



CASTLES[®] & CRUSADES



MAGNIFICENT MISCELLANEUM

VOLUME I

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MAGNIFICENT MISCELLANEUM – VOLUME 1

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This module is designed for 3-4 characters at 4th level



OGL

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WONDROUS WIZARDRY

DROGOLEV'S FIRST RITUAL OF POSSESSION, Level 1 Wizard/Intelligence

CT 1 min. R 450 ft. D 1 hr./lvl.
SV charisma negates SR Yes Comp V, S, F

The Wizard-Prince Drogolev was a master of the magical arts of possession. This spell, one of his earliest creations, allows a wizard to psychically possess a creature of the animal or vermin sort, with the goal of “riding within” the beast, enabling spying and other stealthy artifice under bestial guise. The wizard first casts the spell upon a creature of appropriate type within sight and range. If successful, the wizard’s soul is ensconced within the body of the creature and can totally control it.

While the wizard’s body is bereft of his soul, it remains in a state of suspended animation, whereupon it does not require food, drink, or even air. The wizard’s body otherwise can be harmed by any means normally causing damage, and thus, is usually left guarded or hidden.

While riding within the creature, the wizard cannot cast any spell requiring somatic components, as even an ape’s hands are not well-formed enough to perform the requisite passes and gestures. Verbal components may only be performed if inhabiting a parrot, raven, or similar avian.

The wizard may transfer his soul to another animal or vermin if, again, the target is within sight and within 450 feet of the caster. The target gets the usual saving throw. Targets previously possessed in this casting of the spell get no saving throw against subsequent possession while the spell is active, and can be possessed even if not within sight, but still within the spell’s normal range.

Control of the possessed creature is such that the wizard can use the body in a suicidal manner, though such use is highly dangerous! When the inhabited creature dies, the wizard must make a charisma saving throw against a CL equal to the hit dice of the creature ridden, or he, too, dies. If he succeeds, his soul is cast out of the dead creature and must find another appropriate host (animal or vermin) within a number of minutes equal to the wizard’s level, or the wizard’s soul is dragged back to his own body instantly, as below.

If the wizard returns to his body at or before the spell’s duration, he returns safely. If the spell expires while he is still within the animal, or if the animal dies while he inhabits it (assuming a failed save, as above), the wizard is instantly dragged back to his body; the return trip is quite alarming and uncomfortable. The wizard

must make a saving throw versus wisdom against a CL equal to the number of hours absent from his body (the spell’s duration). If the save fails, he is subject to fits of confusion for a like number of days, during which time he thinks himself the creature he possessed...

Finally, it should be noted that possessed animals and the disembodied soul of the wizard count as “summoned” creatures for purposes of the protection from evil spell.

The focus of this spell is a finely-carved flute made of rare woods and treated with magical oils. The carvings upon the flute must depict in minute detail hundreds of different animal and vermin species with life-like art. The flute costs 1,000 gp to construct, and can be used by any wizard who can cast the spell. The flute is used during the initial casting to draw the attention of the first target creature, and remains with the body of the caster during the spell’s duration. The sound the flute makes is audible only to the target creature.

LHAMBOTH'S CONJURATION OF CONVENIENT MANIPULATIVE PROJECTIONS, Level 1 Wizard/Intelligence

CT 1 R Personal D 1 hr./lvl.
SV None SR Yes Comp V, S, F

The wizard Lhamboth was a renowned misanthrope, and thus sought ways to enable completion of his works without assistance. He created this spell to increase his productivity twofold by creating a secondary pair of arms beneath his natural arms—from between the fifth and sixth ribs—of the same length. The additional arms, however, end in hands having four fingers and two thumbs, one on each side of the hand, and a wrist-based, prehensile tentacle that can extend from six inches to two feet long.

The extra pair of arms and hands provides the wizard with a +4 bonus to any manipulative dexterity check when all four arms can be applied to the task at hand; i.e., the bonus applies when handling a small set of objects such as vials and bottles, but not when dodging a fireball. The wizard can make a second free melee or missile attack each round with the extra arms at his full bonus and without penalty. If the wizard can employ this spell for eight hours each day during the making of a potion, scroll, or other magical item, thereby reducing the time required to make the item by half. The wizard may only have one extra pair of arms at a time through this spell’s application.

