

Gregorius' Notes:

On the Weird OSR Fantasy **Year 2018**



LAMENTATIONS
of the
FLAME PRINCESS
WEIRD FANTASY ROLE-PLAYING
COMPATIBLE PRODUCT

by Kai Pütz © 2019
Version 1.0

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Gregorius'Notes: On the Weird OSR Fantasy #Year 2018 is a collection of selected articles I wrote for [my blog](#) in 2018. Inside you will find a mix of encounters, monsters, modified summon spells, magic weapons, a little sidequest, an otherworldly adventure location and a short adventure to put the latter to use. All written for OSR Fantasy RPG and compatible with Lamentations of the Flame Princess(tm).

22 pages of content (the other are cover, front matter, etc.).

If my creativity does not fail me in 2019, I plan to turn Gregorius'Notes: On the Weird OSR Fantasy into an fan zine. So, stay tuned for cradles full of the children of my mind.

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Encounters in the City Streets (d10):

When the characters visit a city (or start in one), it is usually time to break out the price lists or to come up with two or four inns and taverns. Adding a random encounter while the PC are minding their own business may change the pace of what otherwise would just be "rest & recuperation". What follows are nine possible encounters in a d10-table format. The chance to meet the city guard is twice as high as that for any others encounter, as the guard is supposed to have an eye on armed strangers (and I as an GM have NEVER had a PC group that entered a city unarmed).



01# A band of street urchins literally storms the characters. They beg and badger, pull at sleeves and are literally harassing the PC for alms (with the intent to steal one item or another if they can). Characters that are not *surprised* by the urchins may try to keep them at bay (anything but force will fail). Lethal force will lead to the attention of **the city guard** (not right at the spot, but later on). *Surprised* characters need to *Save vs. Paralyze* to fend off the attempts at thievery. The urchins assault up to two characters, and will target women and wealthy figures first (unless they are obviously armored and armed).

02# A whore approaches the characters openly, promising "an experience you will never have had before" for 10 sp. She isn't lying about her skills (and a character that takes the offer will gain 20xp once).

03# A monk preaches about hellfire, damnation and the need for absolution at a crossing while he tries to raise funds for the local almshouse. A character that donates at least 250sp will receive a blessing that is the equivalent of a 3rd level *Remove Curse*.

04# A -very- large rat rushes out of a nearby cellar, fleeing from a cursing man with a broom. Each character needs to roll 2d6 as the rat rushes by. If any of them rolls doubles, the one with the lowest result (modified by DEX bonus) will be bitten by the frightened animal. On the beginning of the next day a *Save vs. Poison* needs to be passed, otherwise the bitten character will catch a fever and lose 1d4 points of CON till the end of the next adventure (or till he or she sees a physician).

05# A young boy sells smoke-cured fish that he carries on a long pole over his shoulder. The characters may buy up to two days worth of rations for a very good price (say: 3cp), but the fish will start to turn the next day.

06# The characters cross the path of a **drunken bunch of rafters**. The PC of the first player to react to the encounter (in any way) has to make a Reaction Roll. A worse reaction than *Neutral/Indifferent* means that the characters are likely to end up in a brawl with the 1d6+3 drunkards). Otherwise, the rafters invite them to go to the next tavern with them "because you must be strangers around here, too!" They will pay the first round and share stories and rumors.

07-08# A patrol of the city guard takes a keen interest in the PC (armed strangers with outlandish looks, aren't they?). They will demand to check what they carry around and what their business is. How will the PC deal with the situation? They are facing (their number minus one) guards that are 1st level fighters. Depending on the time period, they will either wear leather armor and studded cudgels (minor weapons) and may be accompanied by one large hound (1 out of 6 chance), or they will all be armed with rapiers while one of them carries a loaded pistol.

09# A few wrong turns and the characters end up in an unsavory part of the city. If at least one of the characters is heavily armed and armored they may get back to where they came from unmolested, otherwise a group of local thugs will try to block their path to demand a "toll" (2d6 lvl 0 humans with clubs and daggers).

10# A traveling merchant offers unguents, potions and herbs. He has no magical potions to offer, but a character that quietly asks him for poisons will be offered something in a private sales talk (if a Reaction Roll yields a better result than *Unfriendly/Uninterested*). No matter what the characters buy, there is a 1 out of 6 chance that they have been swindled and spend good money on fraudulent promises.



Strange NPC Extras for a Village (d12):

A carefully established weird or uneasy mood at the game table does not has to be postponed just because the "heroes" enter an (rather unimportant) village on their way to the next story event. Here are 12 "NPC Extras" that will set the scene accordingly.

01# The miserly caretaker who walks about on a peg leg and tends to a walled cemetery. At the end of the day he locks the gates with a big chain and padlock. Before sundown, he comes into the tavern and drinks in solitude and silence. Will not talk to strangers.

02# A resident stray cat that acts anxious and aggressive to everyone. Her left eyes is missing, the opening is ulcerous.

03# A coachman that passes through on a regular basis. He seems to HATE everyone in the village and jells at the children to stay away from the coach AFTER he swung his horse whip at them. To the PC he will be overly friendly (even when they call him out on his behavior). Every villager seems to be afraid of him, and non is willing to talk about him.

04# 1d4 ragged kids that throw stones at the PC upon their arrival (Saving Throw to avoid 1d3 points of damage!), only to then turn run as fast as they can. Non of the villagers will lose a word about them, any inquiries of the PC will be met with silents. When they leave the village, the children will come out of hiding again and throw stones from afar. If the characters manage to attack, hurt or even kill one or more of them, the villagers will pay no more heed to it as they would to a dog being kicked by the PC.

05# The chary serving wench of the tavern with the black eye and the swollen cheek. She will not establish eye contact with anyone, especially not with any man. She is QUICK, even so her hands are a bit shaky. If the characters try to make her speak to them, she will beg them to let her continue her work while tears well up in her eyes.

06# The smart, haggard boy that runs to the PC after they have already left the village. He promises to do EVERYTHING for them if he can stay with them. He will not say why he wants to leave, but breaks into tears when the characters want to send him away.

07# The butcher's pig-faced wife, with her meretricious affability towards the best looking PC of the group.

08# The local peasant whom the PC meet on his way to the nearby river. He carries a basket with 1d4 wimpy dog puppies and a sack.

09# The mute son of the merchant who runs the shop while his father is away on business in the city. He indicates prices by showing a coin and then using fingers to indicate the number. It is impossible to haggle with him as he is not allowed to and fears his father.

10# The young woman who comes out of the nearby tavern, and drops the clay bottle of liquor she had with her in shock as she sees the (armed & armored) PC coming her way, and runs away. The PC may later learn that she reacts hysterically to armed strangers ever since she had been abused by roving mercenaries a year ago. The characters do not get an overly warm welcome in this village.

11# The filthy halfling (or midget) that wears an iron collar around the neck and is chained to a large tree, right in the middle of the village square. He has been caught by the villagers as he tried to steal chicken, and now they let him hunger and abuse him every way they please.

12# The concerned villagers that get their children and daughters off the street as "strangers" arrive.



Happenings Inside of a Tavern or Inn (d12):

There is no location that is used as often in OSR fantasy RPG as "the tavern". Sessions tend to start in one, leg work is done in them and more often than not the PC will spend an evening or night in one during their travels. Here are six simple events that will help to fill a tavern with a little life.

1# The local priest enters and, after a quick look around, addresses one of the patrons by name. The guy already had more than a few beer, and although there is no obvious age difference the priest gives him a fatherly speech about how long it was since he had seen him during service the last time, and that "many" would recently have concerns about his well being. The patron murmurs something in response, and after a few more lines he pays up and leaves (which the priest does a moment later as well). The tavern keeper will not say a word about it, but is clearly frustrated.

2# Three halflings with large hats and large stools in their hands enter the tavern. They each seek themselves an empty space, put the stools down and climb up on them. What follows is an impromptu performance where the three sing raunchy tavern songs while they clap the rhythm. This will last for about an hour before they

take a bow, jump down and go from table to table with their hats to collect some money before they leave again.

3# The tavern really comes to life as a young guy comes in and is welcomed cheerfully by about half of the patrons. It turns out that he joined the army of a local noble a year ago and now returned, as his service has ended. He is happy to be home and alive, and pays round after round for his friends from his rather fat purse. Later the evening, the tavern keeper will have to admit that he has no (cheap) liquor anymore and the jolly guy will have passed out drunk, and is now broke.

4# A woman in a rather revealing dress comes into the tavern about an hour after the PC did. She will head to their table and ask if she may sit with them, and does so with wide smile while leaning over. Before the characters can answer, one of the local serving wenches will have her by the arm and shout at her to "GET OUT! You are not welcome here!". Will the PC still welcome the woman (a harlot) to their table?

5# A couple of locals throw knives at a wooden target at the end of the tab room. The small target has the shape of a deer, and they play with stakes. At the start of the game, everyone wagers some copper coins, the one who wagers the most may start. A player that hits the deer with the knife gains a copper coin, one that hits the head gains all remaining copper coins and ends the game. A player that misses must pay another copper coin or may not continue.

6# The patrons at one of the tables drink a LOT over the course of the evening. At some point, they get really raunchy and one of them grabs a young serving wench right between the legs as she clears the table after bringing a new round. The woman screams in shock and quickly hits the lecher over the head with an empty tankard before she drops all things in hand and storms out of the tavern. The patrons laugh at first, but the laughter quickly dies down as the guy the wench has hit over the head does not rise and blood begins to pool slowly around his head (it is up to the GM if the guy is dead or just unconscious).

Encounters at a Rivergate (d6):

In December 2017 Miska Fredman released a map on his blog he named [The Dwarven Rivergate](#): basically a small fortress (or large tower) in the middle of large bridge. Manned by a few men-at-arms, it is a good way to keep undesirables out (or to at least hinder their traveling), to raise a toll or to guard a segment of a wide river. But what about an abandoned rivergate? In Miska's example, it became the encampment of a band of orks and goblins that raid the surroundings. I provide six further options of my own:

1# A bunch of highwayman

The old rivergate was quickly taken over by a bunch of deserters (1s level human fighters) who decided to make a living by poaching and demanding tolls for a while. The tower is in a bad state, and the gates are not well maintained. The deserters, a total of five, have access to fresh water, fish, deer, weapons and armor. Depending on the time period, this means leather armor, two short bows /w arrows, one longsword, two maces, a spear and daggers **or** rapiers, daggers three buffcoats, a halberd, two muskets and a pistol. What they lag is strong drink.

Characters will note two armed men manning the battlements, and when they approach they will be hailed from above that they have to pay a toll for using the bridge. If they want to turn and leave, the two men will threaten them with their ranged weapons. A basket will be lowered to them with a rope, and they will be told to put in a number of coins (up to the GM). If the PC visibly carry a wineskin or other alcoholic beverages, the highwaymen will demand those, too. When they get what they want, they will pull up the casket again and unbar the gates from the inside. Only one of them will do this, while another stays at the stairs with a polearm in hand. If the characters want to fight the brigands, their best chance might be to push through the gate as soon as they hear that the wooden beam is removed at the inside.

