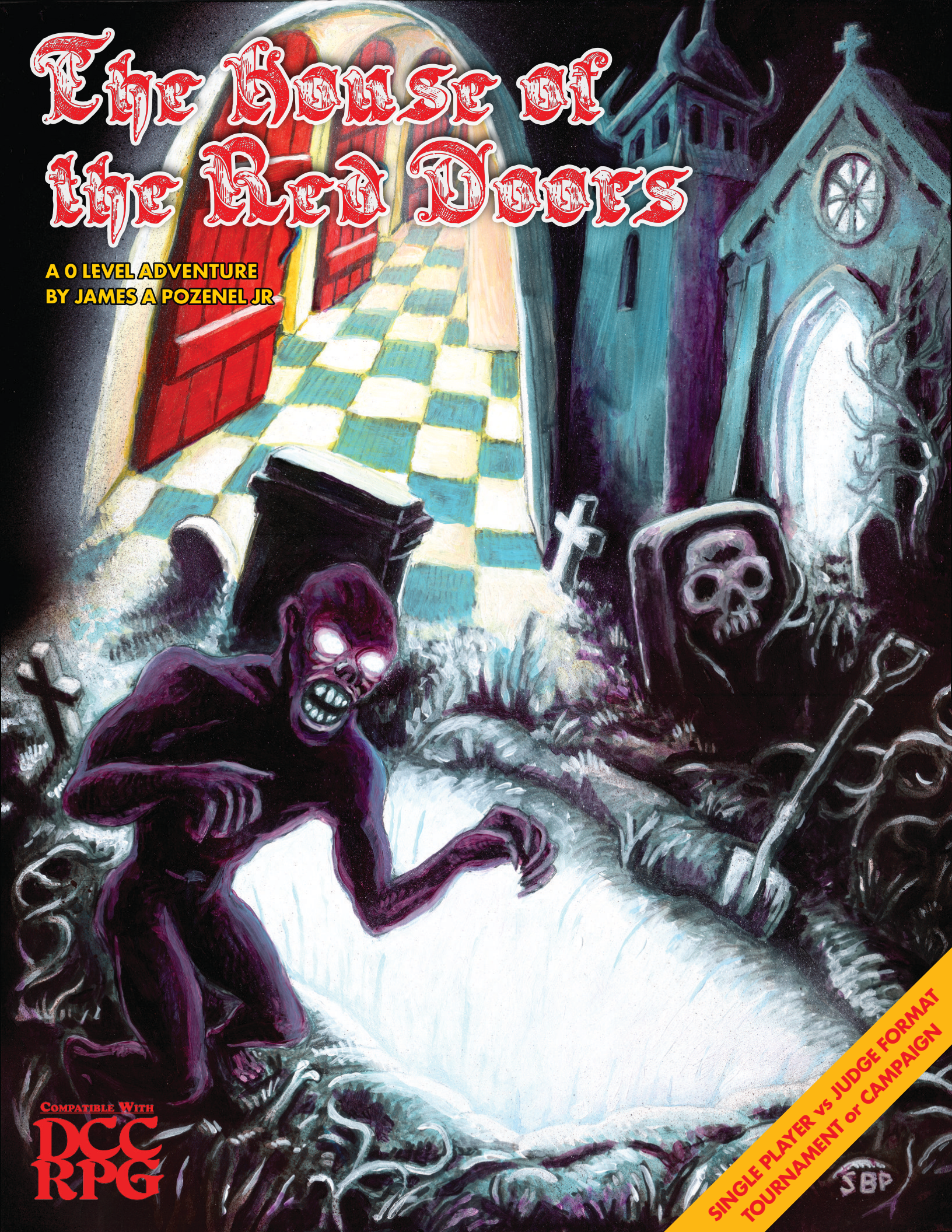


The House of the Red Doors

A 0 LEVEL ADVENTURE
BY JAMES A POZENEL JR



COMPATIBLE WITH

**DCC
RPG**

SINGLE PLAYER vs JUDGE FORMAT
TOURNAMENT or CAMPAIGN

SBP



Generations ago the House of the Red Doors visited your village. Now, so many years hence, could it be passing this way again? As the story goes, its mistress, Jassafae, still untouched by time's ravages, is a powerful being of unknown origin. Through her, fates are altered and wishes granted, but only to those brave enough to cross her threshold. You toil unceasingly, suffer much, and to what end? Unrequited dreams and the hope of an early grave? You resolve to enter and change your destiny.

The House of the Red Doors is a challenging 0 level adventure for one player and one judge. Three rounds of puzzles with seven different endings await the brave souls that enter the moveable mansion's threshold. A dreamland-like setting allows for ease of use in nearly any genre. This adventure can quickly create a 1st level adventurer for an ongoing campaign, test a player's wits, or be run as a tournament.



SKU HS001-EB \$8

COMPATIBLE WITH
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RPG**

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The House of The Red Doors

A 0-Level One Person Funnel

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Judge's Introduction

The House of the Red Doors is a one player funnel adventure requiring a Player and a Judge. Most adventures (funnel or otherwise) are focused on a table of players, this one is more intimate, like visiting a fortune teller. This adventure can quickly create a 1st level adventurer for an ongoing campaign, test a player's wits, or be run as a tournament.

If tournament play is intended, use the adventure as written. Each participant receives one peasant. During the course of the adventure, certain Player decisions give or subtract points (See *Scoring* section below). If the Player opts to assign an alignment to their peasant, there are more opportunities to gain or lose points. The further they explore and survive, the more points they will accrue. The winner of the tournament is the Player who scored the most points on their run.

If you need to level up a peasant to a first level character for an existing campaign, a minor adjustment is needed. Below in the Player's Introduction, is a "Note" section to be read to the Player if/when they return with another character. All the events and encounters of their previous peasants' attempts are known and recounted in the tapestry she weaves. Hopefully their next character will notice their predecessors' mistakes and make different decisions. In the author's experience, it can take 2-4 characters and about an hour to successfully finish the funnel in this manner.

Player's Introduction

Between the blood-orange setting sun and the crest of the hill where a wide dirt road leads into your village, black silhouetted hulks bob up and down. As they descend the slope, the sun limned shades become elephants of dusky blue hue. The animals pull their burden atop the summit. An immense, ornately decorated, wooden carriage glides down the hill on colossal wooden wheels. Diamond paned multi-colored glass windows of every size and shape occupy the walls, dormers, balconies, and turrets. The black enameled, terra cotta roof sweeps upwards into two towers topped by cupolas gilded in gold.

Generations ago the House of the Red Doors visited your village. Now, so many years hence, could it be passing this way again? As the story goes, its mistress, Jassafae, still untouched by time's ravages, is a powerful being of unknown origin. Through her, fates are altered and wishes granted, but only to those brave enough to cross her threshold. You toil unceasingly, suffer much, and to what end? Unrequited dreams and the hope of an early grave? You resolve to enter and change your destiny.

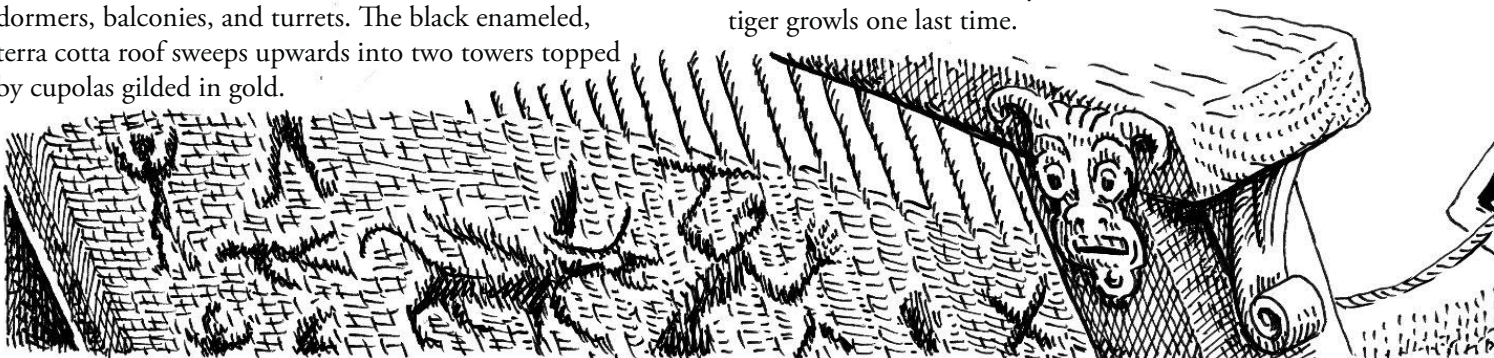
The fat driver of the elephant team introduces himself as Xippiot, and bids you to enter the movable manse. A narrow hallway gives way to an exotic room with six columns of cedar carved into a delicate lattice work of human bones. Dragons with human skulls in place of their serpentine heads are sculpted amongst the boney structures. Tall, fragrant flowers fill large porphyry funerary urns placed along the walls. The floor inside the colonnaded area is layered with many rugs making for a soft, cushioned surface. In the center of the room lies a tiger's skin, its mouth set in a fierce snarl and its eyes replaced with clockwork which follow your every movement. When you pause to absorb the spectacle of Jassafae's sanctum, the tiger's jaws mechanically open and issue a low growl. A loom stands nearby with a half finished tapestry on it.

Note: If this is not the first time the character has entered the House of the Red Doors, read the following paragraph:

Woven into the cloth on the loom, you see others from your town. You recall some of them slipping away from the tavern just as you have done this evening. Each citizen is depicted dying in a disconcertingly realistic tableaux.

"There is nothing to fear," says a voice from behind the loom, "Unless shuttlecocks give you nightmares."

An attractive woman with golden hair peers out from behind the loom and bids you to sit. The clockwork tiger growls one last time.



The Reading

Jassafae asks two questions (below) about what the player character wishes. This can be done through role play or by using the **Player Handout & Introduction**, but the Player must provide additional details to mold the rolled results into a cogent narrative.

Questions:

“Why do you seek me, the mistress of the House of the Red Doors?”

“What do you wish to manifest that you cannot or will not create for yourself?”

Jassafae reflects on the interview and, with a sweep of her hand, conjures 3 symbols. The symbols correspond to those in Table B-1: Cause, Table B-2: Theme and Table B-3: Goal (*Character Backstory* below). If the Player opted to create their own circumstances and desires, it will be up to you, the Judge, to clarify or simplify the Player’s story to fit inside the Theme, Goal, and Cause matrices. As the glowing symbols float in the air, Jassafae mentions each symbol’s significance (read from the *Symbology* sidebar).

After sharing the symbols’ meanings she says, “Know this too: law, chaos, and neutrality watch this house. The symbols represent those forces. Your choices influence the eternal struggle.” She then sweeps up the sigils with a wave of her hand. Now in her outstretched palm is a thonged pouch, her hand glides towards the PC. “Take this pouch and keep it safe at all costs,” she begins. “It is required in order to render your longing into reality.”

Pointing to a red door Jassafae says, “Go now through yonder door. Stay true to your heart and its desires as you proceed.”



Symbology

Arch: Arches are an opening or passageway to a new direction or opportunity. The act of passing over the threshold will mark your new beginning.

Armor: Armor is the symbol of durability and strength. Allow it to cover you.

Balance: You wish to right a wrong in your life. You must unbalance today’s state to bring harmony to your soul.

Bird: A symbol of higher thoughts and matters of the spirit. Permit it alone to take you higher.

Boat: A symbol of movement in a different direction. Ensnared in these rooms and vaults is the excitement you crave.

Brick Wall: A barrier to you both socially and psychically. The bricks of the wall must be found and a path taken at its feet.

Bridge: Bridges take us from one point to another. They represent resources or help available to us. Find the bridge and move to a new phase of life.

Bull: The Bull is a symbol of force and potency. You must display the same qualities if you wish more power.

Butterfly: A universal symbol for transformation. In its cocoon, miracles happen.

Castle: A representation of strong foundations in order to obtain your goals. Acquiring this symbol will lead to your heart’s desire.

Cat: Cats are quick and lucky. If you wish to be the same, save it alone in the trials ahead.

Chains: A symbol of privation, bondage, and slavery. You have been deprived of something dear to you. You must enter this place of pain before you move on.

City/Village: A symbol of harmony and teamwork. You must enter the city and its buildings to find the companionship you seek.

Cornucopia: A symbol of abundance. Filling your cornucopia will require diligence and bountiful harvest.

Dagger: A symbol of the mind, obstacles and duality of things. The dagger’s resting place is the key to cutting away negativity lest you become its victim.

Dog: A symbol of fidelity, loyalty, and friendship. Seek its bearer.

Falcon: Peerless, powerful, and above the mundane. The falcon will help you attain that which you desire.

