

Children of the Gods

In Children of the Gods you play as the mortal descendants of the Gods of ancient Pantheons. You are more than just human, holding a tiny sliver of your ancestors power, but far less than a god. It is on you to navigate the modern world, and achieve the goals of your patron. Be wary, creatures of the gods also still exist, though are hidden.

Who Are You?

You are the descendant of a God. It has been many generations since gods walked the earth, so you are far removed from your divine ancestor. That said, you still have a tiny sliver of your gods power.

First the party needs to pick a pantheon, such as Norse, Yoruba, Hindu, Greek, Celtic, Egyptian, etc. Divine Children rarely if ever associate with those of other pantheons...at least not without hostilities breaking out. Once agreed upon, then each player picks a different god from that pantheon to be descended from. Attached to this is one sample pantheon, and keep a look out for further supplements that will be forthcoming.

Your Powers

Gods are typically the masters of a number of domains, such as the way Odin is associated with both Runes and Victory in Battle. You however are not a full god, so pick just one aspect of your god to be your primary influence. You chose this aspect when you turned 18, at a special ceremony performed by your family. The limits as to what you can do with this aspect are only what you can come up with, and what your

DM will allow. DMs should always reward creativity, as that is the core of this game.

Example: Thor is associated with Storms. Descendants with that aspect might:

- During a storm call up a bolt of lightning.
- Be able to cut off the power to a building.
- With tremendous effort they could turn a simple rain into a storm.

Example: Frigg is associated with the Earth. Descendants with that aspect might:

- Be able to hurl a massive stone.
- Cause plants to rapidly grow in an area.
- Sink into the soil, and travel through it.

How Powers Work

Your power shouldn't have much more than 1d6 of effect. So if it affects the amount of damage, just add 1d6. If it affects people's minds, it can either affect a small number weakly for a short time, or one person strongly for a few minutes. Exerting themselves, they can have larger effects, but after using a power in a large way, they can't use their powers for at least an hour, or more, at the DMs ruling.

How To Play:

Want to do a thing? Roll two d6, and take your highest roll. A six is a success, a 4-5 is a success with a complication, and a 1-3 is a failure. Should you roll double 6's, it is a critical success. If a roll is related to your aspect you can roll an extra dice. If an item of gear you have equipped (you must have told the DM at some point pre-roll that you have this item) would help, you can also roll an extra dice. For combat roll a single dice. The roll either deals 2, 4, or 6 damage (equal to the dice roll) to the creature being attacked. Or a roll of 1, 3, or 5 instead deals

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that much damage to the player. A player character has 15 hit points.

Norse Pantheon

Major bloodlines:

Odin: the Allfather is associated with wisdom, healing, death, royalty, the gallows, knowledge, war, victory, sorcery, poetry, frenzy, and the runic alphabet. Many Odinites choose the aspect of the runic alphabet, using Elder Futhark runes to tell the future, or enchant items.

Frigg: wife of Odin, she is associated with foresight, marriage, and the earth. Most Friggians choose her aspect of foresight, granting them the limited ability to tell the future.

Tyr: Associated with battle, wisdom, law, and bravery. Most Tyrians choose battle, and many have served in the military.

Thor: Associated with Storms, Strength, Sacred Groves, Hallowing, and Fertility. Most Thorians choose Storm, both for the obvious offensive capabilities, but also for the immunity to electricity damage. As such many have become electricians.

Freja: Associated with love, beauty, fertility, and gold. Some Freyans choose gold, for the wealth that it brings, while others choose love or beauty and have become celebrities.

Njordr: This god is associated with the sea, sailing, wind, fishing, and crop fertility. Many Njordrians take to the sea as either fishers or sailors, and choose related aspects. More offensively minded will choose wind.

Minor Bloodlines:

Loki: Associated with mischief and change. Lokites are looked down upon by other bloodlines.

Hodor: Is associated with winter and darkness. Most Hodorites choose darkness for the cover it can provide.

Bragi: Associated with music, poetry, art, language. Bragians often become famous artists or musicians.

Vidarr: Associated with vengeance. The Vidarri are fearsome if ever wronged.