2# Crumbling stonework & nasty bugs

The rivergate burned out from the inside, and the structure is crumbling. Large parts of the floor and the walls already collapsed, and what remains is unstable. In the shadows and rubble of the bottom of the rivergate 2d4+1 carnivorous giant beetles crawl about (1 HD; AC:12; 1d4 dmg). Those who try to move across the narrow edges of the hole that once was the ground floor have a 2-in-8 chance to fall down to the bottom as something gives under their feet. The chance is altered in a PC's favor according to DEX bonus, but will suffer a penalty if a character carries especially heavy equipment and/or armor (GM's choice).

In the foundation of the fortress is now a crack large enough for a man to fit through. This is where the strange monster bugs came from. It is up to the GM what exactly is below. It might be an entrance to the [Veins of the Earth](#).



3# Troll in the tower

The old ruin is now home to a small troll (HD:4, AC:12; 1d6+1 damage; think of an orang-utan with a face like a man and the fur and teeth of a boar). It will pounce the first character to enter from a position high above them. Characters without a DEX bonus will suffer a (-1) penalty to all attack rolls, due to debris that hinders their movement (but not that of the troll, that knows every stone by heart). The creature will try to flee as soon as it lost half of its hit points or more. If the characters search the ruin, they will find the skeletal remains of a wandering craftsman, as well as his tools and his meager purse.

4# Vampire bats

The dark corners of the ruined rivergate are home to a number of vampire bats. They once were the minions of a vampire home to a manor less than a half a night's flight away, but after he had been slain they are without a blood donor. Still, the blood has changed them and their appetites. The swarm counts as HD:3, AC: 16, causes 1 point of damage with each attack but suffers (-2) against all opponents with an unmodified AC auf 15+. All attacks against the swarm suffer a (-3) penalty unless they are area attacks. The penalty is modified by a characters DEX bonus.

The inside of the ruin is covered with debris (rough terrain) and bat shit. When the character's push open the cranky gates, the swarm will quickly rise and attack. The vampire bats will not follow characters once they left the ruins. After tasting blood, they WILL seek surrounding area at night to continue the feeding, and may magically determine the location of everybody they have harmed.

5# Bloodstrangler ivy

The whole structure is covered in lush, green ivy. All the bright green leaves cover numerous, tentacle-like vines with nasty thorns. This is the work of a Dryad that wants to protect the woodland on the other side against human intruders. The vines will lash out against anybody up to 3 feet away: potential victims must check for *Surprise*, then *Save vs. Petrification*. If at least one of the tests is failed a character is grabbed, entwined and pulled towards the ivy-covered walls while the thorns sink in and begin to suck out blood. No damage is done on the first round, but 1d3 hit points of damage on each round to follow. Any character has a 1-in-6 chance each round to break free, either modified by STR or DEX bonus. Characters that passed the initial tests or came free later may dash through quickly and fend of the grasping vines unless they try to free a friend (in that case, they need to pass *Saving Throws vs. Petrification* each turn).



6# The old man by the river

Gilbert, an old man and loner by choice, decided to make the abandoned rivergate his home. The characters are likely to see a small trail of smoke rising from the ruin from afar (the old man's campfire). Gilbert has been living here for a couple of years now, and misses next to nothing of the village life he left behind. He lives on a diet of fresh (or dried) fish, nuts, mushrooms and berries, and sleeps in a pile of dried reed leaves (uncomfortable, but he grew used to it). At first he will be wary of the PC (they are armed strangers, after all), but if they treat him friendly he will be friendly towards them, too. He will even share a meal with them and may tell a few things about the local area. If they want to stay at "his" place for -one- night, they are welcome. Especially if they offer him ale (one of the few things old Gilbert misses).



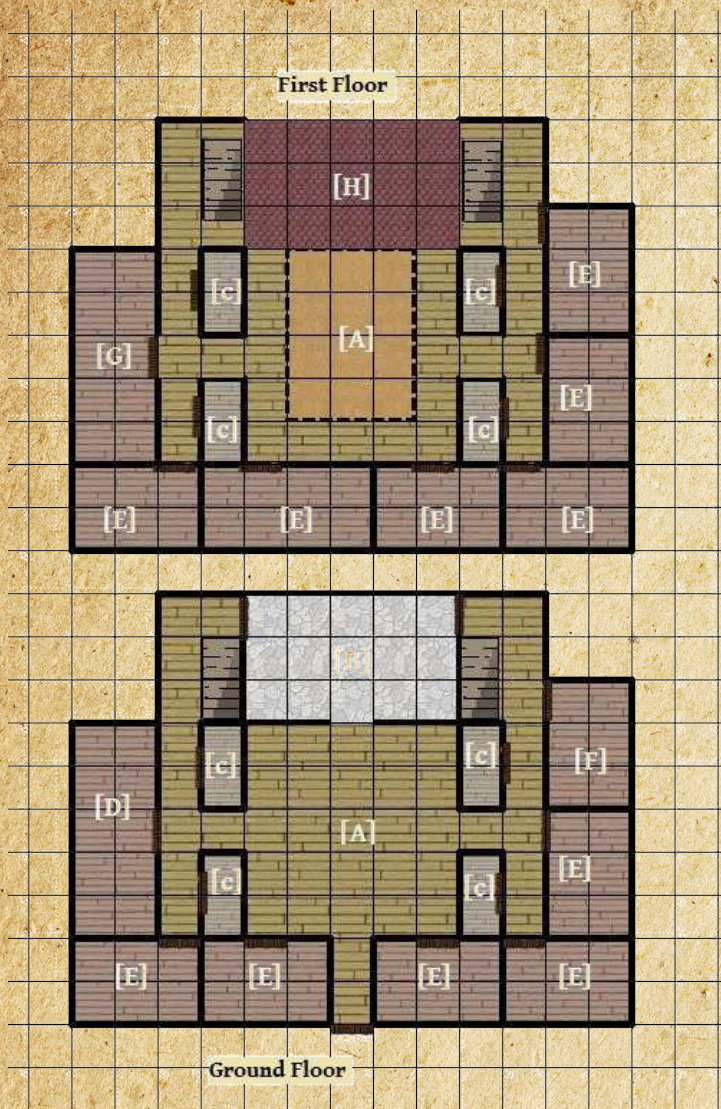
A Map for an Inn

Every GM someday ends up in a situation where the map of an inn would become handy, even if it is just because the paranoid players expect an ambush (as always...). Here is one (well, on the page to follow is one!). A square is 6 feet x 6 feet. The stairs left and right of the kitchen [B] lead up to the upper floor.

[A] is the **taproom**, which is filled with a couple of round tables and simple stools. It is open towards the upper story of the building, so that there is an actual gallery. As the room has no outside windows, it is lit by a large candelabrum. The rope that holds it in place is fastened to a hook next to the door opening to the kitchen. Further light is provided by candles in little wooden bowls on each table, as well as the light of the fireplace inside of the kitchen (which shines into the main room through the door opening).

Note to the GM: the small hallway that leads into the taproom means that those inside may react to sound of the large door being opened (IF the patrons are rather quiet or alert), and anybody who enters will have to take a few steps before they are clearly seen. A lot of the atmosphere of the taproom may be determined through the candelabrum. One forged of iron will leave a different impression than one made from deer antlers or a simple assortment of crooked and gnarled branches.

[B] The **kitchen** has one large fireplace in the center of the outer wall, where a hoglet may be roasted or a large cauldron may be hung. Two smaller iron stoves left and right of it allow to cook different meals at the same time. Wooden cabinets and cupboards line most of the walls.



[E] The rooms for rent each contain two, three or four beds (depending on the size) as well as a table with a bowl, a water jug and a small candle on top of it. An unlocked chest is found at the end of each bed, a rug covers the center of the floor. Each room will have one or two windows with sturdy, wooden shutters.

Note to the GM: the rooms only have simple furnishing, and adding just one more little detail will help to define the atmosphere of the chamber. A simple wooden cross on a wall will give it a different vibe than a hunting trophy, a stained mirror of polished metal or an actual painting with a pleasant scene on it. The quality of the rug can make a lot of difference, too.

[F] The room of the owner will likely be a simple affair as well. It contains a large bed, a desk, a wardrobe, an unlocked chest with clothes and another, smaller chest that contains different personal items as well as a locked strong box (where the inn keeper stores his money). The key to the strongbox he will likely wear on person all the time, and the room will be locked in his absence as well.

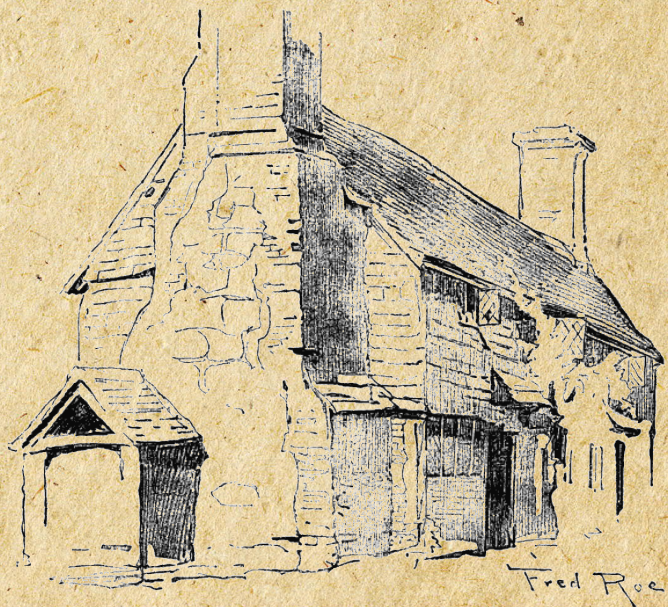
[G] That other room should be used by the GM to make the inn special. If the inn employs several stable hands and other servants, this is likely to be their quarter. If it is the secret headquarter of the thieves guild, G might be a locked room with amazing finds. If the inn is although a well-known gambling den, this will be the room that holds the tables for dice and card games. A house that also serves better-off patrons may use it as a second, separate tap room.

[H] The tiled roof of the kitchen is covered with flat, clay-made tiles. On warm summer days, a stray cat can be found here. In the autumn and winter, crows and ravens make it their place due to the warmth radiating out from the kitchen near the chimney.

They contain pots, bowls, dishes, spices, food, etc. A backdoor leads out to the rear (where a small hutch for chicken or bunnies may be found, as well as a separate smoke house). A hatch in the ground opens up into the cellar, where kegs with beer and ale are stored, as well as all of the food reserves (only what is expected to be used the very day is moved upstairs). The wooden stairs have no hand walk, but planks to the left and right (so that barrels may be rolled up and down). Two large windows (with sturdy wooden shutters) allow daylight to fall in. The ceiling is high so that steam and smoke have space to disperse upwards (see H as well). Of course, the fire place has its own chimney.

