



# The Hateful Place

By

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- CORE RULES -

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First Edition

tHp.

Credits:

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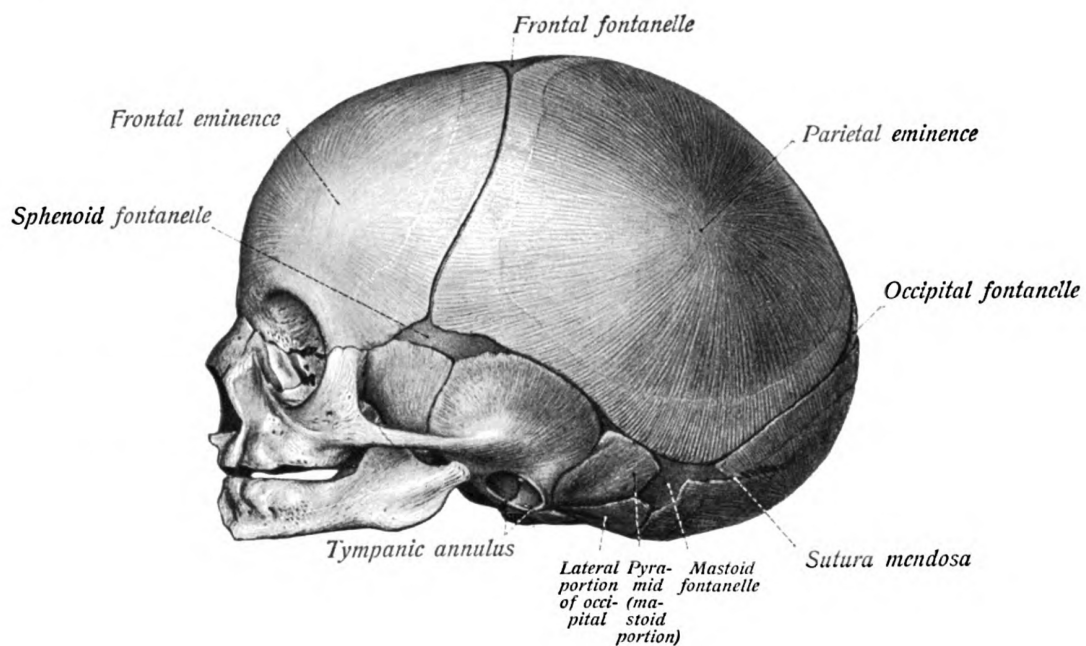
Cover image:

“Riot” (AKA “The Pentagram of Saint Nobody”)  
by David Paul Hellings (2016).

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A Role Playing Game System  
For One and/or More players.

For settings from all times and all places  
Provided that they are in Darkness.  
This is alternate history, present and future  
In a world gone very wrong.



There is a hateful place, somewhere in my mind.

# INDEX

Contents	page
A brief word	5
Introduction	6
System	7
Dice	8
The Darkness	9
Character creation	10
Attributes	11
Hit Points	12
Modifier table	13
Character classes	14
Starting items & Time	16
Combat	17
Weapons	19
Magic	20
Ten Spells of Darkness	21
Spell descriptions & Costs	22
Night Madness	24
Monsters	24
Demons	25
Example of Play	27
GENERATORS	33
Sample modules	57
Solitaire play & The Mapper class	58
CHARACTER SHEET	63

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A brief word to begin with...

Welcome. Welcome to **The Hateful Place**. May you find it both engaging and miserable. Welcome to a place and time somewhere in the past, present, or future. A place upon which a darkness fell and never went away. A place in which there is only light for roughly one hour a day. Welcome to a world that became a hateful place immediately the darkness fell, bringing its demons with it, and monsters from out of their hiding places, to curse a broken Earth.

**The Hateful Place** has the odds stacked heavily against the human survivors. The worst case scenarios have already happened as history, as we knew it, no longer exists, replaced with a corrupted alternate reality in which it was the wrong side that won. The evil side.

This is a game. A role playing game (RPG). Some players prefer the 'role play' aspect in which they get to portray and play out their character in the scenarios they and their group are confronted with. Other players opt for the 'roll' play aspect of the game in that it's more about the dice rolls.

Players create Characters and those characters enter **The Hateful Place**, where they can save people, kill them, take everything they have, whatever you want.

(NB: There is a Character Sheet at the end of the book that you can copy and use to record your statistics (required before play can begin)).

Play is run by a REFEREE, who prepares the game(s) in advance and takes the role of explaining only so much as the PLAYER(S) need to know; and is responsible for keeping the game going.

Now, about the game...

## THE HATEFUL PLACE

### Introduction:

Is there a party member you hate? Kill them. It's OK. Do it. Kill them and steal all that they have. These things happen. Accidents happen. It was an accident or a power play. It's how it is. It's dog eat rat. Sell their meat to a flesh peddler to fund your adventures. It's 1976 and the punk movement has just taken over. The anarchists last three months before the fascists take over, exterminating all rebels. Coal powered military, machinery and industry on an unprecedented level creates pollution levels that block out the sun for all but one hour a day. Chaos rules and the governments have fallen. The Spanish Inquisition walks the land. Matthew Hopkins went on to become Lord Protector instead of Oliver Cromwell. Mars has life and it hates humans. HP Lovecraft and Robert E Howard conjured their two worlds to combine and now it's basically barbarians versus demonic creatures. There are Monks with sniper rifles.

One day the darkness fell, and all was changed.

Welcome to a world gone very wrong. Welcome to a twisted version of any time, any place, but in a dystopian variant of how it was or will be: Past, present, or future. All is dark, with night lasting 23 hours and day only one single hour.

It is a shattered version of the actual place and time. Eg. In Victorian England, a revolt sees the Royal heads now impaled near the Tower of London, and Jack the Ripper is actually Sherlock Holmes; The Black Plague turned Europe into a wasteland; Count Orlok becomes German Kaiser in 1912; The Nazis won World War Two; Man landed on the Moon only to awake the very worst of things; It is 1984 and Big Brother really is already watching you; The Devil won the End of Days.

Pick the worst place or moment and that's where your characters are. They're not climbing levels or gaining spells, they're fighting for money, survival and power. They're saving lives or building murderous empires, often at the cost of their own lives and all around them. That's where your character is in the story: the posse was behind you, you reached the cliff, saw the river far below and have just jumped.

## SYSTEM

This RPG system is designed in the hope of being simple and easy to run. Fighters don't get to go on to be invincible heroes and magicians don't get a library full of spells to easily throw around without problems.

Dark people live in dark towers; scared people try and avoid the sewers and forests. The city is a grim place in which taverns have become fortresses for sturdy folk to spend their hours and money until the sun rises and they can be on their way in slightly more safety than during the darkness. When the darkness fell, those you loved the dearest betrayed you the most brutally, and often still are. Hitler won, so did Pol Pot, so did the KKK. History is now full of even more horror stories.

The Hateful Place is the pursuit of survival and daylight in the knowledge that only one hour of it remains and that may soon disappear for good as religions corrupt, armies march, politicians lie and murder, and corporations devastate cities, worlds and universes. And all in the darkness. And the monsters. There are monsters in all places and they are no friend to man. And then there are the demons.

NB: If anything about the setting seems vague, check out the Generators later in this book and they should help. If it also helps, imagine you're alone in a village street. Now it's dark. Now, it's foggy. Now you can hear something behind you. Something



unpleasant. Now you feel the cold stab in your back. You've already begun to play.

As well as a character sheet, you'll need dice. A six-sided one, known as a d6; a ten-sided one, known as a d10; and a twenty-sided one, known as a d20. (NB: experienced players of RPGs know this already, but they started somewhere once also, just like we all did!)

## DICE

The Hateful Place uses three dice:

D6 used for character creation

D10 used for damage and discovery

D20 used for combat and actions (ATTACK ROLL/DEFENSE ROLL – AR/DR)

More on this when you get to the Character Creation section later.

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## THE DARKNESS

The nature of the dark world of play will be created by the Referee specific for their game.

How each referee presents their vision of the darkness and the playing world will be a deeply personal thing, from plague towns to abandoned cities, ghost ships at sea and in space.

No matter what era the game is set, the nature of the world now shattered and remaining in peril will still bring about many questions for the Referee to pose to the group of Players: what kind of world has the darkness created with its coming? Where did it come from? Much of life that depended upon sunlight to thrive and survive has now gone, withered and dead.

There are many who thrive in the darkness. They are the ones to be feared the most.

Did medieval cultists summon a demon that blots out the sun for twenty-three hours a day purely for its own deranged amusement? Was an apocalyptic war in 2053 responsible for the eternal nuclear winter that followed? The Referee will reveal all of this and much more to his Players before, during, and after the game.