Forseti: This god is associated with justice and reconciliation. Many Foresti work in the fields of law and arbitration.

Frey: Associated with virility, prosperity, and fair weather. Most Freyites choose prosperity, though many choose virility.

Skadi: Associated with winter and the hunt. Most Skadians choose the hunt, to help with their strong family culture of hunting.

Baldr: Is associated with light, joy, purity, and the summer sun. Most Baldrians choose joy.

Sample Creature: Draugr, works as a gravedigger at a large cemetery. Has killed several trespassers at night. Traits: immense strength, scent of death, can increase size, immune to weapons, 60 hit points.

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Children of the Gods - Draugr Disaster

This page is an outline of an adventure for use with the game "Children of the Gods." Though I suppose you could use it for any style of modern urban horror sort of game!

The Inciting Incident

Al Dennings was the star quarterback of the local highschool football team. He and some teammates, all a little tipsy, decided to dare each other to do increasingly dumb acts. Al was dared to streak across Shady Pines Eternal Rest, the city's largest cemetery.

He was found with his neck snapped the next morning.

The Hunt is Afoot

Among your community of Divine Children, there is one seer in particular who imparts the will of the gods. They never speak directly, but instead give her flashes of insight. She awoke to a flash of memory, that of the moment of Al's death. She knows this is a message, and the word comes down: go investigate.

The Draugr

Twelve years ago Tony Torverson was a young nerdy teen at the local highschool. He died in a tragic bullying accident by the football team that was disguised as drowning.

He was surprised when he awoke days after his funeral. He had little memory of his life before, and looking down could see that he had the decaying body of a dead person.

So imagine his surprise when no one could identify him, or tell that he was dead. All that

they could seem to notice was he didn't smell quite right. How was he to know that he was a member of a lost family of Divine Children, and that spark of the divine brought him back as a Draugr, a creature of vengeance.

So he was able to get a job at the cemetery where he was buried as a gravedigger. He's been doing the job ever since, his memories steadily fading away.

When he saw Al that night in the cemetery, along with a few of his teammates, Tony's death memory was triggered, and he attacked Al, snapping his neck.

If given enough time he will hunt down and kill each teammate he saw that night, using their presence at Al's funeral as a way to find them.

Tony has the powers of a draugr. He cannot be harmed by weapons. Instead he must be wrestled. However, he is far stronger than a mortal, and can adjust his size to make himself much larger and heavier. If he can be wrestled back to his grave, he will finally rest easy.

He also has the power to enter dreams, and he will torment the dreams of the other teammates, leaving behind clumps of gravedirt in their beds to let them know that they were more than just dreams. If he becomes aware of the players hunt, he will start to do the same for them.

The players can see him for what he is. To them he looks like a gaunt, mummified corpse in ragged clothes. But he can in turn see their divine origin as well, and will seek to avoid them instinctually.

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Detention!

In **Detention** you play as teens stuck in an all day Saturday detention. You did something that has caused the school to sentence you to a day of sitting in the library, doing homework in silence. That's crap though. Your goal is to spend as little time doing homework as you can get away with, while having as much fun as possible.

What Kind Of School Is This?

- | | |
|------------------|---------------------|
| 1: Rural School | 2: Private School |
| 3: Urban School | 4: Religious School |
| 5: Magnet School | 6: Boarding School |

What Clique Do You Most Associate With?

- | | |
|--------------|---------------------|
| 1: The Jocks | 2: The Popular Kids |
| 3: The Nerds | 4: The Rich Kids |
| 5: The Goths | 6: Exchange Student |

What Secretly Motivates You?

- | | |
|----------------------|------------------------|
| 1: Good Grades | 2: Escaping Home/Town |
| 3: Your Crush | 4: Sex/Drugs/RocknRoll |
| 5: Success in Sports | 6: Your Secret Fear |

Who Is Watching Your Detention?

- | | |
|---------------------|----------------------|
| 1: The Coach | 2: The Band Director |
| 3: The School Nurse | 4: Security Officer |
| 5: The Art Teacher | 6: School Counselor |

What Would Folks Rather Be Doing?

