



# The Hateful Place

## BOOK B

By

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tHp.

**ALSO AVAILABLE:**

**THE HATEFUL PLACE CORE RULES**

**SIRENSWAIL**

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## Do vegetables grow in the darkness? (And other questions)

Q: Do vegetables grow in the darkness?

A: This is the question that basically asks us to define the darkness. I don't know if vegetables do grow in the darkness? Mushrooms do, I think? But, I could well be wrong. What can grow and exist within the world of darkness? What died in terms of animals, vegetables, minerals? Did everything get wiped out or did things adapt to survive?

Q: Just how bad are things in the world of darkness?

A: Awful.

Q: That bad?

A: As bad as it gets and worse.

Q: Where does the one hour of daylight come from?

A: God?

Q: No, but really. Where does it come from?

A: Wherever your referee decides. Maybe the darkness is a sentient being that recognizes a life form that requires some amount of light to exist? It's really a case of making it interesting rather than worry about the realities. If it's dark, will it be cold? Freezing, perhaps? What if some places are freezing cold and other places unbearably hot? It's an unnatural, demonic darkness. If it were true darkness, as we know it, you'd get questions such as: "with so little light, will people go blind?" It's interesting because when you start thinking about people trying to keep certain activities going, such as shipping and transportation, you ask yourself 'how dark is the darkness?' Is it Hollywood dark where you can still see everything? One per cent dark? It's about the referee's vision. There's the question of light. If characters and/or parties need light to travel (torches, lanterns, etc.), then doesn't that just make them a moving target? Fireflies to demons, monsters, cultists, robbers, and every other bad thing in the world? Do trains and ships still run? So many questions.

Q: Adventurer or survivor?

A: This is an interesting area because, technically, the PCs aren't going on adventures. Most of the time they'll be survivors or mercenaries. Being a mercenary is a kind of adventure (if you end up having an adventure, I suppose?), but often in *The Hateful Place* 'adventure' sounds not quite right? It depends on what's being run. They are adventures, I guess? It's down to how you define 'adventure' in your games? Not sure. Both. Neither. One or the other. Whatever you choose.

Q: Why do demons use others?

A: To do their dirty work for them? They like it. It amuses them. It rewards their lust for control and power and amusement at the mistreatment and perversion of the innocent and good. Demons are trash. Demons do nasty things. They delight and find a sick pleasure in watching a once angelic person betray, pervert, corrupt, and destroy loved one(s) whilst under the demon's control. They relish the perversion of the human man or woman as they're being turned into a mindless, meat puppet doing the demon's bidding. Demons love to watch acts of destruction and self-destruction before they take the victim's soul. Demons are basically lazy. And stench.

Q: Who can I trust?

A: Whoever you want to. Although, that doesn't necessarily make it a good idea.

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# THE RED BAND

As the darkness fell, so did the religions of the world, a feast for empowered demons and monsters. In their place, cults began to appear more openly, their numbers quickly growing. Formed in 1690 to try and counter the rise of evil, puritan Solomon Kane set up a group of fighters to be seen as the best of the best in terms of ability and relentless dedication to the destruction of all that is evil in the world.

These fighters (The Red Band is a Puritan sub-class) are identified by the red band around their hat or red sash around their waist\*.

As puritans scorn magic, Magicians and Believers cannot join The Red Band.

The Red Band travel in groups of between eight to ten and always move on horseback.

Some consider The Red Band to be nothing more than overzealous and brutal.

A Red Band character is possible if a fighter passes a strict test (roll d20. Success on a 20).

Gains +3/+2 (but not on top of existing modifiers).

\*Rumour: it is said that red was chosen in memory of Little Red Cap, a young girl killed by moonwolves whilst trying to save her (already dead) grandmother.

# MERCENARY WORK

Sadly, most mercenary work will be for people who aren't particularly nice, or demons that aren't nice at all. Most jobs will come with a pre-stated fee. If not, use common sense when using the following pay rate generator:

MERCENARY PAY RATE (PER PERSON)
1. 5000CUR
2. 10,000CUR
3. 20,000CUR
4. 30,000CUR
5. 50,000CUR
6. 100,000CUR

If a job is worth a higher price, and has extra benefits such as a share in anything of value found during the job, apply common sense. Also, it's worth remembering that, due to circumstances, many characters have high spend/short life existences. They tend not to be around long enough to really 'enjoy' much of their rewards.

tHp.



# COMBAT EXAMPLE

## “The Monster of Durn Moor”

The Hateful Place combat test  
12th December 2016

Durn Moor, Scotland, 1912. The moors stand in darkness, the fog waist deep and thick.

PC:

Lady Jane Bow

Fighter

Born: London 1890

Age: 22

MIND: 8

BODY: 14

SOUL: 13

AR/DR: 13/13

(Attack Roll/Defense Roll)

HP: 34

Weapons: .455 Webley revolver, Winchester Model 12 Shotgun; Bowie knife. 4-40HP damage for weapons.

Monster:

AR/DR: 15

HP: 40

Damage: 4-40HP

As it stands:

The Lord of Durn Hall has offered Lady Jane Bow £10,000 + an expensive weapon if she rids his estate of the Monster that has taken hold on the moors.

