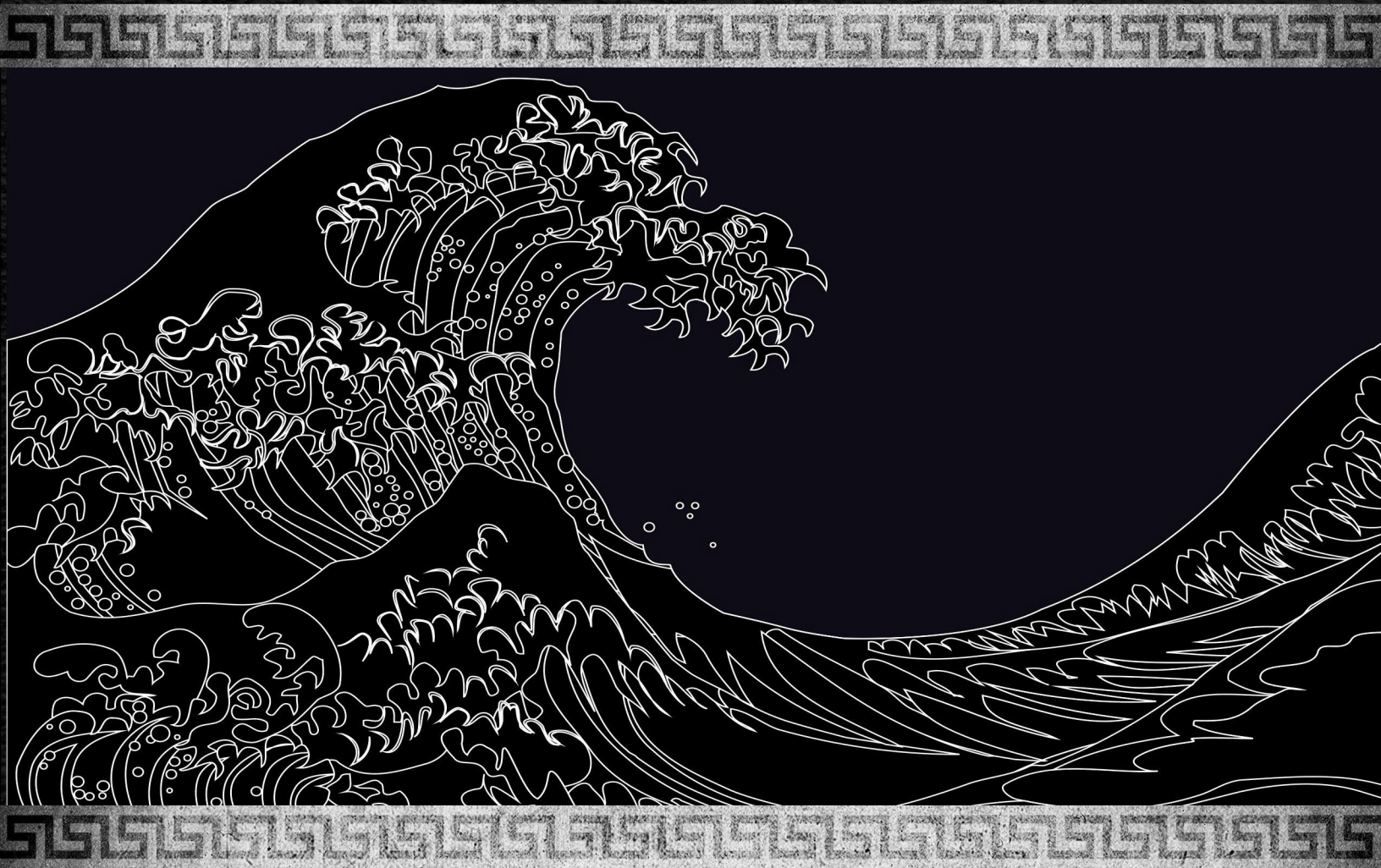


THE PACTS OF THE WISE



SECRETS BETTER UNSPOKEN

Labyrinth Lord
Compatible Product

THE PACTS OF THE WISE

PROMISES IN THE DARK

The eldritch arts of the Crimson Pandect provide a wide range of sorcerous tools and possibilities to the avid mage. Some wizards, however, are not satisfied with the benefits to be gained from scholarly study or arcane fabrication. They are discontent with the teachings of wiser mentors or the acquisition of books of occult lore. These mages are not so foolish as to make dark pacts with the outer gods or embrace the madness that is a sorcerous cult, but they are willing to perform certain small favors on behalf of less sinister beings. These pacts grant special blessings to wizards who are able to satisfy their occult exactions.