Remember: There are eyes everywhere in the darkness, watching everything.

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## CHARACTER CREATION

Referee creates story/game; Player creates Character. Character comes from a certain Class (not social or financial class, but 'career' class). This is usually the way in most RPGs. However, things are slightly different in *The Hateful Place*.

Stories need characters, characters need stories. Firstly, create your character. (NB: During the playtesting phase of tHp's creation, it was noted in feedback that it might be a suggestion for players not to create 'elaborate backstories' for the characters as major aspects of Player Characters\* will often be dictated by chosen starting conditions and/or random rolls by the Referee. (Basically the tables later in this book will have a lot to say about the world you'll find your character in). Try it and see what you find.

Anyway, begin with creating a character with a name related to the time period of the game or adventure (Jet Firestorm probably isn't a good character name if the adventure is set in the year 1510 - *Although time travel is an area to be covered in the eventually revised and expanded 2<sup>nd</sup> edition of this book, along with superheroes*). Then create the abilities of the character. Each character has three attributes: Body, Mind, and Soul. High scores or low scores when rolling will bring about bonuses or penalties that will apply when your character tries to do something, such as fight or run, or even look for things.

Is the character male or female? (NB: Female characters are cool and aren't in enough game groups, from my experience). How old? Where were they born? What starting possessions do they have?

(\*or PCs; they're the character you're playing. Other characters that you encounter during the game will be run by the Referee and are known as Non-Player Characters (or NPCs).

## ATTRIBUTES

### MIND

Intelligence and wisdom; mental strength of the character. Modifiers allow for bonus/penalty (+/- AR/DR) related to attacks/threats/actions that are magic based and related to the mind: possession, control etc. And mental based actions such as seeing things, doors, traps, etc. Working out puzzles, etc.

### BODY

Strength, Constitution and Dexterity; the physical capabilities of the character. Modifiers allow for bonus/penalty (+/- AR/DR) related to attacks/threats/actions that are related to the physical: weapons, falls, physical based spells (freezing etc.) At Body Zero (0 HP) make Defense Roll or lose soul to passing demon. Lost soul has a chance of returning as a Poltergeist. Roll a 1 in 6 to avoid Poltergeist life only.

### SOUL

The inner light; Resolve; Morale. An inner energy/spirit that may escape the body. Modifiers (+/-) related to attacks from demons and/or Believers.

Roll 3d6 for each attribute:

**BODY**

**MIND**

**SOUL**

## HIT POINTS

All PCs, monsters, demons, NPCs, have HIT POINTS (HP/hp). These are a reflection of how tough, smart, resourceful, spirit based, you are. They also show how hard your character is to kill. You have a fixed number of HP which are the same from the start of your character's adventuring career right through till the end.

To determine your characters's Hit Points:

$$\text{HP} = 20\text{HP} + \text{BODY}$$

Eg: Fallon the Fighter has Body score of 16, so has 36HP.

### DEATH AT ZERO HP

When your character reaches Zero HP, they are dead. Body dead. But their soul still might get stolen. If the PC fails a saving roll (known in The Hateful Place as a Defense Roll), a passing demon steals away the character's soul, damning it to eternal misery.

### NO RESURRECTION

A lot of other games allow for magical resurrection if a character dies. In The Hateful Place this isn't possible. It's more likely that the husk that was your character will get eaten or possessed in some form. Oh, well. These things happen.

$$\text{NPC HP} = 1d20\text{HP}$$

Non-Player Characters can either be cannon fodder or annoying creatures that actively bring misery and ultimately doom to the PCs. The dice roll reflects that somewhere between being fodder and fearsome.

## MODIFIERS

High rolls in creating a character gain certain bonuses usable in areas such as **ATTACK** and **DEFENSE ROLLS** (AR and DR). Low rolls come with penalties. Modifiers are shown as: (+/-)  
More about this in **COMBAT**.

MODIFIER TABLE
Attribute=modifier
18=+2
16-17=+1
9-15 = 0
6-8 = -1
5 or below = -2

### RESTING CHARACTERS REGAIN 2HP PER DAY.

No fighting, no walking, no magic, no nothing. Resting means resting.

The Defense Roll (DR) allows you to have avoided damage even if hit: a deflected blow, shield block, etc.

It does not apply to duels, gunfights etc. Only superhumans can dodge bullets.

### ALL MONSTERS HAVE 40HP

The darkness gave monsters strength. 40HP sounds a lot, but if you can potentially do 40HP with a weapon when you attack, it's not as nasty as it could be. Monsters are of the Earth, demons came with the darkness.

### ALL DEMONS HAVE 100HP.

They're demons. They should be (very) hard to kill.

## CHARACTER CLASSES

In the period following the arrival of the darkness, four classes emerged among the surviving human population: FIGHTER, MAGICIAN, BELIEVER, and PROFITEER.

### FIGHTER

“Everybody’s got a reason to fight”.

Types:

Witch Hunter; Mercenary; Barbarian; Pirate; Rebel; Paladin; Anti-Paladin; Warrior; Gunfighter; Agent; etc. Those who fight to save the world or condemn it for all time. From men of honour fighting for a cause, to cold blooded killers shooting people in the back as part of the ‘fight’, these are the people who avoided the world of magic and opted for a more direct approach to surviving these dark days.

**BONUS:** +2 AR and DR. Witch hunter gains extra +1 on DR if vs. magic. The Paladin gains a +2 on their DR if vs. evil. Barbarian +2 gains on AR if they are seeking to track/detect.

### MAGICIAN

“They are like mad gods waiting to explode and destroy the world”.

Types:

Good or bad; wizard; curse-carrier; spell-caster; sorcerer; witch; warlock; etc. All is in the call of magic. Touched by magic but without spiritual belief; magicians range from blackmailing locals with their powers to being superlords of chaos; living weapons.

**BONUS:** +2 AR/DR if vs. magic or demons.

## BELIEVER

“Even in the darkness, they still pray and cut throats in the name of their beliefs”.

Types:

Cleric; Monk; Priest; Necromancer; Pope, inquisitor; religious maniac; cultist; etc. All is in the call of a god and/or a religion. More a ragged (usually collection of) zealot(s); or well-organised cult(s). Often brutal and sacrificial, using any form of weapon for murder or torture.

**BONUS:** +2 DR vs. magic. Necromancer gains extra +1 on AR vs. dead or undead.

## PROFITEER

“The biggest profit is always to be made in times of war”.

Types:

Thief; Assassin; Pirate; Bodysnatcher; etc. All of those who would rather take than give and those who would rather steal than fight. A thief is a thief. They steal, from you if they have the chance. They're not nice people. They get romanticized too much\*

The same is true of assassins: cold-blooded murderers for hire. Pirates are cool but bloodthirsty scavengers travelling upon black seas picking off the flotsam of the surviving world. Bodysnatchers are vile vermin. (NB: To profit from crime and not pay a price is punishable by death in some places).

**BONUS:** +3 on AR if trying to steal; +1 on DR if vs. poison.

\*(Lamentations of the Flame Princess creator James Raggi IV has noted this point previously, even referring to everybody's favourite burglar Bilbo Baggins in his interesting comments).



## STARTING ITEMS

### STARTING MONEY:

1000 of whatever the currency (CUR) of the day is. You probably won't live to spend it all, anyway.

**TIP:** Buy more ammo and food/water as if preparing for a siege.

### STARTING WEAPONS:

Enough to fill a bag and carry it; enough to lock yourself in a room and make a good go of defending it against whoever or whatever for a short while.

### STARTING POSSESSIONS:

Like everybody else, when the darkness fell, you grabbed whatever you could carry.

Your character may choose FIVE items that they could carry. You already have essential items such as clothes, boots, coat/cloak, hat/helmet. Add weapons, tent, money and a bit of treasure and that's all you can believably carry by yourself.

## TIME

In RPGs, you will often see descriptions of game time such as turns and rounds. A combat round lasts 60 seconds.

A Turn = 10 minutes

A Round = 60 seconds

## SETTING

Pick a year. Then fuck it up even more than it was; as though it's a sick mirror version of the actual history.

## COMBAT

Weapons kill, characters die. Combat can last only a moment. A single dagger can kill the biggest man if used in the right place; a single shot through the heart or through the eyes and that's that.

There are enemies everywhere – choose your battles wisely. The combat system means that rushing into the tavern, firing arrows or sword hacking; or into the saloon, guns blazing; or your ship opens fire upon an alien cruiser on the edge of the galaxy for no reason; these all might have fast and bloody conclusions for your character/party. Which is actually cool for quick battle scenarios. Otherwise, smart, lucky, patient, can be the way for a PC to survive an adventure or even more than one (a CAMPAIGN).