Lady Jane comes upon the monster on the foggy moor:

Play begins:

Roll for initiative:

LJB: 3

MON: 5

Monster has the initiative.

Referee rolls to hit: 20. Hit.

LJB rolls to defend: 12. Fail DR.

Referee rolls damage: 9,5,5,2 = 21HP.

LJB had 34HP, now has 13HP left. That's a bad hit she's taken.

LJB rolls to hit: 12. Miss.

End of Round.

Roll for initiative:

LJB: 2

MON: 2

LJB: 6

MON: 1

LJB rolls to hit: 14. Hit.

Referee rolls to make Monster's DR: 14. Fail.

LJB rolls 4d10 for gun damage: 6,10,7,4 = 27HP damage.

Monster had 40HP, now has 13HP left.

Monster rolls to hit: 1. Miss.

End of round.

Roll for initiative:

LJB: 6

MON: 2

LJB rolls to hit: 15. Hit.

Referee rolls to make Monster's DR: 5. Fail.

LJB rolls for gun damage: 10,10,4,10! Total: 34HP.

Monster literally blown to pieces as it reaches -21HP.

Lady Jane Bow, bleeding heavily, is found by the Lord of Durn Hall and his men and taken back to Durn Hall to recover.

She gets her payment and the randomly generated reward of one expensive weapon from Lord Durn's extensive collection.

1HP.

# TIME TRAVEL

In *The Hateful Place*, it is possible for some characters and demons to travel in time. However, you can basically only travel backwards as time travel is erratic, unsafe, and unpredictable.

If, at the end of your adventure, having already travelled back\* you wish to try and travel forward (to where you first started), you can only do so if you roll a 1 on a d6. Failure to do so comes with a seemingly neverending price to pay, characters being sent further and further back in time, trapped in the past.

1. Travel forward as desired.
2. Torn apart in the cosmos.
3. Sent back 400 years.
4. Sent back 200 years.
5. Sent back 100 years.
6. Sent back as many years as character sought to go forward.

\*If wishing to see if the circumstances exist for time travel to be used, roll d20: success on a 20. Once travelled back, you can stay 24 hours only before you have to roll again. Your body physically cannot last any longer in a time from the past.

# SUPERHEROES

“There is nothing super anymore”

When the darkness came, those called superheroes fell beneath the might of combined demons, monsters, and super villains. Now, the fallen are hunted except for those who turned and came to serve the darkness.

Superhero Hit Points are based on ability, but cannot exceed 100hp, nor can they be below 40hp.

Referees: So called ‘indestructible’ super heroes should be rejected. They’re boring and annoying.

POWERS
1. Super strength – BODY 30
2. Mind reading – MIND 30
3. Invisibility
4. Fireball
5. Flying
6. See through walls

Superheroes are now more a collection of ragged has-beens facing up to a dark and lonely world with no fans, worshippers or hangers on.

# **GENERATORS**

**(More ways to create nastiness for your characters)**

## CULT GENERATOR

(NB: Cults are radical fundamentalists)

1. **SNAKE CULT.** The lovers of poison. Sacrifices are seen as assassinations. This cult finds, keeps and protects rare snakes in their secret locations, using the poison for cult business.
2. **CULT OF THE FLESH.** All matters of the flesh are the obsession of this highly popular cult (possibly due to the ongoing offer of meat to eat in an otherwise starving world). Mostly cannibalistic. Some sub cults focus on a particular body part (See **BODY PART CULT GENERATOR**, p18).
3. **CULT OF LIGHT.** The only cult to worship the hour of daylight. Equally bloodthirsty and as extreme as the darkness cults, the Cult of Light uses the hour of daylight to carry out kidnapping of humans to sacrifice during the next hour of daylight. Cultists use the darkness to plan and plot, and the daylight to venture out and act. They remove the eyes of the victim before allowing the now blind person to stagger out into the light, an easy target for any passing demon or monster; the eyes are touched by cult members, before being eaten by a chosen member.
4. **BLOOD CULT.** Highly popular with both rich and poor, this cult ranges from the stylishly sadistic to the outright brutal and barbaric. Blood cults usually have a vampire or some other blood-related demon or monster as their patron. It is only the blood of the victim that this cult requires.
5. **LOST MOON CULT.** A cult that is one of the most frenzied in its brutality, angered seemingly by the absence of a moon in a dark world that has even relented by allowing one hour of daylight, but the moon apparently stolen away for all time. The cult chooses draining the victim of all fluids before staking the body to the nearest and highest point at which the body will face

the sky, torches highlighting it for patrons to come and take it as a sacrifice to the darkness to return the moon.