While using this spell, if the caster is knocked unconscious by being reduced to 0 hit points, the arms die—even if the caster survives (in that case, the arms then die at the spell’s expiration). Dead arms require 1d4 weeks to rot off the



body—several stinking, putrescent weeks. In such a case, the wizard suffers 1d3 points of permanent constitution loss. Of course, the caster may choose to cut them off or have someone else do so, instead of waiting for them to rot off. Successfully doing so, without acquiring the constitution loss, requires a CL 6 wisdom check.

The focus for the spell is a special undershirt, woven of the caster's own hair and dyed red with a tincture made of the caster's own blood in which was mixed the ashes resultant from six months of the caster's fingernail and toenail clippings. The other materials required for the construction of the undershirt cost 500 gp.

SYRGORANT'S CALLING FORTH OF THE MAGNIFICENT GAUNTLET, Level 1 Wizard/Intelligence

CT 1	R 5 ft.	D Special
SV None	SR No	Comp V, S, F

Syrgorant the Supple was often in need of guards and mercenaries, but never fully trusted them after one too many henchman led assassination attempts against him. Thus, he developed this spell to provide himself with the physical protection he desired without concern for loyalty. Ironically, he met his eventual end, not at the point of a hired blade, but by being burnt to ashes by a rival's spell.

The spell first requires the acquisition of a suit of full plate armor, a large steel shield, and a one-handed melee weapon of the wizard's choice. These items may be of expert or master work make, or even magical, if the caster desires. These items are then enchanted during a day-long ritual, during which the caster must expend 1,000 gp in gem dust. At the end of the ritual, the armor, shield, and weapon vanish, except for the right gauntlet of the armor, which shimmers with the color of the gemstone used in the ritual.

Whenever the caster wishes to use this spell, he throws down the gauntlet as he casts the spell. Instantly, the gauntlet disappears and the suit of armor, shield, and the weapon appear in its place. The armor is animated, and it defends the caster against physical attacks, interposing itself between an attacker and the caster. If presented with more than one attacker, the armor defends against the target of the wizard's choosing.

ANIMATED ARMOR (*This neutral construct's Hit Dice equal the caster's level, it has 4 Hit Points per HD, and has an AC 19 modified by the caster's intelligence. It attacks once per round with its assigned weapon, with an attack and damage modifier based on the caster's intelligence. The armor is immune to mind-affecting spells, poison, sleep effects, paralysis, stunning, disease, and death effects.*)

The armor can only defend the caster, and it never leaves his side to perform any other action. Once activated, the armor remains animated as long as the caster desires; however, it can be used for only 100 rounds in total before the armor, shield, and weapon fall to useless dust (even if magical). Damage dealt to the armor cannot be cured; and if the armor is reduced to 0 hit points or fewer, the armor, shield, and weapon fall to dust and any remaining rounds of the gauntlet's use are lost forever. The caster may end the spell and cause the armor, shield, and weapon to return to their gauntlet form at will. The wizard may have more than one gauntlet prepared at a time; use of each gauntlet to summon its armor requires a separate casting of this spell.

MONSTROUS MENACE

TOMATO, GIANT SPACE

[GIANT SPACE TOMATO OVERLORD]

NO. ENCOUNTERED: 3d4 (6d4 in lair) [1]

SIZE: S to M (1 ft. to 8 ft.) [L (12 ft.)]

HD: 1 to 8 (d8) [12 (d8)]

MOVE: 1-4 HD 30 ft./ 5-8 HD 20 ft. [10 ft.]

AC: 10 + HD [22]

ATTACKS: 1-4 HD Bite (1d4)/ 5-8 HD Bite (2d4) and 2 Attack Vines (1d4 + Constrict) [1 Bite (3d4), 12 Attack Vines (1d4 + Constrict)]

SPECIAL: Killer Ketchup, Zombify [Spawn Giant Space Tomatoes]

SAVES: P [P, M]

INT: 1-4 HD Inferior/ 5-8 HD Low/ Zombie Varies [Superior]

ALIGNMENT: Chaotic Evil

TYPE: Aberration (Interstellar)

TREASURE: Special

XP: 1 HD 10 + 1/hp

2 HD 20 + 2/hp

3 HD 40 + 3/hp

4 HD 80 + 4/hp

Zombie 100 + 4/hp

5 HD 200 + 5/hp

6 HD 300 + 6/hp

7 HD 450 + 7/hp

8 HD 625 + 8/hp

Overlord 1,750 + 12/hp

Giant space tomatoes are misnamed; although they have the appearance, smell, feel, and even taste of terrestrial tomatoes, they are, in fact, a non-terrestrial species of interstellar-spawned aberrations. Not a fruit, not a vegetable, and not quite an animal, they are uncategorized and perhaps could only be so in some mad, insane world. No one knows where the first giant space tomatoes were spawned; when man first reached beyond the grasp of his natal star, the giant space tomatoes were there. The first encounter that man survived, these creatures were given their ironically inappropriate name.