Under most circumstances, the pacts that follow may only be struck by magic-users and elves. At the Labyrinth Lord's discretion, some clerics or other spellcasting classes might also be able to strike the otherworldly bargains described within.

The following pages offer a half-dozen example pacts to demonstrate the possibilities of these occult promises. Every pact requires its own sorcerous invocation, and every pact involves four elements- the contact, the exaction, the blessing, and the acquittal.

Contacting an entity requires a specific spell of contact, different for each entity that is to be invoked. These rites are treated as any other magic-user spell and must be learned and prepared in the usual way. They may be written on scrolls, but the caster must be learned enough to perform the necessary ancillary rituals that go with their use. Any magic-user may learn a contacting ritual, including those paths from the Crimson Pandect that have a more restricted selection of spells.

Many contact rituals require what is known as a "research month". The full details of research months are provided in the Crimson Pandect, but for those campaigns that do not use those rules, simply treat it as a month worth of arcane effort. The rituals

require much of a mage's free time but they are not so demanding that the wizard cannot adventure and perform other activities during the month. They simply cannot perform two research month activities in the same span of time.

The exaction of a pact is the particular price the wizard must pay to gain advantage of the patron's favor. Most of the time these exactions take the form of regular rituals and sacrifices, though taboos against certain behavior are also common. Wizards who fail to meet the terms of the exaction fall in default of the pact, and immediately lose all benefits. Additional punishment inevitably follows until the wizard manages to placate the angered power.

The blessing of a pact is the special favor that the power confers upon the wizard. Most often, this is a constant low-level ability or situationally-useful power that the mage may call upon. Pacts of this kind do not grant remarkable power, but instead give a specific sort of ability that is useful in a particular kind of situation. Many wizards find such narrow blessings to be unappealing, but those who strike pacts with the outer powers often have plans that benefit by such aid.

Eventually, the burden of the exaction may become too much for a mage, and he may desire to end the pact. Every pact's summoning spell has the details necessary for an acquittal, a rite or action that can be used to end the bargain without negative consequences. A wizard may not perform an acquittal while he is in default of the pact- he must be on good terms with the patron to be allowed to end it. A wizard can renew the pact later if he so chooses, but he must perform the contact ritual all over again to do so.

LOM, THE KEEPER OF THE AMBER TABLETS

Lom is a power of earth and stone, a brooding intelligence that thinks thoughts in the form of crystals and dark gems. An adept who has mastered the incantations that can attract Lom's attention may learn to manifest the being's mind in the form of yellow crystalline tablets. By inscribing a favored spell upon the tablets, Lom's glacially-slow cogitation effectively performs the necessary propitiations and preparations required for the spell's use.

Sealing the pact requires a full research month worth of incantations, strokes upon stone drums, clashing of carved rocks and the grinding of opaque gems in certain admixtures. Even so, the execution of the rite is not overly difficult, and any attentive novice should be capable of enacting it. The ritual of the pact is treated as a first level spell for research and casting purposes and requires 200 gp worth of ingredients.

Maintaining the pact requires a full research month spent each year in placating the slow mind of Lom with soothing incantations and the correct admixture of powdered opaque gemstones. The more potent the wizard, the more difficult it is to keep Lom from being distracted by his pact; ingredients for these rites cost 50 gp per caster level. This cost is doubled for casters of more than 5th level and quadrupled for those casters of more than 10th level.

The amber tablets of Lom extrude into the physical world during the course of pact-making and during the annual affirmation of the rite. A wizard may inscribe any one spell known to him upon the tablets without any cost in gold or scribing time. So long as the pact is maintained, he may use this spell in place of any memorized spell of the same level. Thus, if he inscribes *Fire Ball* upon the yellow mind of Lom, he may expend a prepared *Haste* spell to instead cast the flaming sphere. The spell expended must be of the correct level; greater or lesser powers will not suffice. Any spell may be recorded upon the tablets, but Lom has no conception of the powers of air and wind, and so spells that involve electricity, winds, or air cannot be impressed upon its mind. The spell chosen can be changed only during the yearly rite of affirmation; the

SHARD OF THE YELLOW MIND

These relics are fashioned by powerful magi from fragments of Lom's crystalline intellect, and take the form of fist-sized fragments of dark amber inscribed with occult sigils. A *Read Magic* spell will reveal the Keeper's pact-spell inscribed on the shard's surface.

Those who hold a Shard can change the spell inscribed on Lom's mind with no more than a day's patient effort. Furthermore, they can substitute any memorized spell of equal or greater level to cast the inscribed spell.