6. **WOLF CULT.** Those who worship and sacrifice themselves and others to moonwolves. The cultists' desire is to become a moonwolf, although self-sacrifice and becoming its dinner is also considered an acceptable, even revered, act.
7. **THE CULT OF THE ANGRY CHILD GOD.** This cult has only one belief: the darkness of the world was caused by adults; they are the reason and the enemy. In the cult's view, if adults are destroyed, the darkness and its servants will be gone also. It is a vicious, misguided cult with termination of anybody 16+ in age as its goal. Death by a thousand cuts (slow bleeding) is the preferred sacrificial method.
8. **WATER CULTS.** Sea, river, lake, whatever particular water source it is, it will have its own cult. Most, if not all, of the world's water sources are now a faster flowing black oil. This cult is full of bitter and twisted ex-druids, farmers, rangers, etc. Anybody that loved nature. These cults sacrifice by drowning in the black water. (NB: the black water is NOT the same as found in church fonts, etc. See CORE RULES p45).
9. **SAND CULT.** One of the most elusive and remote of the cults. In the deserts they dwell, away from the rest of the survivors. This cult only makes contact to raid villages and attack passing adventurers/survivors and traders. Sand cults sacrifice by pouring sand into the victim's mouth until they choke to death.
10. **CULT OF THE WOMAN WITH BROWN EYES.** A cult formed of women survivors and often set up as a refuge in remote, hard to access areas in forests, mountains, caves, etc. This cult worships a range of female gods and deities, rejecting the darkness and its demonic servants. This cult doesn't sacrifice, but will take both female, male, monstrous and demonic prisoners in an attempt to re-educate them and use them as guards and labour.



- 11. FIRE CULT.** “In the darkness, only the fires still burn bright”. Fire cults are enormously popular with humans, monsters, and demons alike, but for very different reasons. Fire cults attract surviving humans because large camp fires are warm, conversation places, and attract strong numbers of members, creating a sense of slightly more safety. Fire keeps away many monsters and some demons, and also attracts demonic patrons to the cult\* The sacrificial method is anything fire related (burning at the stake; inside a large wicker man, etc!)
- 12. ICE CULT.** In often unexpected areas there is ice. It might be a once mighty city now trapped within the frozen coffin, its citizens still visible in places, locked in a terrified scream forever. These cults are therefore isolated and try and avoid contact with others. Cults find loyal patronage from ice demons. Ice cults sacrifice themselves, blood upon ice.
- 13. CULT OF THE INFECTED.** The diseased outcasts, reclusive often for their own safety, persecuted and driven away by so called ‘more civilised’ survivors. Many of the cults are more aggressive and vindictive, seeking to share their plagues and sicknesses with any unsuspecting survivors left in the world in a bitter act of injustice and deluded revenge, blaming the surviving world for their illness. Cult members consider anybody infected by them a sacrifice to their patron demon.
- 14. CAVE CULT.** Barbaric cannibals that have come to an uneasy and fragile truce with any demons and/or monsters in the immediate (10 miles) area, in return for sharing human remains with them. Cave cults lure unsuspecting travellers to their doom by claiming that they are able to help them navigate to safety through their caves. It is simply a trap. Cave cults take no patron demon. Imagine the murderous inbred family from “The Hills Have Eyes” (the original) and that’s a fair idea of a typical cave cult. Flesh eaters.

**15. SPIDER CULT. (AKA CULT OF THE SPIDER).** In the most hidden place in every remaining city, town, and village, there is a spider cult of some form. This cult came into being with the coming of the darkness when the old guilds were destroyed. Spider cults are highly popular, especially with thieves and assassins; the latter considering their victims a sacrifice to the Spider Demon patron. Sacrifice by cults is usually (NB: every cult of any form may have a unique method of sacrifice) by poison or mutilation. A strict no flesh, blood or cannibalism rule seems to apply, unless in remote areas which have no other resources in terms of food.

**16. CULT OF THE RED HOOD.** This cult and its followers consider themselves more as believers and freedom fighters, rather than as radicals or fundamentalists. The membership of this highly secretive group is dedicated to sacrificing anybody that is an ally or servant of the darkness and its demons and monsters. Sacrifice (or 'execution') as cultists call it, is by decapitation.

**17. CULT OF THE NEW FLESH BREEDS.** A cult that believes by mating with demons and/or monsters, the human race will evolve, survive, and regain control. Cultists kidnap humans of both genders to mate with certain monsters and demons, as well as the patron demon (the main seed).

**18. WITCH CULTS.** Mainly a twisted playground for wealthy survivors, this minor cult worships witches of pleasing aesthetics and has a mainly sadomasochistic male membership. Sacrifice is by way of kidnapped victims being given to local cult patron witches for their own, often depraved, use.

**19. THE LOVE CULT.** Possibly the most sadistic of all cults in their use of psychological torture on its victims before they are violently and brutally killed. Deranged psychotics who will often appear as courteous, helpful and sincere people, even feeding and housing a victim for days before revealing themselves and sacrificing the victim(s) following an intense period of torture. Most love cults are flesh eaters.

20. **CULT OF THE DARKNESS.** In terms of numbers, the largest cult. With unlimited numbers of patron demons and its cult members seemingly protected against all demons & monsters (unless said member betrays cult in any way, then said member becomes dinner), it is said that this cult is blessed by the very darkness, itself. The cult represents the tyranny, brutality and control of the darkness on Earth.