Initiative: 1d6

Attack Roll (AR): 1d20

Defense Roll (DR): 1d20

Who goes first? Roll for initiative. Highest goes first (and allows party to go first also). If a tie, keep rolling. Highest gets an attempt to fire, stab, hit, whatever is their action. NB: Any TIE has a 1 in 6 chance of attracting another monster.

**To ATTACK/PERFORM ACTION and/or  
DEFEND requires 15+ to succeed  
(ADD/SUBTRACT MODIFIERS)**

Applies to all actions as well as combat (Eg. Tracking, reading, bluffing, climbing, etc.) Apply common sense in all things. A single punch can kill, so can a fork in the head. A hit with a party balloon can't. No. It can't.

## COMBAT EXAMPLE:

On a d20, try and make your Attack Roll (AR). For example: it is 942AD and Hygor the Viking fighter (30HP ) has stumbled upon a vile looking monster (40HP) covered in spikes guarding a large jewel. As Hygor draws his fearsome battle axe and moves closer, his confidence rises as he sees that the monster is seemingly sleeping. Roll for Initiative on a d6. Hygor rolls 6. The referee rolls 3 for the monster. Hygor goes first.

Hygor attacks. He has 18 Body, so gains a +2 in his Attack Roll, needing now 13 to hit the monster. Hygor attacks. Rolls 12. He just misses, his axe hitting the ground. The actually not sleeping monster attacks (MONSTERS GET NO MODIFIERS). The Referee rolls: 18. The monster hits. Player rolls to try and make DR. 8. Fail. The referee rolls to see how much damage the monster has done. The Monster does 4-40HP damage as a monster, so that's 4d10 to roll: 9, 8, 8, 9. Total: 34.

The monster lashes out, a spike from his stomach fired out and piercing Hygor the Viking's throat, killing him instantly. Blood spraying, Hygor drops the axe and falls to the ground. The player rolls to try and save his soul: 12. Fail.

Poor Hygor's soul is stolen away by a passing demon to scream away in the darkness for eternity. For good measure the monster eats Hygor's remains.

Such was the sad story of Hygor the Viking.

## WEAPONS

From a rock to a laser sniper rifle, there are weapons out there. If employed by a private client, sometimes weapons will be provided for a job. If not, buy what you can with your starting money and hope to find/steal more during the course of your adventures. Keep the weapons to the period (Research time for referees and players in this area).

The usual weapons are swords, guns (flintlocks for the 1600s and Colt .45s for the West, etc.), knives, arrows, bombs (always a favourite with post-darkness anarchists and profiteers), whatever you like.

### WEAPONS DAMAGE: 4-40HP

All weapons do the same damage in terms of dice rolling. This seems logical. But how can all weapons do the same amount of damage, you ask? A dagger and a bazooka are very different, for example? The combat system in *The Hateful Place* works on the idea that if your damage rolls are high, it means that you've hit your victim/opponent in the right place: a dagger to the heart or throat, etc. A bullet between the eyes; The decapitation by sword. Dead is dead. Once you've reached 0HP, it's a matter of picturesque description as to the character dying. A knife in the throat, blown apart by a mine, dead is dead.

Weapons cost on black market (changes based on supply and demand):

Daggers 50 CUR

Swords 100 CUR

Guns 400 CUR

Ammo 1000 CUR.....

Or steal them. There are underground weapons makers, blacksmiths, etc. But there's no shops or stores anymore.

## MAGIC

There is a terrible price to be paid for the use of Magic. Spells are learned and remembered, but can only be used once per week to protect the caster and protect the world. Most avoid magic. Those who choose (or have been chosen) its ways will live with a devil on their shoulder until the end of their days and long after they have gone.

There was always magic, even before the darkness came. It was said that an old priest once came down from his cave in the mountains with a scroll. On this scroll was written ten spells that, once learned, would never be forgotten and could always be used; but the spell use came with a toll so as to stop misuse. Some learned the spells and used them for ways other than religious or ways of belief and became Magicians. Those who used the spells for belief and faith became Believers.

Magic is to be feared. Those who use it do so in the knowledge that only tragedy of some form will follow. Despite this, the mere threat of magic use has become highly profitable among exploitative types, usually targeting small villages or towns.

Magic will find the price for its use often far too high, many spells remaining wisely unused throughout a lifetime. The pure use of magic is for sacrifice, often personal, to aid those who do not have magical forces at their disposal. Five spells are granted.

Ten Spells of Darkness
1. FREEZE
2. FIRE
3. STORM
4. STEAL
5. GIVE
6. BLEED
7. BLIND
8. HEAL
9. PROTECT
10. KILL

Both classes can know and can use five of the ten spells of darkness. Character rolls to determine which five. 1d10x5. If a repeat of a spell already gained, re-roll.

Usage: Once per week.

#### SPELL COMBAT:

1 SPELL USED = 10HP lost by caster, recovered after seven days\*.

\*It's the Referee's role to discourage players from simply having their character's rest up for seven days or however long it takes them to recover HP and/or Spells. This should simply make them sitting targets if they try this approach. An all day buffet.

## SPELL DESCRIPTIONS AND COSTS

### FREEZE

Caster can reduce temperatures up to 100 degrees below freezing point in an area of up to one mile. 10d20 damage to anybody caught within the radius of this spell, allowing the caster to immediately plunge the area into icy misery and destruction.

Cost: caster has 1 in 6 chance of freezing also, their body turned to ice, both of which will melt to water within 24 hours.

### FIRE

The madman's spell of many colours, fire is both the ender and creator of wars. The caster can create fire covering one mile and with a temperature of 1000 degrees Fahrenheit, causing 2d20 x 100 damage to anybody caught within the fire radius. Fireball as weapon is 4d20 damage.

Cost: Caster has 1 in 6 chance of receiving 90 per cent burns, causing 10d20 damage, and a further 1 in 6 chance of blindness.

### STORM

Caster can create a storm up to one mile in radius, causing 8d20 to anybody caught within it.

Cost: caster has 1 in 6 chance of being caught by the storm and crushed against a wall for 5d20 of damage.

### STEAL

Caster or target gain +10 on AR when trying to steal. (Unscrupulous magicians charge people a fortune to be granted this power, even though it is only for just one day).

Lasts one day.

Cost: 1 in 6 chance that target loses their hands one day later.

## GIVE

Caster can summon enough financial resource as requested, but target can only use it for twenty-four hours.

Cost: 1 in 6 chance that Caster and target lose everything and everybody in their lives for all time, and all to tragic ends.

## BLEED

Caster can cure target of poisons, toxins etc. as though bleeding the target like a leech.

Cost: 1 in 6 chance that Caster becomes stricken by same poisons, toxins etc. and bleeds losing 2d20 HP.

## BLIND

The brutal, irreversible spell causes blindness in target.

Cost: 1 in 6 chance that Caster becomes terminally blind at the same moment.

## HEAL

Caster heals all wounds of target.

Cost: Caster loses same amount of HP as healed person regains.

## PROTECT

Caster protects target for five rounds.

Cost: Caster is not protected. Takes twice normal damage if hit.

## KILL

Cast Kill and somebody dies.

Cost: Caster dies within five days also.



## Night Madness

(Optional rules)

Roll for each character (NPCs will be 1 in 6 chance of being Night Mad):

1-10 Sane (add 10 to Mind)

11-20 Night Mad (-10 off Mind and add it to Body)

Time afflicted: Dawn for one hour. (Dawn may be at different times in different places and not as we know it).

Night madness takes place only during the light of day. Those afflicted become psychotic and extremely dangerous.

## MONSTERS

All became monsters when the darkness fell. Some are free of its curse only during the daylight hour. Many men are also monsters. None can be convinced that the character it now faces should not be killed. There is no retreat and no surrender. They are driven by the need to feed, possess, or both.

A monster may be as expected, or also a mad monarch that bathes in blood, or a creature with a thousand eyes and all of them are on you.

Monsters were made stronger by the darkness. They shouldn't be easy to kill. If they are, they're not really monsters, they're just something waiting to be killed to keep the players happy. DEMONS came with the darkness. Monsters were already there. See GENERATORS.

MONSTERS do 4-40HP/damage/attack.
DEMONS do 5-50HP/damage/attack.

# DEMONS

The demons came with the darkness, granting great powers to monsters and monstrous people in return for their servitude. Demons are servants of the darkness. Each one takes a different form. Each individual demon will have **TWO** specific demonic abilities usable three times/day. These abilities always work against NPCs, but PCs get a DR.