Fire: Both a creative and destructive force. Find it and you will find the means to your fame.

Flowers: Flowers possess the symbolic meanings of joy, beauty, and love. The flower you seek lays upon its owner's breast.

Grapes/Grape Vines: Long associated with life and transformation, you must find the fruit of the tree of life to rejuvenate that which you've lost.

Hand: The hand represents power, domination, protection. By this symbol you will have the dominion you crave.

Lantern: The lantern is a representation of illumination, truth, and faith. Hidden in these halls and vaults, it will guide you on your preordained path.

Lightning: It strikes; creating as it destroys. Lightning signals the end of your quiet life in exchange for risk. Clouded by these halls and vaults, it will guide you on your adventurous season.

Pomegranate: The pomegranate is a symbol of abundance and the luxurious side of life. Recognize the richness within the fruit to find your treasure.

Rabbit: Reminding us of the importance of friends and family, find its symbol on the heart of its still guardian.

Ram: The ram represents determination, action, and initiative. Find the ram; its attributes will successfully empower your vengeance.

Ropes: Symbol of binding, confinement, or restriction. Fear is like a rope around your soul. Find rope's opening and break free of your fears.

Sarcophagus: Sarcophagus asks us to lay to rest the thoughts and things that no longer serve us. Choose the doorway of the tomb and free yourself from guilt.

Scroll: Knowledge, ancient wisdom, and secreted powers are the scroll's meanings. Find the fruits of knowledge, and powerful riches will be yours.

Skull: Death, often depicted as a skull, represents a monumental change, or a clean break. To end the past and start anew, you must find the skull and brave its path.

A: Visitation of the Past

The door you open gives way to a cold, dark mist. As you step over the threshold, the mist disappears showing the village of your birth. It appears to be abandoned and in ruin. Six strange lights pierce the heaven and seem to emanate from the center of town.

The PC is free to explore the darkened town, perhaps even supplying details of their life as time and desire to explore their backstory dictates. Most buildings are burnt down and those that aren't are in bad shape (roofs collapsed, thickly covered in lichen and moss). Charred items, desiccated foodstuffs, or discarded junk litter the floors.

The Town Square

The village square, normally a place of bustling economic activity, is eerily quiet and most of its businesses are also in ruins. Only the church, the smithy and the tavern are still intact. You can now see that the lights originate from behind the church where the lychyard lies.

Tavern

Smashed furniture, broken mugs, and other crockery litter the floor. The kegs are dry and falling apart. An untarnished silvered dagger sits on the dusty bar.

The silvered dagger is +1 to attack and deals an additional 1d6 to un-dead. Inconspicuously incised on its pommel is the symbol of Malotoch, a chaotic deity. Searching the rest of the tavern reveals nothing further. The kitchen has numerous spots where rotten food has turned into dark stains. Guest rooms are equally disheveled and long looted of anything of value.

Smithy

The smithy's large barn like doors are missing. The tools and anvils are gone and the forge is long cold. Leaves from several autumns rest in the corners.

In a far corner a long, blackened smith's apron hangs on a hook (+2 AC, +2 to hide, -2 to sneak, -5 to Speed, -1 to skills, 1d8 fumble). Stamped into the leather on the inside of the bib, a prayer to Cenitvus, the neutral god



of artistry and creation, asks: “Oh Great Artist, let my meager talents rise to the challenge as my hammer rises to shape my work.”

Church

Dedicated to Choranus, the church is a simple, one-story, fieldstone building. As you enter, light from the lichyard pours in through lancet windows set high into the back wall. The church is empty of pews and other furnishings. The altar sits undisturbed at the far end of the church.

On the altar is a holy symbol, dedicated to Choranus. It keeps the ghoul in the lichyard 10’ away as long as the character can see the ghoul and hold it aloft.

Lichyard

As you approach the lichyard, you can see that the light is emanating from six open graves. They all appear to be recently disturbed. At the center of the graveyard, a bent, emaciated figure rips flesh from a corpse. Its eyes glow bright white and illuminate its grisly repast.

The creature in the center of the lichyard is a ghoul. If the PC wishes to proceed unnoticed, they must make a sneak skill check with a DC of 8. Exploring the entire cemetery may require one or more sneak checks.

Luminous Ghoul: Init +1, Atk bite +3 melee (1d4) or claws +1 melee (1d3), AC 12, HD 2d6, hp 7, MV 30, Act 1d20, SP blinding light (DC 10 Reflex or blind 1d3 rounds), un-dead traits, infravision 100’, SV Fort +1 Ref +0 Will +0, AL C.

The ghoul attacks as soon as it becomes aware of the PC’s presence. As the ghoul’s head swivels around to find the noisy PC, the blinding light from the ghoul’s eyes hits the PC square in the face (DC 10 Reflex or blind 1d3 rounds). Subsequent rounds may also require a save to avoid blinding at the Judge’s discretion. The flesh craving un-dead does not stop attacking until it or the PC is dead.

Each grave is marked by a tombstone bearing either a decorative border or a bas-relief carving; none of them bear names or epitaphs. Randomly place each of the open graves at an ‘x’ on the map. Three grave markers have borders: one of rope, one a chain, and one with a row of bricks. The other three have a symbol carved on them: a dagger, a skull and a sarcophagi. Each of these graves correspond to the symbols in the Cause table (Table B-1: Cause below).

If the PC investigates a grave, they find shredded clothing, bones cleaned of meat, and a skull whose eye sockets emit bright light much as the ghoul’s do.

For full points a PC must descend into the grave that matches their Cause symbol as revealed by Jassafae during the interview (See Scoring section). However, jumping into any of the open graves emitting light will move the character to Section B. Paths to Destiny below.

B: Paths to Destiny

As you lower yourself into the grave your feet search for purchase on the bottom, but find none. You lose your grip on the earth and fall into the light coming from the skull’s eye sockets. The blinding light fades to a quiet evening in a village that is nothing more than a single junction of two roads. You stand on a dark, earthen road that fades off into the night behind you. A sinuous road of seamless gold with carved onyx façades stretches off to the right. A jagged road of silver gravel with gray basalt pyramids lies ahead. A straight granite block road lined with marble buildings leads off to the left. All the buildings’ entrances have red doors. At the crossroads, three humanoids argue just outside your hearing.

The Humanoids

The first is an albino with large, unblinking fish-like eyes and seemingly no ears. Another has an albino head and torso, but deep red arms and legs; he has long, red hair and is very muscular. The last has deep red skin and a huge cyclopean eye under a beetling brow; his arms are unusually long. The humanoids represent the alignment of the road they stand upon and wear clothes colored as indicated by the table below:



Road	Humanoid	Aspect	Color of Dress
Straight Granite	Albino, fish-eyes	Lawful	White
Silver Gravel	Muscular, long hair	Neutral	Gray
Sinuous Gold	Cyclops, neanderthal	Chaos	Black

The humanoids are arguing with each other in different languages. A humanoid, who's alignment matches the PC's Goal's aspect, holds a pillow upon which a hand mirror lays face down. When the PC approaches the group they make room for the character, and present the mirror to the PC. If the PC picks up the mirror, they become excited and preen themselves, and -- roll d4 for each humanoid: (1) smile; (2) grimace; (3) make a duck face; (4) snarl -- expectantly.

If the PC pauses for too long, ignores the group, or purposely denies the humanoids a look at their reflections, the humanoids all groan in disappointment and disappear into a building on his side of the crossroad.

Once a humanoid is shown his reflection, the others groan and depart the crossroads. The person shown his reflection attempts some variations on his chosen look and/or further grooms himself. After a few moments he grunts in satisfaction and travels back down his appointed road entering one of the buildings.

If the humanoid who holds the mirror and pillow is not shown his reflection, he shoves the pillow at the PC and he attempts to steal Jassafae's pouch. The humanoid picks pockets as a 2nd Thief (bonus as follows: +2 for Lawful, +1 Chaos, +3 Neutral). The DC for the pickpockets attempt is up to the Judge to decide based on where the PC placed the pouch. If the humanoid is successful, the PC is unaware of the theft. A failed attempt alerts the PC.

Humanoid (3): Init +0, Atk fists +1 melee (1d2), AC 10, HD 1d4, hp 2 ea, MV 30, Act 1d20, SV Fort +0 Ref +0 Will +0, AL varies.

The Mirror of Jassafae

The hand mirror is useful during Section C. *Fight for the Future*. If the PC shows a humanoid their reflection **and** the humanoid's alignment matches the PC's Theme's aspect (See Table B-2: Themes below), two charges are placed in the mirror. The mirror tingles in the player's hand after being charged. The mirror functions when it is held in front of the PC with its reflective side facing a foe. Using a charge consumes an action and automatically produces the effect described in each trial.

If the mirror was shown to a humanoid of an opposing alignment than the PC's Theme, the mirror is cursed and imposes a -1 penalty to all rolls.

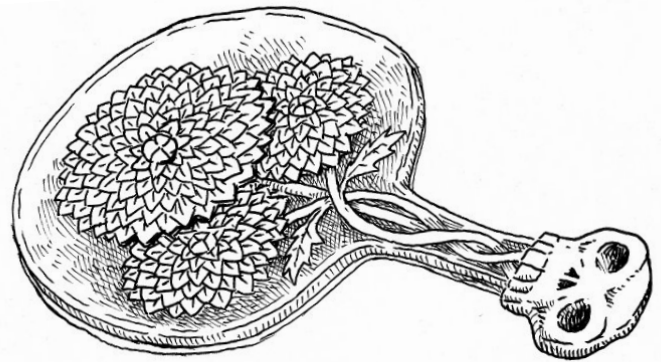
If the mirror has no charges or was cursed, it is useless in Section C. *Fight for the Future* section.

The Conjoined Crossroads

As noted above, each road leading into the intersection (except behind) corresponds to an alignment.

The edifices along each road bear one symbol or architectural detail corresponding to a Theme (see Table B-2: Themes) that matches the road's alignment (the gold road alternates between bulls and cornucopias, the granite road arches and cityscapes, the silver gravel road butterflies and balances). Opening a door and stepping through, leads the PC to Section C. *Fight for the Future* and the corresponding trial.

If the character elects to turn around and go back the way they came (the dark path), they become lost in the darkness, read *Into the Dark* below.



C: Fight for the Future

Each trial below corresponds to a specific Theme. Careful observation and taking heed of the Symbology hints provided during the Reading are crucial to obtaining a full victory. Partial victories, result in fewer points for scoring. Any PC defeated in combat is truly dead.

Trial of Power, Sign of the Bull

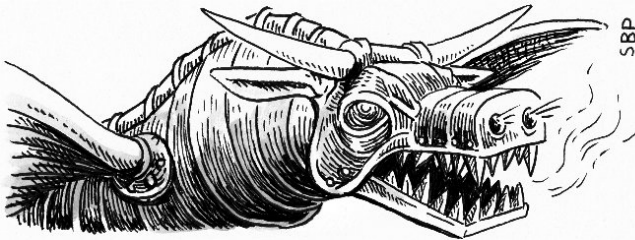
You find yourself in a gladiator's waiting cell. The portcullis to the arena is open. Tiers of seating extend to the heavens. A winged mechanical bull hovers on the far side of the battle grounds. Razor sharp teeth fill its oversized mouth. Behind the mechanical terror is a red door. A glaive of mithril, a hefty wooden spear, and a brass colored two handed sword stand in a weapon rack nearby.

In this trial, the PC must defeat the mechanical bull, Puetoro, in battle. Killing Puetoro with the weapon

that matches the PC's Goal counts as a full victory. If the PC defeats Puetoro, but uses the incorrect weapon, they achieve a partial victory. Choosing the corresponding weapon to their Goal gives the PC a +2 bonus to attack and damage.

On close inspection, the PC can see that each is marked with a symbol corresponding to this trial's Goals. The iron glaive's blade is stamped with a hand. The wooden spear has a falcon carved into it. The cross-hilt of the brass two-handed sword looks like goutts of flame. Once a weapon is chosen, the arena fills with cheering spectators and the remaining weapons in the rack disappear.

Weapon	Goal	Aspect	Symbol
Mithril glaive	Position/Status	Lawful	Hand
Wooden spear	Aptitude	Neutral	Falcon
Brass two-handed sword	Fame	Chaos	Fire



Puetoro, Mechanical Winged Bull, Avatar of Power

Init -2, Atk bite -2 melee (1d10) or horns -1 melee (1d8) or hooves 0 melee (1d3), AC 13, HD 2d10, hp 10, MV 10 Flying 20, Act 1d20, SV Fort +1 Ref +0 Will +1, AL C.