[C] The different storage rooms on both floors contain unused furniture, candles, brooms, brushes, curd soap, carpenter tools, additional blankets, a rug beater, etc.

[D] The common sleep room is the cheapest accommodation for the night the inn has to offer. Guests have no privacy there and have to sleep on simple mattresses made of burlap and stuffed with straw. It is up to the GM if there is any chance to catch lice or if other guests attempt to steal something during the night. The room has two windows with sturdy, wooden shutters.



Magic Weapons inspired by Motörhead:

I am old(school) enough to be a *Motörhead* fan. One song that I used to hear a LOT when I was young was "I am the Sword" from the album "Bastards". If you haven't heard about it, it might not have been available in your country. Due to the German label XYZ Music it was only widespread in Germany at first. But this is not about albums, but about magical weapons inspired by the lyrics of "I am the Blade". The magical bonus is in all cases incorporated in the weapon's damage stat.

The Unseen Blade

"(...) I was the one that you didn't see / I was the cut down to your bone / I put you there under that stone / I, I am the blade (...)"

A long, straight steel blade, somewhere between a long dagger and a short sword. The handle is wrapped with leather, a round disc functions as the guard. The words "I am the one that you did not see" are engraved across the edge of the round guard. The Unseen Blade counts as a magical (+1) small weapon (1d6+1 damage) that grants a +2 bonus to all Sneak Attacks made with it. When drawn within 20 feet of a designated victim, The Unseen Blade may bestow upon its wielder the equivalent of a 2nd level *Invisibility* spell. This effect may only be invoked in the nights of the new moon, and the wielder must be aware of this ability of the weapon.

Blood of Heroes

"(...) I am the dream of the brave (...)"

A sword with a gold-plated lion head at the pommel and engravings in form of a stylized crown above the cross-guard. It counts as a magical (+2) medium weapon (1d8+2 damage). Once a day, when the wielder is outnumbered in melee at least 3:1, the Blood of Heroes may bestow upon him or her an effect equal to a 3rd level *Heroism* and *Army of One* spell. The Blood of Heroes is a proud and unforgiving blade: if its wielder ever surrenders after it has been drawn, it will turn into a cursed (-3) weapon for this character until his or her death, and will never bestow its powers on this wielder again.

The Fear of God

"(...) I, I am the sword / I bring the fear of the Lord (...)"

A broadsword whose hilt and guard are formed to resemble a christian cross, with the the words "Fear Thy God" engraved into it (in Latin). It is a magical (+1) medium weapon (1d8+1 damage). If a Lawful wielder of this weapons becomes the target of a detrimental magic-user spell, the weapon may negate it (once per day) with an effect equal to a 4th level cleric's *Dispel Magic*. To a character of Chaotic alignment the weapon counts as (-4) cursed weapon.

Oathsworn

"(...) I am the promise unmade (...)"

A well-crafted two-handed sword that has the words "The [insert noble line] must be removed from this land" engraved along the blade. The weapon was forged during a feud or civil war, and was crafted for this one and only reason. It is a magical (+2) great weapon (1d10+2 damage) that puts a 6th level *Geas* onto anybody that uses it in an actual combat at least once. The geas is to remove those of said noble line from the land (killing them, driving them into exile, etc). The curse brought upon those that decide to ignore this obligation (that the wielder becomes immediately aware of) is that they shall know no friends in "this land" (the one the weapon was forged in): all future random reactions of human and demi-humans cannot be better than *Indifferent*, and the moral of retainers will drop by one per day (if it was below 10 already) or week (Moral 10+). This curse will not affect the behavior of characters not born in "this land".

[It has no name]

"(...) Centuries pass, dust in the wind / I shall remain, shining in sin / The metal I am, the iron you feel / The song of the dead, the chorus of steel (...)"

A seemingly ancient iron sword that is never the less free of rust (and immune to the tests of time). It is a magical +3 medium weapon (1d8+3 damage). A Chaotic wielder will not age a day (neither natural nor magically) as long as the weapon is kept nearby, and may once a day cast an effect similar to a 3rd level *Speak with the Dead* on the body of somebody he or she has slain him- or herself with this weapon.

Legendeater

"(...) I am the ax / To cut down heroes like rats (...)"

A worn but still sharp battle ax, with more than two dozen notches in its handle. Against human or demi-human foes of at least 4th level it counts as a +4 magical weapon (1d8+4 damage). Nobody will be able to make a notch into the handle without breaking it entirely (and thereby destroying the magic abilities forever), for it proofs to be harder than stone. When a human or demi-human of at least 4th level was slain with it, another notch will appear on the handle.



A Faceless Nightmaregiant:

This thing should have never been called forth onto this world. It came forth from the realms of nightmare and is a conglomeration of bad dreams, dreamed-away memories and fear given form. A bizarre mix of legends, half-truth and painful memories of real encounters with the unreal. And there it is now, tall and towering, in a world that is anathema to it, with no sense, reason or motivation but an heritage of being a terror. The monster stands 10 feet tall and has pale, nearly translucent skin. Red veins are visible, thick and bulging, but the face is empty of all features. Its elbows and knees are pointy, just like a bit of bone would protrude out of the joints. Mismatching horns jut out from both sides of its head.

Move:	150'(50')
Hit Dice / Points:	7 / 50
AC:	10
Attacks:	2d6 (strike or kick); 1d10 (thrown object); Gaze; Special Powers
Special:	See below
Save:	as HD
Moral:	10
Suggested XP:	750

Even without eyes the Giant will be able to perceive everything within 60 feet that is not hidden by magical means.

Any of its throwing attacks may be avoided completely by a Saving Throw vs. Breath Weapons.

Unstoppable Nightmare: The Faceless Nightmare Giant regenerates 1 hit point per turn. Any attacks by minor and small weapons against it half their damage (minor = round down / small = round up). It counts as a being made of Dream-Matter (see LotFP Player Core rules p. 134).

Showers of Black Blood: Any attack that does 5+ damage in one blow to it will have a small fountain of steaming-hot, black nightmare blood shoot forth from its body. Those facing it in melee must Save vs. Breath Weapon or will be splashed or showered by it. The Nightmare Giant is always able to perceive those showered in its blood, no matter the distance (until the victim was able to wash it off).

The Stealing Gaze: As soon as anybody meets its eyeless gaze, it is able to steal the eyes, the nose and/or the mouth of said character. The features just disappears in the blink of a moment from the victim's face, only to

appear on the giant (in a larger version that fits its face). Only one of the three feature may be stolen with one gaze attack. "The gaze" may be avoided with a Save vs. Paralyze, but only after a character recognized that it is a "gaze" attack (2-in-6 chance, modified by INT bonus). The stolen features will disappear on the giant and return to the character after 2d6 rounds of combat.

A character without eyes is blind.

A character without a mouth will be exhausted after (CON / 2) rounds of combat (-1 penalty to all rolls).

A character who has no mouth and no nose will become exhausted after (1 + CON bonus) rounds and suffocates after (6 + CON bonus) rounds.

Gaze of Chaos (Gaze attack): When the giant has eyes, it may cast a gaze attack that puts the victim under the equivalent of a 5th level *Chaos* spell. Invoking this effect returns the eyes to its owner.

Howl of Wounds (Spell-like ability): When the giant has a mouth and has lost hit points, it may howl to bestow an effect equal to a 1st level *Cause Light Wounds* spell onto any character within earshot that has been sprayed with its nightmare blood. A victim is entitled to a Save vs. Devices, and invoking this spell-like effect returns the mouth to its owner.

Curses of Revocation (Spell-like ability): When the giant has a mouth it may spew forth disdainful words in a nightmare-language that act like a *Dispel Magic* spell with a level equal to the remaining rounds of its stolen mouth (minimum: 3). Invoking this spell returns the mouth to its owner.



Yet Another Blob

Blobs are rather common monsters. While not as ubiquitous as skeletons, orcs and goblins, there is no seasoned fantasy PC that has not faced a blob once or twice already. What follows is another take on the blob concept, designed as an obstacle to be placed into a dungeon. Most players know how to deal with creatures that don't seem to be vulnerable to their regular means of attack. The tried-and-true response of a seasoned gamer will be fire. By creating this blob, I plead myself guilty of being a dick.

The creature fills the air with a stinging, acrid stench that characters may smell from yards away, and it will worsen the closer they get. It looks like the typical blob, with an unhealthy gall-yellow color.

Move:	90'(30')
Hit Dice / Points:	2 / 20
AC:	10
Attacks:	2 (contact); Cont. Damage
Special:	See below
Save:	as HD
Moral:	7*

Suggested XP: 50

Continual Damage: The creature attacks by touch, its secretions are acidic and cause continual damage: **1d6 on contact, 1d4 the round to follow, 1 point on the round thereafter.** Any attempt to clean the wound with water will double the damage on the next round, alcohol will neutralize it.

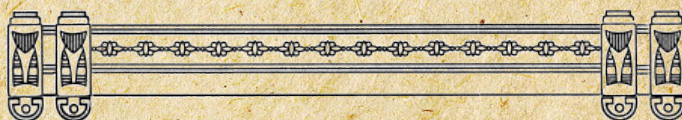
Engulf: If two attacks in a row were successful against the same target, the blob begins to "engulf" it. This means an automatic hit on the next and all following rounds (until destroyed or forced to retreat): in this case 3d6 are rolled for the initial damage and the highest result is kept.

Decay: At the end of a fight, there is a chance that organic armor may have its AC reduced by one step (x out of 10 chance, where x is the number of successful attacks against the character; exchange the "10" with a "8" if the character had been engulfed at least once during the fight).

In/Vulnerable: The blob is immune against regular attacks, but vulnerable to magic and fire alike. In fact, actually getting harmed by anything is so alien to the creature that it must check Moral at the beginning of the own round if it received any damage before. On a failure, it will retreat. While fire is an effective weapon, it is a double-edged sword: burning the blob produces

poisonous fumes. Every character within 30' must Save vs. Poison at the beginning of the following round or is going to suffer half of the damage that the blob has suffered from the fire. The toxin goes from the lungs directly into the blood and destroys blood cells (the victim grows pale and feels weak). It is up to the GM if this fumes linger, and for how many rounds (depending on the surroundings).

Mindless Monster: A turn after the blob retreated (or the characters escaped from it) the blob will already have forgotten about the fight: it has no real memory. It may be encountered again (wandering monster).



IrkASHra, the Two-Headed Troll

It is a creature touched by the raw forces of Chaos. Perhaps it was once human, perhaps it was something different, but now it is IrkASHra. The monster is of basically human form, but the hands and feet are too large for the limbs, and the limbs and heads are too large for the body. *Yes, heads.* It has two, that constantly murmur to (and sometimes even loudly argue with) another. The troll's skin is grayish and covered in warts and many flecks, its sparse hair is almost platinum and none of its eyes are of the same color (ice-blue and yellow in one head, black and amber in the other). A third arm grows between its left side and back. When it erects from its usually hunched-over stance to its full height, it stands 8 feet tall. One head calls itself Irkash, the other Kashra. When they say their names, the one head starts to talk before the other falls in: IrkASHra.