<b>BODY PART CULT GENERATOR</b>	
Listing which part they will worship.	
1.	<b>BRAIN</b>
2.	<b>EYES</b>
3.	<b>HEART</b>
4.	<b>TONGUE</b>
5.	<b>SEX ORGANS</b>
6.	<b>FEET</b>
7.	<b>HANDS</b>
8.	<b>BONES</b>
9.	<b>LIVER</b>
10.	<b>INTESTINES</b>

\*Each cult may have one or more patron demons that will (depending upon their mood) come to the aid of the cult in times of dire emergency (Roll a d6. If a 1, the demon doesn't come. They're demons. Sometimes it amuses them more to just sit back and watch their cult get wiped out, still screaming the demon's name and begging it to come to their aid. Demons. Just nasty. Vile.)

## RUMOUR TABLE

1. The man with a wooden hand knows the directions to the underground caves of good fortune, although some say he is a demon.
2. Five golden cups are hidden in the keep. One holds a profitable riddle.
3. There is an old church in the snowy mountains. There is wealth still there and only an old woman and her servant guarding it.
4. A hole in the ground leads to pirate treasure.
5. There is gold in the old mining town, but packs of moonwolves patrol the area.
6. There are no demons in the next town, but there is a gem.
7. In a monastery in the foothills, people are hiding. They know how to stop wolves.
8. A man sits on his toadstool in the woods. He is wise and can answer your questions.
9. There are two large eagles in the mountains that have killed many demons and monsters.
10. A talking monkey in the jungle warns good people when there is danger around.
11. A pool that allows its bathers to become temporarily invisible (1-10 days) has been found.
12. A black sword is hidden in the caves. It has knowledge, but is cruel and full of darkness.
13. Three sisters live in the castle. One is a demon.
14. In the church is a doorway to hell.
15. In the temple is a doorway into the darkness.
16. Two men live in the woods. One and his doppelganger.
17. A beautiful girl is frozen beneath the lake, alive but trapped.
18. Monsters meet at a campfire in the hills and complain about demons.

19. Mice can still be found in certain barns and are easy to cook.

20. The darkness is a myth, a magic trick.

NOTES:

tHp.

## RUMOUR TABLE 2

1. The old woman with a small, round, black wood table can foresee the future.
2. There is a hand-sized jewel inside the cavernous city. It is full of darkness and allows the holder/wearer the demon power of Corruption (See DEMONS in CORE RULES book, p25).
3. There is a large sea turtle shell hidden inside the abandoned city in the mountains. Wearing it on your back allows you to transport yourself to another world.
4. The statue with three heads covers the entrance to a winding stairway down to a cellar full of riches.
5. Wearing the wolf skin on the wall of the once Great Hall will give you the prowess and powers of a Moonwolf.
6. Inside the lost witch's cottage is a wall behind which is hidden a petrified cat and a profitable secret.
7. High in the mountains are the ruins of an ancient civilization.
8. The tombs contain a weapon of great power.
9. The old woman that lives at the top of the hill has a bracelet that allows her to read your mind.
10. In the mouth of the dead lord there is a jewel of teleportation (See: JEWEL OF TELEPORTATION, p30).
11. Upon the moor is the last of a rare animal worth much to many.
12. Eat the flesh of a local demon's victims and you will live forever.
13. Follow the tunnel through the mountains and you will come upon a family of cats on the other side. One has a jeweled collar of great value.
14. The doctor in the next village can fly.
15. The wife of the richest man in the city is a spider in disguise.
16. One of the three spires in the distance contains wonder, the other two only horrors.
17. A man walks the moors during darkness, but is never seen during the daylight hour.

18. If you eat the blue fish in the small lake of a demon's estate, you will gain the power of swimming and breathing like a fish.

19. Beneath the red lake in the valley are weapons of use.

20. Swallow a hornet and you can fly.

### SCI-FI PLOT GENERATOR AND MERCENARY WORK

1. A distress signal leads you to a distant, barren planet upon which is the wreckage of an old, crashed ship. Something nasty is on board.

2. A red obelisk has been found on a distant planet. Retrieve it for your rich client.

3. A mining colony has a monster on the loose. Find and kill it.

4. Retrieve a sample of poison from a particular monster in the mountains. A rich man of science believes that it will help him become young forever.

5. Find the mayor's daughter, last seen in the old mines.

6. Locate and destroy the demon on board the ship. It is a shapechanger.

7. Locate the mining ship **ZEUS-7BB9**. It is infested with monsters. Get on board, locate and activate self-destruct.

8. Crash a ship into a particular moon, destroying said moon in the process. Company orders. No reason given.

9. Beneath the city, machines have seized a group of miners. Rescue the miners.

10. Find and kill the monster beneath the border outpost.

11. Three bombs are hidden on board a ship. They will detonate in 24 hours. Disable bombs and save the ship. Help yourself to one piece of cargo each. (Referees: one of the passengers is a bomb).

12. Five machines, as powerful as demons (100hp each), are about to destroy a small town. Stop them.

13. On the other side of the sun is a planet upon which man once walked and there are remains. Bring back evidence.
14. One hundred monsters are laying siege to a base. Aid the colonists.
15. At an auction for a ship, private security guards open fire. Respond.
16. You have been marked to be hunted by a rich group of hunters. Try and survive.
17. Find the ship that crash landed in a lake in the desert on a planet run by talking monsters.
18. Skullfuck. You are it. (See CORE RULES p38).
19. You are the last people on earth. Something just found you. Run.
20. Your arrival in a particular area is of much interest to the cannibalistic community.