- | | |
|--------------------------|-----------------------|
| 1: There's A Parade | 2: Its Homecoming |
| 3: There Is A Pool Party | 4: The Fair's In Town |
| 5: There Is A Concert | 6: Senior Prank War |

Answer these Questions:

What did you do to get sent to detention? Who rated you out?

Who is your best friend that isn't in your clique? Are they in detention with you?

What is your best subject?

Besides your school books, what one item do you have in your backpack?

What Is Something That Happens?

- | | |
|--------------------|-----------------------|
| 1: Someone Crushes | 2: Power Outage |
| 3: Bubble Guts | 4: A Fight Breaks Out |
| 5: Beloved Janitor | 6: A Stolen Lunch |

How to Play

Want to do a thing? Roll a d6. Odd, it succeeds. Even, it fails. The higher the number the better the success or worse the failure.

If the roll in some way is related to your clique, your secret motivation, or your best subject you may roll 2 dice and choose which roll to keep.

If it makes sense, you can use your backpack item in place of a roll to count as a roll of 3.

There are 9 hours in this hell day. Each hour spent mostly doing homework is a point for the School. Each hour spent goofing off is a point for the Players. At the end of the day, the side with the most points is considered the winner. The DM keeps score in secret as best he can. One hour is set aside for lunch, and doesn't favor either side, unless the players can make a convincing case why it should count for them, via actions they take during it. Bonus points if they manage to attend the "What folks would rather be doing."

To not be doing homework the players are going to have to find ways of distracting the teacher watching them. The teacher may not spend every moment in the Library, but they do check in at least every 15 minutes. The teachers can sentence the students singly, or in whole, to other days of detention, so getting caught can potentially be bad.

As the DM, you should always be prepared to ask 'Can you describe the ruckus?'

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Everyone Loves A Heist!

You are a member of an elite crew of thieves in a magical realm! Your comrades are readying to go for a big score, your biggest yet!

ABOUT YOU (Player Roll)

What Is Your Role In The Crew?

- | | |
|--------------------|------------------|
| 1: Safecracker | 4: Disguise |
| 2: Face | 5: Acrobatics |
| 3: Forger/Inventor | 6: Brawn/Driving |

What Is Something About You?

- | | |
|------------------------|--------------------------|
| 1: Your Twin Is Famous | 2: Always Picking Pocket |
| 3: Crowd Anxiety | 4: You Are The New Guy |
| 5: You're Very Shy | 6: You're A Police Spy |

What Is Your Motivation?

- | | |
|-------------|----------------|
| 1: Revenge! | 4: Friendship! |
| 2: Greed! | 5: Charity! |
| 3: Love! | 6: Fame! |

ABOUT THE JOB (The GM Rolls)

What Are You Stealing?

- | | |
|------------------|-----------------------|
| 1: Priceless Art | 4: Magical Item |
| 2: Jewelry | 5: Ancient Weapon |
| 3: Gold | 6: Religious Artifact |

Where Is It Found?

- | | |
|--------------|-------------------|
| 1: Museum | 4: Merchants Home |
| 2: Bank | 5: Nobles Castle |
| 3: Monastery | 6: A Ship |

What Is Complicating This?

- | | |
|---------------------|-------------------------|
| 1: A Huge Storm | 4: Riots |
| 2: A Major Festival | 5: War |
| 3: Visiting Royalty | 6: Its being moved soon |

What Is A Big Obstacle To Overcome?

- | | |
|------------------------|-------------------------|
| 1: Lots/Elite Guards | 2: Strange Magical Ward |
| 3: Police Are Watching | 4: Missing Blueprints |
| 5: Uncrackable Safe | 6: A Rival Thieves Crew |

What Surprise Happens Midway Through?

- | | |
|---------------------|------------------------|
| 1: Patrols Changed! | 2: Someone's Drunk! |
| 3: Wrong Room! | 4: Wards Have Shifted! |
| 5: A Rival Appears! | 6: Someone's Home! |

HOW TO PLAY

Want to do a thing? Roll a d6. Odd, it succeeds. Even, it fails. The higher the number the better the success or worse the failure. If a roll is related to your Role or Motivation you can roll two dice and choose which to take.