Puetoro is simple minded and slow. It moves to intercept the PC and uses its most damaging attack. Since Puetoro's speed is low, the average PC can easily avoid melee combat, but the crowd jeers at that course of action.

If the PC has a charged Mirror of Jassafae, they may spend an action and a charge to blind Puetoro for 1d3+2 rounds (blinded opponents give a +2 bonus to attack to the attacker; furthermore Puetoro is -1d to attack).

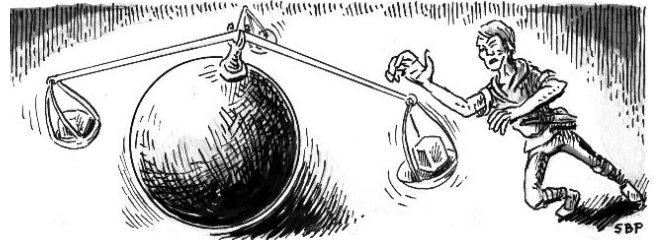
If the PC opens the red door, read *Into the Dark* below.

If the PC prevails in combat with Puetoro, the crowd goes wild. The cheering crescendos into unrelenting waves of sound that at first cause discomfort, then pain, and finally cause the PC to pass out. When they regain consciousness, the PC is in Jassafae's sanctum.

Trial of Reciprocity, Sign of the Balance

A clockwork metal ball, about 4 feet in circumference, rolls erratically around the room. From its top, a balance rotates as the ball zips about. Three pans hang from the balance; each holding a metallic object. On the far side of the room a corridor leads into the dark.

In this trial, the PC must take one of the three objects resting on Equivitor's pans and exit the room through the corridor. Each object corresponds to a Goal. The PC must take only the object that matches their Goal to achieve a complete victory. If the PC chooses the wrong item or takes multiple items, they achieve a partial victory.



On closer inspection, the PC can see that each is marked with a symbol corresponding to this trial's Goals. The silver cube bears an etching of grapes. The gold rectangle has a bridge stamped on one side. The brown and green patina on the bronze trapezoid suggests a ram's head.

Metallic Shape	Goal	Aspect	Symbol
Silver cube	Resurrection	Lawful	Grape Cluster
Gold rectangle	Restoration	Neutral	Bridge
Bronze trapezoid	Revenge	Chaos	Ram

Equivitor, Balance of Exchange, Avatar of Reciprocity

Init +1, Atk balance pans +1 melee (1d4) or slam -4 melee (1d6), AC 15, HD 1d6, hp 5, MV 40, Act 1d20, SV Fort +1 Ref +0 Will +1, AL N.

Equivitor does not explicitly attack the PC. It zigs and zags erratically across the room with its balance pans whirling incessantly. A PC looking to get close enough to take an item from one of the pans is subject to a random attack from its pans or body. If the PC uses a long tool or weapon to move an item off the balance arms, they receive a DC 10 Reflex save to avoid the incoming attack. Ranged or thrown weapons are safe until the PC must retrieve a weapon or ammunition. The PC can attempt to avoid Equivitor, but there is still a 25% chance that it will come close enough to slam or strike them each round.

If the PC has a charged Mirror of Jassafae, they may use an action to expend a charge. Doing so causes Equivitor to stop in place for a full round. While immobilized, the PC cannot be subject to attack and Equivitor's AC is reduced to 11. However caution still must be observed as the pans continue to spin on the balance arms.

If the PC successfully removes an item from one of the pans, Equivitor becomes unbalanced. Its arms tilt towards the ground, the pans crash, and Equivitor, upended and wedged in place by its arms, is unable to move.

Once a metallic object is taken by the PC, a wide dome of glass set into the dark corridor's ceiling shines a light that matches the color of the item in their hands. If they switch items, the color of the light changes. If they take more than one item, the corridor will be lit in multiple colors. If they drop all items, the corridor returns to its formerly darkened condition.

At the end of the corridor is a Red Door. If the PC opens the door while the corridor is dark, read *Into the Dark* below. If the corridor is lit, the PC opens a door revealing Jassafae's sanctum.

Trial of Wealth, Sign of the Cornucopia

A great cavern opens up before you. The floor, walls, and ceiling all appear to have been twisted by some ancient titan into undulating ridges that swirl in a circular pattern towards the back of the cave, disappearing into the darkness. The cone shaped cave's floor and lower walls are choked with verdant trees, bushes, and plants. Ripe berries, apples, and pears hang from the trees and bushes. A small overgrown path winds its way towards the back of the cavern.

In this trial, the PC must collect 3 pieces of fruit and exit the cavern via the path. Picking fruit takes roughly an action and a move action can be used to take more than one piece of fruit from a plant each round. Moving to a plant takes a move action. Each fruit corresponds to one of the Goals. If the PC flees along the path, it leads to the back of the cavern. If they have one or more pieces of any fruit the passage is sunlit and appears to lead up. A PC who has 3 pieces of the fruit associated with their Goal achieves a complete victory. In either case the PC must exit the cavern to complete the trial.

Upon close inspection, each type of fruit provides hints about its association. The red and green skin of the

apples flow into a Rorschach image of a scroll. The dark green dots of the pears, convey a pointillist citadel. The raspberries are actually comprised of a score of tiny gem-like pomegranate seeds.

Fruit	Goal	Aspect	Symbol
Pear	Possessions/ Property	Lawful	Castle
Apple	Magic Items	Neutral	Scroll
Raspberries	Money	Chaos	Pomegranate

Merphids, Aphids of Abundance, Avatar of Wealth

Init +4, Atk bite +8 melee (poison), AC 10, HD 2d6, hp 8, MV 30, Act special, SP poison all targets within 20' x 20' space, half damage from non-area attacks, physical attacks cause additional poisoning to those in swarm, SV Fort +0 Ref +10 Will -2, AL C.

Merphids are silvery amoeba-like aphids. They hide amongst foliage and jump onto the hands and limbs of their victims. Each round the target spends picking fruit they must make a DC 10 Fort save or suffer from poisoning by the strange insects. Failure drains the PC of 1d6 Stamina points, success 1d3. If the PC attempts to knock the merphids from their body, they burst and smear the character with additional poison requiring another Fort save at DC 15. If the PC chooses to retreat or stop picking fruit, the merphids do not follow the PC, nor continue to attack. Any bugs on them continue to pose a threat.



If the PC has a charged Mirror of Jassafae, they may use an action to expend a charge. Doing so causes the Merphids to avoid the PC's body for 1d3 rounds.

The cavern narrows to a dark passage leading down to a red door. If the PC opens the door while holding one piece of fruit, they find themselves in Jassafae's sanctum. If the PC opens the door without possessing any fruit, read *Into the Dark* below.

Trial of Opportunity, Sign of the Arch

A strange creature stands before you. Its feet and legs extend up in a great parabolic arch. Small vestigial hands, red eyes, and a mouth with metal teeth sit at the top of the arch. It moves toward you while swinging round and round like a jump rope. Inside its whirling body, images flicker in a repeating pattern. First a valley of lush jungle with roiling storm clouds appears. Next, a thick swirling fog that obscures all but a few feet of a road. Lastly a brilliant sunset dyes a waterfall a rainbow of colors. Behind the creature is a red door.

In this trial, the PC must leap inside of the swinging arch, Vaultrix, then out into a particular vista projected by its swinging body. Each tableau corresponds to one of the Goals. Jumping into the vista that matches the PC's Goal results in a complete victory. Jumping into any other vista is a partial victory.

Vista	Goal	Aspect	Symbol
Thick fog hiding a road	Destiny	Lawful	Lantern
The stormy jungle	Adventure	Neutral	Lightning
Scintillating clouds and waterfall	Excitement	Chaos	Boat

On close inspection, each tableau provides hints about its association. A dim, distant lantern illuminates the foggy road. Flashes of lightning erupt from the storm clouds. A boat hides amongst the reeds that line the waterfall's pool.

Vaultrix, Swinging Arch, Avatar of Opportunity

Init +1, Atk bite +3 melee (1d3), AC 10, HD 2d10, hp 9, MV 30, Act 1d20, SP Sweep & Pushback, SV Fort +1 Ref +0 Will +1, AL L.

Despite appearances Vaultrix is peaceful and will only attack if the PC initiates combat. Each round Vaultrix sweeps its body along the ground like a jump rope. With each revolution the vista advances to the next image. Roll a d3 to determine the starting image.



The character must succeed at a DC 8 Reflex save to jump into Vaultrix's continuously revolving body. Once inside, the PC may jump into the image of their choice by also making a DC 8 Reflex save. Each round the PC stays within Vaultrix's body waiting for an image to reappear, requires a DC 3 Reflex save. Diving directly into an image without waiting is a DC 10 Reflex save. If the PC fails a Reflex saving throw, Vaultrix pushes the PC back. The result of the pushback is resolved with a 2d3+1 dice roll on the table below:

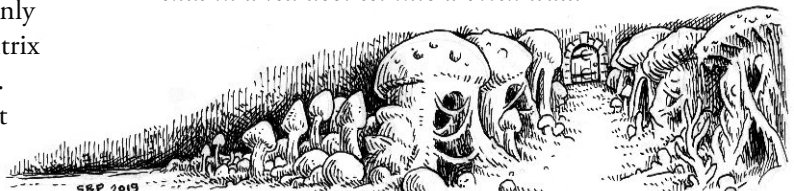
2d3+1	Vaultrix's Pushback Result
3-4	The target is forced away from Vaultrix, but takes no damage. They must start over.
5	Vaultrix forcibly pushes the target out and deals 1 point of damage.
6	Vaultrix's blow hurls the target through the air 15' causing them to suffer 1d3 damage.
7	Vaultrix's blow hurls the target through the air 30' causing them to suffer 1d6 falling damage (a '6' on a die breaks a limb, should they survive the landing).

If the PC has a charged Mirror of Jassafae, they may use an action to expend a charge. Doing so grants an automatic save on their next Reflex saving throw.

Once the PC successfully leaps into a vista, the image slowly fades to blinding white. A moment later their vision returns and they find themselves in Jassafae's sanctum. If the PC opens the red door, read *Into the Dark* below.

Trial of Camaraderie, Sign of the City

As you step through the door a narrow street stretches out in front of you. Along the lane, grey, ochre, and pink rectangular buildings of varying size abut each other and the narrow street. Most are no bigger than small huts. The buildings are windowless and their dark openings are draped with ropy brown vines. In the distance the road ends in a red door set into a brick wall.



In this trial the PC must walk through a maze of buildings comprised of a colony of living fungi to find a mummified corpse bearing their Goal symbol. The buildings are connected to one another by four exits, one in each cardinal direction. A light matching the color of each type weakly filters into the fungstruction's inner chamber from the exits. Following a color three times in a row leads to a chamber where a desiccated corpse, overgrown with mold, sits. If they touch the mummy of their Goal's color, it is considered a complete victory. If the mummy is of a differing Goal, it is considered a partial victory.

Once the PC arrives at a mold covered mummy, they may opt to examine them. Around each mummy's neck is a collar from which hangs a symbol. The ochre covered mummy wears a rabbit. The grey one bears the symbol of a dog. The pink corpse carries a flower around its neck.

Color	Goal	Aspect	Symbol
Ochre	Brotherhood	Lawful	Rabbit
Gray	Friendship	Neutral	Dog
Pink	Love	Chaos	Flower

Fungstructions, Mycological City, Avatar of Camaraderie

Init +1, Atk pseudopod +3 melee (special), AC 10, HD 1d6, hp 5 ea, MV 0, Act 1d20, SP soothing slime DC 10 Fort or catatonic state + 1 hp damage, spores DC 13 Fort or lose 1 Stamina, SV Fort +2, Ref -2, Will +2, AL L.

Fungstructions are passive and rely on prey to come inside their hollow inner areas. They have identical opening on each of their four sides. The ropy vines that hang in the openings are for sensing prey. If the fungi are attacked from the outside, they spew forth a cloud of spores that can cause up to 1d4 nearby individuals to cough and choke. Anyone caught in the cloud is -1 to all rolls for 1d4 rounds. Anyone failing the save also suffers 1 point of temporary Stamina loss.

If a creature enters the mouth of a fungstruction, they trigger the unfurling of slimy mycelia concealed in the inner vaulting. A mere touch from the mycelia forces the victim to roll a DC 10 Fort save. Failure causes a docile state for 1 turn after which the victim may re-attempt a saving throw. While the character is docile the fungstruction begins secreting digestive enzymes that deal 1 hp of damage per turn. If the PC follows the color matching their Goal, they receive a +5 bonus to

their Fort saves vs the soothing touch of the fungstruction.

If the PC has a charged Mirror of Jassafae, they may use an action to expend a charge. Doing so grants them an automatic save vs the soothing touch of the fungstructions. If the mirror (charged or not) is shown to the mummy of their Goal, the character permanently gains one point to a random ability score. If the Mirror is shown to a mummy of an opposing Goal, the character permanently loses one point of Luck.