<b>DEMONIC ABILITIES</b>
1. <b>POSSESSION.</b> Possess one person or monster for 1-20 days. Victim must remain in eyesight of the demon. Successful if victim fails DR.
2. <b>COMMAND.</b> 1-10 NPCs become mindless slaves/angry mob at demon's command for 1-6 hours.
3. <b>CORRUPT.</b> Person will become totally corrupted within 1-6 days; but will be sabotaging party/people's activities immediately/once initially corrupted. DR applies.
4. <b>DEATH BY FIRE.</b> Create deadly internal combustion in victim by touch 5-100HP damage. DR applies.
5. <b>FLIGHT.</b> Usable for 1-20 hours/day.
6. <b>CREATE POLTERGEIST.</b> A somewhat mean spirited creation left behind in villages as a reminder that the darkness watches all. As per monster in HP.
7. <b>INFERNO/ICESTORM.</b> 5-100HP damage to all within a radius of 100' with no damage to demon.
8. <b>FEED UPON.</b> Allows demon to drink blood of victim and regain 2-20HP of damage.
9. <b>THE SCREAMING.</b> A Banshee-like wail that inflicts 5-50HP of damage upon anybody who fails to avoid the sound. DR applies.
10. <b>SWITCH BODIES.</b> By touching victim, demon exchanges bodies but retains mind. Usually then alerts characters to supposed demon and aids in its destruction. DR applies.

11. <b>COPY/DOPPELGANGER.</b> By touch, demon can create exact doppelganger of a person; the creation remaining under the demon's control.
12. <b>CONSUME IN ONE MOUTHFUL.</b> Demon's mouth may expand to eat a person whole (NB: plus clothing and a few items, but no weapons).
13. <b>INFECT.</b> By touch, gives victim the plague. Death in 1-6 days if fail DR. No cure.
14. <b>DRAIN/HUSK.</b> By continuous touch, demon drains person or monster at rate of 10HP/turn. No save.
15. <b>SKIN COAT.</b> Demon may disguise itself as victim by wearing its flayed skin.
16. <b>FINGERS OF NAIL.</b> Demons fingers become as metal and can cut through any armour to inflict 5-50HP damage.
17. <b>SEED.</b> Demon is able to make barren women fertile and impregnate them with creatures that will be born within seven days. There is a 1 in 6 chance the victim will continue this cycle without any further contact with the demon. Victim births 1-10 demons/month.
18. <b>HORNS.</b> Demon makes horns appear on victim's head; then is usually disguised as one of the mob that hunts down and helps kill this 'horned demon' and take whatever victim had, personal and material. Just a spiteful thing to do, really.
19. <b>BRAIN FOOD.</b> Demon can read the mind of the victim.
20. <b>BLOOD EYES.</b> Demon may see through the eyes of the dead.

Demons police the new order for the darkness, serving only the darkness. Demons often take humans as slaves.

SEE GENERATORS for suggested encounters and MAPPER class for useful encounter information on monster encounters.

## EXAMPLE OF PLAY

“A Little, Local Trouble”

Playtest game: 22<sup>nd</sup> October 2016

Referee: Dave

Players: Bryan (character – Paks), Bronson (character – Ash),  
Christian (character – Fred).

Play lasted one hour.

World State: Church Rule

Period: 1570

Setting: A village in England.

Start: Hanging from a rope.

Info given to players:

Period/Date: 1570

Place: English village of Loxley.

Start: One of your party has just had a small chair kicked away from beneath him/her and is hanging from a tree, choking to death as a crowd watches, cheering for the 'murderer' to die.

The character currently swinging and struggling to stay alive was accused of the murder of four children. In fact, the character had been possessed by a soul stealer monster before the crimes took place and hasn't been in control since.

What are the other members of the party doing/going to do?

Crime status:

The character was listed as Immediate Threat - terminate on sight.

This was the info on characters given by two of the players:

## Paks Angzyn

Priest

+2 defend vs magic

Heal +1

Male, 33 years old. Tall with a thin frame. Bulging blue eyes. Shaggy unkempt hair and beard.

Born in a religious household. As a teenager he was disowned by his parents who felt that his obsessive personality and natural curiosity about the world were telltale signs of someone touched by the Devil.

His eccentricities brought attention and he found he could scrounge up a living by selling protective talismans and other healing charms to people on the fringes of society. Occasionally he would also be commissioned to do work for secret benefactors who saw his quirks as evidence that he inhabited a space between the material and spiritual realms.

Paks believes that he is demon possessed, engages in repetitive and ritualistic behaviors as wards against the voices in his head, and is prone to depression and panic attacks.

Body 7

Mind 13

Soul 8

HP: 27

### EQUIPMENT:

A dagger.

A bag of magical staves.

A jumble of various cords and pendants around his neck forming a sort of spiritual noose of superstition and protection.

A satchel of herbs local to the area.

A flask of an herbal alcohol mixture (used to calm his nerves).

**SPELLS:**

Storm

Give

Heal

Blind

Bleed

1000 sp

Ash Tuash

Fighter (Paladin)

+2 to hit / defend

+2 save vs evil

Male, 23

Born in Huddersfield, England 1547 A.D.

Body 14

Mind 10

Soul 12

HP: 30

Equipment:

Broadsword (walloon sword)

Armor: Light Steel Plate

Flint & Tinder

3 days rations (hard tack)

Wine skin (full)

1000 sp

Ash will be watching from the sidelines, taking glee in the suffering and pain of the wretched being swinging from the rope.

NB: This was a very early playtest, when there was only about fifteen pages and five tables in the Core Rules. Christian made it on the day. I think his character Fred was a Thief? I'm not sure. He is now.

This is as I recall it, but it may have become foggy in my recollection:

**A**n angry mob and a local priest watch cheering as Paks swings from a rope, choking to death. His crime: he is alleged to have murdered four young locals. (The reality is that he has been possessed by a Soul Stealer who made Paks commit the crimes). In the small crowd are adventurers Ash and Fred. It is dawn and light.

Bronson: (to the Priest) This man is not guilty. He has been possessed! Release him!

Priest: (played by Referee) If he is possessed, then that is good enough reason to leave him hanging!

PAKS is still swinging and turning blue. At this point, the rest of the party falls into the trap of trying to debate the issues at hand with the priest and his mob of five people (number low after being generated on d20 by Referee). It becomes necessary to point out to the players that their friend is still hanging and is less animated (because he is nearly dead).

Christian: I'll grab his legs and hold him up so that the pressure isn't on his neck. Then I'll cut the rope with my dagger.

Bronson: I'll put myself between them and the mob, so that they don't try and stop Fred cutting Paks down.

Referee: Great idea. Fred is able to hold the now unconscious Paks by the legs as he reaches up to cut at the rope just above the noose. There are only five half-starved peasants and the equally pitiful priest struggling to try and push past Ash, without success. (To Fred) You succeed in cutting down Paks. He is unconscious, but luckily alive. Unluckily, he's still possessed. He begins going into spasms and thrashing about on the ground as you struggle to hold him down.

Christian: We should get him to the nearest church and drive out the demon that has possessed our friend.

Bronson: (to the priest) Where is your church?

Priest (pointing) Over there! A quarter of a mile.

Bronson: We should take Paks there right away.

Referee: What do you do?

Christian: We pick Paks up to carry him.

Referee: Absolutely makes sense. Unfortunately he's writhing so much that he's as slippery as a manic eel and impossible to hold. He's also now frothing at the mouth, a yellowy foam and his eyes are a green and red colour and not healthy in appearance.

Christian: I'll knock him out.

Referee: Roll a d20.

Christian rolls. 9.

Referee: That's a miss. Paks is crazy and tough to hit as he struggles to escape your clutches.

Bronson: Try and hit him again.

Christian: I'll punch him in the face.

Referee: Roll again.

Christian: 20!

Referee: That's a solid hit. And he's out cold\*

(\*For ease of play the Referee allows Paks to be knocked out).

Christian: Let's get him to the church. I tell the priest: You lead the way and don't make any mistakes.

Referee: The nervous priest nods and leads the way. You carry the unconscious Paks. The handful of villagers follow behind you, a mixture of old women and equally old men, the young and fit now all dead. You see a small brick church; it's 100' x 100' in size. There's a small wooden door. The cross has been ripped from the roof and lies broken in the nearby high grass.

Bronson: We enter through the wooden door. What do we see?

Referee: Pews have gone, bits remaining having been broken down and removed for firewood. There's even signs that fires have been made here



to escape the never-ending winter. There is a stone font. It is filled with a black, watery liquid.

Bronson: Let's get him to the font and either get him to drink some of the black liquid or force it down him.

Christian: Good idea.

Referee: How do you do that?

Christian: We hold his face under the black water.