Typical giant space tomatoes range in size from 1 to 8 feet in diameter, 1 foot per Hit Die. They have a large, fang-filled maw taking up the lower half of their front and two large, bulging black eyes above the mouth. They have a crown of green leaves at the top; at the center is the stem, which is actually a prehensile tube-like structure, used to shoot their killer ketchup. Those of 5 to 8 HD also have two vine-like tentacles sprouting from their crown, each twice as long as they are wide, that can be used to attack, as well as a dozen other long vines that simply writhe menacingly. The giant space tomato overlord looks like a gargantuan 12-foot diameter tomato, with the exception of its vast fanged maw, its two basketball-sized eyes, its golden-leaf crown and stem, and the scores of 12- to 24-foot-long vines, from some of which depend multiple one-foot diameter nascent giant space tomatoes.

Half of all giant space tomatoes encountered are 1 HD. The rest are between 2 and 8 HD (roll 1d8 to determine, treating a roll of 1 as a roll of 2). There is a 5% cumulative chance per giant space tomato in the group that a 4-HD giant space tomato zombie leads them. A full complement of giant space tomatoes, complete with three zombie lieutenants, always guards the giant space tomato overlord.

ORGANIZATION: There is generally only ever one giant space tomato overlord on any world at any given time. They despise each other, and thus tend to keep a large distance of cold space between them. If more than one should land upon a world, internecine war between them takes precedence over battles with the native species. By the time the giant space tomato overlord is encountered, it is already too late to stop his invasion, for he will already have spawned a dozen or more giant tomatoes to begin his domination of the planet.

All giant space tomatoes communicate telepathically among themselves and with the giant space tomato overlord, though the greater the distance, the less information can be passed along. Giant space tomatoes can speak the local language, but use broken phrases and simple words; the overlord and zombies are fully fluent. Giant space tomatoes and zombies perform the orders of their giant space tomato overlord without question and to the best of their abilities.

ECOLOGY: Giant space tomatoes exist only to conquer whole worlds. The giant space tomato overlord first lands on a planet in seed form. There, it puts down roots, adapts to the atmosphere and biota of the new world, and quickly and quietly grows to full size on water and soil. Once it attains full size, it hunts for the blood and flesh of the dominant species of the new world by sending out its spawn to bring back prisoners. These spawn overpower the local species, consuming its flesh and breaking its power, and thereby growing in size (1 HD per 5 HD consumed). Giant space tomato zombies are then produced to acquire full knowledge and use of the local technology. From its initial conquests, the overlord's armies of giant-space-tomato spawn go forth to conquer, consume, and supplant all other life on the planet. Once conquest is complete, the giant space tomato overlord grows special seed-bearing pods that it shoots into outer space to begin the cycle anew.

TREASURE: Giant space tomatoes gather anything and everything in the first months of conquest, as they and their zombie brethren figure out how to use the world's weapons and other useful conquest-related technologies. Any other treasures encountered in their lairs are usually incidental, though giant space tomato zombies often keep ostentatious piles of wealth, jewels, statuary, and so forth, to tempt foolish humans into delaying their invasion of the lair... these hoards are invariably trapped, often with explosive killer-ketchup devices.

RANGE: Can be found anywhere, on any planet suitable for humans, and often others of marginal human survivability. Often found on lonely, low-atmosphere wet asteroids. The overlord usually lairs in a large, well-protected building, such as a barn, factory, or warehouse; absent such buildings, it prefers to lair in natural caves with many exits. Once the tomatoes have conquered a sufficiently large area, the overlord's zombies prepare secondary spawning sites. There is usually 1d6 of these per county-sized area, some in towns and cities, and others hidden in rural areas.

COMBAT: Giant space tomatoes move by rolling and bouncing, a bizarre sight even to those aware of their existence. They bounce at their targets, seeking to bite out large chunks of flesh. Smaller tomatoes have no real sense of tactics, while larger tomatoes and zombies seek to organize the attacks of their charges. Being essentially mere extensions of the overlord, however, most giant space tomatoes are fearless, and simply attack until victory or death. Zombies, however, have some vestige of individuality, and use their technological weapons and other devices to the best of their abilities.