Move:	120'(40')
Hit Dice / Points:	6 / +3
AC:	13
Attacks:	2 +1 (impr. club and/or fist);
Special:	See below
Save:	as HD
Moral:	9

Suggested XP: 200

IrkASHra attacks with an improvised club in one hand (1d8 damage; will break after dealing 5+ damage in one blow) and with its bare fists (1d4+1 damage).

Hungry Troll: When the troll meets the characters it will talk to itself about eating one of them. If the PC offer rations (at least three of them) the troll may be distracted and possibly *surprised* later (as per the basic rules). It will not chase opponents if there is at least one corpse for it to devour.

The Third Arm: IrKASHra may use a further attack against characters that engage it from the side or from the rear (blind attack in the latter case).

Two Heads: *Surprise* of the troll is determined by two dice, and the worst is discarded unless the dice show doubles. In that case, the troll is talking/arguing with itself so much that it is automatically surprised.

All forms of magic that affect the mind or the senses must be cast successfully twice (once for each head) in order to affect IrKASHra.

Chaotic Regeneration: At the end of each round that it did not receive any damage, the troll regenerates 1d4 hit points. Once dead, it stays dead.



A Demonic Blob

This monster is one summoned from beyond, formed out of chaotic energies and fused with flesh of this world to give it a hold on reality (see *Summon* spell variant below). Its body is dark and pulsing, brown black in color, with a surface structure akin to that of a human brain. Most of it is covered with fist sized eyes and foot long mouths, all of them all to human. It moans, laughs, shouts, groans, hisses, wails and curses constantly.

Move:	40'(10')
Hit Dice:	4
AC:	13
Attacks:	Special
Special:	See below
Save:	as HD
Moral:	10

Suggested XP: 100

Useless Flesh: mundane attacks will only have a reduced damage potential, and may do no damage at all. Every damage result above the attacks potential (see below) is ignored. In case of an attack with multiple dice in its damage code, treat every dice separately.

1d4 = 1 1d6 = 3 1d8 = 5 1d10 = 6
1d12 = 8

Chaotic Attack: whenever it is the Demonic Blob's turn to attack, roll 2d6 and consult the table below to determine what it is doing this round.

2: the abominable creature grows! Increase HD by one and add another 2d6+2 hit points.

3: for a number of rounds equal to twice the creatures HD an area with a 30' diameter around it is filled with hellish screams, moans and laughter. Everyone within the area loses the ability to speak and may only babble incoherently. It is impossible to communicate, and a character that tries to cast a spell must Save vs. Magic first. If such an area is still in effect, treat the result as "4" instead.

4: behind the creature an seemingly exact copy of a random opponent is expelled from the blob's mass. It is covered in slimy blood, armed and equipped like its original and ready to attack it from the next round on. This "twin" is the product of a *Phantasmal Psychedellia* spell with a level equal to the creatures HD. When destroyed or disbelieved, the twin turns into a puddle of slime. The same happens when its "original" dies.

5: whipping tendrils, grotesque and partially skinned limbs with sharp claws or kicking hooves and bone sickles burst forth from the creatures mass. It has 5 attacks this round: two of them do 1d8 damage, three do 1d4 damage.

6: the eyes squirt an acidic fluid into all directions. Everyone within 10' must Save vs. Paralyze. On a failure the character is hit and suffers 1d4+2 damage, half of that again on the round thereafter, and another point of damage on the round to follow.

7: overlong barbed tongues thrust out of ever mouth and either stab or whip at every character in melee range. These are two regular attacks per character, each deals 1d6 damage. If a six comes up in a damage roll, the barbed tongue rips flesh right off and another 1d6 damage is done.

8: the blob throws itself forward to bury one character under its mass. It gains a +3 attack bonus this round, and the victim gets a +4 attack bonus the next round if it does not get pinned. Armor does not protect against this attack, but a shield and DEX bonus do. If successful, the victim may break free according to the rules for grappling. At the start of its round, the victim will suffer one point of damage from caustic saliva that is smeared over it by fleshy tongues licking all over it, and will be unable to do anything but an attempt to break free.

9: the blob casts a *Confusion* spell with a level equal to its HD. If it did so before and that spell has not expired yet, treat the result as "8".

10: several whipping, dripping tentacles burst forth from the creature, only to retreat again a moment later. They attack each character once (regular attack; 1d4 damage). A character that suffers damage must Save vs. Poison or will lose another 1d6 hit points with a rate of 1 per round.

11: several whipping, dripping tentacles burst forth from the creature, only to retreat again a moment later. They attack each character once. These are touch attacks that will bestow a *Cause Fear* spell on the victim, with a level equal to the monsters HD.

12: the abominable creature grows! Increase HD by one and add another 2d6+2 hit points.

A wizard may **Summon a Demonic Blob** with the according spell. It is a variant of the *Summon* spell that works just like it, with the following differences.

Step One is omitted, as the spell will always summons a 4 HD Demonic Blob

Step Three and Four are omitted, as above.

Thaumaturgic Circles and Sacrifices: if no Thaumaturgic Circle is used the creature will automatically win the Domination Roll by a Great Margin. One sacrifice is mandatory to give the creature flesh to fuse with. A large HD 0 creature (e.g. a cow) will be enough. Further sacrifices will affect the summoning as usual.



The Wurm of Hackendale (A Sidequest)

Hackendale is a valley between to low mountains. It contains several hamlets, one of which was **Westvale**. "Was", because a monster appeared out of the wooded flanks of the valley, scattered the herds, devoured those that dared to face it and left Westvale in shambles. The peasants have send for help, but the next manor is far from there. The populace of the valley is in the grasp of terror, for nobody knows where this abomination so suddenly appeared from nor when it will strike again.

The Wurm of Hackendale is a side quest for a group of four to five 1st or 2nd level characters or three of 3rd level. Above this level, the group could contain magic-users or fighters that may be able to deal with the Wurm "head on", which would turn this side quest into a toothless tiger.

What happened: a hermit that is known as "ol'Joshua" by the folks of Westvale happens to be a wizard and summoner who sought mastery over beings from beyond. His attempts left him mad, but this did not stopped his study nor his desire to bring strange creatures under his control. Living in a small cottage in the woods, miles away from Westvale, he spend his days hunting, gathering, trapping, meditating, researching new spells and summoning. Recently, he was more successful than ever before and summoned a monstrous wurm-thing that is not only stable in this world but under his complete control. In his insane mind, this success means that he is to destroy the hamlets in Hackendale and drive off everyone, to rule over the valley.

Joshua, the Mad Summoner (4th Level Magic-User)

Hit Points: 9 AC: 12 Moral: 8

Weapons: Spear (1d6); Iron dagger (1d4)

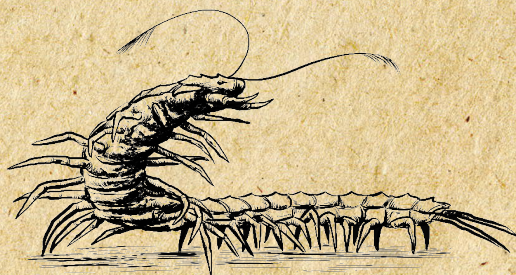
Other important items: two simple iron keys (worn around the neck on a string).

Known Spells

<u>Summon</u>	<u>Wizard Lock</u>
<u>Unseen Servant</u>	<u>Speak with Animals</u>
<u>Enlarge</u>	<u>Continual Light</u>
<u>Magic Mouth</u>	<u>Phantasmal Force</u>
<u>Read Magic</u>	

Of the spells he knows, Joshua will have memorized the **Enlarge** spell two times as well as **Phantasmal Force** when encountered. *Continual Light* he will have already cast (on a section of the cave he and his wurm currently lair in).

The Wurm: the creature's body resembles a green millipede with a length of 12' and a diameter of 3'. Its feet are yellow, its lower body is white and its head is covered in a thick shell akin to emerald (AC:19 against all attacks from the front). In its center, one red eye sits deep within the emerald encasing. Its mandibles look like polished steel and both of its flanks are lined with a row of neon blue feathers. Its bite is venomous (Save vs. Poison; on a failure the victim is wrecked by seizures, drops everything in hand and counts as helpless for 1d4 rounds).



Move:	150'(50')
Hit Dice / Points:	5 / 19 (30)***
AC:	18 / 14 * (AC+1)***
Attacks:	Bite (1d8) (1d12)***
Special:	Hard Carapace; Poison**; Swallow***; Immune to Sleep
Save:	as 4 th Level Fighter
Moral:	10

When it attacked Westvale it was under the effect of an *Enlarge* spell (by the Mad Summoner) and thereby next to twice its size. In its enlarged form the creature has better stats (marked with ***), but the poison bite remains the same. Furthermore, it may swallow a target whole on a natural 19 or 20 on the attack roll. A swallowed victim may be saved after the wyrm had been killed by cutting it up, but inside the creature the victim will begin to suffocate and die within (12 + CON bonus) rounds.

Adventure Hooks: the PC may get involved by chance when they travel through Hackendale on their route from A to B, either by coming to Crosshill (see below) or by an encounter with the messenger that had been sent to the next manor.

If they are already known as adventurers, mercenaries or slayers of monsters, the lord of the fief that Hackendale belongs to might hire them for 2 or 5 GP per person (depending on their renown and number).

If the characters have ties with the church, they could have been given the task of locating "the Hermit of Hackendale", to bring him to the bishop's holdings so that he may be questioned in regard to the rumors of witchery (same salary as above).

If the PC seek magic-users or magic items (or just an alchemist for hire), they may have been pointed to "The Hermit of Hackendale".

If the group is made up of fresh 1st level PC, some or all of them may hail from Hackendale, and this may just as well be their very first adventure together.



Crosshill is the only hamlet with an inn in all Hackendale, located at the foot of a hill with a 10' high stone cross on it. Upon entering it, the characters will find the whole populace on the small square in front of the inn (the *Halfway House*). In fact, it is more than just hamlet's population (which is 67 souls), as they are accompanied by the 49 remaining inhabitants of now-razed Westvale.

The fugitives and the villagers argue about what to do now. Some say that all should wait "*till help and men arrive from the manor*", others point out that it will take at least another day till this happens and claim that "*we have no time to wait!*". If questioned, the refugees will tell about the attack of a monster, give terrifying descriptions of it (and make it even larger than it actually was at that time), about how it killed a man by biting him in twain and another one by swallowing him whole (both true), and how it tore down the cottages.

