



**THE CAVES
OF
LADY CAROLINE VEY**

BY

DAVE MITCHELL

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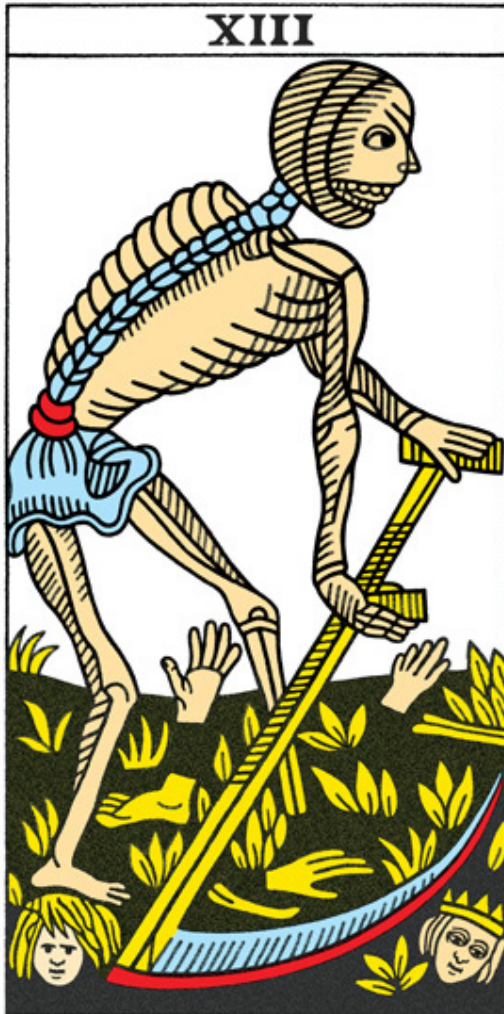
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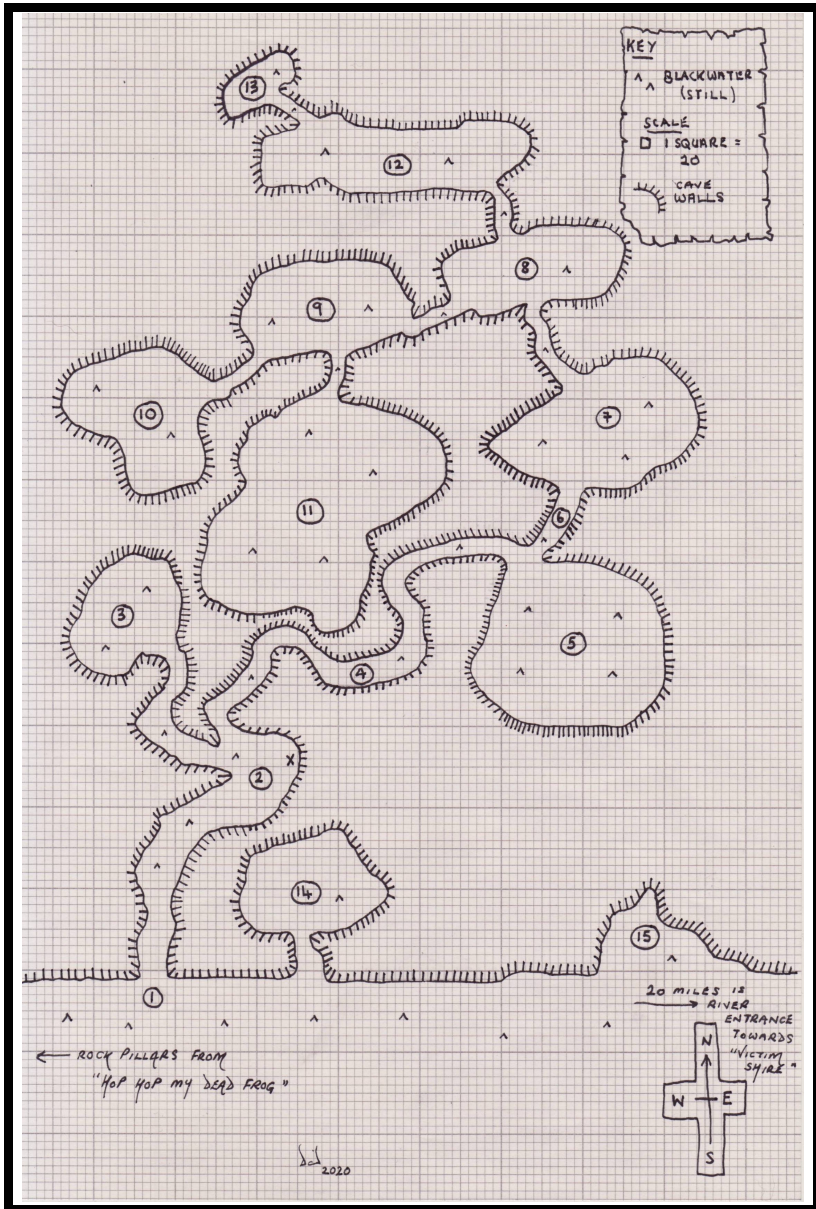
INDEX

1. MAP	P. 5
2. Introduction	P. 6
3. Black Water Stages	P. 8
4. Guide to Map	P. 9
5. Hit Points for Ships	P. 35
5. Random Encounters	P. 36
6. Random Treasure/Items	P. 39
7. Starting Possessions	P. 42
8. Pregen NPCs	P. 43
9. Maps	P. 46
10. Character Sheet	P. 49
11. Mapper Sheet	P. 51
12. Dead People	P. 53

Lady Caroline Vey image is “Melun-Diptychon” by Jean Fouquet (circa 1456).



“In a cave lives a story, in the story lives a truth, in the truth lives a lie, in the lie, lives your mind, in your mind lives a story”.



The Caves of Lady Caroline Vey
 1 SQUARE = 20' (ALL MAPS)

INTRODUCTION

It is **1423**. The darkness covers the world.

Having escaped by ship along the English coastline (following the events of “HOP HOP MY DEAD FROG”), the players (plus any additional PCs/NPCs that have been rescued from boats en route) find themselves sailing close to the rocky coastline, using it as cover in case of demonic/monstrous aerial attacks.

Five miles east from the rocky platforms of “HHMDF” the party will come across caves set into the cliff face. These are The Caves of Lady Caroline Vey.

FOR THE REFEREE:

Lady Caroline Vey, wife of the deceased Lord Charles Vey, disappeared in 1422 from the nearby Vey Hall (now destroyed). It was Lady Caroline that named the main caves after each of the children she lost during birth. Lord Charles was rumoured to have fathered a son with a kitchen maid, although the existence of the boy, if it lived, is still unknown.

During her life, Lady Caroline — a known beauty — was sought after as wife and/or mistress by foreign kings and local aristocrats. When the darkness fell and Vey Hall was destroyed, she took flight to the caves seeking a place to hide and was never seen again.

In the caves, Lady Caroline quickly discovered this supposed place of solace and safety had changed for the very worst: walls that were once stone had transformed into a hideous, fleshy substance; each cavern now had a unique feel and lighting, as though with a separate personality and horror, all flooded with black water.

Lady Caroline, a Magician, was offered a choice by the caves: die horrifically, or submit and become a Darkness Wizard. Consumed by both fear of the darkness, as well as bitterness at her life losses, Lady Caroline accepted the offer and became a Darkness Wizard, her soul now forever promised to the darkness. Taking the thirteenth cave as her place of occupation, Lady Caroline began to lure passing ships into the caves, trapping them within the moving, closing, flesh caves, before terrorising and killing the various ships' crew members then confining them within the walls of cave Twelve.

“The Caves of Lady Caroline Vey” can be played as an individual module, or as part of a campaign, being the sequel to “HOP HOP MY DEAD FROG” and the bridge between that module and “Victimshire”.