You start the game with 1d6 luck points. Thieves are lucky sorts, until they aren't. You can spend a luck point to add or subtract 1 from ANY roll. You regain 1d6 luck points between heists, but can never have more than 6.

Each heist should have three phases. In the first, you plan your heist. In the second you pull off the heist (or don't). In the third you deal with the fallout (escaping the city, fencing the stolen goods, hiding/spending your money).

There are no hit points, because no one dies. This isn't that sort of game. You can't be killed, but you can be caught. You can not be caught however until you have spent all your luck points. That said you can't just hold one point to remain free forever. If you are in a position you would reasonably be caught (surrounded by cops, locked in a room by guards, etc), you must spend luck points to help you escape. If you run out, you are caught. If you are caught, then it sounds like next session the heist is breaking you out!

Gnomans Land

You're a garden gnome statue living in the back yard of some nice old lady's home. Only, you're more than a statue...you can come to life, and use your magic to help the overgrown nature of Dear Grandma Sally's neglected back yard. Your first name is something that begins with G, your last name is an adjective followed by a plant. Something like Girdle Fizzycabbage. Pick a GM (Gnome Master) to be in charge.

What color is your hat? This tells you what kinds of magic you are good at.

- 1- Red. (Anger, Animal)
- 2- Blue. (Water, Music)
- 3- Purple. (Sad, Weather)
- 4- Green. (Plant, Cooking)
- 5- Black. (Death, Night)
- 6- Pink. (Love, Lust)

Did someone say magic? Damn right. Whatever your hat color is, the two words by it are your magics. What is Plant Magic? Probably has something to do with plants, don't you think? Get creative! Just keep in mind you're a small gnome, and whatever you do is unlikely to be able to effect more than a small area around you.

You have an affinity for one type of critter. You can talk to them, and they may even listen to what you tell them to do. Note: domesticated animals will probably just try to eat you instead of listening.

- | | |
|-----------|------------|
| 1- Snails | 4- Rodents |
| 2- Frogs | 5- Bugs |
| 3- Birds | 6- Snakes |

What makes you happiest?

- | | |
|--------------------|------------------|
| 1. Food | 4. Looooove |
| 2. Booze | 5. Magic |
| 3. Critter friends | 6. Grandma Sally |

Shit has gotten real. This is what you have to deal with:

- 1- Damn meddling kids have hired a lawn care company!
- 2- Moles. Fucking moles.
- 3- Winter is coming. And none of your woodland pals are ready for it.
- 4- Stray dogs or cats have started plaguing your little garden of gnedens.
- 5- Gneighboring Gnomes are jealous, and have started messing with your yard.
- 6- Grandkids. Fucking grandkids.

But that's not all. There's a complicating factor:

- | | |
|-------------------------|------------|
| 1. Magic is being weird | 4. Fairies |
| 2. Bad weather | 5. Easter |
| 3. Gninja Gnomes | 6. Badgers |

Want to do things?

Roll a d6. **Odds** it succeeds, **evens** it fails. The higher the number, the better or worse it succeeds/fails. If you use your magic, you can roll two dice and choose which roll to keep.

Each time you achieve whatever it is that makes you happiest, you can 'store' a roll of 3 that you can cash in instead of actually rolling the dice at any point.

The Rules of Gnomedom

1. If an adult human can see you, you turn to a statue until they look away.
2. No killing, because, man, that's not chill.
3. If you trade hats, you trade magic. The magic is in the hat, not the gnome. Duh.

The Labyrinth of Lies

A Game by Bob McGough

You wake up from a deep sleep to find yourself in the middle of a massive labyrinth. There are a few other people all waking up at the same time as you...

Who are you?

You can be whoever you want to be. A Spartan, a cowboy, an astronaut, a sailor, a housewife, a film critic. Any human you want to be, past or present, maybe even a little future.

What are you good at?

Pick a skill, it can be anything. Using the above maybe it's: running, ropes, math, ships, cooking, and couch sitting. This is the one thing you are best at, better than anyone else has any right to be.