**NOTES:**

tHp.



## MERCENARY WORK

1. There are two eagles, in the mountains, which have killed many monsters and demons. Find and kill the eagles. Return with the dead birds.
2. A pack of wolves are terrorizing survivors in a small town. Kill the wolves and return with survivors (required by a cult for sacrifice).
3. Destroy a bridge leading to a castle. Inside is a family. Your demon client wants to trap them inside so that they starve to death.
4. A once royal family is hiding inside their remote castle. There are a limited number of guards. Get into the castle. Bring back the heads of the six remaining royals.
5. Find the lakeside monastery. Kill the monks and return with whatever is found in the high tower.
6. A rich woman's husband has eloped with a monster. Return with the alive and uninjured husband. He is to be executed in front of his wife.
7. A river has been dammed with logs. Destroy the dam, allowing the nearest village to be flooded.
8. A demonic man requires a princess. Find him one.
9. The daughter of a rich woman is trapped in a known plague area. Rescue the girl.
10. In the highest room of the tower in the forest is an evil that will take you while you sleep if you don't go and stop it escaping.
11. Find the village in the hills. Put the now monstrous villagers out of their misery and kill the demons that turned them.
12. Catch the killer of the town by the river.
13. Take a boat down river and kill anything and everything you see for 20 miles.
14. Find the former soldier now gone mad at his jungle hide out and kill him.

15. Profiteers seek to keep the Silk Route open for trade. Kill the monsters and bandits they encounter over a 200 mile distance.
16. A large monster roams free on a foggy, unmapped island. Capture it and bring it back for a rich showman who entertains demons.
17. There is a monster on the moors. The villagers have only meager resources to pay. Kill the villagers. A demon wants its monster to roam free on the moors.
18. Kill the slave master in the next village. A demon will send monsters for the slaves.
19. There is a 500 feet deep hole in the ground. Go down and investigate. Return with anything of value.
20. A local militia has disappeared in a large swamp area. Search for them.

**NOTES:**

tHp.

## MERCENARY WORK 2

1. A young couple, from two, rich, opposing families, have eloped. Kill the boy & bring the girl back.
2. A demon has become trapped in the confines of a cave. Release it alive.
3. A mysterious man walks the moors at night, but is gone during the hour of daylight. Discover who the man is. Eliminate if a threat.
4. A ship is stuck upon the rocks, with no sign of life. Investigate the ship; bring back any treasure; kill anybody on board unless they have ransom value.
5. Deliver a ransom and return with the kidnap victim being held in the temple of ice.
6. Burn down the effigies and icons throughout a 100-mile area. Loot and burn down/destroy any religious buildings. Kill the priests and their helpers.
7. A local noblewoman wants a divorce. Arrange for her husband to have an accident.
8. Bring back the bones of the once King of the island for destruction to dust, the powder to be used for witchcraft.
9. There is a large bomb inside the building. You have one hour (in real time) to find a designated scroll/parchment/disc/stick before the building is destroyed.
10. The cellars, dungeons and lower floors of the grand palace are all flooded, the palace long since abandoned to the jungle. Find a large, bronze key in the flooded area; it opens the still-locked room at the top of the highest tower.
11. Rescue the former princess before her family find and kill her.
12. A hero has emerged to stand against the darkness. Kill him.
13. Escort the nobleman and his family through the forest to their home. Once there, rob and kill them all, but make it look like a monster attack. (Keep anything of value found at the nobleman's home).

14. Find a pig (1 in 20 chance). Take it alive to the monastery in the hills. They will worship it.
15. Find the tarot reader with a sign on his forehead. Follow his information and find the Red Book.
16. Bury the one-armed moneylender alive and where he cannot be found. Return with his accounts book.
17. Find the thief with red hair. Take her to the demon as a bride.
18. Find the priest in the village that has been helping rebels escape demonic justice. Bring the priest for torture.
19. Find the skull of the monk named Tobias. Return it safely.
20. Find and recover the Red Robe in the abandoned city.

## NOTES:

tHp.

## WESTERN PLOT GENERATOR/MERCENARY WORK

1. The demonic gunfighter must be stopped. Made harder when the Sheriff and his deputies are all monsters. The townsfolk will not help you.
2. One rancher still has cattle. Kill him. Monsters will arrive for the cattle.
3. Find the piece of meteorite in the hills. Give it to the local ranchers. It keeps some monsters away.
4. A ship is floating in the fog off the nearest island. 100,000 CUR is on board. The crew is missing. The dead captain is tied to the wheel. A monster is still on board. Kill the monster, secure the ship and return with the money.
5. Apache fighters have struck back against monsters, also killing a local demon. Kill the Apache.
6. One good man has made himself Sheriff of a small town and vowed to protect it. Kill him.
7. Join the posse and hunt down an escaped assassin. Execute him (as per local customs – See RANDOM EXECUTION GENERATOR, CORE RULES, p37).
8. Seven characters are required to save a poor village from a demon and its band of monsters. Be magnificent.
9. Transport the gold from A to B. By land. No train. (One of your party is a traitor).
10. Find the body of a gunfighter in the desert. Bring back his weapons for his widow (NB: Referee to returning party: she is mad and will immediately blame you for her dead husband's murder if the party does return with his guns, and she will try and kill you).
11. Kill the demon coming to kill the Navajo.
12. Remove the poltergeist from the town by the old river.
13. Ride the gold train for 200 miles and protect it from attacks.
14. There is a monster at the bottom of the well. Remove it.