Enjoy. Remember, it's only deadly if you die!

tHp

BLACK WATER STAGES

As per “HOP HOP MY DEAD FROG”, there is a price to be paid if a PC/NPC falls into the black water in the caves:

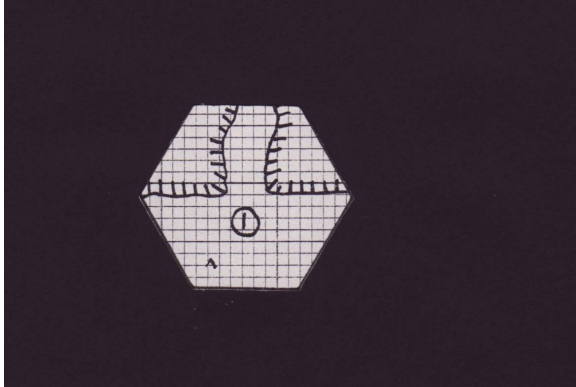
1. You have 1-6 rounds to get out. AR/Round required.
2. The black water begins to absorb into your skin. You can't move.
3. The black water absorbs into your veins and arteries.
4. The black water absorbs into your blood stream.
5. The black water reaches your heart.
6. The black water is pumped around your body.
7. The black water reaches your brain.
8. The body paralysed, you fall into a coma like state.
9. The body begins to disintegrate.
10. The body liquefies into black water.

If the cave in which the PC/NPC falls into the water has no light source, anybody attempting to try and rescue the fallen suffers (-8/-8) on AR/DR and risks also falling into the water.

tHp

MAP GUIDE

I. ENTRANCE



The entrance to the main cave complex is 70' wide by 100' high by 70' deep* (*this is the depth of all of the blackwater in the caves).

A small ship can enter and turn around in Cave 2.

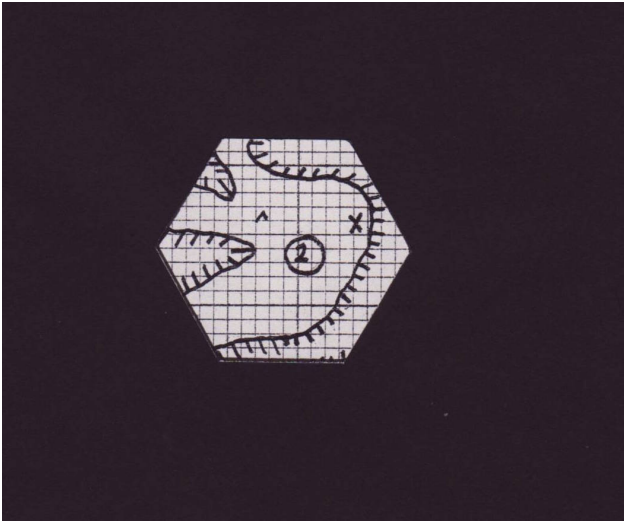
The high, black rock walls and roof contain a mineral that glints like a million stars in the night sky before the darkness came.

NB: If the ship/boat/PC has a lantern or torch, the “star covered” walls will be revealed (each cave is light responsive), revealing the glittering size of the cave in question in its entirety. It should be visually amazing, like the Northern Lights on a clear night.

The passage from Entrance 1 to Cave 2 ranges from 65' to 110' in width. Your ship is 50' x 125' long and 80' high including masts. On board is a 10' long x 8' wide rowboat for access through the narrow passages and

into further caves. The ship cannot progress beyond cave 2. The rowboat can hold up to eight people.

2. THE CAVE FOR CONSTANCE.



200' x 140'

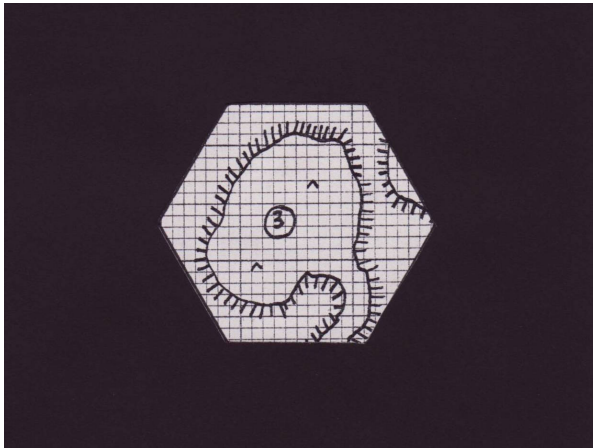
This cave is the furthest that the ship can reach due to the too-narrow passages to come. The ship can be anchored here and it will be safe to leave without (relative) fear of theft.

This cave is named after Constance Vey, the first (unborn) daughter of Lady Caroline. The cave contains a small shipwreck ('X') almost completely submerged, against the eastern wall. The ship is seemingly too big to have gotten into this cave via the preceding passage.

There are two passages ahead. One heads North West into Cave 3. The other heads NE and continues on until Cave 4.

NW PASSAGE: This 300' long passage is too narrow for the ship, so the rowboat is required. The walls of this passage are also "star covered". The passage reaches a 20' section, thus foiling anybody that tried to continue from Cave 2. In the rowboat, the party will reach:

3. THE CAVE FOR ELIZABETH.

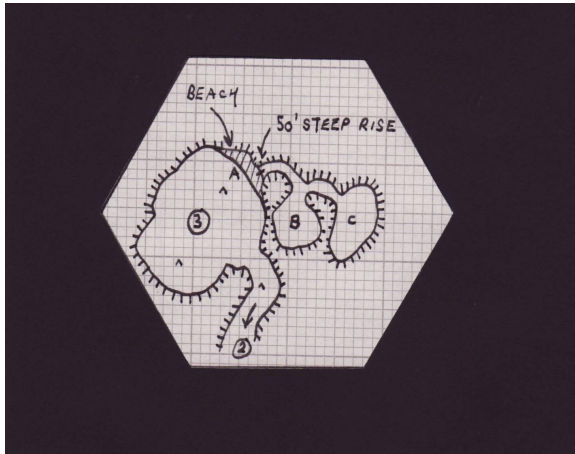


360' x 260'.

As the party exit the passage into this cave (named after Lady Caroline's second dead child), not "star covered walls", but walls that resemble the red eyes of flies from blackwater to roof, as though millions of tiny, insect eyes are watching the party's movements with silent expectation.

REFEREE: These eyes will alert Lady Caroline Vey to the party's arrival.

3B. EXTENSION TO CAVE.



A: On the NE side of this cave is a small, black, sandy beach where the rowboat can be pulled ashore and left safely on the sand.

In the cave wall is a **SECRET DOOR** (found with a successful AR required if the party searches). The door opens to reveal a sharply rising – 50' incline – narrow, single file, 5' wide by 10' passage. The passage is sandy and continues on the right side where there is an opening into the smaller cave marked B.

NB: These caves are above Cave II.

B: This 80' x 60' cave is black sandy.

A **HUMAN SKELETON** is in the sand, a long dead fighter that will rise to fight if disturbed. (40HP. 4-40HP damage).

Twenty feet away from the skeleton is a rotted, leather sack containing 5000CUR in gold coins (the weight of ONE PC/NPC if they try and load it onto the rowboat), as well as a diamond worth 10,000CUR.

Should the party examine the rest of the cave (Successful AR per PC/NPC required), they will discover a partially rotted map, with only the image of the coast east of the main entrance to the Caves of Lady Caroline Vey from the sea. On the map is shown the entrance to the mouth of the Ashmount River that leads down to Victorshire. There is nothing else of interest in this cave.

The passageway from A continues east and then south east into C:

C: This 70' x 50' cave is also sandy.

Human skulls and bones litter this cave. 50CUR in gold coins are scattered in the sand (if the party can be bothered to take the time to search for them – successful AR per coin required!)

OR: If the party has the time, as this cave is also home to that which was responsible for the bones in the sand:

THE GREAT CAVE SNAKE.

This snake is 20' high when it rises to strike an opponent. It is white in colour and blind, reacting based on movement from its intended prey. The Great Cave Snake's bite puts its victim (failed DR) into an immediate coma (1-20 Rounds) before being swallowed whole and the bones expelled onto the sand.

THE GREAT CAVE SNAKE

40HP

4-40HP damage.

Coma inducing bite (1-20 Rounds)

If The Great Cave Snake is killed, revealed beneath it will be a locked treasure chest. If unlocked (successful AR), the party will discover inside a smaller snake that is actually the “brain” behind the larger snake via a symbiotic link. It is a LESSER CAVE SNAKE.

LESSER CAVE SNAKE

This snake’s mouth is sealed shut; its two, red eyes will fix on whoever opened the treasure chest. A failed DR and the party member will find themselves under the control of the Lesser Cave Snake.