If the characters inquire about strange happenings prior to this event, they will learn about "*ol' Joshua, the strange hermit in the woods*". Those from Crosshill will be quick to then call out that it "*must been HIM that brought this monster upon us all!!!*" while some of Westvale will speak out against it, as "*he lived in the woods for DECADES by now! He is strange, yes, and maybe even out of his mind. But what shall HE have to do with the appearance of such an abomination??*"

At this point a small blond girl, perhaps 8 years, makes her way onto the square... only to stop in front of the PC, looking up in silence and with her eyes showing her inner turmoil and unease. The girl, whose name is **Maria**, will only speak when a character talks to her first. The girl's message is very simple "*Joshua is my friend. He is not evil.*" If the PC do not address her, her mother will quickly catch up to pull her away and back into the crowd.

At some point, the PC will either offer to take care of the matter out of altruism, because they are already tasked to do so (see "Adventure Hooks") or are going to ask for a reward. The people of Westvale were able to rescue their golden altar cross (a fine work of actual gold coating over silver, worth 20gp to those who value it as an item of faith/craftsmanship, and 10gp if sold for the material value alone). If the characters bring back the head of the monster, it shall be theirs. If this is not enough, the widow of one of those who died will offer her mule and her wedding band (15sp) before she breaks into tears and BEGS the PC on her knees to "*Kill it! KILL IT!!! KILL IT!!! ...*" before her voice breaks down.

The group may learn that Westvale consisted of simple cottages, a wooden church, a well, pasture and the surrounding fields. There are wolves in the woods, but aside from those the people have never encountered any beast that would be a danger to a grown man. In Crosshill, the characters may purchase simple equipment, small weapons, bows and arrows.

On to Westvale: they PC will be given a description of the way (easy to follow, since the dirt trail connecting the hamlets is neatly lined with stones on both sides). Eight miles later, the group will arrive in the ruins of Westvale without any further disturbances.

(What is left of) Westvale: the monster left the place in shambles. Neither the cottages nor the church are still standing. The fences to keep in the life stock (swine and sheep) have partially been torn down, and scattered animals can be seen all around in the distance. A few chicken walk around in the ruins and half a dozen startled geese squawk loudly and flee in panic as the characters approach.

When the PC *search* the place, they may find common household items in the ruins (the denizens escaped with only their life and perhaps a dog or mule they could pull along) as well as a few large blood splatters and near those a broken spear and 2d6 scattered, non-broken arrows (but no corpses). The trail of the monster is obvious and matches the description that the characters got in Crosshill: it leads straight into the woods, towards the nearby mountain.

Anyone who follows the trail will notice that it becomes smaller after a while, just as if the creature would be shrinking. PC that pass a skill test for *Bushcraft* will also recognize the tracks of a human pairing up with that of the monster a little deeper in the woods. It is not clear if the person followed the trail or walked at the side of the monster. Following the track is easy: it leads straight through the woods for perhaps 6 miles before it reaches the steep flank of the valley, where the entry to a cave is found.

The Lair (see map on next page; a hex is 3 feet)

[01]: This entrance is so overgrown with thorny thickets that it cannot be recognized as such at first. A successful *Search* test (+2 bonus) will reveal this fact. Characters that wants to push through quickly must pass a test for *Force Doors*. The thorns are wicked, but neither are they poisonous nor will they cause enough damage to reduce a character's hit points. Hacking through takes 15 rounds, reduced by one for every additional character involved and by another round for every positive STB point. Any rustling longer than a round **will startle Joshua**, who will then hide in the bat's cave (see below).

[02]: The tracks lead right to this entrance, but end on the stony floor of the cave. If Joshua has not been startled, those with a keen ear (1 in 6 base chance) may hear a voice deeper inside the cave (Joshua). When any human(!) but Joshua reaches the small ledge that leads deeper into the cave a **Magic Mouth** will form and laugh mockingly in Joshua's voice. This **will startle the bats** (see below) **and Joshua** (for whom now a reaction should be rolled; see [06]).

[03]: The cave forms a junction here. If Joshua has not been startled, a somebody can be heard (and perhaps seen) to walk about in a cave further ahead [6] that seems to be sparsely lit.

[04]: This small cave was used as an abort by Joshua for a few days by now.

[05]: The aged and brittle skeleton of a bear can be found in this niche.

[06]: If he has not been startled yet, Joshua can be found here, walking about aimlessly while rambling to himself in a lowered voice. Light shines from a niche in the corner (where *Continual Light* had been cast on a fist-sized rock).

In the niche lies a bedroll, a backpack with rations and personal belongings of Joshua, a waterskin, a spear, some gathered firewood and a small locked chest (inside of which is the spellbook of Joshua). The mad hermit wears the key for the chest around his neck, along with that for the padlock on his cottage in the wood.

When the PC did not draw attention to themselves by now they may *surprise* Joshua (2 out of 6 chance; or a successful *Stealth* check). Unless the characters mention **Maria** at the start of the conversation, a d6 is rolled to determine the mad summoner's reaction.

#1: Laughs madly, but flees in panic (to the wyrm lair), while the bats from the cave begin to "attack" the characters.

#2: Spurts forth some nonsense and garbled sentences while he glares at each character in turn with wild eyes. He will laugh hysterically as soon as the anybody touch his stuff or him, which summons the bats from [07]. The next round, he will cast *Enlarge* on himself and attack the PC on the following round.

#3: Completely ignores the PC and meanders about the area, rambling to himself about "my kingdom", "laying the land" and "erecting a haven for my minions." Counts as helpless, will panic and laugh hysterically when the PC get physical with him (see 1.)

#4: Smiles and beckons the characters to follow him. If they try to talk to him, he will say "you must see it...yes, must see it!" He will walk towards [10], but will not interfere when the wyrm begins to attack the PC.





#5-6 Joshua has a clear moment and questions the PC (“Who are you?” “What are you doing here?”). If he is asked about a monster he will lie and slowly (!) say that he has seen one and followed it till here, but is at loss what to do about it. If the characters go towards the wyrm lair, he will stay where he is. When the battle begins, he will cast *Enlarge* on himself, so that the PC are trapped between his creature and himself. He will use *Phantasmal Force* to create the illusion of a brown bear to fight the PC as well.

If **Maria** is mentioned, Joshua will freeze in shock and repeat the name in whisper, then again with despair in his voice before he falls to his knees, crying. In a fleeting moment of sanity he explains that he summoned the wyrm and that it is down there in the cave. If he is asked if it was him who ordered it to destroy the village he will roll up into a fetal position on the floor where he rocks back and forth but will otherwise be unresponsive for 1d4 turns. Afterwards, all sanity is gone from him.

[07]: A small descent leads into a large cave which floor is two foot deeper, and its ceiling about two yards higher than that of the main cave. The pungent stench of the feces on the ground as well as the agitated chirping and movement at the ceiling quickly make it clear that this is the roost of a swarm of bats: 54 of the small creatures nest here. The swarm counts as HD:0; 27 hit points, Moral 7; AC:15

They will "attack" anyone but Joshua or the wyrm as soon as somebody enters their cave or a signal is given (see above): Joshua used *Speak with Animals* in the past to "befriend" them, and explained that neither him nor the wyrm would mean any harm, but that others would. The bats attack by swarming and harassing, which will have a *Confusion* effect on every character that does not pass a Save vs. Devices (which renders a character immune for 1d6 +INT Bonus rounds). Being feeble and meekly, the bats must pass a Moral check every time one of them is killed (every hit kills one bat) or when they are attacked with fire. A failed check means that the swarm leaves the cave and disperses outside, till it seems safe to return.

Confusion Effects of the Bat Swarm (d6):

- 1# Attacks a random nearby target by accident (attack roll without any bonus)
- 2# Fights "Blind"
- 3# Stumbles backwards in defense (¼ move, no further action)
- 4# Attacks the bat swarm
- 5-6# May act as usual

[08] A natural recess has formed at this end of the cave, about 2' deeper than the rest of the floor. An opening in the wall connects it with a smaller cave, which is in turn connected to a long tunnel.

[09] Water drops from the ceiling of this long, winding tunnel that leads steadily downward. While following it, the characters have two chances (1 in 6) to hear the wyrm at the end, as it moves now and then in its lair.

[10] The wyrm creature lairs in this cave. It will attack anyone but Joshua on sight, follow those who flee and retreat back into this cave if it loses a moral check. Inside of it, it will fight to its death.



The Sea of Fog and the Cliff in the Mist

The Sea of Fog is an otherworldly adventure location, a place not from or in the real world but merely reachable through it. Uncanny changes overcome those that inhale the fog from the sea, and bizarre creatures are home to it. Near its "shore" several cliffs protrude out of the mist, and the top of one of them hosts the means to call upon realms even further away. All in all, it is up to the GM how this adventure location may be reached and how to include it into the own game universe. The included adventure [Nightwork for Jonathan Tobs](#) provides one possible option.

In the [Veins of the Earth](#), the Sea of Fog might be located in a gargantuan cave.

What the Sea of Fog is like: The ground near it is rocky. Closer to it, smooth stones like those found in a dead riverbed grow common. The surroundings become hazy till there is no more than a whitewashed world with shades and forms that fade more and, till the horizon is white and a hollow is reached. There, encased in smooth stones and pebbles, lies the shore of the Sea of Fog. Its mist wafts over it and slowly rolls this direction and that, like waves of a directionless ocean. Here and there the billowing white reveals languets of pebbles and stone outcrops that reach into this unreal sea, while now and then something seems to steer the fog from below. A few jagged cliffs reach high up, not far from the shore, and perhaps reachable by the languets.

Gifts of the Fog: The fog is a mystic and unnatural. Some (those with a WIS bonus of +2 or better) who lower their head into it to and inhale it for more than 1d4+1 rounds receive visions that answer questions of the heart (a number of yes/no question equal to the WIS bonus of the character are answered by the GM), but afterwards a strange madness will manifest itself for 1d6 turns, multiplied by the WIS Bonus of the victim (half as long on a successful Save vs. Devices). The character (d6)...

1# ...walks into the depths of the Sea of Fog, and wanders there aimlessly and in silence till the effect passes and he or she leaves the mist again. The character will attack anybody who tries to prevent this. Another effect is rolled for when the victim comes out of the fog again, and this one will last for 2d6 hours (no Saving Throw).

2# ...stares at everyone and everything with wide eyes and is unable to speak meaningful or to attack.

3# ...falls into a catatonic state, interrupted by fits of gasping (every 1d4 rounds). He or she may be lead, but will not defend itself (helpless).

4# ...stays silent and does not respond to questions, but rips out strands of the own hair every now and then, and eats them (may otherwise act normal).

5# ...begins to sing with an unearthly beautiful voice, in a wordless melody. Everybody within earshot must Save vs. Devices or will sing as well. The character may otherwise act normal, but communication or spell is impossible. Every singer will lose 1d4 points of Wisdom (permanently) and gain 250xp for ever lost point of Wisdom at the end of the duration.

6# ...eyes snap wide open in shock, and then he or she turns round and runs away in panic and shriek.