Constant proximity to Lom's glacial thoughts can make it difficult for a wizard to recognize the infiltration of other alien minds. A person bearing a Shard of the Yellow Mind suffers a -2 penalty on all saving throws versus spells of mind reading or mental influence.



THE SIGN OF LOM

wizard may perform it prematurely if a spare research month is available and he is willing to pay the price of it.

If the annual maintenance of the pact is not performed, Lom's attention is drawn toward the wizard, and it grows angry at the disturbance of its yellow thoughts. The inscribed spell is no longer available and gemstones of every kind will bite the wizard if he touches or carries them. These sorcerous wounds appear even through thick gloves or heavy leather pouches, and any wizard touching a gemstone or handling a container in which gems are kept will suffer 1d4 damage per round until the offending jewel is dropped. The rite of affirmation must be performed to calm Lom's sleep once more.

To end the pact with Lom, the wizard must perform the contacting rite once more, smoothing over the amber tablets and dismissing himself from the mind of Lom. This costs the same amount of time and gold as it would to affirm the pact for another year.

PLOT SEEDS

A careless sorcerer has botched the summoning of Lom, and the Keeper's mind is roused to anger. Loose gemstones throughout the city are congealing into crystalline beasts that are preying on the fleshy beings around them. The bungling wizard must be found and killed before enough gemstones congregate to create a truly unstoppable golem.

Miners have struck upon a strange, vast deposit of amber deep beneath the earth, far away from the usual strata where small nodules of the gemstone are found. Little do they realize that it is actually an extrusion of Lom's thoughts, and its disturbance threatens to leave them as shard-pierced slaves to Lom's cold mind. Only reburial of the lode will stop the shard-slaves' rampage.

OKULA, WHO WATCHES THE SLEEPER

A strange and abstract entity, Okula is a favored ally of paranoid wizards and those who dread ambush. The being appears to have little awareness aside from its passionate hunger to behold the world, and its demands are modest upon its devotees.

Forging a pact with Okula requires the sacrifice of the eyes of four sentient creatures, each pair harvested no closer than fifty miles from any other pair. These ingredients must be gathered from distant points, and then the incantation of contact can be performed. The rite itself counts as a second level spell for research and casting purposes, and takes a full research month to perform. Once Okula's attention is drawn, the pact is sealed.

Maintaining the pact requires the presentation of some new and interesting sight at least once a month. A new piece of beautiful artwork, a new play, a stirring vista, a foreign city... Okula is not particular, but a wizard cannot keep himself locked in his study all month and satisfy the being. Okula also grows angry if its devotee should be blinded, whether temporarily or permanently, and any instance of the condition leaves the adept in default of his pact. Merely being in a dark place or cloud of dust does not count as blinding, but intentionally blindfolding the wizard or dazzling his eyes will incur Okula's wrath.

In exchange for this tribute of vision, Okula keeps silent watch over the wizard when he is asleep or unconscious. The wizard may respond to dangers and sights around him as if he were awake, instantly rising from his slumber should the circumstances require it. Okula's vision is so keen that it can detect even invisible presences. This blessing does not function when the mage is awake, but even then, the presence of an invisible creature within fifty feet of the wizard will result in the sharp prickling sensation of Okula's agitation. It is not accurate enough to locate the invisible subject, but it alerts the wizard to the intrusion.

EYE OF PENETRATING INSIGHT

Certain wizards have been known to fashion small spheres of polished white jade in ways pleasing to Okula, drawing the entity's power into the item and imbuing it with potent virtues of sight and observation. The eye is used by looking through the pale ocular at the subject to be examined, and it does not require that the user be pacted with Okula in order to function.

For each full minute that the user gazes through the eye, his vision extends past solid objects to a depth of one foot. Thus, after ten minutes of staring at an iron door, the user would be able to see ten feet into the room beyond. So potent is this sight that even lead sheeting and other conventional anti-scraying methods are useless against the eye.

Careless use of the eye is imprudent, however, as its employment severely strains the user's eyesight. At the end of each use of the eye, there is a 25% chance that the user is struck blind for one turn for every minute they spent using the eye. Once the user has been so blinded, they cannot use the eye for one week after.



THE SIGN OF OKULA

If the wizard should fall into default of his pact, either through carelessness or being struck blind, Okula punishes the devotee with an inability to recognize the sight of those around him. He cannot tell friend from foe, orc from human, or discern any appearance, clothing, or held objects possessed by the people around him. He can still distinguish people by voice, smell, or other senses and he can see unintelligent beasts clearly still. This affliction lingers until the wizard placates Okula with a repetition of the rite of contact, which will take a fresh set of eyes and another research month to perform.