Touching a mummy causes it to explode in a great spore cloud knocking out the PC. They regain consciousness in Jassafae's sanctum. If the PC opens the red door, read *Into the Dark* below.

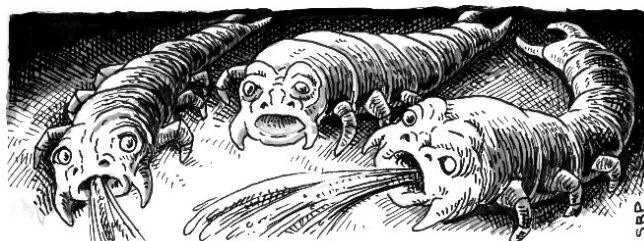
Trial of Improvement, Sign of the Butterfly

You are in a what appears to be a box canyon. Its walls tower over you, blocking out the sun. Set in the canyon's dead-end is a red door. Behind you the canyon ends in a sheer precipice. Small, shiny, metal chrysalises hang from the bushes and outcroppings of rock. After a moment, three roughly rat sized larvae scuttle out of the bushes towards you. Each colored differently: one red, one yellow, and one green. Their maws open and they begin spraying you with webbing.

The larvae want to place the PC in a cocoon. For victory the PC must allow the larvae matching their Goal to hit them 3 times with their webbing attack. If the PC is encased by a different larvae, they record a partial victory. The PC may need to kill the other larva to guarantee a complete success.

On close inspection, the PC can see that each larvae's marking corresponds to a symbol matching their Goal. The yellow larva's carapace has a repeating pattern of a winged bird. The green larvae bears fuzzy stripes like a

Larva Color	Goal	Aspect	Symbol
Yellow	Intelligence/Personality	Lawful	Bird
Green	Agility/Beauty/Luck	Neutral	Cat
Red	Strength/Stamina	Chaos	Armor



tiger or tabby cat. The red larvae appears to be covered in a pronounced chitinous skin reminiscent of armor.

Alterfly Larvae, Insects of Change, Avatar of Improvement

Init +1, Atk webbing +3 range (special) or bite +1 melee (1d3), AC 10, HD 1d6, hp 3 ea, MV 20, Act 1d20, SP Cocooning, SV Fort +1 Ref +0 Will +1, AL N.

The alterfly larvae focus on webbing the PC and follow them if they seeks to run away.

If the PC kills all three alterfly larvae before being encased in a cocoon, a swarm of metal winged alterflys erupt from the countless metal chrysalises. They attack until dispersed or the PC dies.

Alterfly Swarm, Insects of Change, Avatar of Improvement

Init +1, Atk wings +1 melee (1d3), AC 10, HD 2d6, hp 8, MV Flying 30, Act special, SP cut all targets within 20' x 20' space, half damage from non-area attacks, SV Fort +0 Ref +10 Will -2, AL N.

If the PC has a charged Mirror of Jassafae, they may use an action to expend a charge. Doing so stuns all the alterfly larvae causing them to lose their next action. Using it on the alterfly swarm, causes it to disperse immediately.

If the PC becomes trapped, they pass out, reawakening in Jassafae's sanctum.

If the PC opens the red door, read *Into the Dark* below.

Into the Dark

You open the red door and the way forward is dark.

If the PC enters the darkened area continue reading:

As you step forward into the darkness the hazy light behind you fades. The air is hot and moist and smells of a charnel house. The way behind you is gone.

Unbeknownst to the PC, they are standing in an alcove at the edge of a wide circular pit. Those with infravision cannot discern details in the pit, only that it is warmer than the surrounding area. There is truly nowhere to go other than forward. Once they move forward or lower themselves into the pit read the following:

You take a step forward and lose your footing on the edge of a pit. You land amongst a pile of warm corpses in various states of decay.

At the Judge's discretion, a PC may spend a Luck point to find an exit. Each attempt requires 1 Luck point which gives them a DC 15 Intelligence check to find a small trap door. If the PC opens the pouch given to him by Jassafae, light emits from the bag giving the PC a +5 bonus to the Intelligence check.

If the trap door is found and used, the PC finds themselves under the center of Jassafae's House of the Red Doors. It is night and the mansion is locked and the bald fat man is snoring loudly in his howdah.

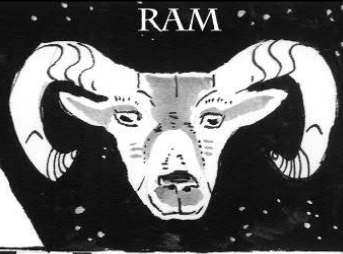
If they are not successful read the following:

You come to realize that your last days will be spent here in the dark with others who have failed to successfully negotiate Jassafae's House of the Red Doors.