CONstrict: A successful vine attack by the giant space tomato can lead to a constriction attack. In the round following the successful attack, the victim must make a strength save. If this save fails, the victim is constricted by the tomato for 1d4 points of damage per round. A victim can make additional strength saves every round to escape constriction, but escape becomes more difficult as the tomato tightens its grip. Strength saves to escape, therefore, suffer a -2 cumulative penalty for each round after the first that the victim is constricted.

KILLER KETCHUP: Giant space tomatoes can spit out a slippery, acidic fluid known as killer ketchup. Range is 5 feet per HD for a line attack, or, if vomited out to make a pool, the pool is a 5 foot x 5 foot square per hit die. Targets along the line of attack must make a dexterity saving throw; if they succeed, they dodge the line of ketchup. If they fail, they take a hit and suffer 1d4 points of acid damage per HD of the tomato. In the case of encountering a pool, the victim must make a dexterity saving throw against CL 0 (CL 3 if jogging, CL 6 if running), or fall to the ground and get covered in the ketchup, suffering half damage. If they do not have an environmentally-sealed helmet, and the saving throw failed on a natural 1, they accidentally swallow some of the fluid, and must make a saving throw against zombification, per below. Normal giant space tomatoes and zombies can spit killer ketchup once per day. The overlord can spit a 30-foot-long line of ketchup for 6d4 points of damage once every 1d6 minutes.

ZOMBIFY: Should a human (or other creature) consume the flesh, blood, or seeds of a giant space tomato, he must make a constitution saving throw against a CL equal to the Hit Dice of the creature. If the save succeeds, nothing happens. If the saving throw fails, he falls ill with a terrible stomach ache 1d6 x 10 minutes thereafter. For another 1d6 x 10 minutes, he either writhes and screams in pain, or he falls unconscious; in either case, he is unable to do anything. At the end of that time, his belly becomes grossly distended for 1d6 rounds, and then explodes out, killing the victim and revealing the face of a giant space tomato!

The resulting mutant zombie beast's vines inhabit and move the body of the stomach-exploded victim. Provided new clothing is available, the zombie can hide in plain sight if the tomato face in the belly is covered. The giant space tomato zombie, as it is called, is not actually undead. Though it is only 2 feet across, it counts as a 4-HD giant space tomato. The giant space tomato has consumed the brain of the victim, filling his skull with his own seeds, and thus gains the victim's mental stats and memories. The zombie must make an intelligence check to remember specific memories (such as passwords, chemical formulae, and the location of the car keys). The zombie cannot access any spells its victim knew, though it can use any magic items its victim could use. The zombie can speak with its own voice or with the voice of the inhabited being, though often speech is a bit slurry, its facial expressions imperfect, and the human mouth drools ketchup now and again (intelligence saving throw CL 0 to notice). Zombies prefer to use technological weapons, such as slug throwers, lasers, and blasters, when available. Zombies can spit their killer ketchup either from their own mouths or from the mouth of the being they inhabit.

SPAWN GIANT SPACE TOMATO [Overlord Only]: The overlord spawns new giant space tomatoes regularly. When first encountered, the overlord's vines have 6d4 1 HD tomatoes almost ready to spawn. If endangered, in addition to its regular attacks, it can spawn one new tomato from this reserve every 1d4 rounds.

4 CASTLES & CRUSADES

WHITE BOX MENACES

MONSTER (SIZE)	HD	SV	AC	# OF ATTACKS	DMG
EMAKUMEA (M)	4d6	M	18	Slap, 2 Fire Darts or Kiss 1d6+1d6 Fire	1d8 each
GOEZYANAM (L)	8d10	M, P	20	Project Energy	4d6
MEGTRÁGYÁZ (L)	6d8	P	14	2 Slams or Vomit Mud	1d8/1d8
PADUGUIN (S)	1d6	M	16	Bite	1 + Drain
SCÁTHÉAD (M)	4d12	M	15	Incorporeal Touch	Possession

EMAKUMEA: These fire nymphs appear in the form of beautiful, voluptuous human females with obsidian skin, fiery charcoal-red eyes, and flaming yellow hair... literally of flames! When angry their eyes burst into a fiery blue and their skin lights up with the orange-red of the boiling magma within. They prefer to use their charm person ability to get their victims to kiss them; their searing hot kiss deals 1d6 points of Constitution damage each round, unnoticed by the victim, even as he burns to a crisp. If the emakumea does not get what she wants, she either slaps her target or looses fire darts, one per hand, with a range as per a javelin (must roll to hit). Emakumeas are immune to all forms of fire and heat, but suffer a -2 penalty to save against cold and ice, and suffer an additional point of damage per die of from such attacks. Emakumeas only keep jewelry and gems as treasure; everything else either burns or melts. There are usually 2 to 5 in a lair, deep in the earth near rivers of magma or in volcanoes.

