARKNESS.

* SUCCEEDED WITH 18 ROLL TO SAVE HER SOUL AFTER DEATH. 1Hp.

CHARACTER SHEET		
CHARACTER NAME	AASHI JANE BOW	
PLAYER	DAVE MITCHELL	
CLASS	FIGHTER	
TYPE	EXPLORER / MAPPER	
GENDER	FEMALE	
AGE	22	
BIRTHPLACE & DATE	WHITEHALL, LONDON 7 TH JUNE 1890	
YEAR NOW	1912 DIED 31/12/1912	
HIT POINTS	34 Money: £1000 10,000 IN GOLD - BURIED. 36 AS MAPPER	
STATISTICS:		
BODY	14 (16) Modifier: 0 (+1)	
MIND	78 (100) (9) Modifier: -1 (0) ***	
SOUL	13 Modifier: 0	
ATTACK ROLL	13 + MOD: (+2)	
DEFENSE ROLL	13 + MOD: (+2)	
SPELLS: N/A		
WEAPONS:		
WEBLEY REVOLVER	(4d10)	DAGGER
WINCHESTER RIFLE	(4d10)	(4d10)
DAGGER	(4d10)	

ITEMS: - HEAVY MAN'S TROUSERS JUMPER, BOOTS, SOCKS, JACKET, FISHERMAN'S COAT.

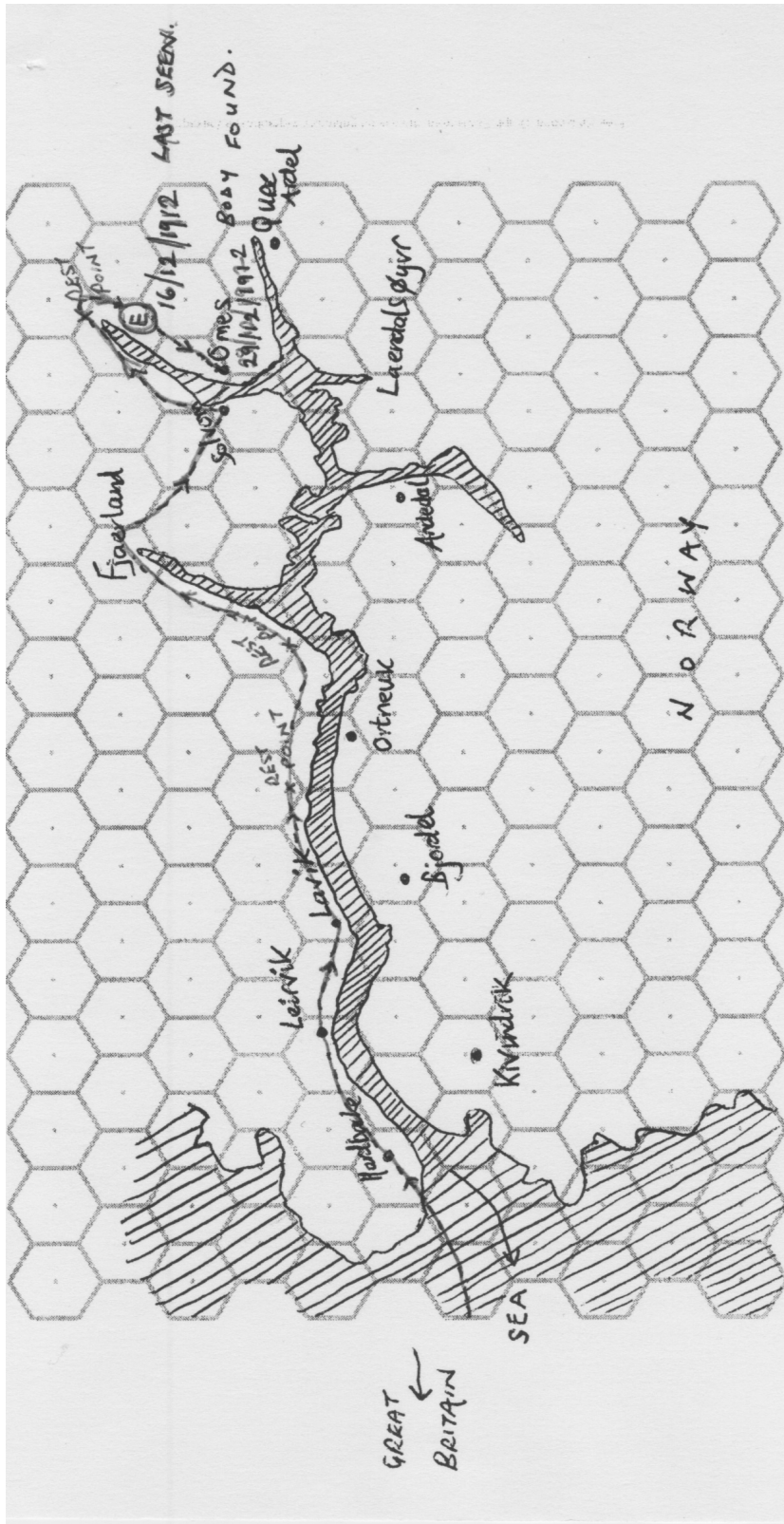
NOTES:
KILLED THE MONSTER OF BURN MOOR. DAUGHTER OF LORD ANDREW AND LADY JULIA BOW (BOTH DECEASED).