Referee: OK. As soon as the black liquid gets into Pak's nose and mouth, he spasms awake as a shadowy smoke monster escapes Pak's body, is quickly out of the church as though in pain, and immediately enters the body of an old woman in the angry mob. The now possessed woman is hideous to behold: broken teeth in a dirty mouth; yellow eyes focused as she grabs the terrified priest and bites him on the face, ripping his cheek off, before running away into the nearby forest. In the church, Paks wakes, groggy but alive and seemingly sound.

Christian: Let's get out of this place.

Bronson: We help Paks outside.

Referee: Outside, the scared villagers tend to the wounded, bloody and terrified priest, who watches in fear as he sees the three of you walking away.

Christian: I ask where the nearest tavern is?

Referee: An old man says that it's a mile west. The priest asks: "Won't you stay and help us hunt down our possessed friend?"

Christian: Nope.

Bryan: (\*Paks, because this is the first time he gets to talk and you might have forgotten that) When you find her, you should hang her. It's what she'd want.

Bronson: We better start walking. It'll be dark soon and I want to find that tavern and have that beer in my hand before the daylight is gone.

Paks: Agreed.

The party head off, leaving the villagers behind.

NB: One hour later, the priest turns into a demon and kills the remaining villagers.

## GENERATORS

Use as many or as few as help aid your game.  
Roll and see what comes up. Usually nothing nice.

<b>WORLD STATE GENERATOR</b>
1. REVOLUTION
2. DICTATORSHIP
3. MILITARY RULE
4. CHURCH RULE
5. ALIEN RULE
6. POST-APOCALYPTIC ANARCHY

<b>PERIOD GENERATOR</b>
1. PRE-1 <sup>ST</sup> CENTURY
2. 1 <sup>ST</sup> -15 <sup>TH</sup> CENTURY
3. 16 <sup>TH</sup> -19 <sup>TH</sup> CENTURY
4. 20 <sup>TH</sup> CENTURY
5. PRESENT
6. FUTURE

<b>SETTING GENERATOR</b>
1. Desert
2. City
3. Town
4. Village
5. Monastery
6. Market
7. Woods
8. At sea
9. Prison
10. Coastal
11. Underground
12. Wilderness
13. River
14. Warzone
15. Forest
16. Swamp
17. Church/Temple
18. Jungle
19. Castle
20. Mountains

## CURSED SETTING GENERATOR

1. The Monastery of Allan the Fallen on the Island of Poole.
2. Abbeyborough House.
3. The Maze at Brantage Castle.
4. The Red Grotto on the island of Kez.
5. The Witch's cottage on Brennan Moor.
6. The ancient ruins of the city of Darbanan.
7. The desert fortress at Jaisan.
8. The abandoned village of Homonom.
9. The Keep at Dornil.
10. The Pool of Lucan.
11. The Island of the Dead.
12. Count Ryker's Castle.
13. Lake Sharn
14. The swamp planet of Belazeus 3.
15. The Blue Temple.
16. The abandoned Palace of Marble.
17. The Purple Temple in the mountains.
18. The Caves of Reach.
19. The Rocks at Sea's End.
20. The Castle at Lake Coal.

These places can obviously be whatever you want and wherever you put them.

<b>RANDOM EXECUTION GENERATOR</b>
If not killed in conflict, characters will be executed if caught, depending on local custom:
1. HANGING
2. IMPALEMENT
3. GUILLOTINE
4. BEHEADING BY AXE
5. BURNED AT THE STAKE
6. FIRING SQUAD
7. ELECTROCUTION
8. BOILED ALIVE
9. BURIED ALIVE
10. EATEN ALIVE
11. POISON
12. TORN APART
13. BRICKED UP ALIVE
14. DROWNED
15. FED TO MONSTER
16. STONED
17. BLED TO DEATH
18. TORTURE
19. TIED BEHIND A RUNNING HORSE
20. STRANGLED

These give a nice sense of place for whatever town, city, etc. that you end up in.

<b>CRIME STATUS GENERATOR:</b>
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When a character is encountered, NPCs in positions of power may discover the Crime Status of said character(s): Character's status is examined each time they go to a new place, area, city, etc; also when they encounter authority. As the system is fragile and somewhat unreliable, status shown may be incorrect. This is unfortunate.
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- |   |
|---|
| 1. <b>PERSON OF INTEREST.</b> Character is being followed and targeted for abduction and interrogation. |
| 2. <b>IMMEDIATE THREAT.</b> Character to be terminated on sight.  |
| 3. <b>SPY:</b> Character is stated as known informant.  |
| 4. <b>POLITICAL THREAT.</b> Arrest, interrogate, torture, execute.                                      |
| 5. <b>SKULLFUCK.</b> Arrest on site, imprison and torture, release and follow. No reason required.      |
| 6. <b>WALKING GHOST.</b> Shoot on sight. No reason required.  |

**NOTES:**

tHp.

## STARTING PLACE

1. At a banquet for assassins, having just been spotted as not who you said you were.
2. Something small inside your skull is moving.
3. Foot in an animal trap
4. In a cave route, moving by torchlight, east to west
5. Hit. Lose 20HP. Your move
6. In a line of monks, walking to their own executions.
7. Stabbing one of the other characters
8. In a cabin, being fired upon by three shooters/archers
9. Freezing to death in a remote location
10. At the bottom of a twenty foot deep pit with a monster
11. Caught in an avalanche
12. Swimming in a monster filled river to get to the other side and away from a lynch mob
13. In a castle under aerial attack
14. In a hunting party
15. Burning an innocent person alive as a witch
16. Fighting a god
17. Being sacrificed so that a demon can enter your body
18. In an underground ring, fighting a monster for money
19. Explaining to a monster why it shouldn't eat you.
20. Being dragged beneath the water by a monster



## RANDOM MONSTER/SCENARIO GENERATOR

1. **INQUISITION.** A bloodthirsty religious group is hunting you.
2. **MONSTER BY DAY.** You turn into a monster for one hour of day, whilst a monster pursues you for the other twenty-three.
3. **STALKER.** You are being pursued by an unknown, but have not yet been approached. You will be attacked when at your most vulnerable.
4. **POSSE.** Wanted dead or alive is your status, a posse now only one hour behind you.
5. **EXECUTION DAY.** You are in a cell. It is the night before you are due to be executed (any method) in public at dawn.
6. **IN THE ROOM.** You have woken in your room. It is dark. There is a monster somewhere in the room with you.
7. **INSIDE.** You have just been swallowed alive by a monster.
8. **HALF DONE.** You wake to find that half of you has already been eaten by a monster.
9. **SOUL STEALER.** Inhabits your body and controls it now.
10. **CANNIBAL PARTY.** Your party reveals its true, hungry nature.
11. **THE LONE GUNMAN.** You are the sole suspect in an assassination. You are wanted, preferably dead.
12. **GHOST IN THE HOUSE.** The lodgings you are currently hiding out in has a vicious presence that wants to use your body to escape from the house.
13. **CITY OF POISON.** Everything you touch is poisonous.
14. **THE BUTCHER.** You are tied up at a butcher's shop and are third in line for him to kill and cut up for waiting, hungry customers.
15. **YOU ARE IT.** For twenty-four hours, the character appears to anybody that sees you as a bloodthirsty monster or psychotic serial murderer.

16. **SWAMP.** The ground was there, now you are waist deep in the swamp.

17. **WEB.** The spider is twenty feet away. You are stuck to the web.

18. **MONSTER HUNTING.** Your group of monster hunters are also monsters.

19. **IN HELL.** You wake in a place where everything is perfect and is already feeding on you without you knowing it.

20. **STAKE.** Your character is staked to the ground in a desert of vile monsters.

Notes:

## START GENERATOR

1. Hanging off a cliff.
2. Drowning in a flooded cave.
3. In a torture chamber, having just confessed.
4. About to be executed.
5. On a sinking ship.
6. In the sea, ship already sunk.
7. Bricked up in a room with no light.
8. Just jumped into flowing river.
9. In a burning room.
10. Defended against a monster. Your attack.
11. Poisoned. Twenty-four hours to find the cure.
12. Incorrectly targeted for assassination.
13. Kidnapped.
14. Tied to the track.
15. Hanging from a rope.
16. Buried alive in a coffin.
17. Falling from a cliff.
18. Holding onto a burning rope in a burning castle.
19. Being strangled.
20. You've just been stabbed in a busy, market street.