Those wizards who weary of entertaining the strange power may end the pact through the sacrifice of certain eyeless fishes and newts and the burning of concealing incense worth 250 gold pieces.

PLOT SEEDS

A wealthy collector of art guards his selection of ancient jade miniatures jealously, but the town's thieves torment him with their constant attempts at theft. In truth, a local devotee of Okula seeks beautiful spectacles to placate the entity, and is paying the thieves far more than common fence's rate to retrieve the miniatures.

Several of the local wizards who have pacted with Okula have been found murdered, their eyes carved from their heads. The culprits are the devotees of Agwad the Unseen, a sinister power of invisibility and imperceptibility whose devotees fear the Okulites' powers of noticing the veiled. The cultists plan to infiltrate their invisible assassins into the next noble court audience, and can tolerate no chance of being noticed before their bloody work is accomplished.

IKRIKIK, THE CHIRPING GOD

A power of insects and buzzing things, Ikrikik cares little for the affairs of men, thinking only of consumption and reproduction. It waxes great in swarms of insects and carpets of six-legged vermin, and its rites of propitiation are painful and disturbing. Still, many wizards within the jungle lands find reason to seek the favor of the Chirping God.

Sealing a pact with Ikrikik requires a research month spent in consuming countless noxious and venomous insects while intoning the mantras and performing the necessary ritual dances to attain unity with the great swarm that Ikrikik favors. A wizard must save versus Poison or be sickened during this month, losing one hit point per level from their maximum HP and risking a 10% failure chance on any spell they may cast. The rare insects required for this rite will cost 500 gp if not personally gathered from a jungle in a process that may require several months. Performing this ritual requires an experienced sorcerer, but it is not considered overly demanding- it counts as a second level spell for research and casting purposes.

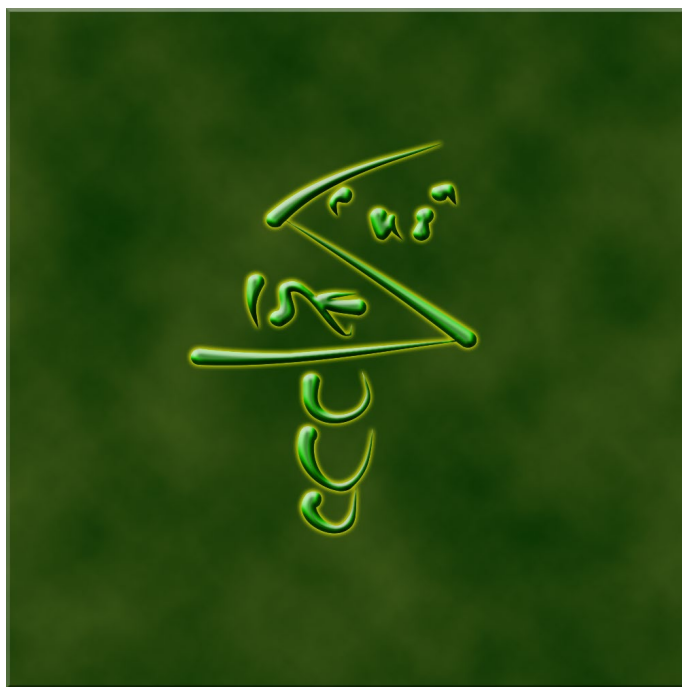
Maintaining the pact requires the monthly sacrifice of large prey animals to swarms of insects and the creation of pleasing breeding areas for various forms of buzzing life. Any animal larger than a cat will suffice for the monthly sacrifice, though it must be staked out near an anthill or other cluster of insects capable of killing and devouring it. The animal must be alive at the time of sacrifice, for Ikrikik feeds upon its spirit as the insects devour its flesh. For the breeding areas, even a bowl of stagnant water will do in a pinch, but every long-term residence of the mage must have some sort of insect-spawning area established in it.

While the pact with Ikrikik is kept, no insect, arachnid, or other verminous thing will sting, bite, or otherwise molest the wizard and up to a dozen companions with him. This protection is lost for an hour if the wizard intentionally harms the insects or attacks their nest, though the mere trampling of ants or casual crushing of swarming things is of no importance. Even giant and magical insects will not attack unless compelled by sorcerous forces.

IRIDESCENT WINGS OF THE CHIRPING GOD

These tiny dragonfly wings fashioned of diamond chips and silver wire are a potent fetish to attract the favor of Ikrikik. The possessor who holds them in his bare right hand may fly slowly through the air at a movement rate of 10' accompanied by a loud buzzing noise, as if from a swarm of angry bees. If the wings are held in the bare left hand, the user may burrow through earth or clay at the rate of five feet per round, leaving a man-sized tunnel behind him that will collapse one turn later.