The Things of the Sea of Fog

Now and then something seems to steer the fog from below. Shadows and forms may be glimpsed, and sometimes things come out of the depth of the mist. Every turn spend at the Sea of Fog, there is a 1 in 6 chance for an encounter (3 in 6 when somebody moved INTO the Sea of Fog) (d8):

#1-2: Drifting Drowner

Move:	150'(50')
Hit Dice / Points:	2 / 6
AC:	12
Attacks:	1 (grapple)
Special:	Hovering Flight; +2 grapple bonus
Save:	as 1 st Level Specialist
Moral:	9

Suggested XP: 50

A large balloon of perfect white skin with fine blue veining slowly rises from the fog, 1d6x 10' away from the characters. Below it dangles what looks like a human spine, but ends in a claw made of three sickle-shaped bones. There is a 2 in 6 chance that another of this things rises out of the fog, and then again the same chance for another, and so on till no further one rises. No eyes or other sensory organs are visible, but each balloon-thing will float towards a random character and try to grab him or her.

The monster will try to drag a victim out onto the Sea of Fog (which it will do once it is in control of the grapple or has immobilized its victim). Out there, the victim will be drowned in the Fog in a matter of 6 rounds (an effect that the fog only has in the presence of these creatures): it will lose its memory and return as a **Fog-Drowned**.

When destroyed, the thing will rip open and flatten. Its inside is filled with wet, warm organic webbing.

#3-4: Fog-Drowned

Move:	120'(40')
Hit Dice / Points:	0 / 4
AC:	12
Attacks:	none
Special:	Memory-Erasing Presence
Save:	as 1 st Level Specialist
Moral:	2

Suggested XP: 5

1d6 Fog-Drowned are encountered: If there are only 1-3, those will be found sitting or standing near the edge of the Sea of Fog or on one of the banks and outcrops in it where they absentmindedly watch "the Sea" with glassy eyes. When 4-6 are encountered they will walk out of the fog and towards the PC while they moan in a deviant, mindless fashion.

No matter how they behave, they all share the same look: the hair is gray as from age, the skin is grayish but looks youthful in defiance of deep wrinkles on the forehead and around eyes and mouth. Those that just stare will continue to do so till somebody tries to interact with them. Otherwise, they will stumble towards a random sentient being in reach, with deranged moans and wide open glassy eyes. They will grope, moan without any meaning and behave like deeply disturbed children that woke up from a nightmare a split-second ago.

Everybody who tries to talk to or pays attention to them must Save vs. Devices after 2d6 rounds or will lose the memory of the past 1d6+6 turns. If they are attacked, they will fall to the ground and raise their arms in defense, but will neither fight nor put up any meaningful resistance.

Fog-Drowned were normal people once and may be saved by removing them from the area and a Remove Curse.

#5: Crystal-Thing:

Move:	120'(40')
Hit Dice:	3
AC:	16
Attacks:	1d8 (rolled for each round)
Special:	Trap the Soul; Reach; Hovers
Save:	as 4 th Level Magic-User
Moral:	12

Suggested XP: 85

A man-sized white, floating crystal in a shape reminiscent of a coffin. It emits a soft, steady blue glow and in this radiance move numerous long, transparent tentacles that

seem real and unreal at the very same moment. The crystal attacks with the mere touch of its tentacles, which have a reach of up to two yards. Those who are touched must Save vs. Devices or become the victim of a *Trap the Soul* spell where the crystal-being replaces the gem (a Saving Throw is allowed).

#6: Mirror-Crab

Move:	120'(40')
Hit Dice:	4 / 20
AC:	14
Attacks:	2 (pincers; 1d6+1)
Special:	Walks on Fog; Wall of Fog
Save:	as HD
Moral:	8

Suggested XP: 85

A monstrous crab, about a yard in diameter, with bat-like wings that are covered in arrays of saw-like thorns at the bones. Its shell is like a polished mirror. The beast rises out of the fog with its pincers raised menacingly, and in fact seems to rise above the fog by walking on it. This strange creature has a very vulgar reason for its attack: it wants to devour a character or two, and will thereby not pursue fleeing opponents as long as a victim or corpse is still in reach. When it flees it will flap its wings and thereby magically create a *Wall of Fog*.

#7-8: The Lure

All characters hear a wordless, melodic choir that meanders into their minds. Those who fail a a Save vs. Devices will fall into a trance for 1d6 turns and wander straight into the fog. They won't resist if others try to hold them back or to restrain them. The sound is surreal, it cannot be blocked out and even the deaf can here it.

The Cliff in the Mist

There is a high cliff not too far from the edge of the Sea of Fog. To reach it one could try to walk straight through the fog (2 turns) or find a way along the elevated outcrops of stone and languets of pebbles (1d6+3 turns to find the way, 4 turns if one already knows the way and does not fail a Navigation test).

Near it one will become aware of the rough, narrow steps that wind around the cliff, all the way up. On its top, right at the center, there is a crack in the stone, not wider than a span, that leads down deep into the cliff. In front of it a summoning circle has been chiseled into the bare ground. At this circle any magic-user may summon *the Stranger from Beyond the Fog*, a 6 HD creature. The circle

acts as both a permanent "spell scroll" and a +2 Thaumaturgic Circle for this summoning.

When the summoning is successful and the Stranger dominated, a wall of streaming fog will rise out of the crack in the ground, and through it will step a 8 foot being shrouded in a gray, hooded cloak. Its face and feet are hidden by fog that wafts out of the cloak, but its long grayish-blue arms and black claws are visible. It will lay its hands into another so that the palms face up. Inside of these, mist begins to form but solidifies into a gift for the caster. Roll a d6 and see below, unless that caster knows the ritual good enough to name one of the gifts and does so during the summoning.

When the domination roll is failed, the fog that streams out of the crack will cover all of the cliff top within 2 rounds so that nobody will be able to see their a thing anymore. A moment later a cry of a randomly determined present character is heard. Two rounds thereafter, the fog is sucked back into the crack and the person whose cry was heard is nowhere to be found (as the Stranger took him or her along into another world). Unbeknownst to most, one may have the Stranger from Beyond the Fog return a victim it has taken. All one has to do is to summon it with the one who did the erstwhile summoning (during which it took the victim) as a sacrifice. This sacrifice has double its usual value for the Domination roll, and when this roll is made the Stranger will return the victim. The victim will have lost 1d6 points of Wisdom and will be unable to remember what has happened on the other side, but will from now on be afraid of both fog and the sea (-2 to all dice rolls when inside of fog/mist or at sea).

Gifts of the Stranger (1d6):

#1: A palm-sized glass crystal in a shape reminiscent of a coffin. It summons a Crystal-Thing from the Sea of Fog for the duration of 1d6 turns if crushed. The "caster" must still test for its domination. No Crystal-Thing will attack a group that is in possession of such a (intact) glass crystal.

#2: A cloak made of the wings of a Mirror-Crap. If the wearer flaps the cloak, it dissolves and becomes a *Wall of Fog* that the wearer may place just as he or she would have cast the spell of the same name at 4th level.

#3: A large gray candle that will burn for up to 15 turns. Its light acts as a *Protection From Evil* against all creatures from the Sea of Fog as well as all those brought forth by a *Summon* spell whose form is *Seaweed*, *Dream-Matter*, *Fog* or *Shadow*. Its light will also work as *Detect Illusion* and *Detect Invisible*.



#4: A glass vial with a clear liquid. The liquid will bring forgetfulness: a sip taken will erase the memory of the recent turn, drinking more of it will erase a longer period. The content of the vial is enough to erase a total of 12 turns if taken at once.

#5: An amulet made from the housing of a sea snail. It allows a Magic-user to call upon the effect of the *Lucubration* spell up to three times. After it was used the third time, the amulet will turn into fog and disperse.

#6: A glass vial with lazily moving green smoke bottled in it. When a Magic-user inhales some of it before preparing a spell, he or she is granted a benefit akin to that of the *Mnemonic Enhancer* spell. The smoke in the vial is equal to a total of 12 levels, but not more than three additional levels may be used at a time (inhaling = 1 level; inhaling deep = 3 levels).

Nightwork for Jonathan Tobs

What is an adventure location without an adventure? Less convenient.

Nightwork for Jonathan Tobs is an example of how to bring [The Sea of Fog and the Cliff in the Mist](#) to the gaming table. It is a short adventure that may be finished in just one session, and may be best suited for a small group of low level PC (2 to 4 of 1st to 3rd level, perhaps). More characters at higher levels will dispatch the monsters in the Sea of Fog quickly (which may not be a bad thing if the GM only uses it as a side quest).

#**The Plot:** **Jonathan Tobs** (not his real name), a third son of a noble and dabbler in the dark arts, learned about [the Strange from Beyond the Fog](#), its [gifts](#), [the Sea of Fog](#) and how to reach this place. He thereby traveled from [the Northern Marshes of England, or any other region fitting your game world] to [somewhere farther south in England, or anywhere else that fits your game world]. He plans to use his money and knowledge to hire some men to accompany him into the otherworld, so that he may summon the Stranger and get a gift. He does not know what gift he will gain, but hopes for an artifact from beyond that will help him in his personal quest for power.



Johnathan Tobs (2nd Level Magic-User)

Move:	120'(40')
Hit Points:	4
AC:	13 [Quilted Leather Jerkins]
Attacks:	1 (Rapier, Pistol)
Special:	INT:13(+1); WIS:15(+1); CHA:13(+1)
Save:	as 2 nd Level Magic User
Moral:	10 (Very determined)

Suggested XP: 50

Weapons: Rapier (1d8); 2x Wheellock pistols (1d8), fine steel dagger (1d4).

Known spells: *Identify, Shield; Read Magic, Unseen Servant* Shield & Read Magic are those prepare at the start of the adventure, the former he is going to as soon as he cannot count on the PC to guard him in a fight.

Important items: traveling gear, personal items, old folio written in Gaelic (journals of a Scottish Warlock); Spellbook (his own; written in English); a purse with 1d20+30sp and 1d20 cp (at the time of looting).

The hook: If the characters are looking for work or are know to some locals as people that have performed "dangerous tasks for coin", a man named **Rowland** approaches them. He may or may not be known to the PC as a felon and somebody who knows people to go to. Rowland will quietly tell them that he knows somebody who looks for...

"...capable and hard-bitten people for nightwork. "Nothing overly dangerous, just a few days of work with good payment. A meeting could be arranged for tonight, and tomorrow you would be on your way."

[Nightwork is a periphrase that I, as a GM, use for illicit or otherwise disreputable jobs].

Anything else he can or will not answer as that is what the meeting is for. If the PC are interested, Rowland will want 5cp from each of them as a fee (but will settle for 3cp). After the money is in his pocket, he will ask them to wait for him at [where they currently are] at sundown. He will show up to lead them to a tavern in an unsavory part of town (or to the outskirts of the village if the PC are not in a town or city). There, they will meet Mr. Tobs.

Application for the job: Mister Tobs looks like a man of wealth by birth (reads: clean and healthy), wears fine, quilted leather jerkins under his rugged coat, and boots that are far better than the trousers he currently wears. His belt and its buckle both look expensive, all of which could very well tempt a cutthroat into action wouldn't it be for the rapier and two pistols fastened to said belt.