Check your pockets. What do you have?

Rummaging around your pants/loincloth/skirt you find two small items. Think cell phone size or smaller. You have those.

You're holding something. What is it?

This is something bigger. Our Spartan guy is probably holding a spear. The Cowboy, his lasso. The housewife, her glock. Usually this is something weaponry, but it can be whatever you want it to be, so long as it makes sense.

Ok, Now to get out.

You're in a labyrinth. No, you have no idea how you got here, and let's be real, that may be beyond the scope of this little rpg. That's on your DM. What your clear goal is, is escaping. You hear a distant, minotaury roaring, that you are sure can't be good. So time to get moving.

Oh, and cool, you can all understand each other. Weird.

How to play:

Starting with the oldest player, each person will take turns rolling 2d6.

If you roll two numbers that don't match, all that means is you made a left turn, or maybe a right, or maybe reached a dead end and had to backtrack. Typical, boring maze walking.

If you roll doubles though, shit pops off!

If you roll double 1's, oh shit, you found the exit! Anyone still alive wins!

If you roll double 2's or 3's, you come to a room, a courtyard, a cavern, something. And there is something GOOD inside! Maybe a healing spring, or a feast, or a friendly maze wanderer. Maybe some treasure! Whoever rolled this gets to set the scene. The DM then will award an item that makes sense from the scene to the person who rolled.

If you roll double 4's or 5's, you come to a room, a courtyard, a cavern, something. And there is something BAD inside! Maybe a trap, a crevasse with no bridge, a hydra, or Space Nazis. The DM sets the scene. The players then, as a group, have to escape the danger somehow by using one of their items. It has to make sense (at least a little), and then that item is lost forever. If the group has no items, or no items that work to solve the problem, the group dies. Womp womp.

If you roll double 6's, the Minotaur catches up and eats you. Sad day. You and your items are gone forever. Luckily, he's so busy eating you that the rest of the party gets away!



MINI MONSTER MAYHEM

You're a monster. The kind that lurks under beds, or in closets, that sort. Pretty low on the monster pecking order, but you're cool with it. You got a nice house and an unfortunate kid or two to torment...what more could you want? Someone just has to be the GM (Game Monster) who will run things. Figure that out, then off you go!

Make your monster!

First, you roll to see what **type** of monster you are. The words in parentheses beside each type that is what general magical abilities each type has. Bed Monsters might could animate a toy for a few moments. Closet monsters can slam doors. There are endless things you can do, but keep in mind, they are minor things. Minor.

- 1- Bed Monster (theft, toys)
- 2- Closet Monster (doors, clothes)
- 3- Attic Monster (dust, sounds)
- 4- Basement Monster (lights, damp)
- 5- Laundry Monster (socks, appliances)
- 6- Wild Card (pick one of the above, or make up your own!)

What is your predominate **feature**? Let's roll and find out! Are you known for your glowing red eyes? Maybe you have too many eyes? Maybe all you are is eyes? Whatever it is, this is what humans notice first. And if it makes sense, and the GM agrees, you can roll two dice and take the highest when you use your feature in a test.

- | | |
|-----------------------|----------|
| 1- Tentacles | 4- Eyes |
| 2- Sharp Pointy Teeth | 5- Claws |
| 3- Shadow | 6- Wings |

Pick something people are scared of to be your **fear power**. Sharks? Dogs? Spiders? Heights? You can roll two dice and take the highest if you use your fear power on a roll.

Pick a **magical ability**, but don't make it too strong. Maybe you can turn invisible (for a minute). Maybe you can levitate stuff (but only smaller stuff). How about being able to start small fires? Keep it simple, keep it smallish. You can spend a **fear point** to use this power.

Fear System

All monsters start with 5 **fear points**. You can spend these points to activate your **magical ability**. You can also spend a point to add or subtract one point to any dice roll (yours, another player, the GM, whoever). You regain fear points by scaring people. You get 1 point for an adult scare, or 2 for a child scare. If a monster ever runs out of fear points, he unimagines.