<b>START GENERATOR 2</b>
--------------------------

- |   |
|---|
| 1. Bleeding to death (3HP left)                     |
| 2. Eating your closest friend/ally                  |
| 3. Just revealed to be a spy                        |
| 4. Being beaten by a mob                            |
| 5. Accused of an horrific act                       |
| 6. Trapped in a flooding cave                       |
| 7. Being pursued by a predatory animal              |
| 8. In a room filling with sand                      |
| 9. In a dungeon                                     |
| 10. Hiding  |
| 11. Being eaten alive by a group of rich people     |
| 12. Impaled in a pit of spikes (2d20 damage taken)  |
| 13. In jail.  |
| 14. In a city street, following somebody            |
| 15. Hallucinating                                   |
| 16. On a mountain                                   |
| 17. On an out of control boat in fast flowing water |
| 18. Unconscious and alone                           |
| 19. Tied up in a locked cellar                      |
| 20. Falling from the sky                            |

## SEA ENCOUNTERS

1. Wreck upon rocks. Now inhabited by a demon.
2. Iceberg. Actually the top of a monster.
3. Act of piracy. Souls of five crew are stolen.
4. Empty lifeboat and map of nearby island.
5. Floating, dead monster. Clearly killed by bigger monster.
6. NO wind or power to travel on for 1-6 days.
7. A sinking vessel.
8. Fired upon and hit by 1-10 monsters.
9. Rocks. Sink in 1-20 hours if fail Defense Roll.
10. Private naval vessel. Better dressed pirates employed by a nobleman or syndicate.
11. Sea battle. Two ships firing upon a third.
12. Demon on board ship (corrupting the Captain).
13. Unmapped island.
14. Port stop. Refuel/re-supply for 1-6 days. Shore leave.
15. Sea Demon. Takes the form of a floating, human wreck survivor, grateful to be found.
16. Sea monster.
17. Survivors of wreck (1-6). Cannibals.
18. Aerial attack by demon(s) (1-6).
19. Storm. 10d20 damage to ship (Ship has 120HP).
20. Ghost ship.

<b>CURSED ITEMS</b>
---------------------

- |   |
|---|
| 1. <b>SENTIENT WEAPON.</b> +2 AR/-5 DR  |
| 2. <b>MEDAL OF THANKS.</b> Medal creates aura of wearer as a loser and a coward, which is how wearer will feel, resulting in -2 AR/DR.  |
| 3. <b>THE BLACK SCROLL</b> (actually a fake and poisoned parchment, not the elusive scroll). DR to avoid death by poison.   |
| 4. <b>WEAPON</b> -2 on AR/DR.   |
| 5. <b>CROSS OF HELL.</b> A seemingly ordinary wooden cross on a piece of string. Wearing it will reveal to monsters its true nature as a hell cross. Monsters will follow and obey the wearer. Unknown to the wearer the cross will also drain 1hp/day and cannot be removed after wearing reaches 9hp. At death the wearer's soul will be taken and damned. No DR. |
| 6. <b>ANGEL WING.</b> A small angel wing of a fragile, glass like substance. It is also razor sharp when held. Save or lose 1-6 fingers (a piece will catch your other hand when you drop it & it breaks).  |
| 7. <b>BLUE ROSE.</b> Perfume keeps monsters undead away, but attracts other flying monsters.  |
| 8. <b>PARASITE BOOTS.</b> Strong, new boots that will fit any wearer. Once on, they cannot be removed unless DR made and will release parasites into the wearer's feet that drain 2hp/day until death.  |
| 9. <b>GHOST MASK.</b> Wearer loses shape and form if DR fails. Walks as a silent ghost until a Believer can locate victim and remove ethereal mask in some manner. Wearer cannot remove mask.   |
| 10. <b>BLACK WATER FONT.</b> Drives monsters out if drunk by possessed person. Possesses character if no monsters present. DR.  |
| 11. <b>POISONED RATIONS.</b> DR vs. poison or 5dro damage.  |
| 12. <b>THE RED EYE.</b> A red eye amulet that allows the wearer to see into hell, but releases one demon from captivity in the process.   |

13. THE SKULL OF THE MAGICIAN FERN. Negates all magic use within 50' unless skull smashed.
14. BUG BROOCH OF DERANKANA. A charming sapphire brooch with a dead bug inside. It is the stolen, favored item of a demon that is still looking for it and has many spies.
15. SWORD OF LOVE. Sword will refuse to attack, but will defend. (-20AR/+5DR)
16. BUCKET OF VORN. Seemingly empty, usable silver bucket. Actually attracts 1-10 monsters on a roll of 3-6 once per day.
17. GOD'S WATER. Rots flesh 10hp per round but takes three rounds to begin. Looks like water and found in fonts and bottles.
18. HAUNTED HORSE. Horse disappears if rider tries to retreat from combat. 5d10 damage to rider.
19. RING OF BLEEDING. Gold ring. Once on, drains 1d10 of blood from wearer per day. Vanity object makes wearer think they look important when wearing it.
20. HELMET OF SPIKE. An impressive looking helmet. When worn the character feels brave and strong. There is a 1 in 6 chance per day of the spike on top of the helmet shooting into the skull of the wearer and inflicting 5d10 damage and permanent brain damage (-10 off Mind; death if zero or below).

## REWARDS

Awarded on successful conclusion of an adventure (being a single session of gameplay).

1. Membership of a secret society
2. One week's rations
3. A canoe
4. Candle of Life (almost: lasts twenty-four hours)
5. Good hat/helmet (gives +1 on DR)
6. Horse (one for each survivor)
7. A heavy, warm coat/cloak (+1 on DR) when facing low temperature attacks.
8. A strong belt (keeps trousers/pants up)
9. 100' rope
10. + 1 Sword (+1 on AR/DR)
11. An expensive weapon
12. A telescope/viewing device of similar nature.
13. A good tent
14. One strong and healthy mule
15. Good boots
16. One week's food and lodging (good) for entire party
17. Warm blanket
18. Poison (2 small bottles)\*
19. Good dagger
20. Ruined castle\*\*

\*Many find the darkness too much and seek an escape.

\*\* The ruined castle will be very ruined, but possible shelter.

Many of the items may be basic. Usually they are useful barter items, with wealthy buyers paying ridiculously over the odds.



## CAMPAIGN REWARDS

(ROLL every two adventures survived)

1. 1000 CUR

2. GOLD FANGS. Worth 10,000 CUR. Sought by many monsters purely for aesthetic and status reasons.

3. SERPENT GLOVE. When worn, fingers become venomous snakes at wearer's command. 4-40HP damage and victim must make a DR to survive the poison. Popular with certain cultists.

4. A TALKING +1 SPEAR\* (+1 on AR)

5. A RUINED KEEP\*\*

6. TREASURE MAP OF PLAGUE ISLAND. There is 100,000 CUR and other items hidden on a plague monster filled, remote island.

7. +2 SHIELD (+2 on DR)

8. MAGIC CARPET. Can travel ten miles per day carrying up to four people.

9. BLOOD CROWN (+2 DR vs. magic, cost 10HP) Ancient ruby crown worth 200,000 CUR. Sought by certain cultists.

10. 10,000 CUR

11. EAGLE EYES STAFF. Allows holder to see up to ten miles in distance, as though from the air.

12. BLOODY MAP OF NEAREST CITY. A small building is marked on the map.

13. 5,000 CUR

14. STRANGLING ROPE (drains 1HP/rd) Magic lasso at owner's command.

15. FANTASTICAL HOLE BETWEEN PLACES. Portal that allows safe travel between two places of up to ten miles in distance.

16. BOTTLE OF YOUTH. Cures any damage or injury. One use only.

17. RUBY (3000 CUR value). Gemstone was actually the centre piece of a blood cult's idol in a nearby temple. Death to the thieves is the local punishment.
18. A small, six man, wooden BOAT in good condition, with oars and six days rations for four people.
19. SHADOW CLOAK. When worn, this also waterproof item will render the wearer invisible, except to demons.
20. COTTAGE IN THE FOREST***

\*The spear is sarcastic and has an initial and annoying non-aggressive approach to combat.

\*\*The keep is ruined, but will provide shelter for up to ten men and their possessions, horses etc.

\*\*\*Three witches already live in it.

NB: Puritans refuse magic items.

Referees will obviously change details to be more setting specific, if required. For example, flying carpet becomes flotation device, shoes, etc.