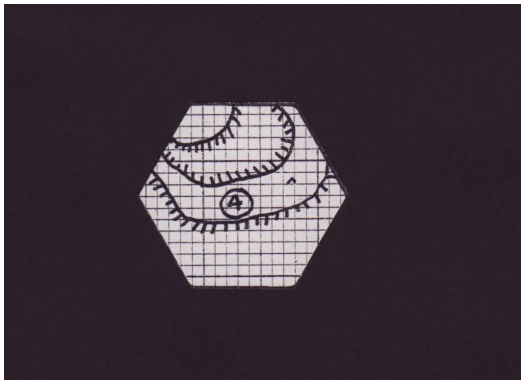
LESSER CAVE SNAKE

40HP

Control of victim

The Lesser Cave Snake will use its new slave to immediately attack the rest of the party members. If the slave is victorious, the Lesser Cave Snake will return to sleeping inside the treasure chest, which the new slave will close and sit on, like the mindless guard that they will now always be.

4. NE PASSAGE FROM CAVE 3.



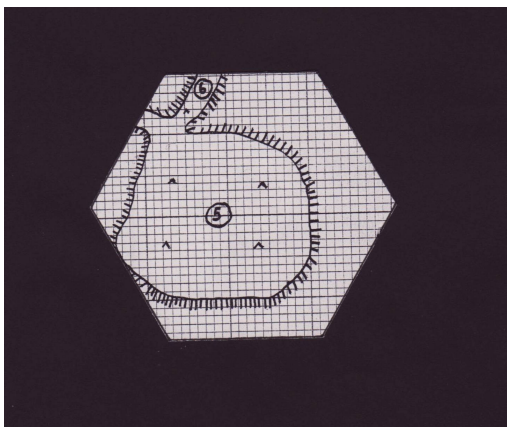
The NE Passage that exits Cave 2 runs an approximate length of 1200' before it reaches Cave 5, with another 250' before reaching Cave 6.

The NE Passage narrows to only 20' in width at some points. The passage is also totally dark, with no illuminations on the walls. Use of a lantern or light source is essential (unless anybody in the party has night vision). The NE Passage is only 8' in height and is full of twists and turns as it snakes onwards.

REFEREE: The confining nature of the NE Passage should be made clear to those that pass through it; the walls seemingly close in at certain places, low enough to make party members need to duck down or lower their heads to avoid collision.

NB: Any encounters within the NE Passage will be even more problematic for the party due to its confining nature, with all of the PCs/NPCs suffering by way of a (-1/-1) AR/DR until being free of the passage and into Cave 5.

5. CAVE FOR RACHEL



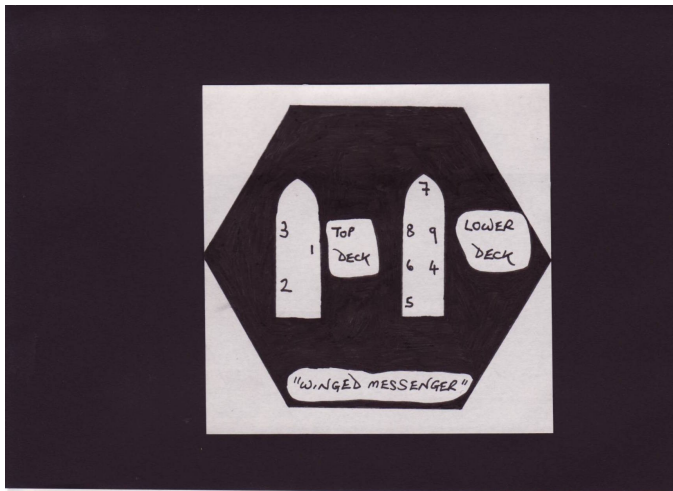
This cave is approximately 500' x 500' and 100' high.

Emerald coloured stones cover the wall of this cave, illuminating it with an eerie, pulsing green glow.

Present with this cave, and clearly too large to have gotten into this cave by way of any of the too narrow passages is a large 100' x 45' x 30' high ship named the "Winged Messenger".

THE WINGED MESSENGER.

100' long x 45' wide x 50' high.



The ship floats in silence on the black water. The sails are unfurled but unmoving. There is no sign of any battle damage to the ship, nor any crew. It appears anchored and in a faded state, as though lost to time, like a spectral ship in a bottle.

If the party choose to investigate, they will be able to tie the rowboat to the netting on the side of the ship. The netting also allows for players

to climb up on board the ship and discover for themselves the true state of the “Winged Messenger”.

This ship is no more than two or three years old, but has the appearance of having been in these caves for far, far, longer. The wood is rotting as though poisoned due to floating in the black water for too long. The sails appear ragged, dirty, torn and rotten. Rust covers any metal of the ship, as though ageing prematurely due to its life being sucked out of it by the black water in which it floats. Spider webs cover the ship’s exterior like a deathly wedding veil. The “Winged Messenger” can only have found itself inside this cave by unnatural means. It is now trapped, a dying thing in the darkness. It is an ominous sight, a ghost ship and prisoner of the caves.

TOP DECK:

1. Steps down to lover deck. Seven wooden stairs.
2. The top deck is web covered (but the web breaks easily and is no longer sticky). There are signs on the wooden deck of a previous, bloody encounter: deep scratch marks are visible in the wooden floors and across masts, as though slashed by large, powerful jaws or claws.
3. The dead body of the Captain lies upon the deck. He is in his sixties, long grey beard; his throat has been torn out. The old seafarer looks as though he’s been dead for many months, the still dressed man now having a husk like appearance. The Captain’s face is locked in a final, terrified death scream.

If the Captain’s body is searched, PCs will find a small bag of black pearls to the value of 5,000CUR.

LOWER DECK:

4. Steps up to top deck.

5. 10 bags of gold coins. Most of the bags have split, the coins having spilled out onto the wooden planks. There is 100,000CUR in gold (NB: as a rule of thumb, it's suggested that 5,000CUR in gold would weigh the same as ONE PC).

The gold will be the first thing that the party will see when coming down the steps from the top deck. Light sources will illuminate the gold, making it glitter and gleam so dazzlingly and invitingly that PCs/NPCs suffer a -1 on their initiative roll; such is the greedily inviting nature of the gold that the party will struggle to see what's behind them at 6:

6: A once pretty woman named ANNA FARR, now badly scarred, bloody and in a state of madness and distress. Anna will lunge forward in need of help. Once she is close enough, she will whisper only one word: "Run!"

Anna's head and body will immediately explode, revealing the grotesque spider like demon within:

DEMON

50HP

Skills: Possession, Feed Upon.

7. A Believer.

This is Charles d'Azar of Lyon, but more recently of the city of Bath. His flesh is falling off, but he is still alive and bound with rope. He has been tortured. If freed, he will fight by the party's side.

CHARLES D'AZAR

BELIEVER.

M: 16 B: 14 S: 16 HP:34

Spells: Heal, Blind, Freeze, Fire, Storm.

D'Azar is actually a prisoner for a good reason: he is a manipulative, broken, dark soul of a man. He was a traveller on board the "Winged Messenger", planning on escaping to France and being pursued by a Blood Cult that (correctly) blamed d'Azar for the theft and resale of the cult's bloodstocks from their stores in Blood City.

D'Azar will work with the party only to enable his own escape. He aims to reach France and will steal the party's ship to achieve this aim.

8. A MONSTER.

HEADSNAKE.

This creature has the appearance of mouth full of rotting, fanged teeth in its eyeless head that drips an odiously smelling yellow puss, and the body of a serpent.

40HP.

4-40HP damage plus DR required (in order to avoid infection and dissolving into a similar yellow puss).

9. A WOODEN CRATE.

Removing the lid of this crate will reveal 4000CUR in Spanish gold.

NB: There is nothing else of interest on board the ship or in the rest of the cave.

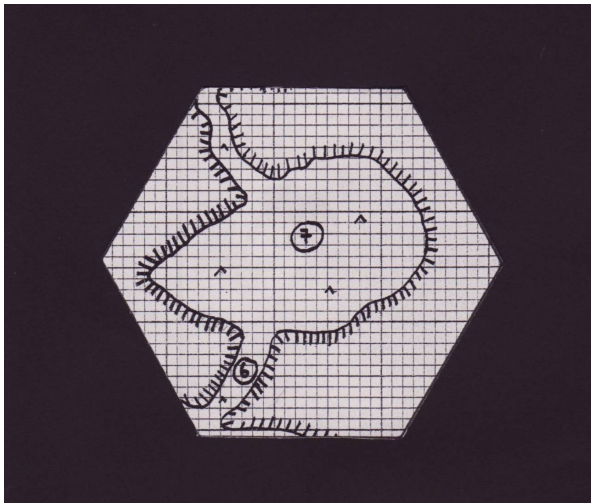
6. PASSAGEWAY.