GOEZYANAM: These strange things are giant flying human eyeballs, 5' across, with a golden iris. The optic nerve is attached at the back; the end of the nerve seems to disappear in a crackling point of energy, as though the eye were attached to something, somewhere else though a small magical portal. They attack with a ray of pure cracking energy emitted from their pupil; the ray deals 4d6 damage, is 5' across and extends for 60', and all within the area may save versus Dexterity to take only half damage. If a victim is slain by the damage, he must make a Charisma save or his body and all carried items are disintegrated. They never speak. When first encountered, there is a 1 in 8 chance they will attack; otherwise, they simply observe silently for 1d10x1d12 minutes, then go elsewhere. They fight to the death if attacked. Sages believe they are cousins of the prysmal eyes. Goezyanam are wandering creatures and do not keep treasure.

MEGTRÁGYÁZ: Megtrágyáz are undead, born of those who drowned in the deep mud or muck. They are large, broad humanoid forms made of mud. A mummified skeleton sits at the center of the mud. They attack by slamming targets with their fists. Twice per day a megtrágyáz can vomit forth a mass of sticky, stinking ooze in a line 5' wide and 40' long. Anyone in that area who fails a Dexterity save is covered in the ooze, and is slowed as per the spell until he is able to wash it off in clean water. Megtrágyáz are immune to piercing weapons and take only half damage from slashing weapons. They suffer double damage from water spells, only half damage from fire spells. If a megtrágyáz knocks a target unconscious, it tries to smother it to death with its own body; if it is successful, the megtrágyáz is finally put to rest, but the smothered

victim rises as a megtrágyáz. Megtrágyáz can have treasure upon its body, whatever it was carrying when it died.

PADUGUIN: Also known as blood fairies, these nasty beasts are 6" tall, nude, wrinkled, hag-like fairies with gray skin, bone-white hair, large fangs, and filthy finger and toe nails. They are encountered in groups of 6 to 36, and attack by swarming their chosen targets, six or more to a target. They start by singing, a beautiful, haunting melody completely at odds with their appearance. Those who hear the song must make a Charisma save (CL equal to the number of paduguin targeting him) or be lulled into a trance. Those who fail are automatically bitten by the paduguin the next round; those who succeed are then furiously attacked. A bite deals merely 1 point of damage, but on the first round and automatically each round thereafter until sated or pulled away, the paduguin drains either a spell of a random level from the victim's mind or, if no spells are left or possessed, one point from Intelligence, Wisdom, or Charisma, randomly. A paduguin is sated after stealing one point or spell per hit point possessed. After satiation, the paduguin is no longer hideous, but transforms into a luscious, fey beauty... which lasts for only 1 to 4 days. If a victim is reduced to 0 in any ability score by the paduguin drain, rather than dying, he becomes their thrall for life, the control being severed only through the casting of a restoration spell. Otherwise, the ability score points damage recovers normally over time. There is a 1% chance per paduguin present that they already have 1 to 4 thralls to serve them, who will defend them if need be. Paduguin love to collect treasure, especially jewelry and magic items, even if they are too small to use them.

SCÁTHÉAD: These creatures are formed of shadow and greed. Born out of long lust, greed, and avarice, these creatures form when dragons that have long laired in one place. The scáthéad is born from the dragon's shadow, and immediately goes forth to seek its own treasure. It looks like a dragon-shaped shadow that ripples in the windless air. As the shadow cannot touch anything, being incorporeal, it seeks to possess targets, so it can gather its own treasure. To this end it has the ability to create the illusion of the treasures its dragon possessed, to lure in the greedy and foolish. It additionally has innate spell casting abilities equivalent to those of a 5th to 16th level illusionist (1d12+4). When it makes its touch attack, if the victim fails a Charisma save, he is possessed, as per the magic jar spell, with his shadow cast into the nearest gem or piece of jewelry and that of the scáthéad taking over; the eyes of the victim turn coal black while possessed. It immediately thereafter begins gathering as much treasure as possible, by any means necessary.