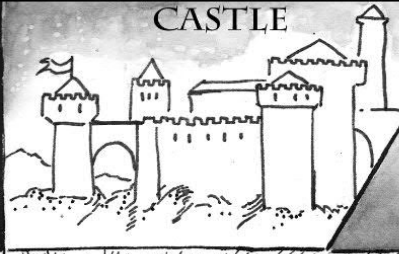




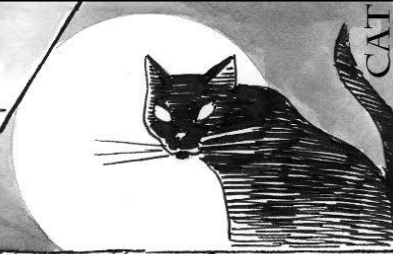
FALCON



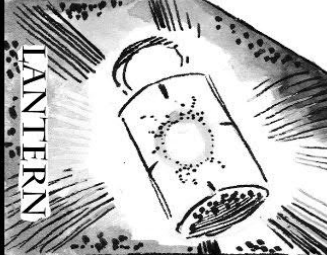
RAM



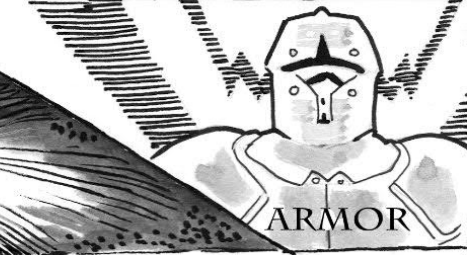
CASTLE



CAT



LANTERN



ARMOR

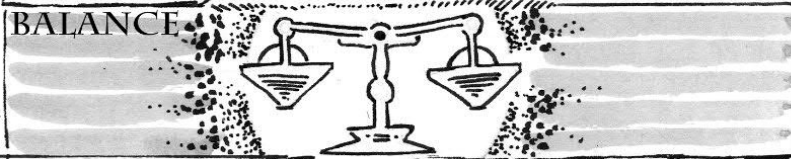


RABBIT

CITY/VILLAGE



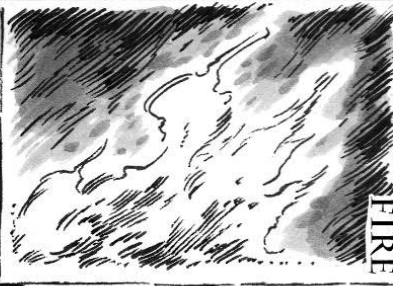
BRIDGE



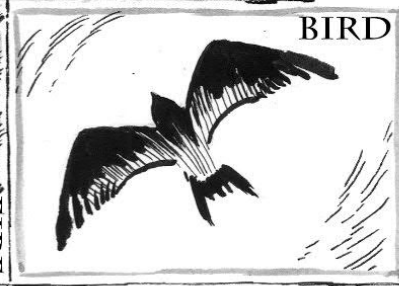
BALANCE



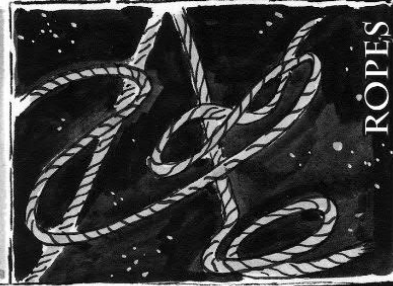
CORNUCOPIA



FIRE



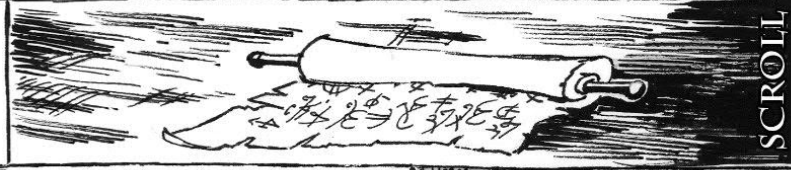
BIRD



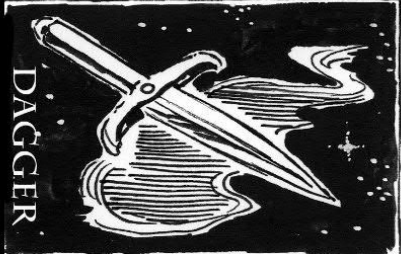
ROPES



BOAT



SCROLL



DAGGER



BULL



ARCH



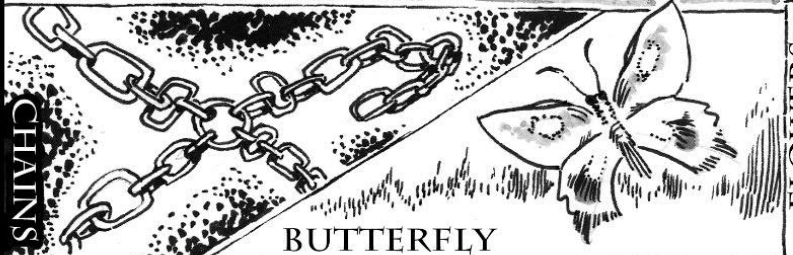
SKULL



GRAPES/ GRAPE VINES

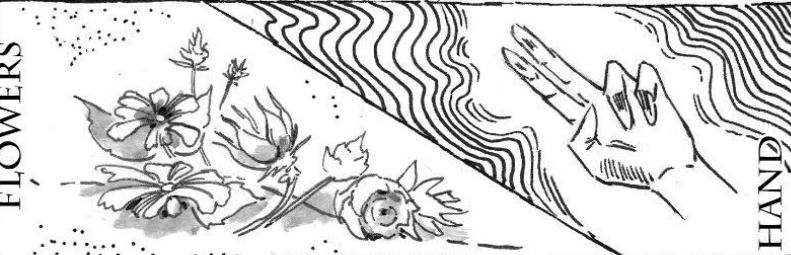


BRICK WALL



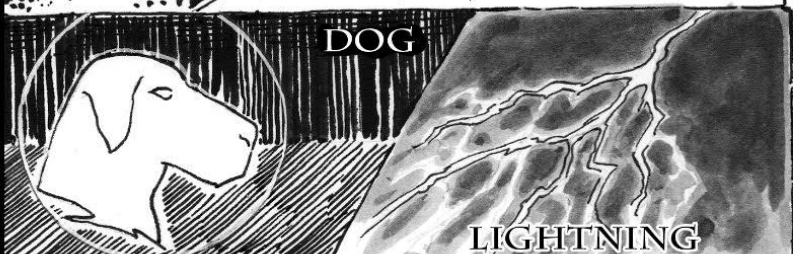
CHAINS

BUTTERFLY



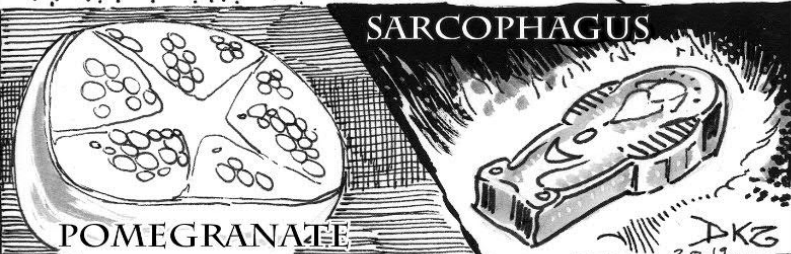
FLOWERS

HAND



DOG

LIGHTNING

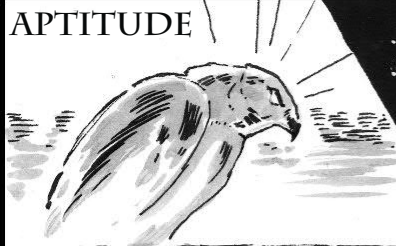


POMEGRANATE

SARCOPHAGUS

AKG

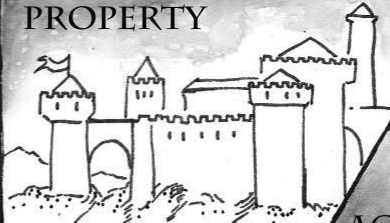
APTITUDE



REVENGE



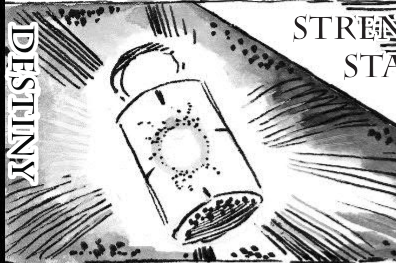
PROPERTY



AGILITY/BEAUTY/FUCK



DESTINY



STRENGTH/
STAMINA



BROTHERHOOD



RESTORATION

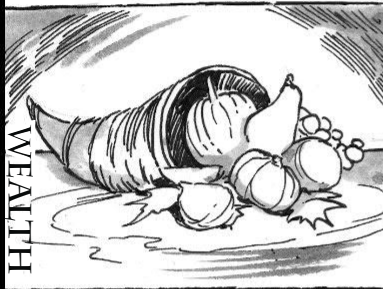


CAMARADERIE

RECIPROCITY



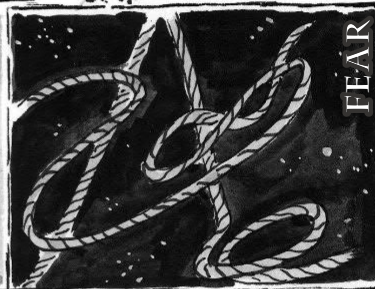
WEALTH



FAME

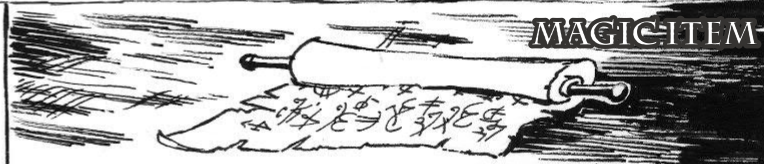


INTELLIGENCE/
PERSONALITY



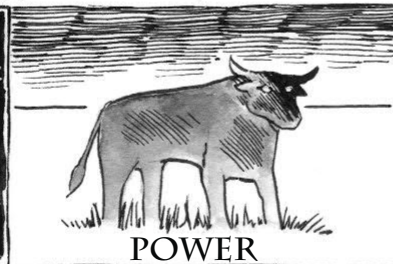
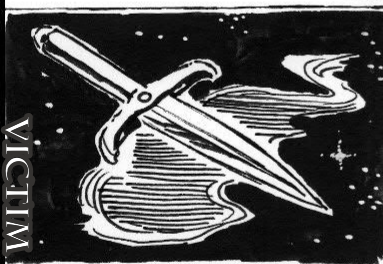
FEAR

EXCITEMENT



MAGIC ITEM

VICTIM



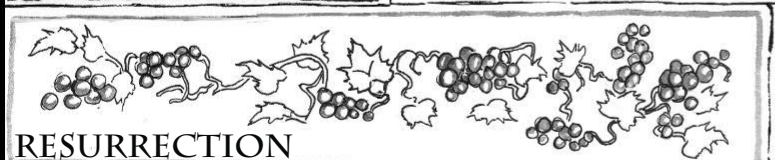
POWER

OPPORTUNITY



DEATH

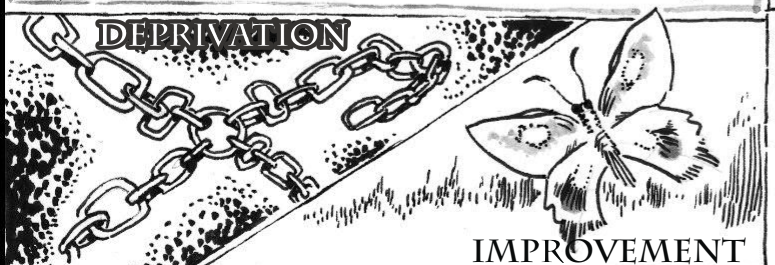
RESURRECTION



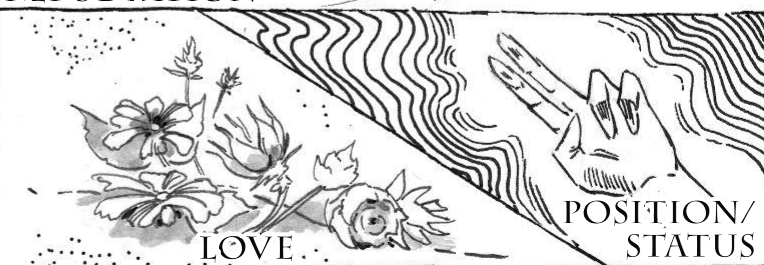
REPUDIATION



DEPRIVATION



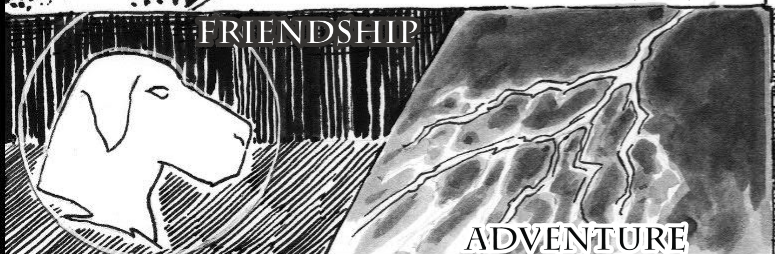
IMPROVEMENT



LOVE

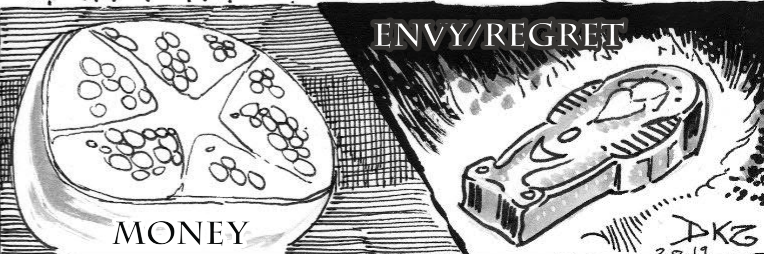
POSITION/
STATUS

FRIENDSHIP



ADVENTURE

ENVY/REGRET



MONEY

AKG



is a game of chance, much like bingo, in which each player matches symbols painted in different arrangements on cards to those that the caller draws at random from a deck of symbols.

After drawing the card, the caller announces the symbol to the players. In some regions, the caller uses a piece of poetry, a riddle, or a simple hint instead of directly naming the symbols. Once a player has a group of symbols in a row, line, section, or even all four corners, the player calls out “Lotterria!” and wins the game.

Using the Lotterria Cards

One Lotterria Card shows Symbols, the other shows the Causes, Themes & Goals that comprise a character’s Backstory.

Option 1: Symbol Card

Use the card with the symbol labels (boat, falcon, rabbit, scroll, etc). This option is far more role play in nature. It is not recommended for tournament play, unless the presentation is very elaborate and specifically features a person to play only the role of the psychic.

1. The Player places a copy of the Symbol Card in front of them. Give them 3 tokens and explain that each token represents the Cause of their adventuring, the Theme of their desires & the actual Goal or wish.
2. The Judge, playing the role of Jassafea, predicts the PC’s reasons for visiting at the House of the Red Doors.
 - a. For determining the Cause, Jassafea can begin by saying, “Everyone comes here for a reason. Allow me to divine the answer...”
 - b. For Theme, Jassafae can say, “Now what do you wish of me? Let me see...”
 - c. For Goal, Jassafae might say, “You seek <Theme>, but what sort do you crave? I shall make my read...”
3. The judge rolls on *Table B-1 Cause* and then announces the symbol, its symbolic meaning, and asks if this is the reason for visiting the House of the Red Doors (see Symbology section above).

Example: “Chains” is rolled. The judge, as Jassafea, says, “I see chains. A symbol of privation, bondage, and slavery. Have you been deprived of something dear to you, say your honor or perhaps your freedom?”
4. The Player should decide whether this is the element of their character’s backstory or not, and tell the judge.
 - a. If the Player agrees, they place the Cause token on the square (in our example the Chains). Jassafae then intones the advice associated with the symbol the meaning of the symbol.

Example: The judge says, “Chains symbolize your deprivation of something dear to you. **You** must enter this place of pain before you move on.” As she intones this admonition, the symbol appears in the air before you.
 - b. If the they disagree, complain of psychic interference, or chide the character for not focusing. Ask them to clear their mind and go back to step 3.
5. Once a consensus is reached on Cause, repeat the process for Theme and Goal.

Option 2: Backstory Card

Use the card with the backstory labels (death, opportunity, revenge, etc). This option is relatively deterministic. The player throws the dice and the judge “interprets” the die rolls.

1. The Player throws 3 dice of like type onto the Backstory Card to determine their Cause for adventuring.
2. The die nearest to or on a Cause symbol (Brick Wall, Chain, Dagger, Rope, Sarcophagus, or Skull) is the character’s Cause. Consult the tables in the *Character Backstory* section on page 19 for a full list of Causes, Themes, and Goals.
3. In the event that 2 or more dice are equidistant to a Cause (or on it), the die with the highest value is the character’s Cause. If those dice have the same value, choose one.
4. Repeat for the character’s Theme and Goal.

Finishing the Adventure

If a PC is able to achieve a victory or partial victory (conditions of which are listed in each Trial), they appear once more in Jassafae's sanctum. Where they receive a gift from Jassafae. Use the *Scoring & Reward* section below to determine the gift.

If they enter *Into the Dark* and manage to escape, no reward will be given by Jassafae nor will they be permitted in the House of the Red Doors ever again. The PC is only left to creep away and contemplate their next actions.

In either case, the PC has survived and has enough experience to reach 1st level.

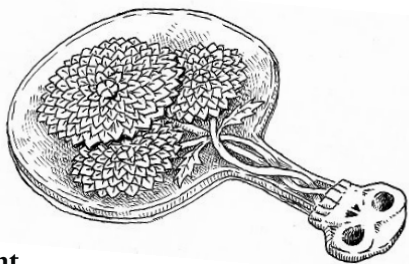
Additionally, some of the equipment obtained by the PC during the course of the adventure is quite real:

The Mirror of Jassafae

As Jassafae examines the PC's thonged pouch, she smiles and draws forth a miniature hand mirror. "My mirror!", she proclaims. "I thought I'd lost it."

If the PC brought back an *uncharged* mirror, she reaches for another mirror nearby and says, "Here, you may keep its replacement."

Mirror of Jassafae: 3 times a day those shown their reflection are protected from scrying and magical detection. The target receives a +5 bonus to saving throws against those magics for 3 turns. Casting any spell while within 10' of the bearer imposes a -1 to the spell check and -1 die step to its random effects for one hour.



Eye's Glint

If the PC was chaotic before adventuring and they took the silvered dagger from the Tavern, this dagger appears in their inventory as they exit the House.

Eye's Glint: This plain, silvered blade has a black wooden hand grip and etched into the bottom of the pommel is a crow eye, a symbol of Malotoch, the Carrion Crow god. The weapon functions as a +1 silvered dagger that deals an additional 1d6 damage vs. un-dead.

If plunged into dead flesh (not un-dead), the blade gives off a wan purplish glow that sheds light in a 10' radius for 1 hour. The light attracts creatures that feed on carrion from up to 200' away.

If the dagger is ever disposed of in any manner, a murder of crows (treat as a swarm of bats) attacks the new owner and anyone else in a 20' x 20' area. After the swarm is dispersed, the dagger is nowhere to be found.

The Holy Symbol of Choranus

If the PC decides to become a cleric *and* selects Choranus as their deity, they are given what appears to be the exact same holy symbol wielded in this adventure. The PC rolls *turn unholy* attempts at +1 die step while using this holy symbol.

Scoring & Reward

The Player's score is determined from their actions inside the House of the Red Doors. Each section has opportunities to gain or lose points. If the Player selected an alignment before adventuring, score the Alignment Bonus Section as well. Tally the PCs points and consult *Table A-1: Rewards*.

Section A: Visitation of the Past

+3 for jumping into the grave marked with the character's Cause.

-3 for jumping into any other grave.

+1 for jumping into the grave where the ghoul was consuming the corpse.

Slaying the ghoul with the following Cause symbols:

+2 for Lawful (sword, brick border).

+1 for Neutral (sarcophagi, chain border).

Avoiding the ghoul with the following Causation symbols:

+2 for Chaotic (skull, rope border).

+1 for Neutral (sarcophagi, chain border).

Alignment Bonus Scoring

+1 for retrieving an item from the town that matches the character's alignment.