After Rowland has introduced the PC he will scrutinize them silently till the serving wench has come, took the orders of the characters and delivered them. If the PC try to talk about *"the endeavor I want to go on"* (as he puts it) before that, a brief *"all in time..."* is all that the man will say while sipping lazily at his own glass of wine. When the wench is gone he will explain that he has a need for individuals to act as guards for him and two laborers, for three days in total.

"I need people that are determined, courageous and able to cope with unforeseen events. Do you fit the bill?"

He will pay a total of 65sp per guardsman (reads: PC). *"15 silver up front, 1 gold piece after you brought me back alive"*. The only thing he is willing to reveal is that he will have

"...a business meeting outside of town that may or may not become... complicated. That is all you have to know now. If you need to learn more, I will tell you then."

If the characters insist to learn more about the situation the reply of Mr. Tobs will be:

"I will pay you the equivalent of some weeks of honest work for just three days and nights, and you ask questions like that? There should only be one question, and you should ask it yourself: do you want the money, and are you the kind of guys that I said I need?"

If the PC are about to decline or want to haggle, Mr. Tobs will make one final offer *"100sp, for each of you. 20 sp up front, the rest when you bring me back, like I told you. Take it or get up and leave."* When the characters accept, Mr. Tobs will pay them the up-front money and ask them to wait for him the hour after dawn at the city gate (or what other meeting point fits your current setting).

Of course, the characters might reject the offer, and the NPC will not raise it any further. The GM better has a "Plan B". My choice would be a bunch of pre-rolled level 1 characters that are Fighters, Specialists, Halflings and Dwarfs. This is the "second choice" that Rowland has to offer to Mr. Tobs. My personal line to the players (and my hook for them) would be the following:

"Look, I can understand that your characters don't jump that opportunity. After all, it sounds fishy and the money is not all that good. But the NPC will not pay more. If you are still interested in the game, I offer you to run it with this 1st level pre-generated characters. If you succeed, your regular PC will gain 1/3 of the XP that these henchmen would gain. Do we have a deal?"

That -is- a heavy-handed approach. But then again, it offers some fun without the players risking their truly beloved PC for what they consider to be "mere pennies" and/or "a trap".

A journey to Elmby: Next sunrise, Mr. Tobs will meet the PC at the place he told, about the time he told them. He will be accompanied by what looks like a man-servant and two burly guys that carry large backpacks and further equipment (see below).

One of the laborers is **Rychart**, a rather brave fellow at the end of 30. He has yet to face anything he could not handle (which says more about his limited experience than about his abilities). Rychart is simply in it for the money, and does not mind that it sounds like a crime in the making.

He is already having streaks of silver in his reddish-brown hair and a big, bushy beard. Aside from the gear (see below) he carries a purse with 2d6+2 sp and 1d10cp on his person. HD: 0; AC:12; 4 hit points; Moral: 8]

The other laborer is Rychart's close friend **Simond** (that he talked into this job). Simond is 28 and a drinking buddy of Rychart. He shares his friend's confidence, but his motivation is different: he hopes that doing "nightwork" will at some point help him to get hired by somebody who is involved in organized crime. That is what Simond believes is the best way of living: as a thug or minion of a ring leader.

He is a very handsome man with blond hair and angular features. Aside from the gear (see below) he carries a simple iron dagger (1d4 dmg) and a purse with 2d6+2 sp and 1d10cp on his person. HD: 0; AC:12; 4 hit points; Moral: 7

The plain looking, aged man servant Mr. Tobs will introduce as **"Bernhard"**. *He is the man that will wait for my return with the money.* Bernhard will be "allowed to leave" after this short introduction, and thereby disappear from the scene without uttering a word.

The two laborers carry...

rations for the whole group (for two days)

two lanterns

four flasks of lamp oil

crampons for everyone

a grappling hook

four 50'ropes

a small hammer and numerous iron spikes.

If any of the characters asks questions about the equipment, the laborers do not know anything (they only know that they are hired to come along and carry stuff, and that it is "nightwork"). Mr. Tobs will just say that

"I am not even sure that we will need it, but I prefer to be over-equipped instead of unprepared".

He will be unwilling to reveal anything else, but if the characters hue and cry about it he will grudgingly admit in a pressed voice to them that

"There is a good chance that we will have to climb a bit, but it will not be anybodies wall, if that idea gives you headaches. It is still just guard work, we will do no burglary and will for sure intrude into a castle or keep. Now, stop raising my hackles, will you?"

Mr. Tobs will explain that they are going to travel to a nearby small village named **Elmby**, which is less than a day on foot away. The people there are farmers, and it is just another village near a wood. The journey will be uneventful, but the PC will be scrutinized by their employer during the trip. He will inquire where they learned their "trade", and if they have had to kill a man in their past. About himself he is only willing to reveal that he is the third son of noble

"...in the north. No titles, no grants of land, but enough to finance endeavors like this one. If you proof capable, I may very well have more work for you."

In regard to killing, he will admit that he did so *"Twice. Both cases were duels."*

The Copperbell Inn: Once they arrived, Mr. Tobs will lead them into the only inn in town, *the Copperbell*. Few other travelers are at the inn: a group of young craftsman on their way to the next town, two brothers looking for work in the next town and coachman who takes a merchant and his clerk to a city further away.

The owner of the inn is a man who has the looks of a noble and rather reserved manners for an innkeeper, and goes by the name of **Allen**. There will be just enough free rooms left to offer the whole group lodging (which the party's employer will pay for). Mr. Tobs will quietly explain to the innkeeper that

"Me and my men will have to leave in the hours before midnight, and will likely be back before dawn. We hope that you can let us out and in again."

Before Allen can frown at such an unusual and particular request, Mr. Tobs places six silver coins in front of him. However, this will not satisfy the innkeeper. *"What shall the people think about me when rumors arise of strangers haunting the village by night?"* he will sternly reply.

"The village is not where we will go to, nor any homestead in the area. Can I count on your goodwill and services?" Mr. Tobs will add two more pieces of silver. It is then that Allen takes the coins and leaves to take care of matters elsewhere in the inn.

From the PC and the laborers Mr. Tobs demands to

"Do not drink to much, and get some rest. We will head out into the woods in the hour before midnight, and shall be back before dawn. Your tab is on me. Hurry up once you hear me knocking on your door, for we will all meet here in tab room thereafter."

The other guests don't know anything about the area, and neither Rychart nor Simond know anything peculiar about Elmsby or the wood. If a character receives an at least *Talkative* reaction from Allan [(-2) penalty due their employer's strange behavior] or is willing to spend 1sp and at least achieved an *Indifferent* reaction, Allan will tell them that nobody goes out into the wood...

"...when the moon is half, like tonight. Mist wafts between the trees on such nights, and strange things are rumored to happen. I don't wish you ill, but if you would not come back in the morning nor the morning to come, it would not be a great surprise to me."

Jonathan will by then be in his room and will not react to any calls or knocks on the door, no matter what. He will read passages from an old folio that are the collected writings of a old Scot warlock. These are the only hints and clues that he has about the journey they all are going to undertake. Although he already knows them by heart, he reads them again nevertheless as it became a compulsion to him.

Nightwork: Mr. Tobs will knock at the doors of his hired men at the hour before midnight, just as he told he would. When the PC come down to the tap room, he will already be waiting for them there. The two laborers will follow shortly after, each a lantern at the ready. *"We shall be back before sunrise. Be ready to let us in again, good man."* These are the words that Jonathan Tobs departs from the innkeeper with before he takes one of the lanterns and orders everyone to follow him into the wood. As they leave, the PC can hear how Allen locks and bars the door of the inn behind them.

The wood is not far from the tavern, just over the street and across a pasture where a cottager herds goats during the day (that he keeps in a barn at night). The grass is wet. Not long after they have entered the dark and silent wood, the characters are greeted by light fog that hangs between the elms. There is no path, and Mr. Tobs obviously uses certain large and strangely twisted trees for orientation. Time passes by, and the closer it comes to midnight the more tense and frustrated Mr. Tobs seems to grow. If any character tries to speak to him, he will hush him or her with a harsh gesture and not even bother to look at the PC, but focuses on the trees around him.

It will be past midnight when the group comes upon a small pond between the elms, and Mr. Tobs mood will

lighten up. "There. That is where we were heading for." He will approach the edge of the water and look at the reflection of the half moon above for a moment before he turns to the group.

"Your first task: I want all of you to follow me, and do so without hesitation."

With this words, he turns around and walks straight into the pond. With every step his figure descends deeper into the water, and before long he submerged himself completely, lantern and all. No sign of him can be seen from that moment on. The pond lies silent, the surface calms in moments till it is flat like a mirror again and reflects the half moon above.

The workers will at first be unwilling to follow. "What was that? Where is he?" Rychart will talk out loud, while Simond will say that "I was not paid to swim and dive to some unknown place..."

If the characters encourage the two to "just walk into the pond. This must be some trick", the two will reluctantly do so. If any of the PC talks about magic being involved, a PC with a Charisma above 12 is needed to make the two go in on their free will. Of course they will do if the PC threaten them, but this will reduce their Moral by one for the rest of the adventure.

Otherwise, they two will go back and take the remaining lantern with them. If the PC keep the lantern by force, they basically threaten them to come with them as they will not find the way back without a light.

At the other side: Any character that steps into the pond like Mr. Tobs did will feel dizzy as soon as their head is finally under the surface. The next thing they know is that they resurface in a pond of similar size, but on a beach of gray gravel, under a milky sky and in front of an ocean of fog (see [the Sea of Fog](#)). Impossible as it seems, they are neither soaked nor wet from the water.

Their employer, who was already there before them, checks one of his pistols (actually, the second one as he did so with the other before). "Dry. Just as I thought. This was the first part, the second follows now." If anybody tries to go back to "the other side" again, Mr. Tobs will stop them.

"You may only cross from one side to the other once this night. If you go back now, you cannot come back here. Stay with me till I am finished here!". He will be ready to explain more, but only when all are gathered. "I hate to repeat myself."

Where are we? - "We crossed the threshold into the Realms of the Unreal. This is not our world, not our realm. Call it the realm of the fay if you want to. The pond we came through is a path to this place, but only on certain nights."

What is this place? - "This place is not like our world, but similar. You will have to prepare yourself for unexpected dangers. The sooner you stop asking question, the sooner I will be able to obtain what I came here for, and the sooner we all will be back in our own world."

Why are we here? What do you want here? - "You see this cliff over there? There is a way on top of it. There, an entity of this realm will grant a gift to those who know how to ask for it. And I know how to."

Who are you? How comes it that you know about all of this? - "I am a student of the mystic arts, and an Adept of the Unknown. Call me a magician if you like, or a warlock if you must. I researched this place and how to get here for years by now, and I am here to claim the prize that waits for me on top of that cliff."