How you do things

Want to do a thing? Roll a d6. **Odd**, it succeeds. **Even**, it fails. The higher the number the better the success or worse the failure.

What happened? Why have things gone to shit?

- 1- Your family moved away! Bastards left you all behind! Time to hunt them down!
- 2- Your house has been destroyed! You need to find a new home before dawn!
- 3- Something has glitched the portals....you are in the wrong house!
- 4- Fuck me, someone actually listened to the kid. They've called in monster exterminators.
- 5- Your kid has grown up.
- 6- It's a holiday! Each holiday themed scare is worth double fear points, but no one can do the same scare twice! Most fear points at the end wins!

Monster rules:

- 1- You may never kill a human.
- 2- Kids under the covers are safe man.
- 3- Don't be seen by adults. If you are, lose a fear point.
- 4- Game ends at dawn, when you vanish.

Things to be aware of:

- 1- Pets, especially cats can see you easily
- 2- Kids imaginary friends? They aren't imaginary to you.

More Meat For The Machine

Welcome to the London of 1833, at the height of the Industrial Revolution. It is a time where humans were used up and discarded all in the name of progress. You work at Smithens & Roe Manufacturing, a factory that exemplifies the worst of this time. Only it's even worse than you know. But you'll find out how bad all too soon.

What Is Your Role In The Factory?

1. Urchin sweeper. You can fit in small places.
2. Foreman. Few know this place better.
3. Coal stoker. You can stand extreme heats.
4. Machinist. You work fixing the machines.
5. Worker. Long days make for great endurance.
6. Pipe fitter. You know steam, and know pipe.

How Did You Screw Up?

You are good at your job, but somehow in the past few days you have messed something up. What did you do, and what was the reason? Were you late? Miss a shift? Break a machine?

The Summoning

Just after the days shift has ended, 16 long hours for most of you, you are summoned down into the one of the coal rooms beneath the factory. These rooms hold the coal that fuels the steam engines that power the plant, but at the moment this one is empty, save for a fine coal dust that leaves most of you coughing.

Munford Roe, one of the owners, appears in the doorway. He is wearing some sort of cloak, and is looking most disputable. With a wicked grin he locks the door. You all try to break free, but the steel door is far too strong.

Outside you hear chanting, fell, terrible words that still your soul, and leave you all trembling

with fear. The chanting stops, and soon after you hear the door unlock with a click.

The Awakening

Angus, a Scotsman worker that most of you know, breaks away from the rest of you and races out the room. As you watch, one of the great coal burners, its belly glowing red with intense heat, flings its door wide, striking the man. With a great intake of breath it somehow sucks the man inside. He barely has time to scream before you smell the cooking of his flesh. The factory it seems has come to life.

And it is hungry.

The Layout

To make your escape you will need to first get out of the coal burner room. Then past the rooms of the steam engines. Then through the parts room and machine shop. If you are still alive, race up the stairs to the smelting room. From there you have to cross the main factory floor. If you make it through to the loading docks, then you just have to race across the grounds and make it over the outer wall. Easy. Just hope Munford Roe isn't lurking along with whoever was doing that chanting...

How To Play

Want to do a thing? Roll a d6. Odd, it succeeds. Even, it fails. The higher the number the better the success or worse the failure. For combat, a single roll with a weapon deals 1,3, or 5 damage if successful (equal to the dice roll) to whats being attacked. A failed roll deals 1 damage to the player. Just fists can only do a max of 1 dmg.

If what you are trying to do is related to your role in the factory, then you can roll two dice and choose which to take. Same for if the reason you got in trouble is in some way relevant.

You start the game with 20 hit points. Any time you fail a roll, if it would make sense, the DM

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More Meat For The Machine

can determine that you take damage equal to the number on the dice roll.

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Mount Mayhem

The entrance to the dungeon lies before you, a dank, ominous entrance to the world below filled with giant spiders, eldritch horror, and devious traps. Man, your owners were idiots to go inside. You're real glad you get to sit here and eat this tasty grass instead.

What Are You?

You're the mount of one of the heroes of legend, who has gone inside yet another horrible place. What kind of mount are you? Roll a d6.