180' X 60'

MAP AS 7 (BELOW)

This passageway leads from cave 5 into:

7. CAVE FOR JOSEPH.



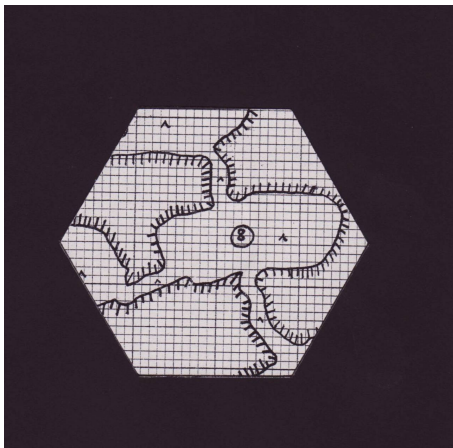
150' x 75'.

There are no wall illuminations in this cave, but a strong light source will reveal a large, stone sculpture carved into the eastern wall. The 50' high carving is of a giant Mandrill Ape with an ornate crown on its head.

In the crown were once large jewels (since stolen). It is respectfully carved in a godlike appearance by whoever created this work.

(REFEREE: This statue is of Morn, the Ape King of Bushka, West Africa. It is three hundred years old, its sculptors unknown).

8. CAVE FOR JULIANNE.

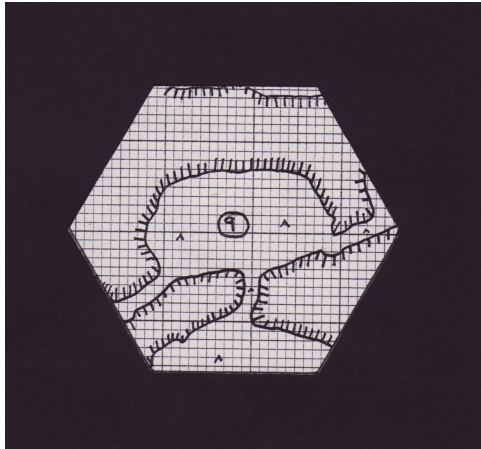


180' x 440'.

Two passages lead off from this cave: one north towards Cave 12, the other south towards Caves 9, 10, and 11.

Cave 8 is illuminated by a pale blue light, a sky blue emanating from the walls. This faint hue reveals three BODIES floating face down in the black water. They are all wearing Chinese sailors' clothes and are nothing more than husks.

9. CAVE FOR JOHN.



220' x 420'

A blood like rain falls heavily in this cave. Light will illuminate it as it falls from the fleshy ceiling of this particularly freakish cave. The rain will intensify as the party move deeper into the cave, accompanied by a salty, iron odour as though from the blood, itself.

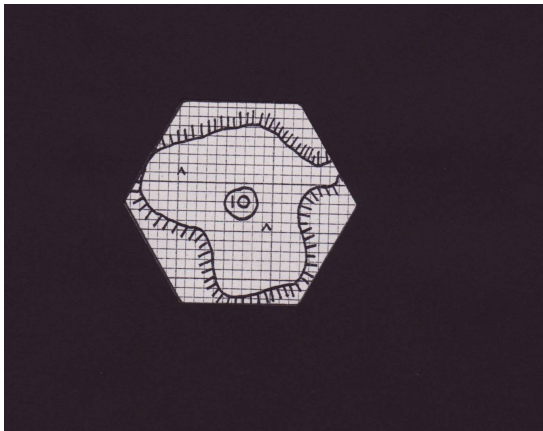
The cave is noisy as the blood rain falls upon the black water, immediately absorbed.

The walls of the cave are as fleshy as the ceiling. Blood oozes from the walls as they pulse, in and out, as though with a heart beat all of their own.

REFEREE: On a 1 in 6, blood will be spat out from the walls. DR required to avoid the spray. A failed DR and blood hits the PC/NPC and knocks them into the black water (SEE BLACK WATER STAGES TABLE on Page 8).

Two passages lead off from Cave 9: south into Cave 11 or south-west into Cave 10.

10. CAVE FOR JANE.

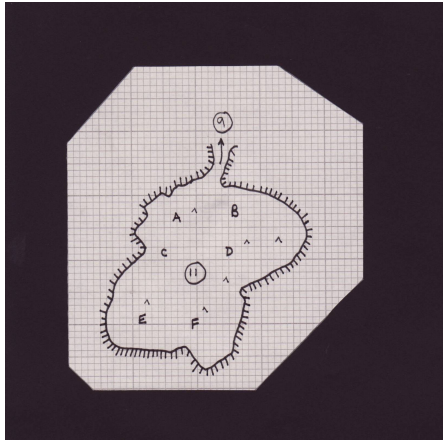


380' x 340'

Cave 10 is silent, the walls a glowing pale lime green in colour. There is a calming, soothing atmosphere within this particular cave. A siren like voice emanates from the walls.

A failed DR and the PC/NPC succumbs to the voice and will jump into the black water (only stopped by a successful AR by another PC/NPC, which will shock the afflicted PC/NPC back to their senses).

II. CAVE FOR ALFRED.



680' x 520'

The largest of the caves, it is illuminated by a faint, turquoise light.

This cave contains six, small ships, some afloat, some half sunk.

A: "The Shield of Paris".

This ship floats, the deck seemingly empty.

TOP DECK:

Its top deck is empty. Wooden steps lead down to the lower deck.

LOWER DECK:

A grizzled and thin **CAPTAIN LOUIS MARCHAND** is tied to the mast section below the top deck. He is weak, starving and dehydrated.

CAPTAIN LOUIS MARCHAND

FIGHTER

M 11 Br2 S9

HP: 32 (usually) currently 8HP.

Marchand is usable as an additional PC. He needs water (if the party have water to share, it will add 4HP to the Captain's current status. If not, he will be dead within 2 Turns). If he survives, the Captain will recount that his ship was travelling along the coast and then, suddenly, they found themselves trapped inside this cave. His ten crewmembers are all dead, having mutinied in fear, tying up the Captain and unsuccessfully trying to escape on the rowboats.

A TREASURE CHEST is also present below deck. It's empty, its lock broken, emptied by the escaping crew.

B. "THE BLACK SAIL".

This small ship is half sunk in the black water. A husk of a dead man hangs by the neck from the mast.

C: "THE LYLE".

This ship has turned turtle and is almost completely submerged.

D: "THE ARRIVAL".

This ship is broken in two and almost completely submerged. The main mast sticks up from the black water. Tied to the top of the mast is a small, leather pouch.

Anybody able to climb up the mast (successful AR required – fail and an unsuccessful DR means that the PC falls into the black water) will reach the pouch.

Once opened, the contents will be revealed as:

A (+1/+1) dagger with a black blade.

A diamond ring on a rotted, severed finger. The diamond ring is worth 5,000CUR (NB: It is also a cursed item. For each hour it is worn, one finger on the hand will rot and fall off until the whole hand is rotten. Only severing the hand will prevent the rot continuing into the arm and the rest of the body).

E: "THE WIND".

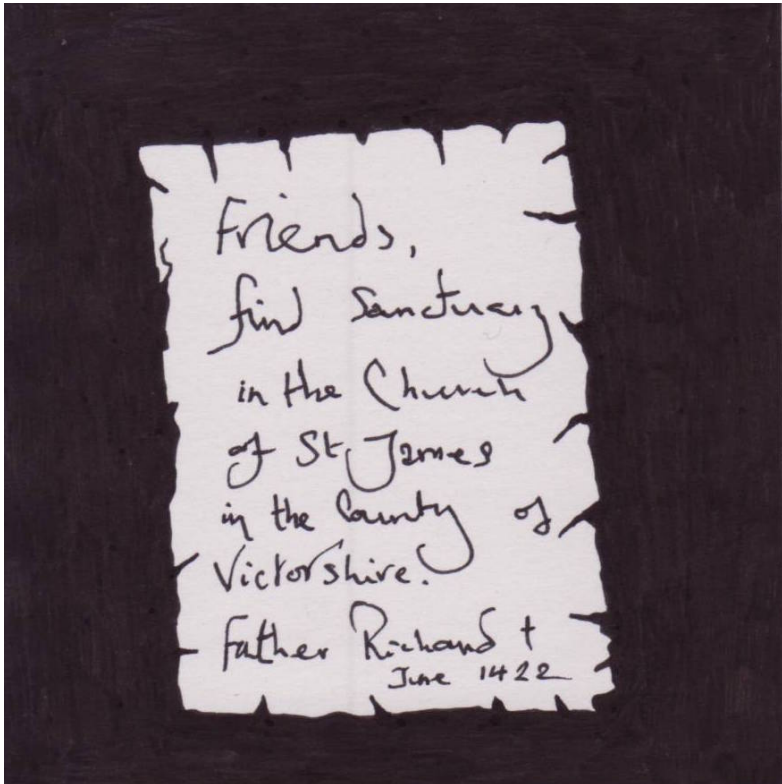
This ship is broken into pieces and virtually submerged. It is empty.