15. Help monsters clean up a town. No pay.
16. Find the grave of the Unknown Soldier in the largest cemetery. In the grave next to it is the gold. Four way split with two gunfighters.
17. Crow Indians sent down into a large cavernous area on their land have not returned. The Crow have moved their village away from the hole. Investigate the caverns. (NB: Referee: Two demons are in the caves, as are two magic items).
18. Hunt and kill the pack of moonwolves plaguing the town.
19. Investigate the strange, metal ship that has crashed in the desert. (REFEREE: Inside is a dead five-person crew. The ship is from 2342AD. In 24 hours it is programmed to try and return to the future).
20. The town is full of old cannibals. Feed them.

## NOTES:

tHp.

## CURSED ITEMS 2

1. **JEWEL OF TELEPORTATION.** There is a 1 in 6 chance of teleporting into a solid object (wall, mountain, whatever would be deeply messy and final). Success allows the holder of the dark blue jewel to teleport up to 500 miles, once per day.
2. **EYES OF DOCTOR PASHNARD.** Primitive spectacles with gold frames and emerald lenses. Allows wearer to see through solid objects. Then, hypnotically, the wearer can see further and further, through object after object and eventually through the very fabric of time and space, itself. Wearer must make DR or go insane at the sight of the chaotic and overwhelmingly brutal and bloody vision being revealed. The human mind was never meant to see such horrors.
3. **RING OF DIMITRIUS.** A beautiful blue gem in an ornate, gold surround, designed for the middle finger of a human hand. Put it on and fail DR and the ring cuts off said finger. Dimitrius was a vain fighter and disloyal husband. The ring was a gift from his vengeful wife.
4. **BLACK GAUNTLETS OF COUNT ARGENTO.** Expertly crafted, these fine, black metal gauntlets were made in Rome. Whoever puts on the gauntlets will need to make an immediate DR; failure to make the roll results in the wearer biding their time before secretly murdering somebody (usually with a large knife, or razor sharp object such as broken glass, mirrors, statues, works of art, etc.) If the gauntlets are removed, the wearer will have no recall of their deeds.
5. **CROWN OF SILVER THORNS.** This unbreakable, yet aesthetically fragile, metal crown is a vanity item that appeals to its wearer's worst messianic tendencies (gaining +3 on Soul while wearing crown). Within 1-6 hours, however, a failed DR will see the metal thorns grow and pierce the wearer's skull (and even helmet if still being worn), the razor sharp thorns piercing the brain, doing 4-40hp of damage and a permanent 1-10 off Mind (death if below 0).

6. **A GOLDEN THIMBLE.** A pretty little thing; beautifully engraved with images of wild flowers. Seemingly a nice treasure find worth 2000CUR, in reality this is actually a beacon for hungry demons, attracting 1-20 demons within a five-mile radius. Imagine a dog whistle that silently shrieks for evil to come.
7. **CLOAK OF LIME.** A seemingly expertly made, hooded cloak. Beautiful and strong in appearance, the cloak will release quicklime once the wearer puts the cloak on, eating away at the oblivious person's flesh and bone. 4-40hp damage/round until washed off. DR to notice and throw it off in time.
8. **THE BLACK DIAMOND OF HAMPI.** Said to be the size of a man's hand, this fabled item is rumoured to be from the Southern part of the African continent, then sold to a rich man in India. Still uncut and the size of a palm, it is priceless and sought after by cults, demons, and profiteers alike. The diamond contains an (barely visible unless you look closely) engraved, golden ring. The ring is beautifully made and has a seemingly magical quality. Make a DR each day, with failure meaning you try and shatter the diamond to get to the ring. Now the problems start: shattering the diamond (which is possible and it should be treated as having 100hp) frees both the ring and the spirit of the trapped owner, a demon that feeds only upon human brain.
9. **MERCURY'S WINGED SANDALS.** Once on, the wearer can run at 5X their normal speed. A Mapper could now cover 100 miles a day. Sounds great! The next time, the wearer will run at 10X normal speed, the sandals now unable to be removed. The third time the wearer runs, it will be at 100X normal speed and the sandals will refuse to stop. Wearer must make DR or run to death, internal organs collapsed, broken bones, blinded, nothing good.
10. **AN UNTRUSTWORTHY DAGGER.** A well made, strong and long bladed dagger of black metal. As soon as it is removed from its scabbard, it will try and kill the person holding the



dagger. Make a DR or be surprised as it makes you stab yourself (4-40hp of damage). Succeed or fail, you can still drop the knife after its attack, rendering it useless. It is a demon spirit and will only attack the person holding it.