## PLOT GENERATOR/MERCENARY WORK

1. Major theft
2. Get a rich person safely to their destination
3. Tomb raid
4. Assassination of major, public figure
5. Stop the piper taking the children. The piper is a demon.
6. Rescue gone wrong
7. Monster hunt for rich clients
8. Demolish an abandoned building (unaware that monsters are inside)
9. In a remote place and one of the party has been infected
10. Track a cult member, find the headquarters and kill the cultists
11. In the sewers of the city, monsters roam. A nobleman wants them dead.
12. The woman in the river was a noblewoman. Find her killer(s)
13. There are five monsters in the maze. Each worth a lot of money
14. The castle in the mountains has treasure and only one monster on guard
15. A man in a mask is being held in the dungeons. He is rich and will pay
16. The wreckage of a ship has been found in the ice. Something has escaped
17. A man of metal walks the countryside, killing anything it meets
18. The organs of many murdered villagers have been found in the village
19. A monster that attacks during daylight is plaguing the village
20. You are escaped prisoners (begin with no possessions)

## MERCENARY WORK/PLOTS

1. Rescue a trapped, rich patron from a tavern under siege/space ship under attack. The patron is actually a serial murderer.
2. Discover why a party of adventurers disappeared.
3. Transport a caged monster to the island of a rich client.
4. Lost at sea. One of the survivors is a monster in disguise.
5. Major theft. It is a cursed item (Roll on CURSED ITEMS).
6. Replace stolen idol in temple.
7. Trapped in a fog-shrouded village full of monsters.
8. Replace the local ruler.
9. Search abandoned city. Find Ancient crown.
10. Tomb raid. Cursed items galore.
11. Find lost ship. It is haunted.
12. Find the remains of the King. It has the key.
13. Bring back the head of the Queen. It can still see.
14. Assassination contract. Major target.
15. Save a village that holds no reward.
16. Create life from a dead body to amuse the psychotic, local ruler.
17. Kill a demon for a princess of a failed state. She is ruthless.
18. Search local island. Find the graves and kill what's inside.
19. In a small village being attacked by local militia.
20. Monster safari for rich clients. One client is a monster.

## RUMOUR TABLE

1. The oldest grave in the smallest cemetery in the nearest city holds a profitable secret. It actually contains a demon.
2. There is a small temple, up in the mountains, that has yet to be looted. It is actually a trap set by isolated cannibals to get adventurers to visit for dinner.
3. There is a small island, twenty miles from shore. On it is an old monastery. Hidden inside it is a map. And a demon.
4. The planet you have landed on is alive and unfriendly. It looked good from a distance.
5. In the castle upon the hill there is both sanctuary and food. And a very clever monster.
6. There is a flooded cave nearby. After swimming through it, you will find a cave full of weapons and valuables. All of which are cursed.
7. There is an old village in the woods. Something has been seen moving in the village during the daylight hour.
8. There are items, belonging to adventurers that disappeared, buried beneath the local church. As are the now monstrous adventurers (1-6 of them).
9. There is a cottage in the woods. In it lives a beautiful witch with money. She prefers human meat.
10. There is a land bird on the island on Kosa that lays golden eggs. It is actually a demon.
11. There is a red, cat shaped ruby in the next house and it is worth 5000 CUR. It is cursed and houses a demonic force that will possess a random character if a DR is failed. Character will then seek out and attack the nearest and most vulnerable collection of NPCs, intent on killing as many as possible.
12. The priest's dead body, currently lying in rest in the local church, contains something of interest and value.
13. The Island at the End of the World houses its greatest treasure.
14. There is a door that leads to a place where there is no darkness.

15. In the caves beneath the local hills, there are monsters guarding treasure. Lots of monsters. Less treasure, more ammunition.
16. In the next village, an evil sorcerer has taken a young bride, not knowing that she is a witch. They are both meat eaters.
17. On an island just off the coast, the dead walk. Something else of more value is there also.
18. There is a talking pig nearby and it can foresee your future for a small fee. It lies. It is an impish demon disguised as a pig.
19. The bones of a saint in the local chapel can be ground down and used to restore your wounds. They are actually a monster's bones, which you will become if you try this medicinal idea.
20. There are enough weapons to supply a small army in an abandoned, drifting ship at sea. The ship is actually full of thousands of cannibalistic, crazed, giant rats.

How many or few or any of the rumours being actually true is down to the Referee. Perhaps they all are, perhaps none? You will have to discover. (NB: Referee: mark them as T (TRUE) or F (FALSE) once you've decided)

**NOTES:**

## RANDOM MONSTER ENCOUNTER

Type and number encountered.

1. **SOUL STEALER (1)**. Shadowy creature that occupies body of victim if DR failed. Victim will be at monster's usually violent control. Some form of exorcism or icon can drive monster out.
2. **BANSHEE (1)** Often found in the ruins of castles or abandoned buildings. A creature with a scream that will deafen on a 1 in 6 and blind on a further 1 in 6. DR applies. Scream at Maximum Volume (SMV) is an attack that can kill (Roll a 6 for SMV and 4d10 for damage as usual).
3. **SERPENT OF EYES (1)** A twenty foot long serpent with skin covered in between 1-20 human eyes of the victims it's swallowed and whose brains now line the inner of the snake, the eyes alerting the serpent to any would be attack.
4. **CRAZED APE (1-6)** Apes that have become poisoned or experimented on or simply corrupted to the point of pure, uncontrollable rage. They roam everywhere looking for flesh.
5. **POLTERGEIST (1)** Usually left behind in villages or towns by demons to create further damage as a warning of what happens if humans try and resist service to the darkness.
6. **WITCH (1-10)** Witches come in all shapes and sizes, but any beauty is illusion. Witches are usually employed by demons to do their bidding, but it is uncertain whether there is any loyalty as witches have (on occasion) helped humans.
7. **MOONWOLF (1-10)** Lycanthropes that move in packs, resorting to human form (often still a barbarian mentality) for only one hour/day. Moonwolves are brutal, berserker-like creatures that pass on their diseased curse if they bite a PC and it fails its DR. Everyday is a Full Moon to these creatures, the darkness making them almost permanent in their wolf status.
8. **MOUTHS OF CHARM (1-20)** From area will come a feeling of goodwill, but it is a siren like perfume that lures adventurers and draws their attention from the ground that opens to reveal shark

<p>like mouths that will bite off your foot, leg, half torso, all of you, depending on size. DR to avoid.</p>
<p>9. <b>DISEASED SPAWN (1-10)</b> Contactable on a 1 in 10 from any water drunk. A spawn grows within the PC if DR failed; transforming the increasingly sick drinker into a host that will pass on the sickness to anybody they come into actual physical contact with. Spawn (1-20 in number) grows within 1-6 days and will eat its way out of the host, killing them in the process.</p>
<p>10. <b>REANIMATIONS (1-6)</b> Bits and pieces of humans chopped up and sewn back together, the final creation alive but completely mad and violent.</p>
<p>11. <b>HELL BIRDS (1-20)</b> Large, twisted birds like a lunatic's grotesque vision of a raven from Hell.</p>
<p>12. <b>THE RED DEATH (1)</b> A red, poisonous mist that drifts across the world, killing anybody that it encounters who fails a DR.</p>
<p>13. <b>FALSE DEMON (1)</b> A trickster of a monster that poses as a more dangerous demon, but uses its position of fear to attack the most vulnerable victim, usually killing it, then taking away the body for consumption.</p>
<p>14. <b>ZOMBIE (1-20)</b> The dead that came back and now eat flesh. Brains preferably. On a 1-3 roll, they move fast; on a 4-6, they're old school slow. Either Fulci earthy and skin peeling off or Romero blue. Or "28 Days Later" grim.</p>
<p>15. <b>PARASITE (1-20)</b> A (usually) air born parasite that embeds itself in the flesh of the victim and then consumes the victim within 1-6 days if the parasites are not removed. DR vs. each parasite to avoid infection. 1-10 HP damage taken for each parasite being removed from victim.</p>
<p>16. <b>BRAINBUGS (1-6)</b> This nifty little bug takes control of the brain after it has entered it via the ear. It then basically uses the host as a larger version of itself that can now feed on bigger meals by way of other humans and monsters. DR required.</p>



17. **SQUID (1)** A tall man in long, dark robes and with the head of a squid or octopus can be seen in wildernesses, usually by large sources of water, no matter how polluted. If it sees you, you will immediately lose control of your mind. Make DR or go insane for 1-6 days.

18. **PLAGUE WOLVES (1-20)** Rabid and eternally famished, packs of large wolves will attack on sight. If bitten, make DR or contract plague from bite. Death within 1-6 days if no cure found.

19. **SAND GORGONS (1-6)** Primarily from desert regions, but found increasingly in areas beyond desert borders. These are primarily nomadic creatures that will make their base briefly wherever they have created stone victims (who failed DRs), allowing cultists to make camps there also, poisoning the area.

20. **ARCTIC VAMPIRES (1-6)** Isolated to the ice region to avoid the seemingly infinite amount of vampiric creatures on the rest of the planet, Arctic Vampires build ice caves to hide away from the one hour of daylight. They prey mainly on shipping passing through the arctic areas to avoid demonic, monster, or pirate attacks.

(Theses are sample or introductory monsters, for use if needed).

### MONSTER ENCOUNTER GENERATOR

1-3: Monster seeking flesh.

These monsters will always appear in their native form.

4-6: Monster seeking body to possess.