Why did you brought us all along? - "As I said: We may face unexpected dangers here. Creatures that will be unknown to you and may be unknown to me as well. I shall and will not explain all the possibilities, for they are many and the longer we stay here, the more likely it becomes that we may have an encounter with something all of us would like to avoid. The sooner we make our way to this cliff and up to it, the better."

We shall climb all the way up that cliff!?!? - "No. There will be a way up, the climbing gear is a measure of safety, as are you (with this, he points to the PC). But we waste time with this talk. Sooner or later we will raise unwanted attention. Let us go."



#Interlude: "You don't me pay enough for that!"

If the characters (at any point) demand more payment after they reached the other side, Rychard and Simond will chime with them and demand "another 20sp each, or you can do this shit without us". Mr. Tobs will just smirk at the two laborers

"Fine... drop the gear and go back. Good luck"

and then turn to the PC

"I will pay each of you another 20sp. Can we continue now?"

He will be willing to pay up to another gold piece (50sp) to each of the PC, but will only offer 30sp at first if the PC demand more, and add that "I begin to doubt that you are even worth it".

If the characters decline, the laborers will come with them and they should have at least one encounter on their way back, while Jonathan Tobs continues to the cliff (with some of the climbing gear).

If the PC accept the raise of their own payment, Moral checks should be rolled for the workers. In case of a failure, they will turn round to leave (after dropping the gear), otherwise they will curse but grit their teeth and take it. Their moral will be reduced by another point then.

If the PC want a raise of payment for everyone, Tobs will grin at them with malevolence and frustration.

"Oh really? Then it is just another 15sp for each and every one of you, but that's it then. Take it our leave me alone. I rather go up there without you all then having to haggle further with people I already had a deal with!"

If the PC take the offer but not care to haggle for a benefit for the two laborers AND both drop the gear to turn and leave, Mr. Tobs will give the two a moment to disappear into the fog before he says to the PC.

"Now, things are a bit more complicated. I need at least one of the two, but not for carrying. Go and bring one of them back alive, no matter how."

The same happens if (for any reason) only one laborer remained and turns to leave. If the PC refuse to do as he tells them, Mr. Tobs be will angry, but will not risk their support by being vocal about it.

The way to the cliff: Mr. Tobs will be strictly against walking straight through the fog, for

"The effects can be maddening, and disturbing the fog is most likely to disturb things that dwell in it".

The GM has two options to determine what will happen during this short journey.

The random/roller way of doing it is to roll for Jonathan Tobs (who leads the group) to see how long it takes him to find a way to the cliff (1d6+3 turns), and to check for an encounter each turn (1 in 6 chance).

A more deterministic way to handle it is to set the number of turns to 7 (Mr. Tob takes a wrong path at first, all have to turn round in the middle of the second turn and only then he takes the right path) and to have at least one encounter and two at the most. Encounters are checked for as above, but if none has happened till turn 5 of the journey one will happen then. No further encounters are checked for on the way to the cliff as soon as two have happened.

May I advertise my turn sheet ? Take it for free!

In case of a combat (which is likely due to the hostile nature of most of the creatures of the Sea of Fog), keep in mind that the characters may have rough/uneven ground beneath them (-1 melee attack penalty for everyone without a positive DEX bonus), and that there is not much space to evade attackers. This may or may not cause a cap to the DEX bonus to armor, but will for sure make it hard to get into the back or flank of a monster (but not the other way around).

For the two laborers a check for Moral is in order at the start(!) of each fight, as they are likely to flee back the way they came under once they face a monster. Another check is in order as soon as any character dies.

If 1 to 3 Fog-Drowned are encountered, Mr. Tobs will insist that the PC capture one and take him or her along.

"I will have use for (this) one".

At the foot of the cliff: There indeed is a very narrow set of worn stairs, hewed out of the very cliff itself, that goes up and winds around it.

"I have foreseen something like that. This is were the crampons come into play."

is what Mr. Tobs says at that moment, to no-one in particular. After everybody made him- or herself ready, Mr. Tobs will scrutinize every PC and pick a random PC:

"You will go first. Take some rope, the hammer and the iron spikes with you so that you can secure some rope if there is need for such."

If the PC do not adhere to that, Mr. Tobs will accept any other "marching order" as long as

- a) none of the laborers nor him has to go first
- b) Mr. Tobs himself is between two PC

If the players (!) spend too much time debating or planing anything, the GM should feel encouraged to have a random encounter happen.

Up the cliff: The cliff is about 40 feet high, with a base as large as a small house. Going up to the top will take a little longer than 2 turns, and the GM may want to check for one random encounter. Far above the ground, any other result than [the Lure](#) or [Drifting Drowner](#) should be treated as "no encounter" instead.

At two points, parts of the stairs have broken away, and the gab calls for a *Climb* roll to cross it. A failure means the character plunges down unless he or she was secured with a rope. In that case, there is only a 2 in 6 chance for a point of damage and another 2 in 6 chance for losing an item of the GM's choice.

At some point during the way up, Simond slips.

The GM should just state it that way (unless Simond is no longer part of the group. In that case, it is Rychart or the scene may be skipped). If the player(!) of a character that is next to him reacts with something akin to "I try to **safe/help him**" at once, he or she grabs him quickly enough to pull him back. A "Am I close enough to **safe/help him?**" or non-immediate reaction calls for a Save vs. Paralyze to do the same.

If nobody reacts within the first 3 seconds (silently count from 21 to 23), Simond falls and cannot be helped. If a character with a negative STR tries to rescue Simond, a Force Doors test needs to be passed. A failure means that both fall off the steps at the cliff side. If the laborer has been secured with rope to somebody else, see above for the rules. If Simond falls to his death, the Moral of Rychart is reduced by 1.

If a **Fog-Drown** is taken along, he or she will somnambulistically take every step without slipping, and will even be able to cross a broken section with the help of a rope fastened between two iron spikes if somebody places one of the poor wretches hands on it.

At the top of the cliff: See [the Cliff in the Mist](#) for a description of the top. Mr. Tobs will smile enthusiastically and absentmindedly say

"...yes... Yes. Finally...."

while he takes a turn to study the engravings on the ground. After that, he will turn to the PC:

"All is as I have expected. I will now summon a being from beyond to receive my prize for this endeavor. There is, however, a chance that things might not go according to plan. Are you ready?"

If the group brought a Fog-Drowned along OR captured a laborer on Mr. Tobs order, this summoning will include him or her as a sacrifice.

If Rychart or Simond is still present on his own accord, a Moral check will have to be rolled. If it fails, the laborer will either demand more money (see p.24) or (if they already did that) throw down the gear and declare that "That's IT! Not with me! NO WAY!" and turn to leave (again, see INTERLUDE for the reaction of Mr. Tobs).

If the laborers do not have quit by now, the group did not bring a Fog-Drowned along AND the PC did not haggle for a better payment of the laborers as well, Mr. Tobs will give each PC another scrutinizing look after they answered (no matter WHAT they answered).

"Of course..." he will add "we could make sure that nothing unforeseen will happen. For this, all I need is a sacrifice...."

If the characters rebuke this sternly, Mr. Tobs will summon *the Stranger from Beyond the Fog* without any sacrifice. When the PC turn onto the laborers, Rychart will try to flee while Simond is foolish enough to try to fight (with a dagger of his). If the PC turn upon another, the laborers turn and flee. Mr. Tobs will not interfere as long as he is not attacked.

The Summoning, Aftermath and End: The GM is encouraged to make a Domination roll for Mr. Tobs and see what happens during the summoning of [the Stranger from Beyond the Fog](#) (see p.19). The way back through the Sea of Fog will only take 4 turns this time if Mr. Tobs leads the way or if a player passes a *Navigation* test. Otherwise, it will take 1d6+3 turns.

After they are back at the pond they rose from early on, stepping into it will lead them back to the pond in the woods. This time, they will be dripping wet from the water, and 1d4+3 more hours have passed than the time they have spent on the other side. If one of the laborers fled or escaped, he will have taken the way back through the pond, stumbled through the wood and back to the inn. Allan, the owner, will have believed every word he told him and now refuses to let the players and/or Mr. Tobs into his house ever again.

Further works of mine

Experience Rewards:

100xp for embarking on this mission.

100xp for stepping into the other world.

100xp for reaching the top of the cliff.

50xp if the ritual was performed (no matter by whom).

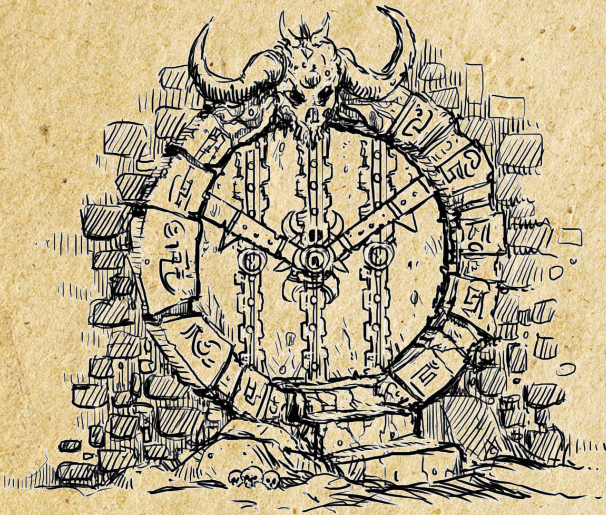
50xp if the PC slew their employer (see stats)

200xp if the scenario ended without any inter-party kill (this included -all- NPC!)

1xp for each piece of silver they have earned (as per the standard rules).

Separate XP for each defeated monster (see stats)

That's it! I hope you enjoyed it!



[20 Encounters on a Haunted Road in the Carpathians of Old](#)

[25 Encounters in the Eerie, Barbaric North](#)

[20 Sacred Sites](#)

[50 Magical Bows & Arrows](#)

[Boarswood](#)

[Fantastic Cornucopia \[BUNDLE\]](#)

[Strange and Cruel Personal Titles](#)

[Works and Misfortunes of Ye Alchemist](#)

[The Dark Arts \[BUNDLE\]](#)

Other OSR titles that I recommend

[The Veins of the Earth](#) (excellent-weird-nightmarish underground setting with solid rules for light, climbing, etc.)

[The Gardens of Ynn](#) (a other-world adventure location and a fairtale-gone-grotesque-freak-garden toolkit).

[Dark Albion: the Rose War](#) (a setting that twists the historical old England with a few changes in an OSR setting with monsters and magic. Quiet the play-world!)

[England Upturn'd](#) (setting kit for the English Civil War, adventure and alternate rules for Alignment).

[Rampaging Monsters](#) (not really omni-compatible, but still a GOOD toolkit to create monster-hunt sessions)

[Lusus Naturae](#) (more bizarre monsters than you can shake a stick at)

[Obscene Serpent Religion](#) (a toolkit to create your own cult of serpent celebrants. Please take the "obscene" literally, the pictures are an explicit torture-fest)

OSR adventures that I recommend

[Scenic Dunnsmouth](#)

[The Pale Lady](#)

[The Idea from Space](#)

[The Trail of Stone and Sorrow](#)

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