-1 for retrieving each item from the town that does not match the character's alignment.

Section B: Path to Destiny

+3 for entering the building bearing the symbol that corresponds to the character's Theme.

-3 for entering a building not bearing the symbol that corresponds to the character's Theme.

+2 for showing the bearer their reflection.

+1 for not showing anyone their reflection.

-1 for not showing the bearer their reflection.

Section C: Fight for the Future

+6 for victory over the avatar of the PC's Theme.

+2 for partial victory over the avatar of the PC's Theme OR victory over an avatar that does not match the PC's Theme.

+1 for partial victory over an avatar that does not match the PC's Theme.

-1 for being defeated by the avatar of the PC's Theme.

-3 for being defeated by an avatar that does not match the PC's Theme.

Into the Dark

-3 for entering Into the Dark.

+2 for exiting Into the Dark using only 1 point of Luck.

+1 for exiting Into the Dark using more than 1 point of Luck.

Adventure End Scoring

+2 points for bringing back the pouch without looking inside.

+1 point for not using a charge from Jassafae's Mirror (must be charged).

+1 point for each completed section (A: Visitation of the Past, B: Path to Destiny, C: Fight for the Future).

-1 point for bringing back the pouch, but the character opened it.

-2 points for losing the pouch.

-4 points for dying.

Alignment Bonus Scoring

+1 for each aspect (Cause, Theme, Goal) that matched the PC's alignment.

-1 for each aspect (Cause, Theme, Goal) that did not match the PC's alignment.

Table A-1: Rewards

Once the PC's score has been determined, use the table below to determine the reward die to use for their final reward. Use the appropriate Theme Reward Table for the PC (i.e. - a PC with the Theme of "Power" should roll on Table A-5: Power Reward).

Score	Goal
1 or less	Roll 1d4 + Luck modifier on the PC's Theme Reward Table
2-3	Roll 1d5 + Luck modifier on the PC's Theme Reward Table
4-6	Roll 1d6 + Luck modifier on the PC's Theme Reward Table
7-9	Roll 1d7 + Luck modifier on the PC's Theme Reward Table
10-14	Roll 1d7+1 + Luck modifier on the PC's Theme Reward Table
15 or more	Roll 1d8+2 + Luck modifier on the PC's Theme Reward Table

Table A-2: Camaraderie Reward

Roll	Reward
1 or less	A "pet rock" that gives the impression of a face. If the character ever falls into madness, they have a friend to keep them company.
2-5	The character seems to be more piteous in nature, and has a +1 bonus to all skill and difficulty checks involving begging or pleading.
6-7	The character seems to have a more gregarious nature, and has a +1 bonus to all skill or difficulty checks involving social interaction.
8-9	An otherworldly power seeks out the PC. The entity insists on a <i>patron bond</i> spell check with the PC.
10 or more	An otherworldly power seeks out the PC. The entity insists on a <i>patron bond</i> spell check with the PC receiving a +5 to the spell check result.

Table A-3: Improvement Reward

Roll	Reward
1 or less	A pamphlet that promises bigger muscles, whiter teeth, and lightning reflexes if they mail a letter of interest to a place called Hackensack, New Jersey.
2-5	+1 to one ability score that is listed in the character's Goal.
6-7	<i>Armor</i> : +1 to Fort save <i>Bird</i> : +1 to Will save <i>Cat</i> : +1 to Ref save
8-9	+1 to an ability score of the Player's choice.
10 or more	+1 to two different ability scores of the Player's choice. One of which must be an ability score listed in the character's Goal.

Table A-4: Opportunity Reward

Roll	Reward
1 or less	A band of people calling themselves free men or adventurers arrives at the village tavern. They seem inclined to take on a new member.
2-5	Once per adventure the player may beg a boon from the fates (who may ask for a favor in return). The boon is granted on a DC 13 Luck check and grants +1 on their next roll.
6-7	Once per adventure the player may beg a boon from the fates (who may ask for a favor in return). The boon is granted on a DC 10 Luck check and grants +1 on a roll of their choice within 1 turn.
8-9	Once per adventure the player may beg a boon from the fates (who may ask for a favor in return). The boon is granted on a DC 10 Luck check and grants +1 on two rolls of their choice within 1 day.
10 or more	Once per adventure the player may beg a boon from the fates (who will ask for a favor in return). The player's next roll is a natural '20'.

Table A-5: Power Reward

Roll	Reward
1 or less	A small cylinder of silvery metal. It has a yellow lightning bolt incised along its length. It's a C-Cell from the <i>MCC RPG rulebook</i> .
2-5	A consumable item (e.g. - potion, foodstuff, etc.) that provides a +1 bonus to one roll (i.e. - attack, damage, saves, skill or spell checks) for 1 turn.
6-7	A consumable item (e.g. - potion, foodstuff, etc.) that provides a +1 bonus to all rolls (i.e. - attack, damage, saves, skill or spell checks) for 1 day.
8-9	The stars governing the character have changed. The character's Birth Augur is now as follows. Reference the character's Goal and roll 1d3: <i>Falcon</i> : (1) speed of the cobra; (2) hawkeye; (3) born on the battlefield. <i>Flame</i> : (1) the raging storm; (2) seventh son; (3) wild child. <i>Hand</i> : (1) righteous heart; (2) born under the loom; (3) resisted temptation. In addition to the change in Birth Augur, the sign now confers at least a +1 bonus. However, the character's Luck score does not change.
10 or more	A tattoo, birthmark, or other similar marking develops on the character's arm, face, neck, or hand. Once per day, the character may use an action to activate the symbol. <i>Falcon</i> : The bearer casts magic missile (manifesting as a screaming, clawing falcon) at spell result 14-17. Caster level equals the PC's level. <i>Flame</i> : The bearer gains +1 to attack and damage for 1 turn. <i>Hand</i> : The bearer casts word of command at spell result 14. The command is always 'stop.' Caster level equals the PC's level.

Table A-6: Reciprocity Reward

Roll	Reward
1 or less	An official writ that, when presented, allows the bearer to claim one piece of common equipment, farm animal, or household good in recompense from an individual (left blank).
2-5	A consumable (e.g. - voodoo doll, fetish, talisman) that imposes a -1 to one roll (i.e - attack, damage, saves, skill or spell checks) for 1 turn. No save.
6-7	A voodoo doll that has a 30% chance of affecting a target the user can see, usable once per day. Success imposes a -1 to one roll (i.e - attack, damage, saves, skill or spell checks) for 1 turn. No save. The doll has a 10% chance of affecting the user instead of the target.
8-9	An item (e.g. - amulet, talisman, etc.) that removes a point of temporary ability score damage once a week. The recipient takes on a jaundiced appearance for 1 week.
10 or more	A clear crescent shaped jewel. If placed on a character that just failed a “recover the body” check, they are revived with no ability score loss. The next time they are subject to a “recover the body” check, the character fails the check automatically. The jewel may only be used once per person and disappears after 1d3 uses.

Table A-7: Wealth Reward

Roll	Reward
1 or less	A pouch containing 2d12 cp, 1d10 sp, and 1d3 gp.
2-5	A piece of jewelry that is an heirloom of an extinct noble family, valued at 3d3 x 10 gp.
6-7	<i>Castle:</i> A shield with arms limned upon it. <i>Scroll & Pomegranate:</i> A magical coin that produces 1d10 cp each month.
8-9	<i>Castle:</i> A shield with arms painted upon it and a horse with matching trappings. <i>Scroll & Pomegranate:</i> A magical coin that produces 1d5 sp each month.
10 or more	<i>Castle:</i> A shield with arms painted upon it and a horse with matching trappings. A frail servant stands with the beast and bears a royal proclamation of land and title to a ruined/haunted/cursed keep which is rumored to be overrun with monsters. <i>Scroll:</i> A minor magic item of the judge’s devising. <i>Pomegranate:</i> A magical coin that produces 1d3 gp each month.



Character Backstory

The Player's backstory comprised of three parts (the Cause, the adventuring Theme and the theme's Goal). Each part of the backstory is assigned an Aspect (which corresponds to an alignment) and a Symbol. It is important to keep the alignment aspect a secret from the player. In many cases a correlation to alignment may be surmised by the player. If they ask Jassafae for more information, some hints about the aspect of the symbol's alignment could be provided.

Table B-1: Cause

1d6	Cause	Aspect	Symbol
1	Death	Chaotic	Skull
2	Deprivation	Neutral	Chains
3	Envy/Regret	Neutral	Sarcophagi
4	Fear	Chaotic	Rope
5	Repudiation	Lawful	Brick Wall
6	Victim	Lawful	Dagger

Table B-2: Theme

1d6	Theme	Aspect	Symbol
1	Camaraderie	Lawful	City
2	Improvement	Neutral	Butterfly
3	Opportunity	Lawful	Arch
4	Power	Chaotic	Bull
5	Reciprocity	Neutral	Balance
6	Wealth	Chaotic	Cornucopia

Table B-3: Goals

The Goals are a refinement of the adventuring Theme. Each goal has its own set of symbols and corresponding alignment aspects.

Camaraderie

1d3	Goal	Aspect	Symbol
1	Love	Chaotic	Flower
2	Brotherhood	Lawful	Rabbit
3	Friendship	Neutral	Dog

Improvement

1d3	Goal	Aspect	Symbol
1	Strength/Stamina	Chaotic	Armor
2	Intelligence/Personality	Lawful	Bird
3	Agility/Beauty/Luck	Neutral	Cat

Opportunity

1d3	Goal	Aspect	Symbol
1	Excitement	Chaotic	Boat
2	Destiny	Lawful	Lantern
3	Adventure	Neutral	Lightning

Power

1d3	Goal	Aspect	Symbol
1	Fame	Chaotic	Flame
2	Position/Status	Lawful	Hand
3	Aptitude	Neutral	Falcon

Reciprocity

1d3	Goal	Aspect	Symbol
1	Revenge	Chaotic	Ram
2	Resurrection	Lawful	Grape Cluster
3	Restoration	Neutral	Bridge

Wealth

1d3	Goal	Aspect	Symbol
1	Money	Chaotic	Pomegranate
2	Property	Lawful	Castle
3	Magic Item	Neutral	Scroll

Acknowledgements

Dedication

To my wife, Melissa, thank you for giving so much during the making of this book. I cannot express my appreciation enough.

Tournament Champions

U-Con 2018: Clark Eagling

Who's Yer Con 2019: Carrie Richard

Ragnarok XP 2019: Conrad Evanshire

Gen Con 2019: Brandon Nutt (Gen Con Champion, King Friday), Nick Taylor (King Thursday), Megan Wenzke (Queen Saturday)

Play Testers

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Backers

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The House of the Red Doors

Player Handout & Introduction

Between the blood-orange setting sun and the crest of the hill where a wide dirt road leads into your village, black silhouetted hulks bob up and down. As they descend the slope, the sun limned shades become elephants of dusky blue hue. The animals pull their burden atop the summit. An immense, ornately decorated, wooden carriage glides down the hill on colossal wooden wheels. Diamond paned multi-colored glass windows of every size and shape occupy the walls, dormers, balconies, and turrets. The black enameled, terra cotta roof sweeps upwards into two towers topped by cupolas gilded in gold.

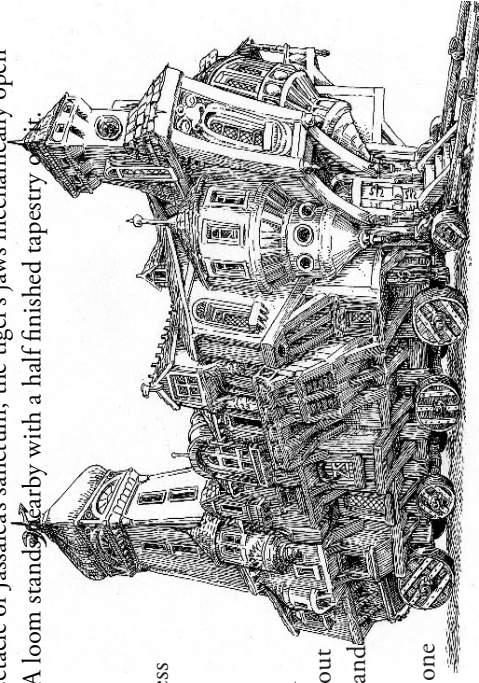
Generations ago the House of the Red Doors visited your village. Now, so many years hence, could it be passing this way again? As the story goes, its mistress, Jassafae, still untouched by time's ravages, is a powerful being of unknown origin. Through her, fates are altered and wishes granted, but only to those brave enough to cross her threshold. You toil unceasingly, suffered much, and to what end? Unrequited dreams and the hope of an early grave? You resolve to enter and change your destiny.