Ikrikik's friendship is not acquired freely, however. Every time the wings are used, the bearer must make a reaction check with the normal modifiers. If the result is 7 or worse, a swollen jade-green insect grows from the iridescent wings and begins to bite the bearer's hand, sucking 1d4 hit points of blood from the user for each round he continues to use the wings. The insect withers and dies once the wings are no longer invoked.



THE SIGN OF IKRIKIK

Furthermore, once per day the wizard may enlist the services of a fly, gnat, ant, or other small normal insect to serve as a spy. The sorcerer enters a trance and takes control of the mite, moving it at a speed of up to five feet per round out to a maximum range of three hundred feet. The wizard has the senses of the insect, and while these strange impressions are useless for discerning fine details, they can gain a general awareness of a surrounding area and overhear conversations. The control lasts for as long as the trance is maintained. If the insect dies while the wizard has control, the sorcerer is struck unconscious for 1d6 turns.

If the monthly sacrifice is not made, Ikrikik's anger swarms about the wizard and the friendship of its spawn is lost. The mage is constantly bedeviled by crawling things that breed within small pustules that form upon his skin from the spirit-eggs that Ikrikik lays upon him. These pustules and their creeping offspring do no damage, but the distress causes a 10% failure chance for any spell the mage may cast. Furthermore, the wizard suffers a -4 penalty on all saving throws versus poisons or other effects induced by an insect or arachnid.

To end the pact with Ikrikik, the wizard must perform the contacting rite once more at the same cost in time and ingredients, this time conducting the dances in reverse and spewing forth the consumed insects in repudiation of the former bargain. Once the pact is severed, Ikrikik's attention and the favor of its offspring are forever lost; this pact may not be renewed again.

PLOT SEED

The devotee of Ikrikik who protects the village's fields from the seven-year locusts has vanished, and the plague will spawn soon. Little do they know that he has been taken by vengeful spider-priests who seek to punish him for impeding their hunts.

VOLUG-MUR, THE DWELLER BETWEEN

The entity known as “Volug-Mur” does not appear to be sentient in any way recognizable by men. Certain propitiations and careful offerings bring benefits recognized by the ancient sorcerers, but there is no sense of a mind to Volug-Mur in any way that a human could understand it. Still, wizards perform their ancient rituals to win this being’s dubious “favor” and the benefits of its eldritch aid.

Volug-Mur’s pact requires a research month spent in intricate mathematical computations and the ritual destruction of certain elaborate devices of gemstones and precious metal. These objects are costly in their creation, and must be cleaved and shattered in precisely the right ways and at the correct angles to seal the pact with Volug-Mur. The rite itself qualifies as a third level spell for research and casting purpose, and the devices cost 100 gp per caster level to fabricate. At the end of the research month, the wizard makes a prime attribute check at a -2 penalty; on a failure, the devices were cloven incorrectly and the ritual must be performed again.

Maintaining the pact with Volug-Mur requires the monthly solution of increasingly-complex mathematical formulae. At the end of the first month after the pact is sealed, the mage must make a prime attribute check at a +4 bonus. Each month after that, the bonus decreases by 1 until it becomes a penalty as the formulae grow steadily more difficult. If the wizard fails an attribute check he must spend a research month correcting his math, which is automatically successful; until he does so, he is considered to be in default of the pact.

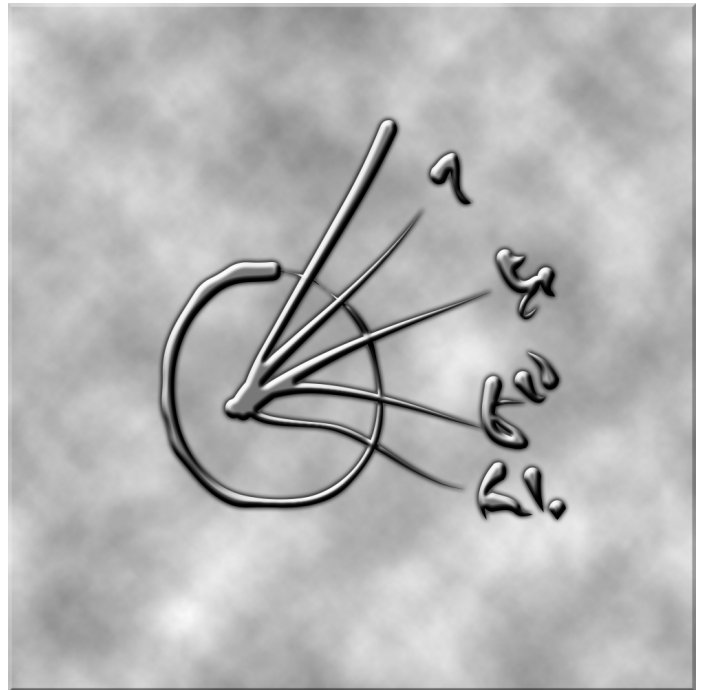
Devotees of Volug-Mur gain the being’s powers over spatial locations and the fixing of uncertainty. Spells such as *Teleport* will never send the caster off-target; if the roll indicates a miss, the caster may choose to abort the spell without effect. They may