11. **HEADCUTTER.** An impressive helmet that will be found on battlefields, the head still inside and next to the body of the unfortunate, decapitated previous owner, seemingly killed in battle. The finder of the helmet will have no idea that it was the helmet that was responsible. A razor sharp wire, at neck level, is concealed in the helmet, triggered when the helm is put on, immediately cutting off the head of the wearer unless the person makes a DR and notices the mechanism before putting the helmet on. (Mind Modifiers definitely apply here!)

12. **CODPIECE OF PERSONAL EXCELLENCE.** Usually protection for the groin area or a supposed status symbol and increased masculinity item; this black leather codpiece, engraved with strange symbols, will give the male wearer an increased (and false) sense of their own manhood and leadership skills. This may attract certain NPCs (emphasis on *may*), but it will annoy female and other male PCs. The other bad news is that the leather of the codpiece has been soaked in demonic oil, containing the demon seeds of thousands of demonic creatures. The oil will slowly soak into the wearer's genitals and groin area. Within 1-6 days, every time the wearer urinates or ejaculates, he will release 1-20 demon seeds that will grow full size within a day. Only being left in a boiling hot bath of holy water for 1-6 days can cure the stricken wearer.

13. **EARS OF THE BEST KEPT SECRET.** These small, gold, plugs with red velvet covers fit snugly into the ears of the wearer and allows them to hear through doors, walls, etc. to a maximum of 50 feet. Useful. The downside is that, after thirty seconds of putting the plugs into their ears, the wearer will hear the voices of other members of the party in his/her head. Fail a DR and the voices will become more twisted, hour by hour, day by day, the

addiction of using the plugs resulting in the wearer refusing to take them out. These voices will become increasingly threatening, whispering to themselves how they will murder and rob the wearer. Paranoia and psychosis will result in the wearer attacking the rest of the party, intent on killing them all.

**14. FRUIT OF THE AMACHE TREE.** These seedless, dark fruits are the size of a grape and taste delicious. Initially refreshing, the fruit will restore any lost HP as though healed. Tasty and life saving, so far, so good. The downside: after 1-10 days leaves will begin to grow out of the eater's skin. After a further 1-20 days, the eater will become an Amache tree. DR applies.

**15. THE BOOK OF GREAT CRIMES AND OLD MEMORIES.** A pocket sized, black leather bound book. Seemingly full of treasure maps, curious spells (which don't work), and highly profitable rumours (USE GENERATORS for rumours). Basically, this is an item that looks well worth stealing. If the finder decides to get rid of/sell the book (actually a possessive demon), the content will mysteriously change to a (fake) confessional diary seemingly written by the seller; listing his/her crimes as a rebel or darkness follower, depending on circumstance ie. It'll be the opposition that reads the 'diary'. The crimes confessed to will be unacceptable and almost unspeakable to the reader. The seller (and party members) will be taken prisoner and condemned to execution unless the book is destroyed (100hp). The book's content will change to incriminate anybody that threatens it or (worse) rejects it.

**16. BOW OF JUDGEMENTAL TREACHERY.** A bow of indestructible black wood and a golden string. The properties of this bow give it a +4 on AR the first SIX times it is used. After this the cursed nature of the bow takes over. If the PC using the bow fails a DR, their thinking moves into agreement with that of the bow. Instead of any arrow hitting the supposed target, it will take its own course to hit the target/person/object the bow believes to be more deserving of being shot. This can result in

party members who've been problematic being hit. PCs, NPCs, DRs apply to avoid being hit. The user will become addicted to its chaos whilst it is in their possession.

**17. SKIPPING STONE OF THE ANGRY CHILD GOD.** A palm sized, flat, jade green stone with fine, red, concentric circles running through it. Skip it across the surface of any river, water, lake, etc. (despite their polluted nature). Roll d6. 1-5 and the stone skips that many times, then snaps back through the air into the hand of the thrower. If a 6 is thrown: the sixth time the stone hits the surface, a sonic boom is generated, doing 1d10 damage to anybody within 100 feet and immediately attracting 1-10 monsters.

**18. LITTLE PRINCESS BELL.** A small, silver bell meant for a child's hat. Ring the bell once (a pretty, little chime) and a refreshing hot meal and drinks will appear, enough for the entire party. The bell will make no sound until the meal is consumed. Ring the bell twice (same chime) and more drinks and also dessert will appear. Again no sound from the bell until the food and drink is finished. Ring the bell a third time and it won't be a sweet, little chime, but the vile cacophony of screaming victims dying mixed with the sounds of their tortured souls screaming so horribly that it's almost unbearable to listen to. 1-6 refined demons will be alerted, seeking the thieves of their banquet (the pate was human, by the way). The demons will feast on you instead, if victorious.

**19. BANGLE OF DELIGHT.** An ornate and simply made wood and copper bangle with curious, local carvings on the inside. The wearer will feel a euphoria and unreal sense that all will be good; to the point of not caring if they or the group get attacked. The bangle releases a mild hallucinogen when the wearer is busy (stressed, sweating, pulse rate increase etc.) If the wearer fails DR they will begin to find even the deadliest demon an object of amusement and play. -6 off Mind while wearing. If removed by somebody else, the previous wearer will need 1-6 days to recover.