A fat man introduces himself as Xippopot, and bids you to enter the movable manse. A narrow hallway gives way to an exotic room with six columns of cedar carved into a delicate lattice work of human bones. Dragons with human skulls in place of their serpentine heads are sculpted amongst the boney structures. Tall, fragrant flowers fill large porphyry funerary urns placed along the walls. The floor inside the colonnaded area is layered with many rugs making for a soft, cushioned surface. In the center of the room lies a tiger's skin, its mouth set in a fierce snarl and its eyes replaced with clockwork which follow your every movement. When you pause to absorb the spectacle of Jassafae's sanctum, the tiger's jaws mechanically open and issue a low growl. A loom stands nearby with a half finished tapestry on it.

“There is nothing to fear,” says a voice from behind the loom, “unless shuttles cause you nightmares.”

An attractive woman with golden hair peers out from behind the loom and bids you to sit. The clockwork tiger growls one last time.

Notes:



“Why do you seek me, the mistress of the House of the Red Doors?”

Cause

Roll 1d6 to determine the feeling or experience.

Object

Roll 1d6 to determine what person or thing was affected by the Cause (optional).

		1	2	3	4	5	6
1	Death/Loss	Enemy (you had a role)	Mentor	Child	Spouse	Other family member	Protector
2	Deprivation/Denial	Childhood	Social acceptance	Property	Lover	Social status	Honor
3	Envy/Regret	Malaise/Bored	Unwanted profession/job	Low caste	Another's position	Illicit past	Squandered opportunities
4	Fear	Person of influence/Family member	Discovery of secret	Death	Other phobia	Discovery of crime committed	Unknown
5	Repudiation/Rejection	Friend	Business associate	Lover	Rich family member	Government	Local merchant or artisan
6	Victim	Oppression	Theft	Violence	Deception	Self-loathing	Cruelty



“What do you wish to manifest that you cannot or will not create for yourself?”

Theme

Roll 1d6 to determine your overall theme or reason for adventuring.

Goal

Roll 1d6 to determine the form of the wish you desire. Read across from your Theme row.

		1-2	3-4	5-6
1	Power	Position/Status	Aptitude	Fame
2	Reciprocity	Resurrection	Restoration	Revenge
3	Wealth	Possessions/Property	Magic Items	Money
4	Opportunity	Destiny	Adventure	Excitement
5	Camaraderie	Brotherhood	Friendship	Love
6	Improvement	Intelligence/Personality	Agility/Luck/Beauty	Strength/Stamina

Participant Scoresheet

Player Name: _____

Alignment?: _____

Backstory

Cause: Symbol/Aspect

Theme: Symbol/Aspect

Goal: Symbol/Aspect

Notes

Pillow Bearer

_____ Albino w/fish eyes & no ears (L)

_____ Muscular, red limbs & hair (N)

_____ Red neanderthal w/ cyclops eye (C)

Section A: Visitation of the Past

_____ +3 for jumping into the grave marked with the character's Cause.

_____ -3 for jumping into any other grave.

_____ +1 for jumping into the grave where the ghoul was consuming the corpse.

Slaying the ghoul with the following Cause symbols:

_____ +2 for Lawful (dagger, brick border).

_____ +1 for Neutral (sarcophagi, chain border).

Avoiding the ghoul with the following Cause symbols:

_____ +2 for Chaotic (skull, rope border).

_____ +1 for Neutral (sarcophagi, chain border).

Alignment Bonus Scoring

If the Player selected an alignment before adventuring, the following additional rewards should be given:

_____ +1 for retrieving an item from the town that matches the PC's alignment.

_____ -1 for retrieving each item from the town that does not match the PC's alignment.

Section B: Path to Destiny

_____ +3 for entering the building bearing the symbol that corresponds to the character's Theme.

_____ -3 for entering a building not bearing the symbol that corresponds to the character's Theme.

_____ +2 for showing the pillow bearer their reflection.

_____ +1 for not showing any of the humanoids their reflection.

_____ -1 for not showing the pillow bearer their reflection.

Page 1 Total

Alignment Bonus Scoring

If the Player selected an alignment before adventuring, the following additional rewards should be given:

+1 for using the street that corresponds to the PC's alignment.

-1 for using a street other than that which corresponds to the PC's alignment.

Section C: Fight for the Future

+6 for victory over the avatar of the character's Theme.

+2 for partial victory over the avatar of the character's Theme OR victory over an avatar that does not match the character's Theme.

+1 for partial victory over an avatar that does not match the character's Theme.

-1 for being defeated by the avatar of the character's Theme.

-3 for being defeated by an avatar that does not match the character's Theme.

Into the Dark

-3 for entering Into the Dark.

+2 for exiting Into the Dark using only 1 point of Luck.

+1 for exiting Into the Dark using more than 1 point of Luck.

Adventure End Scoring

+2 points for bringing back the pouch without looking inside.

+1 point for not using a charge from Jassafae's Mirror (must be charged).

+1 point for each completed section (A: Visitation of the Past, B: Path to Destiny, C: Fight for the Future).

-1 point for bringing back the pouch, but the character opened it.

-2 points for losing the pouch.

-4 points for dying.

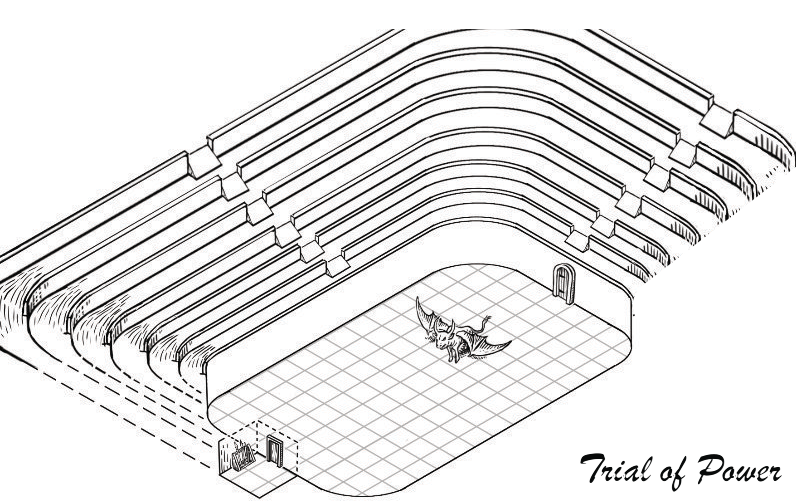
Alignment Bonus Scoring

If the Player selected an alignment before adventuring, the following additional rewards should be given:

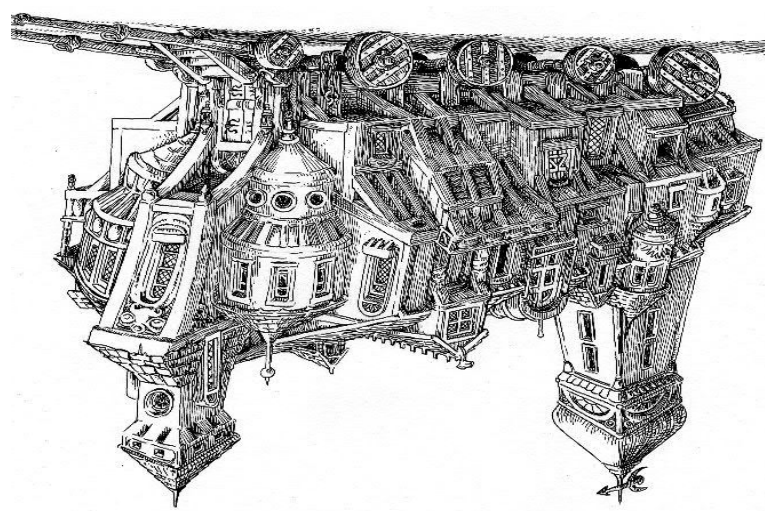
+1 for each aspect (Cause, Theme, Goal) that matched the PC's alignment.

-1 for each aspect (Cause, Theme, Goal) that did not match the PC's alignment.

TOTAL SCORE



Trial of Power

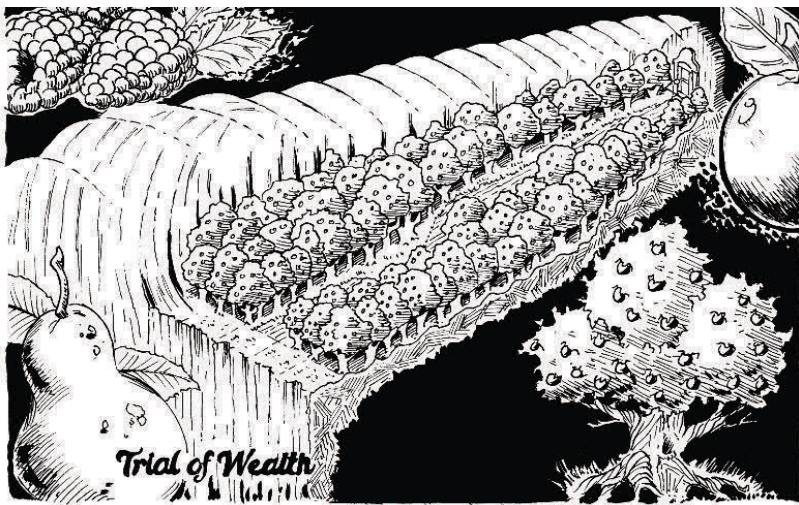


Trial of Reciprocity

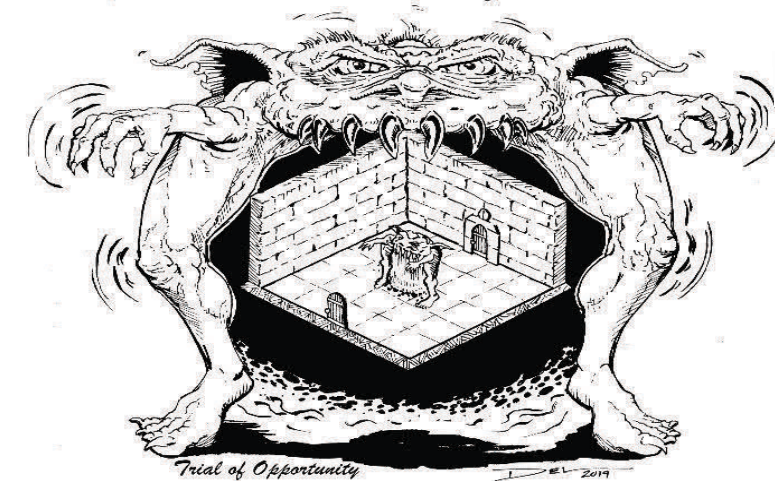
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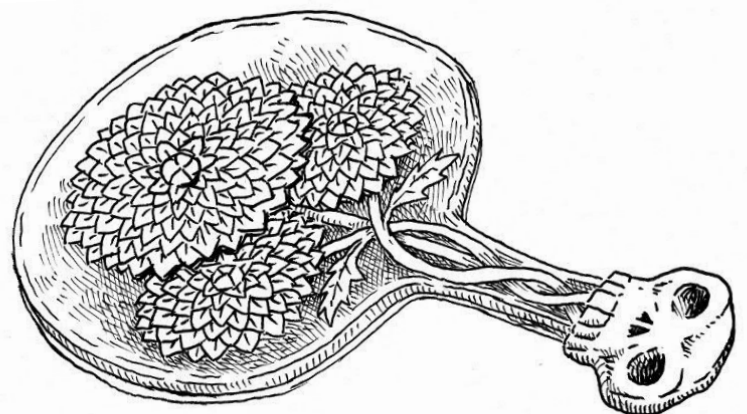
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- Print the following page on the obverse.
- Use double sided printing options, if available for your printer.