These monsters appear in the form of the last person/thing possessed.

## SAMPLE MODULES/ADVENTURES

### 1A: THE REJECTED PET.

A Scientist/Man of science has hired you to kill an escaped monster; a monster that he created. A monster that now has no other purpose than to hunt down and kill the creator that built and then abandoned and denounced it.

If the monster kills the Scientist, you get nothing.

If you kill the monster and the Scientist survives, you each get 5,000 CUR. Payment on completion and no advance.

You are currently playing hide and seek with the monster in a large, garden maze. It appears it is not the only monster in the maze.

### 1B: THE DAUGHTER IN A TOWER.

A rich man has hired you to rescue his daughter, currently being held captive by a demon in a nearby tower in the mountains.

If you rescue his daughter alive, you get 5000 CUR each.

If she is dead, you get nothing.

If you capture the demon, dead or alive, and the daughter is alive, you each get a 10,000 CUR bonus.

Referee info: The daughter has already fallen under the total control of the demon, and will attack the party if they try and harm her deranged lover.

## SOLITAIRE PLAY

### The Mapper Character Class

The Mapper can be from any Class type and is a character that is both solitaire and can also encounter other characters if group games arise. A Mapper may take part in a group adventure; but is also an additional role that a character may take, usually when not adventuring.

The Mapper records what he/she sees as they move across countries; their experiences and observations, preparing a written record for other characters to follow should they later walk the same lands, noting also pitfalls and warnings regarding customs and superstitions. Mappers note people and places of interest.

Mappers send detailed records and messages to their employers (usually the 'government' of their own country), or a private client (usually a rich patron or corporation). Jonathan Harker was a Mapper, Count Dracula his client.

Mappers gain a +2 Mind and Body.

Mappers receive a standard 100 CUR/day from their employers. The term 'mapper' and 'mapping' tends to refer to a process of recording information such as whether bridges are still open, or if roads still exist; are villages still occupied; how many monsters are in a particular area? It is highly dangerous, but potentially lucrative considering possible bonuses.

As they travel, there is a 1 in 6 chance/day of a Mapper encountering a hostile Monster, which the Mapper will have to combat. Any items found on the monster, if it is defeated, may be kept without declaration. On a dry day on flat or easy terrain, a Mapper would be expected to travel a distance of 20 miles.

Mappers' possessions:

The following items are given to Mappers before they leave on survey:

1. One good weapon and a good supply (one month) of ammunition etc.
2. A compass or navigational device.
3. One small, basic tent.
4. A water holder.
5. Writing and mapping instruments and materials.
6. One pack.

Basic Mapping Missions & time commissioned for completion of work.
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| 1. Record number of monsters sighted within a 50 mile area.<br>15 days.                          |
| 2. Record number of abandoned villages within a 50 mile area.<br>70 days.                        |
| 3. Record number of cults within a particular city. 30 days.                                     |
| 4. Record number of weapons held by a particular cult. 10 days.                                  |
| 5. Locate and record habitable areas that are monster and demon free. 100 days.                  |
| 6. Locate and record any habitable and abandoned castles, forts, keeps, etc. 200 days.           |
| 7. Locate and record any safe and navigable rivers and lakes within a 100 mile area. 30 days.    |
| 8. Locate and record any safe and habitable forests within a 200 mile area. 100 days.            |
| 9. Locate and record number of habitable and fortified churches within a 100 mile area. 30 days. |
| 10. Locate and record number of covens in 20 mile area. 7 days.                                  |
| 11. Locate and record all plague areas (ONGOING WORK. DOUBLE PAY).                               |

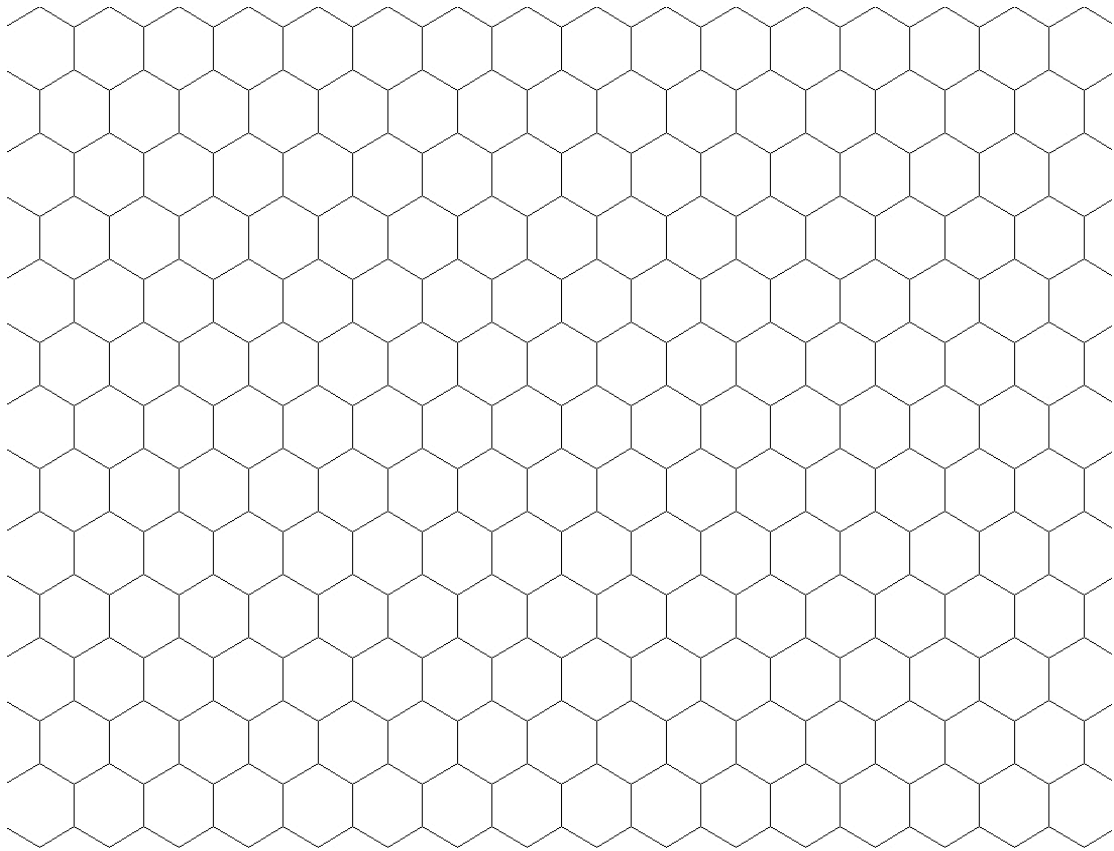
12. Locate and record number of grave sites, burial mounds/sites, considered problematic in a 100 mile area. 40 days.
13. Locate and record locations of safe drinking water within a 100 mile area. 60 days.
14. Locate and record taverns of interest within a 100 mile area. 50 days.
15. Locate and record seaworthy vessels within a 200 mile area. 90 days.
16. Locate and record number of mountain caves within a 30 mile area. 60 days.
17. Record safety and navigability of a river over a 20 mile length. 30 days. (ONGOING MAPPING OF SAME RIVER IF SUCCESSFUL).
18. Locate and record high monster/demon activity areas within a 200 mile zone. 100 days. NB: DOUBLE RATE OF PAY.
19. Locate and record demon activity hotspots within assigned city. 30 days. NB: DOUBLE RATE OF PAY.
20. Locate and record monster activity hotspots within assigned great forest. 30 days. NB: DOUBLE RATE OF PAY.

NB: Times are suggested. Work may also take longer due to environment.

**Basic European area map template for reference:**



**Outdoor mapping is usually best done on a hex map:**



**Indoor mapping, street mapping, dungeons etc. is usually best done on graph paper. Remember to add scale of your choosing/requirements.**

# tHp.

<b>CHARACTER SHEET</b>	
<b>CHARACTER NAME</b>	
<b>PLAYER</b>	
<b>CLASS</b>	
<b>TYPE</b>	
<b>GENDER</b>	
<b>AGE</b>	
<b>BIRTHPLACE &amp; DATE</b>	
<b>YEAR NOW</b>	
<b>HIT POINTS</b>	<b>Money:</b>

<b>STATISTICS:</b>	
<b>BODY</b>	<b>Modifier:</b>
<b>MIND</b>	<b>Modifier:</b>
<b>SOUL</b>	<b>Modifier:</b>

<b>ATTACK ROLL</b>	<b>MOD:</b>
<b>DEFENSE ROLL</b>	<b>MOD:</b>

<b>SPELLS:</b>
1.
2.
3.
4.
5.

<b>WEAPONS:</b>	<b>Damage:</b>



NOTES:

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