CAPTIVATING CHARACTER FOR AMAZING ADVENTURES™

MIETTE D'ARCY

12TH-LEVEL ARCANIST [CHARISMA]

Lords et Lahdies, Jentlemen et Maids, et Sheeldren of All Ah-jehs!
Wahl-come to ze gray-test show on zhis Airth... et mahnee oh-zairs!

SEX: Female

ETHNICITY: French (Archaic dialect)

AGE: Unknown, appears late 20s to early 30s

ALIGNMENT: Neutral Good

STR 8, DEX 17 P, CON 11, INT 15P, WIS 12, CHA 18 P

HP 40, MEP 60, AC 16, SANITY 48

DESCRIPTION: Miette stands 5'6" tall, though she often appears taller, as she wears black high-heeled boots while performing her duties as ringmaster. As such, she wears black fishnets; black pants; a white shirt; a glittering red vest; a black coat with tails; white gloves; and a tall, glittering, sequined, red top hat. Her platinum-blond hair is left long and flowing, her skin is smooth and tanned, and her almond-shaped eyes are a crisp spring green. Her build is fine and lithe, with smoothed and subtle fey body angles. She is double-jointed.

BACKGROUND: Miette is the lead partner and ringmaster in D'Arcy and Wight's Circus and Freak Show. Most of her history before the circus is a mystery, even to her employees and closest friends. She comments now and again on the foolishness of adventuring, with the tone of experience, but refuses to disclose any further details if asked. What is known is that she joined the circus years ago as a contortionist and as the resident stage magician, and over time, she grew to love the circus as a way of life. She bought out Jeremiah Black, the previous owner, when he retired, though much to her chagrin, she had to keep on Wight and his freak show as part of the sales agreement.

PERSONALITY: She is zealously committed to the safety, well-being, and profitability of her circus. An attack against her people or animals is considered an attack against her; she extends this protection to the innocents among the freaks, but not to Wight himself or his minions. She knows that Wight and his associates are involved in unpleasant things (grave robbing, black lotus running, necromancy, thievery, and such) but as he does not directly involve the circus and as she has no solid proof, she cannot do anything about it... legally. And this causes her no end of grief, as she feels that someday, eventually, his activities will blow back on her circus...

BACKGROUND, SKILLS, AND TRAITS: She has background experience as a Contortionist, Stage Magician, and in Advertising. She speaks French (an archaic, unidentifiable accent) and English (heavily accented). She is Focused and Spellgifted [Illusions].

SPECIAL ITEMS: She has a simple black magician's wand that provides a +1 bonus to her casting level for any spell cast using it as a magical focus (no charges used). The wand also has all the abilities of a wand of illusion, with the spells cast at her level or the minimum level needed to cast, whichever is greater. The wand can be recharged. She also wears a ring of protection +4 on her left hand and a ring of mind shielding on her right hand. Her top hat acts as a bag of holding type I, and not only holds a dozen treasure maps (only half are true), it also holds at any one time, \$5d100, and two potions of healing.

RUMORS (D3)

- 1) Rumors still circle the circus over where she got the money to buy the show, and most agree that she still has stashes of gold and jewels here and there across the continent from her adventuring days. Rumor also has it that she keeps the maps to her stashes in her top hat.
- 2) Miette is said to fear or at least avoid a tall, red-headed human female sorceress dressed in purple silks and wearing a horned headdress. Circus workers know that if there is even a rumor of such a woman in an area, she packs up the circus and moves with all dispatch to the next furthest possible show site. Whether the Lady in Purple is an old enemy, ally, or lover (as some wags prefer to tell) is unknown.
- 3) She is eager to get rid of her partner, Wight. No one is quite sure, however, who or what Wight is, as he only operates through select minions who meet with him in his skull-and-bones-and-demon decorated wagon. Rumors run the gamut that he is simply a fat, perverted, loathsome halfling thief to his being a vampire, lich, or other potent, intelligent undead. Those who have been known to inquire too closely have either disappeared or been found dead or undead...

DISPOSITION (D6)

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| 1) Sweet | 2) Irritated |
| 3) Scared | 4) Annoyed |
| 5) Business-minded | 6) Aloof |