20. **LULU'S BOX.** A gold metal cube. 6"X6" with no seeming way into it, but the sound of something metal and heavy can be heard inside if you shake the cube. (NB: If this item is found during your game and you did find a way into the box, please let me know how you did it, what was inside, and what happened next? E-mail: [thehatefulplace@gmail.com](mailto:thehatefulplace@gmail.com).)

NOTES:

tHp.

## MODULES

For your playing use if needed.

Best used with **GENERATOR** tables  
In Core Rules book.

## 1C: THE PILGRIM'S TRAIL.

Your party is approached by a woman on behalf of her client. You will each get 10,000CUR for killing seven monsters on the mountain path known as The Pilgrim's Trail. The monsters are bringing disease and must not make it to the city.

### REFEREE INFO:

The seven are actually pilgrims bringing news from the cult leader in the mountains. The woman's client is a rich nobleman and demon slave. When the pilgrims are killed, there will be demons waiting to steal their souls. The party will be accused by the nobleman of being from another cult; offering a reward for the party's capture and execution.

## 1D: THE FASTEST GUN

A wanted man is inside the tavern/saloon. Go inside and kill him and his men (1-10 NPCs). If you succeed, you will receive 20,000CUR each.

### REFEREE INFO:

The 'wanted man' is actually the head of a secret order dedicated to opposing the darkness and all who serve it. The would-be patron is actually a (demonic) woman claiming that the men inside the building killed her family.

## 2A: RIPPER IN THE FOG.

It is London 1888. Find and catch the multiple murderer known as 'Jack the Ripper'. Dead or alive. Proof required if dead. £20,000/person pay.

### REFEREE NOTE:

Sherlock Holmes is Jack the Ripper. Doctor Watson knows and helps, but will feign shock and horror at the reveal of Holmes.

## 2B: TAPESTRY OF THE MAIDEN.

Inside a great maze is hidden a finely woven tapestry. It is actually a shroud like relic that is required to cover the body of the recently dead Magician Archiemango before he is buried. The tapestry is guarded by five monsters. Pay: 10,000CUR/person.

### REFEREE NOTE:

The Magician Archimango is not dead. He requires the tapestry as it will allow those who wear it as a shroud to gain two Demon powers of their choice (See: CORE RULES pp25-26). He will pay if the transaction is problem free and the tapestry is returned in safe condition.

The Magician Archiemango

35HP, +2/+2 vs magic/demons

Spells:

Freeze; Fire; Steal; Blind; Kill.

## 2C: FIND THE MOON KEY

Go to the island and find the moon key. It opens a box. In the box is a map. The map is of the next island. X marks the spot of a swamp. Beneath the swamp is a sunken, old ship. Inside the ship is a safe. Inside the safe is a golden orb. Retrieve it. 100,000CUR/each.  
Q: How do you reach it?

### REFEREE NOTE:

Moon key is a mispronunciation. It should be 'monkey'. On the island is a monkey wearing a red collar. Attached to the collar is a small, gold needle. It opens the box. Inside the box are the monkey's head and a map.

### NOTES:

tHp.



## MAPPER COMMISSIONS

COMMISSION AND TIME TO COMPLETE
1. Locate the temple of Shara in the Forest of Pang-li. Record the exact location and all relevant information regarding access. 90 days.
2. Record in detail the centre of the Great Maze of Al-Kalal the Wise. 50 days. <b>DOUBLE RATE OF PAY</b> . Record also any identifiable corpses within the maze.
3. Record number of ships and boats still in human use on one particular stretch of the designated river. 5 days.
4. Record number of puritans in the city visible over the period of a banned religious festival. 2 days.
5. Locate and record all possible escape routes from fortresses, castles, keeps, churches, temples, in a fifty-mile area. 60 days.
6. Locate and record the main location and movement trail of the Great Snake of Vienna. 30 days.
7. Locate Castle Brana in the forests of Bavaria. Record full details of position, condition, and status (occupied or not). 60 days.
8. Record the number of rooms beneath Noke Fortress. Note intended room use.
9. Locate and record positions of wells with safe water within 100 miles. 60 days.
10. Locate and record positions of any surviving horses within a 500 mile area. 120 days.
11. Locate the yellow cottage on the small island in the swamp. Record contents. 30 days.
12. Locate any mines within 30 miles. Record status. 8 days.
13. Find the desert temple of the Blue Rose God. Locate gemstones and cult. If none, send information from nearest city. Await response. Be prepared to act as guide back to the temple. 120 days.
14. Locate Great Falls of the Zambesi. Record status of falls. Water or black water? 14 days.

15. Record number of troops in local militia; as well as weapons capability. 2 days.
16. Record number of flesh cults in the nearest city. 10 days.
17. Locate safe river crossings over a 200-mile distance. 60 days.
18. Record distance of Lord Falconstone's flamingo pond in relation to nearest 'water' source. 10 days.
19. Locate the remains of the Queen of the Isles. Record location of grave. Observe body for signs of damage of non-natural death. 2 days.
20. Seek out any places of an illicit nature within 100 miles. 120 days.

**NOTES:**

tHp.





tHp.