F: "RED ROSE".

This ship is half submerged and lying on its side. By climbing on to the ship, it's possible to access the interior of the ship via two windows in the side of the ship.

Both windows are open, but a short rope would be needed for a PC to climb down to investigate the half-sunken interior of the lower deck.

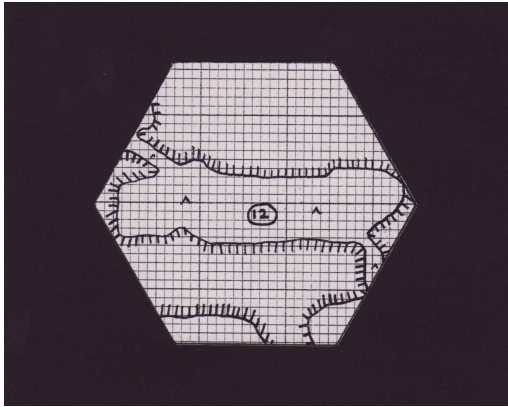
Once inside, visible as it floats on the surface of the black water is a piece of parchment:



Handwritten, it reads:

“Friends, find sanctuary in the Church of St James in the County of Victorshire” – Father Richard, June 1422.

12. CAVE FOR DUNCAN.



630' x 160'

This cave is dark, requiring a light source that will then illuminate the cave, revealing silver walls.

Human faces (A hundred of them) are visible in the walls, trapped like the souls of the dead. The faces are of fighters and sailors moaning and crying in horrific pain and suffering.

The noise becomes a cacophony, as though an alarm has suddenly been triggered by the arrival of the party.

HUMAN FACES

5d20 for each face to deliver a specific statement:

5-10: We are all prisoners here!
11-20: She sees you!
21-30: It lives beneath the black water!
31-50: It holds our souls!
51-60: Darkness is our lord!
61-70: There is no light!
71-80: Forgive us! We are defeated!
81-90: Submit! Submit to her desires!
91-00: Death calls for you!

NOTES:

13. CAVE FOR CATHERINE.



120' x 200'

This cave is brightly lit and burgundy red.

Seemingly half-absorbed into the fleshy far wall is **LADY CAROLINE VEY**.

Physically beautiful; psychologically ugly beyond compare and repair, both because of the premature deaths of her children, but also her own obsession with the darkness, to which she became a willing servant.

Lady Caroline Vey is a cruel individual who views the world through a shattered prism of hate.

She collects innocent passers by for her own repulsive pleasure.



LADY CAROLINE VEY

DARKNESS WIZARD

50HP (+3/+2)

All spells (5HP loss per use)

Spells: Freeze, Fire, Storm, Steal, Give, Bleed, Blind, Heal, Protect, Kill.

THE CAVES (NOTE TO REFEREE):

The cavern complex, seemingly too small to contain the large ships confined within, is actually a hideous, living organism that widens and contracts its passages like a Venus Fly Trap opening its mouth to trap insects.

Should the PCs/NPCs fall, they will find themselves as faces in the wall of Cave 12. If the party defeats Lady Caroline, her soul will be taken by the darkness, her death scream so horrific that it will echo throughout the caves, causing the walls of the passages to close, sealing all of the caves shut.

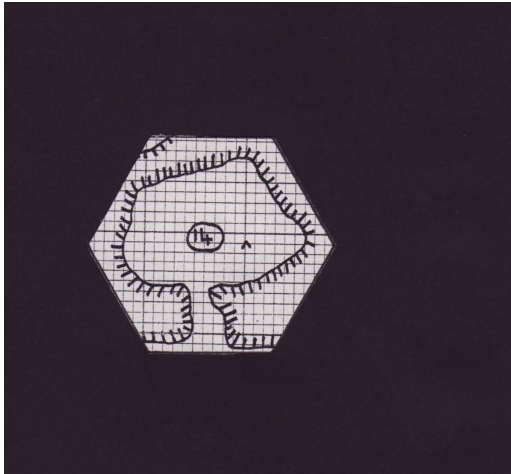
With Lady Caroline dead, revealed in the wall and within easy reach of the party is a **STONE OF TELEPORTATION** that will teleport up to five players to (d6):

1. JACOB'S KEEP, VICTIMSHIRE
2. ST JAMES CHURCH, VICTIMSHIRE
3. VICAR'S TOWN, VICTIMSHIRE
4. BRENTON WOODS, VICTIMSHIRE
5. ST JOAN CAVE, VICTIMSHIRE
6. PILLINGTON, VICTIMSHIRE

REFEREE: Such is the power of this particular stone, there are no penalties/risk in teleporting (also, it'd be too mean to punish the party if they've got this far and killed the Big Bad!).

NOTES:

14. EXTERNAL COASTAL CAVE.



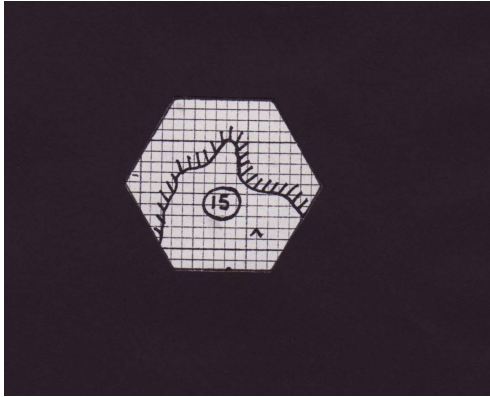
240' x 380'

This cave is separate to the main cave system, being approximately 50' further east along the coast. The entrance is via a 25'-40' wide passage.

Inside the cave is a rowboat; within which is the skeletal remains of a ship's crewmember. He's still in his Spanish uniform, but it is shredded, as though something ripped it apart to feast upon the organs inside.

Searching through the pockets of the corpse, the party will find a black pearl worth 500CUR.

15. EXTERNAL COASTAL CAVE 2.



400' X 200'

This cave is empty, but is a safe place for ship and crew, enabling a full restoration of damage and HP and repairs.

END OF ADVENTURE

tHp

HIT POINTS FOR SHIPS

Ships of the sizes within the module are 300HP.

The ships are from around the world, China, France, Egypt, Spain, Portugal, Germany, Norway. These are before the days of gunships as we know them from Europe and the Americas during the 1600s, but are akin to the advanced galley ships of the Chinas and other advanced nautical countries of the 1400s.

Damaged, submerged, or partly submerged ships should be considered as having only 60HP left.

Rowboats have 20HP.

If a rowboat takes half of its HP in damage, it will suffer and additional 5HP/Round damage until it sinks.

If a rowboat takes three-quarters of its total HP in damage, it will take an additional 10HP/Round damage until it sinks.

RANDOM ENCOUNTERS

1. **HALF DEAD SAILOR.** The body of a sailor will be on a beach or clinging to the side of a rock. He is beyond help due to his wounds, but can impart a useful piece of information (at the Referee's discretion) before he dies.

2. **TWO FACED CREW MEMBER.** A crewman holding on to the wreckage of one of the ships in the caves. He will provide only lies and deceit, looking to sew mistrust within the party.

3. **PURPLE PUFFERFISH.** This fish is dying, but appears healthy enough to eat if the party has no food. Unfortunately, if cut into, it will explode, spraying poisonous spores into the air. The spores will choke anybody who fails a DR, resulting in 4-40HP immediate damage and a further 4-40HP damage/Turn.

4. **BIG FAT FISH.** This fish (once you've washed the black water off it) is actually edible and non-toxic. It curiously survives in the black water. Its flesh is nutritious and will restore 4HP of damage.