THE CODIX OF VOLUG-MUR

A book bound in a white leather binding made almost black with inscribed mathematical formulae, the Codex of Volug-Mur is a potent tome for all spells related to distance, space, and position.

A wizard in possession of the tome may use it before casting a spell involving teleportation, movement, or the divination of something’s location or spatial qualities. Such preparation requires one turn of mathematical calculation, after which the caster makes a prime attribute check a penalty equal to the spell’s level. If successful, the spell is cast without vanishing from the caster’s mind. On a failure, the spell is cast normally and must be remembered.

The codex does have its hazards, however. If a natural 20 is rolled on the prime attribute check, the wizard’s calculations are drastically incorrect. He immediately takes 1d6 damage per level of the spell attempted and is fixed in location, paralyzed and immobile, until a *Cure Light Wounds* or *Dispel Magic* spell is used to free him.



THE SIGN OF VOLUG-MUR

also choose to fix their location in space, suspending themselves precisely where they stand even if the ground should crumble away beneath them. This effect is equivalent to a permanent *Levitation* spell, albeit without the ability to raise or lower himself unaided. Adepts of Volug-Mur always know exactly where they are in relation to any other known point.

If the wizard should find himself in breach of the pact, all these benefits are lost. Furthermore, the wizard is prey to a great confusion of locations. He can find his way around his home or other deeply familiar location, but he becomes instantly lost upon attempting to travel to any more distant point. In the wilderness or in a city he always travels in random directions, and even spells intended to take him unerringly to a particular location will inevitably fail. Companions or allies can lead the wizard if necessity should require it.

Ending the pact with Volug-Mur requires a lengthy pilgrimage of at least one hundred miles, with regular brief stops to place stones and branches in random patterns along the way. Such a process of freeing himself from the inexorable precision of Volug-Mur usually takes at least a month.

PLOT SEED

The extensive mathematical labors required by a devotee of Volug-Mur have wearied a decadent sorcerer, who would sooner spend his hours more pleasantly. In consequence, he has begun kidnapping learned scholars and adept accountants from various places around the city. Much to his chagrin, the formulae appear to be corrosive to the sanity of those not versed in the arcane arts, and so he is forced to regularly “acquire” new minds- and to run them in parallel, to ensure that their answers are correct.

TISHAB, THE SMOOTH-FACED PLAGUE

Some sages argue that Tishab is not actually a sentient entity, but instead a virulent spiritual plague that dwells outside the circles of the world. The difficulty of pacting with Tishab lies not in the contact with the entity but in controlling the overwhelming voracity of its sorcerous touch. Adepts that pact with the Smooth-Faced Plague are gifted with outward youth and resilience, but must take care to keep the entity propitiated lest they waste away to squalling helplessness.

The pact of Tishab qualifies as a fourth level spell for research and casting purposes, and requires a full research month to carefully beckon the entity's attention and allow it to infect the caster's spirit with its sorcerous plague. Tishab gnaws those portions of a wizard's spirit that allow his body to physically age and decay, feeding off the arcanist's mortality. As such, elves cannot pact with Tishab. The medicines and spiritual unguents necessary to stabilize the infection cost 1,000 gp.