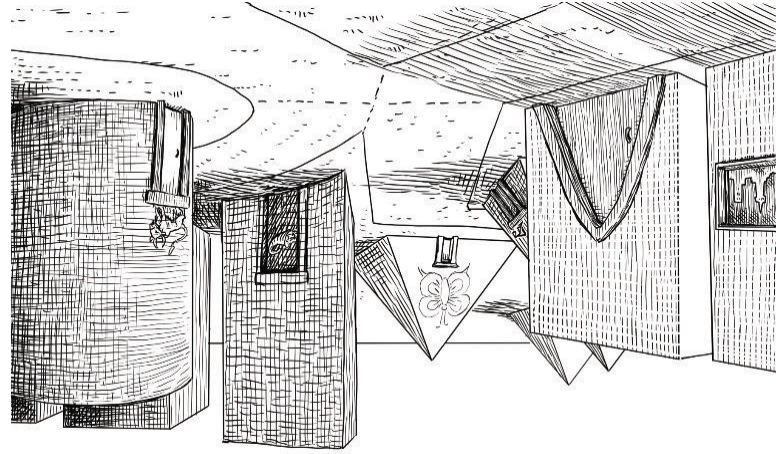
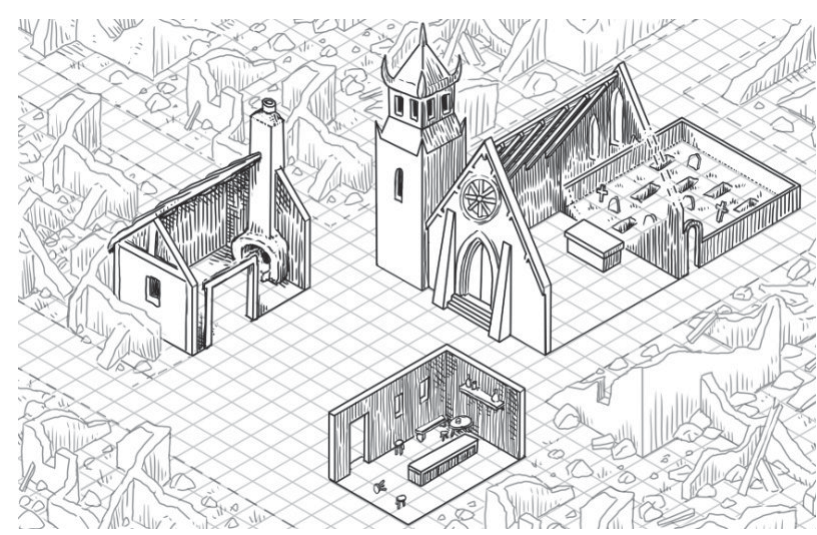


Trial of Wealth



Trial of Opportunity



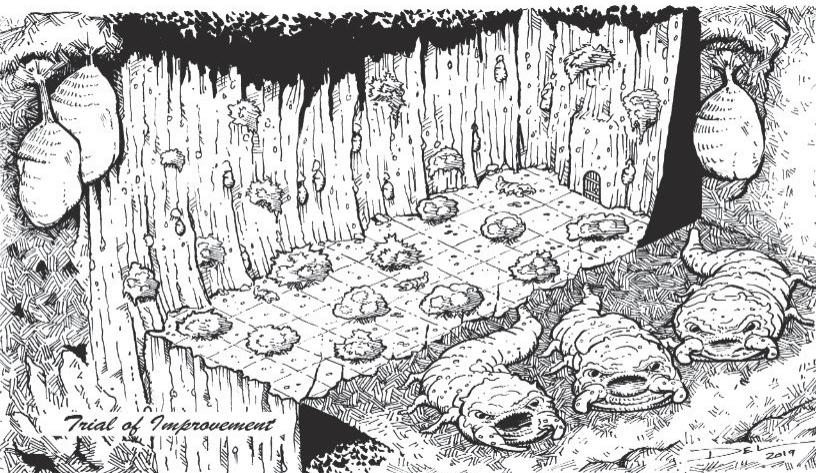


Mini Handout

Folding Instructions:

1. Fold the sheet length wise.
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4. Repeat for the other half of the page.
5. Open the halves (The page should be creased into 8 boxes).
6. Re-fold the page width wise and cut along the dotted line.
7. Open the page and fold length wise, keeping the *folding instructions* on the inside of the fold.
8. Fold the page width wise, keeping the *printing instructions* on the inside of the fold.
9. Fold the four outside flaps (that you cut) towards the folded paper.

The House of the Red Doors should be on the front cover. The Mirror of Jassafae should be on the back cover.



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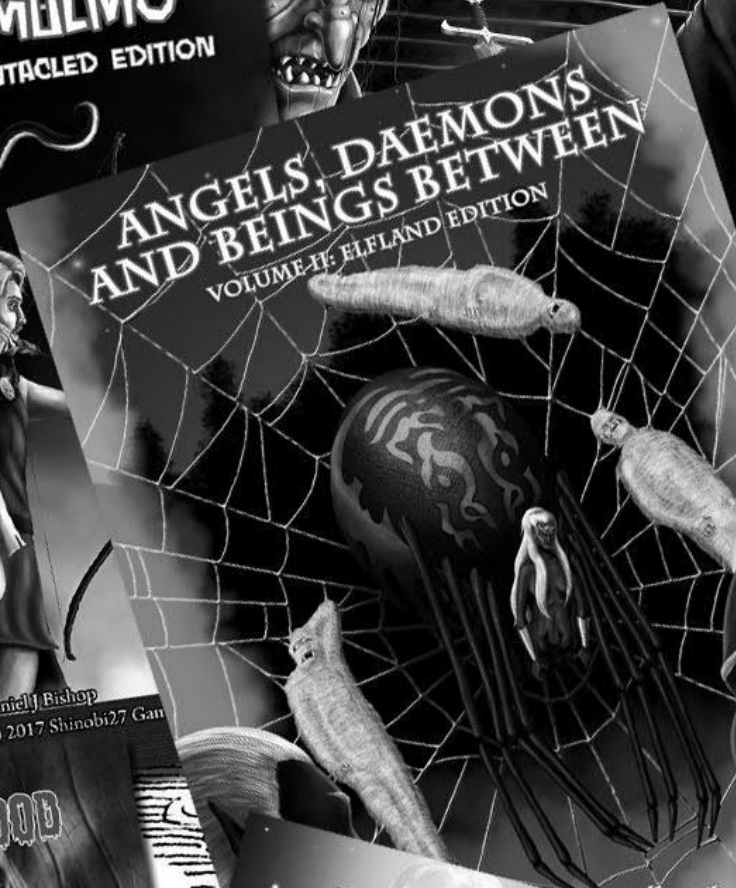
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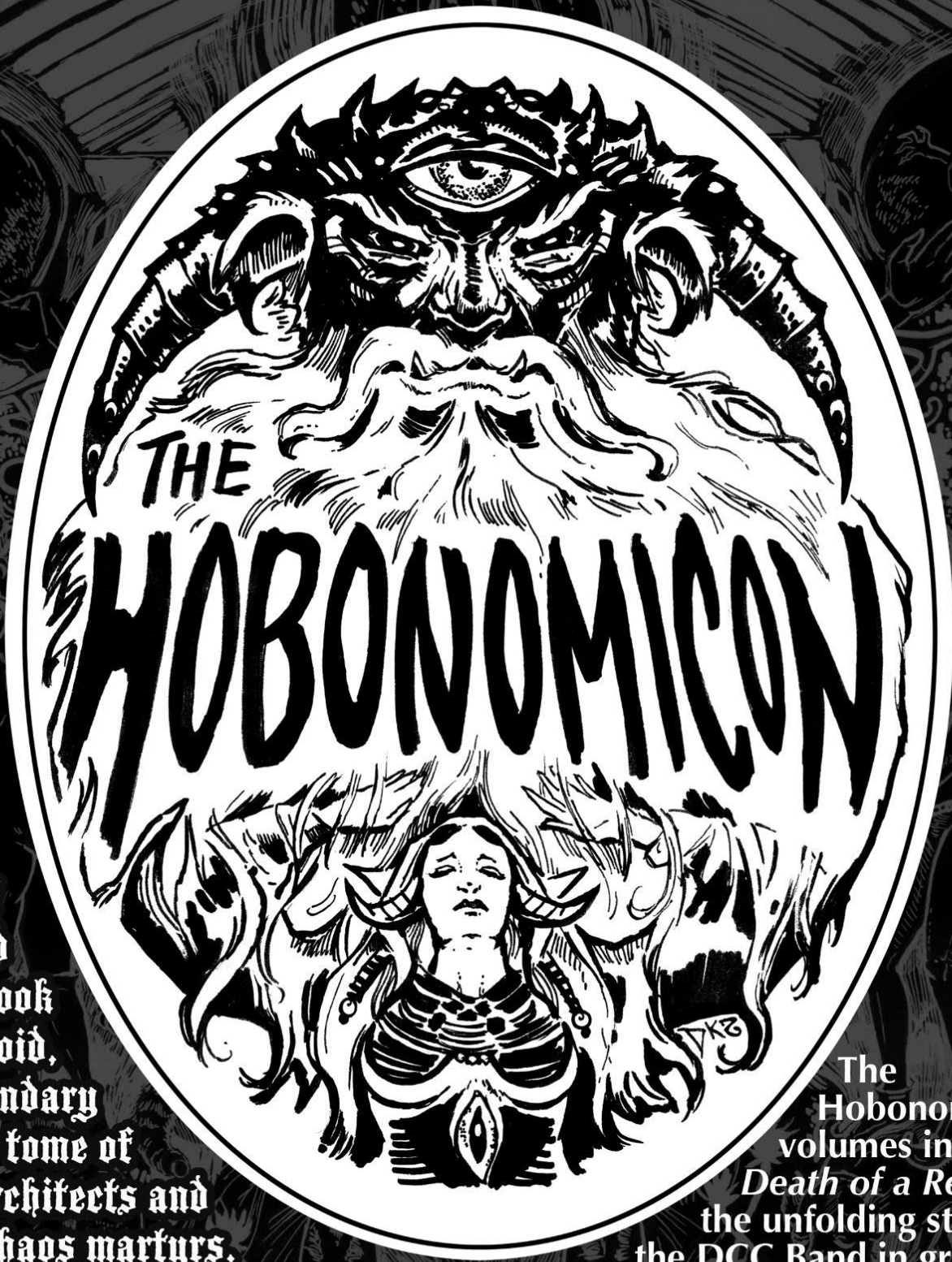
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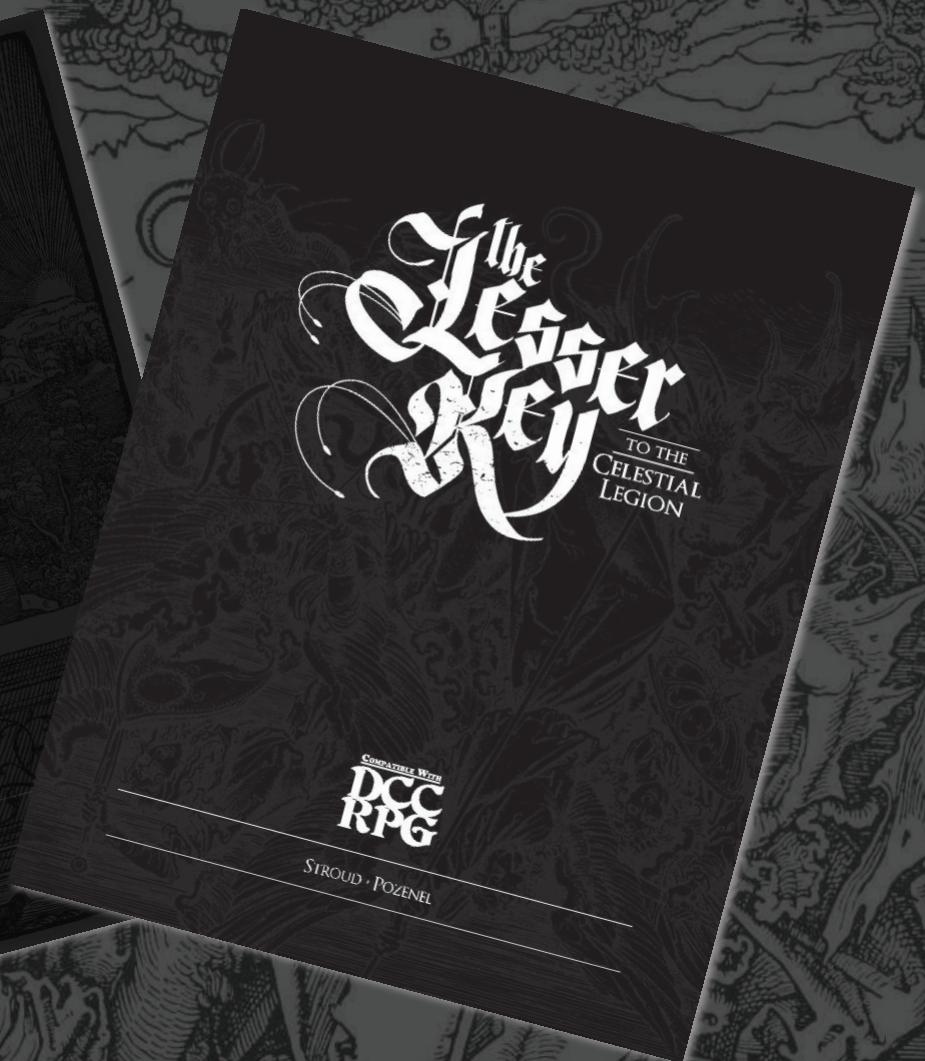


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