5. **VENOMOUS PUSS EEL.** This half rotting eel moves across the top of the black water, its flesh falling off as it struggles to survive in the toxin. It will see an opportunity to lash out at anything nearby. In its weakened state, it will fail, but the movement will tear open its skin and inners, squirting an unpleasant looking and smelling green puss over anybody that fails their DR. The puss is acidic and will begin eating through the clothes and flesh of the victim. The person hit will suffer 4-40HP damage/turn unless the puss is washed off with water.

6. **NOT ACTUALLY DEAD CORPSE.** This seemingly dead corpse will be seen floating face down on the surface of the black water. Around its neck is visible a gold chain. Anybody that gets close enough to reach out and try and remove the chain will discover that the corpse is not quite dead, but is rotten enough for its mind to have been half eaten by the black water. In a savage attack, this now monstrous body of rage will try and pull the party member attempting to take the gold chain from the rowboat into the black water. A successful DR is

required in order to evade the near dead man's grasp. It will attempt to grab on to the rowboat and overturn it unless fought off. It has 3HP left.

7. **PIG OF THE SEA.** This swine looking creature is blue skinned and tusked like an ox. Its feet are webbed, allowing it to move through the black water, which it has adapted to through unnatural means. The Pig will ram anything in the water, be it ship, boat or person. Its tusks will rip through wood, flesh or bone.

8. **BLIND SQUID.** This squid, blinded by its time in the black water, will attempt to wrap its tentacles around small boats, rowboats, people, small creatures, etc and drag them beneath the black water.

9. **BLACK SEAWEED.** This floating seaweed is, in itself, harmless. However, a failed DR by the leader of the party (decided before saving roll made) and the seaweed will trap a rowboat for 1-20 Rounds, before the party are able to free the boat. It slows you down.

10. **TOXIC LION WORM.** This small, 2" long red and yellow worm can be found in the sand within beaches or sandy coves. This sand dwelling creature will burrow into exposed flesh and will require being pulled out by a sharp needle or small hook (DR required. Failure results in innards of worm being forced deeper into the body of the victim, where it will rot and poison. Amputation of limb is required or loss of 4-40HP/Turn).

11. **SHARK OF HATE.** This creature exists in a state of continual frenzy, as though its mind is being ripped apart by the shark having to exist in the black water. It will attack anything and everything. Death will actually bring an end to its suffering.

12. **ZOMBIE PIKE OF NORMANDY.** This French pike fish is already dead. But, it isn't. Its zombified state allows it to continue to exist within the black water. If it bites, HEAL is required or the victim becomes a zombie in 1-6 days.

13. **RAZOR STAR FISH.** This curious creature is not so much a dangerous enemy, but a particularly useful weapon if handled cautiously. This razor sharp crustacean, if carefully picked up from the

sand on which it will be found, can be thrown like a morning star, cutting through the opponent and causing 4-40HP of damage.

14. **GIANT BLACK CRAB OF THE FROZEN NORTH.** This 10' x 10' creature lurks beneath the black water, waiting for the moment that its large claws can reach up and snap its intended victim in two.

15. **EXPLODING SEA SNAKE.** This sea snake is so full of toxins from the black sea that, if attacked, any damage hit will cause the snake to explode, spraying flesh, blood and bone, covering anybody who fails their DR. No damage will be done, but the odour of the dead creature will attract other monsters on a 1 in 6 until washed off.

16. **BAD ANGEL FISH.** This once peaceful fish has become demented and hyper intelligent due its long immersion in the black water. It has little strength, but will chew through mooring rope, climbing rope in the water etc. It is a nuisance rather than immediately deadly, but its nuisance factor will also cause rotting in the rope within 1-6 Turns.

17. **SMELLY JELLY FISH.** This creature floats on top of the black water and emanates such a vile odour that it keeps any monsters away. Touching this creature barehanded will risk serious stinging (DR required) and poisoning of 4-40HP. Cutting off a tentacle wearing gloves is safe; wiping the oil being secreted on rowboat, clothes etc will keep monsters away for 1-6 Turns.

18. **OIL SNAKE.** This snake is non-toxic and can be found on sandy areas. If skinned and the skin wrapped around a stick, wood, etc and lit, it will burn brightly as a torch for 1-6 Turns.

19. **BLACK HOOPED WATER RAT.** This rat can swim across the black water and carries a deadly plague that can only be cured by Heal or similar if it bites its victim. Death within 1-6 days.

20. **WHITE EYED WALRUS.** This now blind creature will usually be found sleeping upon the sand. If provoked, it will defend itself. It usually avoids people, but actively confronts monsters. Should it succeed with Initiative, its loud cries will keep monsters away for 1-6 Rounds.

RANDOM TREASURE/ITEMS

1. **TREASURE CHEST**. This locked chest contains 10,000CUR in gold coins and a treasure map of an island off the SW of Scotland.
2. **LORD PETER'S PARCHMENT**. This parchment is a letter written by Lord Peter Markham of London. He was a respected and known man and friend to the King. He was killed fighting against the darkness and died a hero, saving many common folk in the process. The letter asks those who are of good nature to let the bearer(s) of the parchment pass without hindrance. Anybody showing this parchment to the most basic of robbers or anyone attempting to block the passage of the bearer (except monsters and demons) will recognise the importance of Lord Peter's words, requiring a successful DR but with a -6 penalty. Failure and those attempting to stop the bearer will let them continue on their path and will assist in any way that they can. The parchment is very much a get out of jail free card if used wisely!
3. **RUBY OF LADY ROSE MCKAY**. This olive sized ruby, if swallowed, will allow the PC/NPC to enter the black water for 1-6 Rounds without negative effect, even being able to see and swim below the surface.
4. **FILLPOT'S FINGERS**. Eight severed fingers belonging to Farmer Fillpot of nearby Fillpot Farm. These are an excellent distraction to use against hungry monsters that will stop and eat them for 1-6 Rounds.
5. **POFFREY'S FRAGRANT FOOT**. This odd smelling, severed foot gives off a strange fragrance that attracts monsters on a 1 in 6. Throwing it into the black water magnifies the odour and attracts monsters on a 1-3 (d6).
6. **NECKLACE OF JEAN PARAIS**. This necklace of pearls belonged to the wife of French nobleman Jean Parais. When worn, the pearls light up, providing enough illumination to cover 50'.
7. **HOPPING BOOTS OF HENRY HALL**. Putting these boots on allow the wearer to hop up to 20' like a kangaroo.

8. **PRINCESS PORTIA'S PERFECT RAT SKIN GLOVES.** These finely made, rat skin gloves will keep the hands warm. Unfortunately, once on, unless the PC/NPC wearing them makes a successful DR and can remove them, the gloves meld with the skin. Over the next 1-6 Rounds, the wearer develops the mannerisms of a rat, especially its need to search for food amongst waste and sewerage. The wearer will literally poison themselves during this process by taking completely unhealthy risks of consumption, even drinking black water.

9. **POLAN'S LUTE.** When played, this lute will shatter anything crystal in nature, such as glass, gems, jewels, etc.

10. **ROBERT LOX'S LUCKY RABBIT FOOT.** The bearer of this item will gain +2 on their DR and +1 on Initiative.

11. **BOX OF LIGHT.** This 10" x 10" x 10" wooden box has a lid kept shut by a small lock (requiring a Profiteer to open it). Once opened, bright light will flood the dark space within which the box is located.

12. **CARLAN HASSA'S ROPE.** This 100' long, magic rope will rise from the ground and stay erect, enabling the party to climb it like the Indian Rope Trick. Throwing the rope high gets it to straighten and stay in place. Tugging it will make the rope slack and allow it to be coiled for carrying.

13. **SIR CHARLES' CHEESE.** This fine cheese, made from the recipe of Sir Charles Hadley, will add 2HP in lost damage (providing that the person eating it is also resting for one day) as well as keeping monsters away for 1-6 Rounds if uneaten due to the smell.

14. **CARDINAL ROBERTO'S RAGING CUBE.** This glowing, 6" x 6" x 6" crystal cube contains the crazed screams of madness of 1000 lunatics, trapped forever by Cardinal Roberto of the Vatican as a punishment for their supposed sins. The cube is usually found inside a leather pouch or wrapped in skins. When taken out, the cacophony of sound is so horrendous as to send anybody within 100' insane unless they make a saving DR including any Mind bonuses.