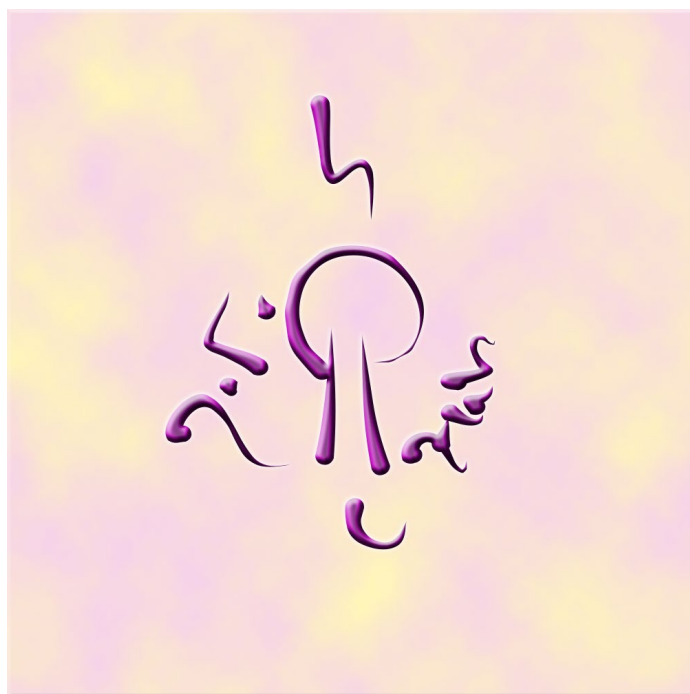
Maintaining a safe degree of control over the infection requires that the mage remain in good health and carefully control his diet so as to consume the right balance of mystically-significant foods. Such provender must be acquired in towns or cities at a minimum cost of 10 gold pieces a week. If a wizard is cut off from this supply he must fast or default on the pact. Going more than a day without food leaves the wizard weak, unable to prepare spells and suffering a 10% failure chance on any spells cast. If the wizard fails a saving throw versus poison or is infected by disease, the delicate balance breaks and the wizard also suffers default.

While the Smooth-Faced Plague is controlled by the wizard, the arcanist has the appearance of a man or woman in the youthful prime of his life. He has the full vigor and vitality of a young person, and the way the plague suffuses his soul leaves it far more resistant to effects that would tear away portions of it or artificially age the caster. The mage may ignore two experience levels worth of level drain each round, cannot be magically aged, and gets to reroll a failed saving throw against instant-death magic such as *Finger of Death* or *Destruction*. The plague cannot prolong the subject's actual life, however, and they will die in their duly-appointed season all the same.

If the caster defaults on the pact the plague will begin to expand out of control, eating more of the mage's transient mortality than living flesh can endure. The mage's vigorous youth becomes more boyish as his body regresses, the clock turning backward hastily as the plague devours his maturity. Each day spent in default subtracts a year of apparent age from the mage's form. Thus, if a mage who appeared to be a vigorous 30 spent eight

THE CHALICE OF TISHAB

A cup of mottled peach and lavender jade, this relic permits one not versed in the arcane arts to pact with the power of Tishab. The summoning ritual may be performed at the listed price and the dietary taboos must be observed, but so long as the supplicant drinks nothing from a vessel other than the chalice, no arcane talent is required to benefit from the pact.



THE SIGN OF TISHAB

days in default, his new static form would be that of a 22-year-old man. Mages regressed to zero years of age simply vanish, entirely consumed by the Smooth-Faced Plague. This regression applies only to the mage's physical form, as it does not increase the mage's lifespan or lengthen the time until his death.

The only way to end a default is to purge oneself of all mystical powers and either fast or consume ritually-pure foodstuffs; the caster must expend all his memorized spells and remain powerless and either fasting or correctly-fed for a week to restore the pact. Time spent purifying himself does not count as time spent in default for aging purposes. If the wizard chooses to fast, he is utterly helpless from hunger during that time.

The infection that is Tishab may be driven from the mage's soul if he desires to end the pact. The process requires a full research month of sweating, obscure medicines, and strange foodstuffs that sum to the cost of 1,000 gp. At the month's end Tishab is expelled from the wizard's spirit. His bodily appearance does not change, but he begins to physically age at the normal rate from that point on. The expulsion of Tishab does place a grave strain upon the caster's soul, however- the caster's total lifespan is shortened by the amount of time they spent under Tishab's influence. In some cases this may mean the mage risks instant death from old age if they break their pact with the disease.

PLOT SEEDS

A wealthy matron has secretly possessed the Chalice of Tishab for many years, but a clever servant in her employ has made away with it. It must be recovered quickly, before the woman must drink from a lesser vessel, and risk her beauty becoming first girlishness and then an unnatural death.

JAGGADA, THE EATER OF NAMES

A dread power of blood and forgetting, Jaggada is an entity favored by red-handed wizards who do not balk at human sacrifice. Given the ubiquity of such sorcerers in the Sunset Isles, it is fortunate that contact with the hungry power is a difficult process amenable only to the greatest of mages. Jaggada itself does not appear to have a personal identity as such. It is simply a ravening pit of hunger that is insatiable in its cravings, caring nothing for what is paid to feed it.

Pacting with Jaggada is an elaborate process that counts as a fifth level spell for research and casting purposes. A dozen sentient beings must be sacrificed to draw the power's attention, each one with their name tattooed upon them in intricate occult patterns. Nameless sacrifices are useless to Jaggada- the mage must always know the name of the beings he kills in the power's service or else the sacrifice does not serve. Any name belonging to a creature will do so long as it is an appellation the victim will acknowledge as his own. Aside from the sacrifices, scrolls of gold and powdered rubies must be inscribed with one thousand names of dead sentients and offered up to the being during the ritual. Such scrolls cost 5,000 gp to fashion.