PRESUMED PLACE OF DEATH: OMEs, NORWAY. 16/12/1912.

KILLED BY SIX ARCTIC VAMPIRES 31/12/1912 OMEs, NORWAY

DISCREDITED PUBLICALLY; TITLE REMOVED BY SURVIVING ROYAL AFTER PUBLIC/REBEL OUTRAGE.
** (ACTUAL STATUS AND LOCATION OF BOW UNKNOWN. PRESUMED DEAD)

*** LOST 1 OFF MIND DUE TO 13 DAYS INSANITY WITH SQUID.
ITEMS - ONE MONTH AMMO
COMPASS
TENT
WATER HOLDER
MAPPING KIT
ONE PACK
HEAVY COAT
BOOTS
HEAVY BLANKET.



CLIENT: LORD OF DURN HALL
 JOB: RECORDING OF MONSTERS WITHIN NORWEGIAN FJORDS 7TH DECEMBER 1912.
 -- -- -- -- -- LADY JANE BOW
 WATER DEC/JAN 1912/13
 ENCOUNTER (E) *Johnston & P.M.*

MAPPER: LADY JANE ROW

CLIENT: LORD OF DURN HALL

DAY:	DATE:	AREA:	ENCOUNTER:	DETAIL:
1	8/12/1912	HARDBAKE - LEIRVIK	NO	-
2	9/12/1912	LEIRVIK - LAVIK	NO	-
3	10/12/1912	LAVIK TO REST POINT	NO	-
4	11/12/1912	REST POINT TO REST POINT (20 MILES)	NO	-
5	12/12/1912	REST POINT TO FJAERLAND (20m)	NO	-
6	13/12/1912	FJAERLAND TO SOLVOM	NO	-
7	14/12/1912	SOLVOM (REST DAY)	NO	-
8	15/12/1912	SOLVOM TO REST POINT (20m)	NO	-
9	16/12/1912	REST POINT TO OMES	YES	*
22	29/12/1912	ESCAPE - OMES	NO	-

* SQUID.

INITIATIVE: LTB 1
SQU 6

SQUID SEES HER.

LTB DR: 11 FAIL.

LTB GOES INSANE FOR 1-6 DAYS.

REFEREE ROLLS 6. 6 DAYS INSANE.

WHAT HAPPENS DURING THOSE 6 DAYS?

AFTER 6 DAYS: LTB DR: 8. FAIL.

REF ROLLS 5. 5 MORE DAYS.

AFTER 5 DAYS DR ROLL: 8. FAIL. 1 DAY.

DR: 12. FAIL. 1 DAY. 13 DAYS SO FAR

DR: 20 SUCCESS. LTB ESCAPES AFTER

THIRTEEN DAYS UNDER THE SQUID'S
CONTROL.

MAPPER: JANE BOW

CLIENT: LORD OF DURN HALL

DAY:	DATE:	AREA:	ENCOUNTER:	DETAIL:
22	27/12/1912	OMES	-	-
23	30/12/1912	OMES	-	REST -
24	31/12/1912	OMES	YES	*
* 6 ARCTIC VAMPIRES				

DAY 24
COMBAT

LJB ~~36~~¹⁴ HP -13 hp dead.

VAM 1 40
VAM 2 40
VAM 3 40
VAM 4 40
VAM 5 40
VAM 6 40

RD 1

INITIATIVE		I	AR	DR	DC
	LBJ	2			22hp
	V1	4	19	3	
	V2	2			
	V3	2			
	V4	6	17	19	
	V5	3	17	17	
	V6	2			

RD 2		I	AR	DR	DC
	LBJ	5	3	19	- 27
	V1	1	18✓	11	
	V2	2	19	12	
	V3	3	15		
	V4	6	13	-	
	V5	4	19		
	V6	4	12	-	

NOTES:

tHp