15. **COUNT IVAN'S BLUE RING.** The Russian Count Ivan Draganovich found this icy blue ring on his travels. Putting it on, he

found that anything he touched would freeze (as per Freeze spell) for 1-6 Turns. There are no penalties for its use as bad as the Freeze spell, but for each Round it is worn, the wearer will begin to freeze also, losing 1HP/Round until removed, otherwise the wearer will become pure ice.

16. **MEHMET'S CARPET.** Mehmet Hassan was a carpet maker, a good and wise young man who cared deeply for his family. He protected them against the darkness by making this flying carpet (with the aid of a visiting Magician). This carpet was lost when Mehmet and his family were killed by demons. It will fly for 1-10 hours at a time, before it needs to be rested for 1-6 days. In appearance it is intricately and beautifully woven in colours of red, green, yellow, and gold. It can be rolled up and carried easily.

17. **COUNT ELIJAH'S EASY POISON.** Count Elijah of York was a famous poisoner and fellow of bad living. He took any opportunity to get rid of wives once he was bored of them. He created a poison that was fast acting, both externally and internally. This poison will be found in a vial and marked as poison. It can be thrown or put into drink or food. It kills within 1-6 Rounds without cure.

18. **FABALAR'S HAT.** The Darkness Wizard Fabalar had second thoughts as to what he was following. It was really too late as his soul had already been promised to the darkness, but Fabalar engaged the local hat maker Ferris to create something that might save the minds of others who stood for goodness. When worn, this hat will protect against Possession and any other mind control spells.

19. **PRINCE PHILLIP'S EYE.** The bloodshot and rotting right eye of Prince Phillip of Nyle is kept in a small, wooden box. If held aloft or placed on the ground, the eye will keep the attention of monsters and demons for 1-6 Rounds, allowing PCs to escape their would-be opponents if cautious.

20. **DAGGER OF ERIK JOB IN THE SAND.** Erik Job was a hunter of monsters. He forged this iron knife from a piece of meteorite. It was still in his hand as he was killed by demons, who didn't take the weapon as it burnt them at the touch. Gives +2 AR versus demons and monsters.

STARTING POSSESSIONS

3 items per PC/NPC

1. SABRE
2. GUNPOWDER & FLINT
3. COMPASS
4. HOODED CLOAK
5. LEATHER WINESKIN (FULL)
6. NEEDLE & THREAD
7. DAGGER
8. GRAPPLING HOOK
9. LOAF OF BREAD
10. BOW (& 12 ARROWS)
11. WOODEN FLUTE
12. WATER FLASK (FULL)
13. POUCH FULL OF SALT
14. CANDLES (x5 & FLINT)
15. BLANKET
16. HIGH, STRONG, LEATHER BOOTS (LARGE)
17. A WOODEN STAKE
18. ROPE (100')
19. CHEESE BLOCK
20. WARM WOOLLEN HAT

PREGEN NPCS

1. **JEAN FLORE.** Former sailor. Blind and bitter, he hates everybody, especially the demons that took his sight. His hearing and sense of smell are both very keen in places without light.

2. **SARAH MCKELLEN.** Ship's cook. She seeks money and escape, trusting nobody, men least of all. She lost her family and is sympathetic to those who have suffered the same loss.

3. **HANS THE DIVER.** A pearl diver in his former trade. Hans is now bitter that the seas he loved are now black water. He will fight beside anyone that opposes the darkness.

4. **GUNNER HARTSON.** A gunner from a Chinese ship, Hartson found his way across the globe and is knowledgeable of weapons and ships that are far beyond what the Western world has yet to encounter. Hartson lost his wife and child to demons that sank the ship he was travelling on.

5. **CLAIRE FORESTER.** A herbalist from the woods who will aid the sick and injured with the many herbs and potions that she has saved from destruction. She was considered a witch by local villagers, who cut off her left hand as a warning to keep away from their families.

6. **FERN THE FIGHTER.** A brave woman mourning the murder of her twin sister by bandits. Fern will not tolerate anybody that acts as a servant to the darkness.

7. **CHRISTOPHER GANE.** A Believer without a faith. Gane cannot forgive the sense of abandonment he feels towards the God that he worshipped; the same God that allowed the darkness to swallow the world. Gane is difficult to persuade, but will help if he feels rage towards a mutual enemy. Roll 5 spells.

8. **FINBAR.** A thief. Finbar is untrustworthy and always looking for an opening to steal from anybody. He'll cut a throat if it means making a profit. He's uneasy around users of magic and witches, all of whom he believes will steal his soul.

9. **OVAN HELLINGSER.** A Magician who is slowly drinking himself to death, after the loss of both parents to a Darkness Wizard. Ovan is a broken and lonely man who can only be redeemed by a just cause and the friendship of good people. Roll 5 spells.

10. **ALEXANDER OF TRURO.** This former Magistrate of Truro betrayed everybody to save his own skin. His lies and deception saw the entire village burned alive by a demon lord. Alexander is fleeing anybody that might have survived. He cannot be trusted.

11. **CHARLES EDWARD WHEELER.** A wheelwright by trade, Charles is little more than a local bandit now, happy to break the skull of anybody weaker than himself for any possessions they may own. A weak man, bully and a thug.

12. **FATHER GEORGE.** This simple, honest monk remains a jolly man with a dark sense of humour. He is a decent fellow that will assist anybody in need. His positive mood raises the spirits of any party he joins. He lost his loving mother to sickness and travels alone.

13. **WORE THE VIKING.** A Norse sailor who has no friends or family left. He considers himself a Viking still, despite being centuries behind the fall of his fellow warriors. Vore drinks and fights hard, mourning the death of his beautiful wife Worana to a demon. Honest and ferocious.

14. **KARLA.** A witch. Cruel and nasty, Karla is always looking for human organs and body parts for her potions. She travels disguised as a nun. She particularly enjoys cutting throats of simple maidens.

15. **BRENNA OF BYRE.** A hard drinking, hard living, hard fighting woman. Brenna lost her lover to demons, a princess for whom Brenna was the bodyguard. Brenna's descent has been one into near madness and her only motivation is the destruction of the Demon Queen that ordered the murder of Princess Anna of Essex.

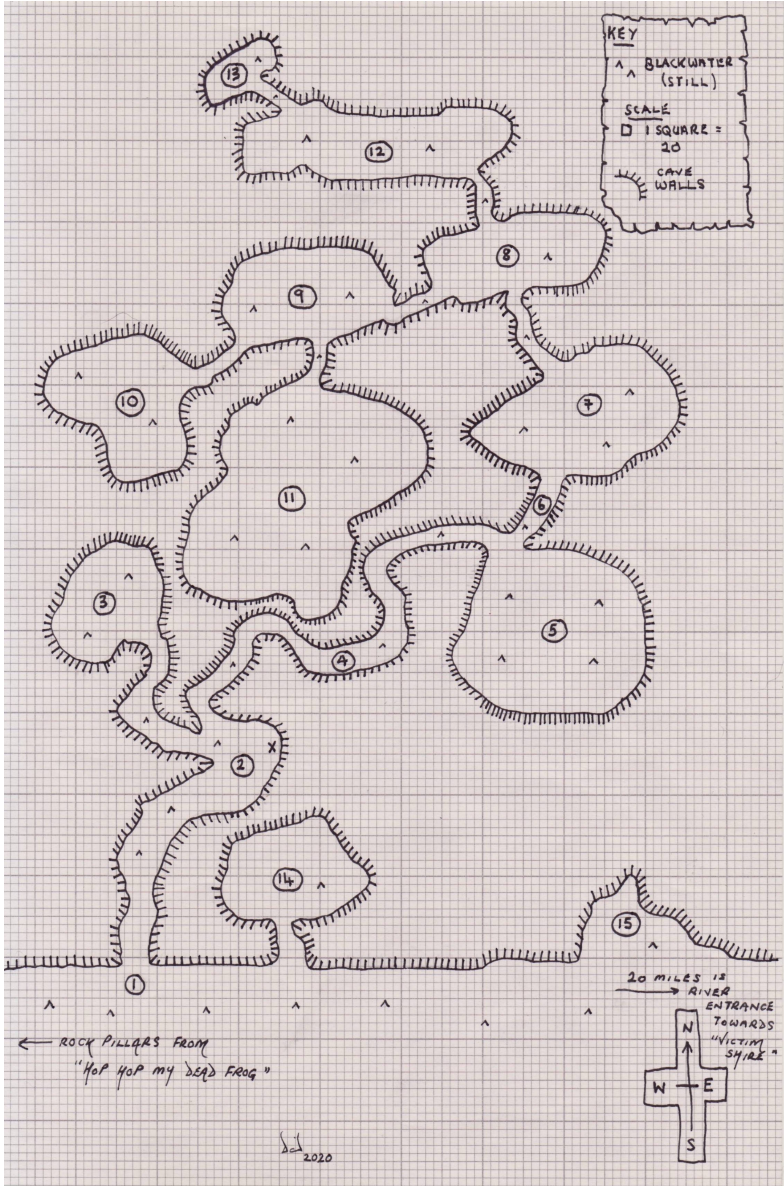
16. **FRANCIS MYRE.** A sea captain and a good one. Myre's ship was sunk at sea. He was a survivor and is looking for another ship to take the fight forward against the darkness. An able mariner and honest man. He lost his only son in the wreck.