Maintaining the pact requires the monthly killing of at least one sentient being with a name known to the adept. After the subject is dead, the caster must inscribe their name upon a little scroll of sanctified rice paper and ritually consume it as an offering to Jaggada. The rite requires a full day of effort and the ingredients cost 250 gold pieces. If the caster fails to make this sacrifice or if the caster sacrifices a victim under an erroneous or false name, the mage falls in default of the pact.

While favored by the hunger of the Eater of Names, the caster's damaging spells become more voracious. Any spell that kills or inflicts hit point damage on a victim applies a -2 penalty to any saving throws to resist it. In addition, if the caster knows the name of the victim they slay with their sorceries, Jaggada will devour the very significance of the creature's existence. Casual acquaintances will immediately forget the victim, while even lovers, colleagues and family members must save versus spells or suddenly lose interest in the wretched subject. Those who succumb to this will remember his existence and his place, but they will cease to care about him or feel any interest in his state, indifferent even to his corpse at their feet. If the caster tries to trigger this effect but is wrong about the subject's name, they immediately fall into default of the pact.

If Jaggada is not appeased by sacrifices or the wizard falls into default through his own carelessness, the entity's hunger is turned

THE SCALPEL OF NAMES

This unassuming knife is a fearsomely potent relic consecrated to Jaggada. While it serves only as a dagger+1 in combat, any sentient slain by the knife is affected by Jaggada's name-eating ability, whether or not the wielder is pacted to the entity or knows the name of the victim.



THE SIGN OF JAGGADA

upon its erring devotee. The wizard immediately loses every memorized spell and is unable to prepare any new ones until he has slain a number of named sentients equal to his caster level using nothing more than a dagger. If he cannot placate the angered Jaggada within seven days, the entity devours him, affecting others as if he had been blotted from memory just as his victims once were.

Ending the pact with Jaggada is simple but costly. The arcanist must offer up his own name to be devoured by the entity, hazing in the memory of his acquaintances and associates. He must adopt a new name and identity, and while others may be intellectually aware of the link between the two, only the new identity is capable of impressing itself upon others. The process also involves the inevitable loss of one level of experience which cannot be restored by magic.

Most devotees of Jaggada are brutal blood sorcerers like the Stitched Path devotees of Tien Lung or the demonic arcanists of the Shogunate. Even so, some adventurers also revere the Eater of Names. Given their bloodthirsty lifestyle, it is distressingly easy for them to kill at least one named sentient a month almost indefinitely.

PLOT SEED

The PCs arrive at an important border town to find its inhabitants in a frenzy. None of them can remember who their lord is supposed to be, and the followers of two rival claimants are fighting in the streets. Which of them is the servant of Jaggada responsible for the old lord's hidden murder, and can proof be found before the town tears itself apart?

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LAMENTATIONS *of the* FLAME PRINCESS

PRESENTS



THE HOUSE OF BONE AND AMBER

WRITTEN BY
KEVIN CRAWFORD

ILLUSTRATED BY
EARL GEIER

Baltic storms crash on the salt-stained walls of Salatgriv. The crumbled ruins of the damnable fortress of Salismunde squat like a vulture above the ill-favored port town, and the wine-eyed heathens of the Tatar quarter hide within their houses of graven stone. There are savage whispers amid the townsfolk, and merchants clutch their purses at every start and shadow. Old Father Raum shrieks imprecations at the pagans from the steps of the altar, and the Tatar elder's blood pools in the amber pits outside the town's walls. Birgirmeister Akmens is desperate to halt the bloodshed before it becomes a full-fledged pogrom, but who in the town can be trusted to save its people from their own murderous passions? It is a task for a band of red-handed outsiders, ruthless souls who'll do what they must to earn the Birgirmeister's silver—and who have the mettle to bring bright steel to the cursed town's black past. Will your heroes prove more terrible than the darkness that gathers, or will they be yet another bloody sacrifice beneath the House of Bone and Amber?

An adventure for PCs of levels 4-7, the House of Bone and Amber includes the fully-detailed port town of Salatgriv and a full cast of NPCs, with tools for using the town even after the grim events of the adventure have rolled over its streets. The sinister halls beneath the Salismunde are fleshed out in six separate sections that can be mixed and matched within the adventure- or pulled out entirely to insert into your own campaign when you need a quick delving of ineffable horror.

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