- | | |
|--------------------------|---------------|
| 1 - Horse | 4 - Ram |
| 2 - Riding Dog | 5 - Elk |
| 3 - You're the Pack Mule | 6 - Big Horse |

Who is your Owner?

Which Hero of Legend rides you? Roll a D6?

- | | |
|------------------------|---------------------|
| 1 - The Wizard Varia | 4 - Sister Isrin |
| 2 - Krum the Barbarian | 5 - Elrin Hellfire |
| 3 - Argus the Dwarf | 6 - The Shadowthief |

Things to keep in mind!

You don't have hands. Hooves or paws, that's it. Not a single opposable thumb to be had between the lot of you. You're also typically bigger than a human, so good luck squeezing into places.

You can't talk to humans. You can try and act out a message to them, but that's it. You can however talk to each other.

Your saddlebags and packs have all sorts of stuff in them. Granted it's usually stuff that requires hands, but maybe you can work out how to get something out and use it. You're a smart critter. As for what specifically is in them, well these are well prepared heroes of legend, really anything could be. Anything. Just ask, and the DM will tell you yes or no (though he should be reasonable, and tend to say yes to make things more fun).

Your Trick

You have a signature thing. Maybe it was trained into you, or perhaps it's a natural ability of some sort. You can get creative with this. Some suggestions might be:

You're extra fast. You can read human writing. You're a really good jumper. You can spit. You can carry extra heavy loads. You can loosen your saddle. Whatever it is, make it unique to you.

What's Happened?

Something has happened, something out of the ordinary, or we wouldn't be playing this game.

1 – It's been a couple days, and your owners haven't come back out. Something bad must have happened...

2 – Look! The villain, he just used a secret escape tunnel to sneak out! After him!

3 – Is this...yep, someone is trying to steal you.

4 – You suspect that one of the other mounts has been replaced by a shapechanging bad guy.

5 – Ownership? That's crap. Time for you guys to set out on your own, find your own loot!

6 – So your owner left 2 of the 3 orbs of power in y'all's pouches, like idiots. Now the bad guy has shown up to steal them back!

How to do stuff

Want to do a thing? Roll a d6. Odd, it succeeds. Even, it fails. The higher the number the better the success or worse the failure. If you can involve your Trick in some way, you roll two dice and choose which one to take. If you can use something in your packs, you can add or subtract one from your roll, as you wish.

Mythos Mishaps

Welcome to the Roaring '20s. You are an Investigator, delving into things you would really be much better off not knowing. But you are brave, and someone has to do it.

Who Are You? Roll or Pick.

- | | |
|--------------------|-----------------|
| 1: A Professor | 4. A Psychic |
| 2: An Archeologist | 5. An Occultist |
| 3: A Detective | 6. A Scientist |

Professor: You speak several languages, have access to a library, and pick a specialization like history/geology/chemistry.

Archeologist: You have a wide array of unusual tools, speak a long dead language, and have an strange artifact perhaps with some minor power.

Detective: You have some good deduction skills, a gun, and connections on the street.

Psychic: You have a somewhat minor psychic power, like telekinesis, pyromancy, or telepathy. Each encounter, for each use after the first, roll a d6. On a roll of 1 you have exhausted your ability until you get a chance to rest.

Occultist: You have access to a library, as well as one ancient tome. You have learned two spells from it. Work out what they are with the DM.

Scientist: You have access to a laboratory, have a deep knowledge of science, and have access to a wide array of chemicals.

How to Play:

Want to do a thing? Roll a d6. Odd, it succeeds. Even, it fails. The higher the number the better the success or worse the failure.

If the roll is in some way related to something in your background, items, or skills you may roll two dice and choose which roll you take.

Once per session you can take a madness point to make a roll an automatic success. Describe what crazy thing you did to make it happen.

Madness

Every encounter with the creatures or servants of the mythos runs the risk of sending you deeper into insanity. Every time the you encounter such a creature for the first time, roll a d6. If even, you gain one madness point.

Any player than has a total of 10 madness points is insane to the point of unplayability.