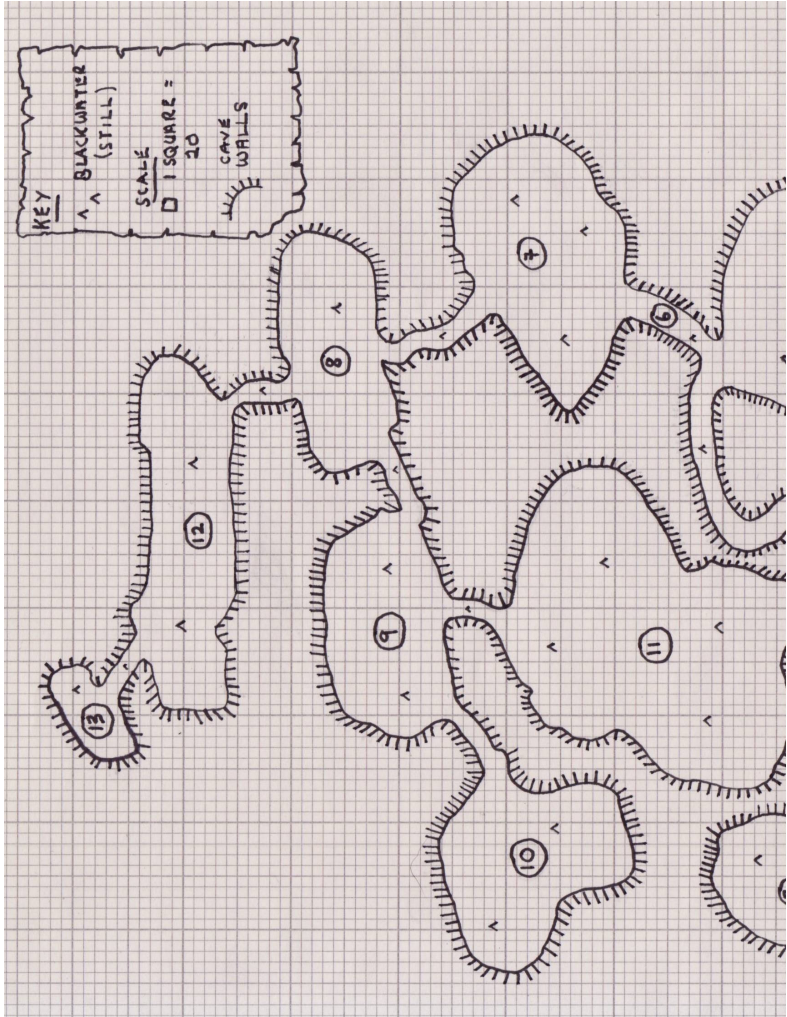
17. **HAROLD OF WARWICK.** A knight in the service of King Henry the Fifth, Harold has since fallen on hard times and taken bribery from dark forces. Harold will work as an assassin and thief, while pretending to be on the side of good. He is conflicted.

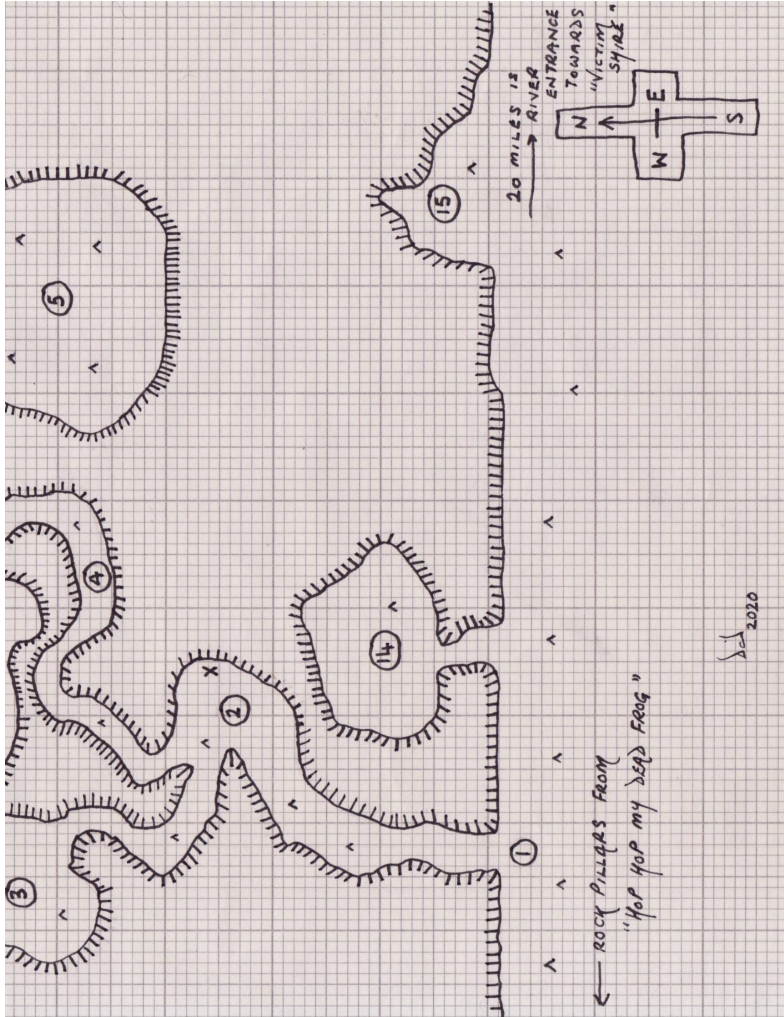
18. **ANTON DURER.** This German Witch Finder has found himself washed up on the shores of England after the ship he was on was sunk. He is an able fighter that can see through the disguises of witches and will kill them on sight. His three brothers were killed by witches. He is looking for a way home, but also hiding a secret.

19. **BROTHER JOHANNES.** A Dutch religious extremist and former cult member. Brother Johannes is full of regret at his involvement with cults, but unforgiving towards anybody who disagrees with his extreme beliefs. Not a man to trust.

20. **ELISABETH RICE.** A tavern keeper. Smart and deadly. Her only son turned to the darkness and was later killed by a Believer. Now Elisabeth only looks after herself.









CHARACTER SHEET

CHARACTER NAME

PLAYER

CLASS

TYPE/SUB CLASS

GENDER

AGE

BIRTHPLACE & DATE

HIT POINTS

STATISTICS:

MODIFIER:

BODY

MIND

SOUL

COMBAT

TO HIT

MODIFIER

SPELLS:

- 1.
- 2.
- 3.
- 4.
- 5.

ADDITIONAL BONUSES:

- 1.
- 2.
- 3.
- 4.
- 5.

WEAPONS:

Damage:

MONEY:

MAGIC/CURSED ITEMS:

OTHER ITEMS:

NOTES:

DEAD PEOPLE

CHARACTERS AND HOW THEY DIED	
NAME	HOW DID THEY DIE?
1.	
2.	
3.	
4.	
5.	
6.	
7.	
8.	
9.	
10.	

CREDITS

PLAYTEST 15TH JUNE 2020

REFEREE

DANIEL NORTON

PLAYERS

TONY A THOMPSON

NICKY HALLER

MIKE NOORMAN

KRYSTAL G

AND VERY SPECIAL THANKS FOR
TECHNICAL PRODUCTION ASSISTANCE
TO

SEANN McANALLY

The logo consists of the lowercase letters 't', 'H', and 'p' in a stylized, blackletter font. The 't' is on the left, the 'H' is in the middle, and the 'p' is on the right. The 'H' has a unique shape with a small loop at the top right.