Madness can be cured by visiting a therapist at a rate of 1 point per visit (typically once a week or month).

At madness 8-9 you no longer gain madness from learning spells.

Spells

You can learn spells from arcane tomes (anyone can learn a spell). Learning a spell imparts 1 madness point. What the spell does is determined by the DM. An example would be:

The Mirror of Nyril: the player summons up a mirror image of themselves for the duration of the current encounter.

What's Gone Wrong?

- | | |
|-------------------------|----------------------|
| 1: Missing People | 4: Library Robbed |
| 2: Odd Creature Spotted | 5: Strange Storm |
| 3: Ruins Unearthed | 6: A Gruesome Murder |

What's Responsible (DM roll in secret)

- | | |
|------------------------|--------------------|
| 1: A cult | 4: Dream Creature |
| 2: An eldritch Monster | 5: An Occultist |
| 3: A mad scientist | 6: Family Ancestor |

What Creepy Place Is This Happening In?

- | | |
|---------------------|-------------------|
| 1: Ancient Ruins | 4: Dock Warehouse |
| 2: An Old Mansion | 5: Deep Woods |
| 3: Catacombs/Crypts | 6: Tiny Village |

By Bob McGough

www.talesbybob.com

Nuns With Guns

Welcome to the post-apocalyptic Wasteland. Much of the world before has been wrecked, but you and others like you, have clung to their faith to get them by. For some that faith is in God, for others in Guns.

For you, it's both.

Who Are You?

You can make up your own character, but if you like, here are several premade Sisters of Perpetual Fire. All are nuns at the Convent of St Ignatius Pyre.

Mother Superior: The head of the Convent, she's a tall, grim woman in her 60's. A woman of few words, her word is law, and terrifying. She carries a very large shotgun.

Sister Repentia: This reformed sex worker turned nun has lost none of her looks, but has traded sex for a disturbing skill with her sniper rifle.

Sister Harmonia: The convent's cook, this portly woman is quick with a smile and has a ready laugh. She also carries a pair of pistols on her thicc thighs.

Sister Prudentia: The youngest sister, she's a frail, small thing, frankly a little scared of guns. But you just know that at some point she's gonna come into her own and blow the hell out of someone with her oversized .357.

Sister Melancholia: This sister is a demolition expert, and is a little on the crazy side. Besides a disturbing array of explosive devices, she carries a snub nosed .38.

The Car

No Wasteland is complete without a bad ass muscle car. The Convent has one, a restored GTO with all manner of cool tricked out additions. Use it as you will.

What Has Happened?

Roll a d6.

- 1: Raiders have kidnapped one of the sisters!
- 2: Mutants have been attacking a nearby village
- 3: Someone stole The Car!
- 4: Heretics! Rival nuns are in the neighborhood.
- 5: There are slavers in the area.
- 6: Road trip to go help elect the new Pope.

How to Play:

Want to do a thing? Roll a d6. Odd, it succeeds. Even, it fails. The higher the number the better or worse the failure.

Who Is Your Patron Saint?

Each nun chooses a patron saint to pray to. Each of these saints is the patron of something different. St Ignatius Pyre for example is the patron saint of burn victims and fire.

If a you face a roll that is in some way tied to your patron saint's area of expertise, you can roll two dice and choose which to take.

Here are some sample saints: St Agnes the Lamé (patron of travelers), St Bruno the Tall (patron of autos), St Helen the Frail (patron of the sick), St Jim the Red (patron of guns).

Your Guardian Angel

Once per game, when you roll a 6, you can change it to a 5 on the spot. The only deal is that is must be a roll to save you from taking damage, or dying. Your angel has saved you.

Boob Machine Guns

When I was making this, several folks said, 'this needs boob machine guns.' So yeah. Once per game you have some sort of boob machine gun. I don't know man, it's just what folks wanted.

Nursing Home Hijinks!

In Nursing Home Hijinks each player takes on the roll of one of the aged inhabitants of *Shady Cyprus Assisted Living Facility, A Preferred Community*. You're old, you have no fucks left to give, and the bastards took away your pudding. It's on.

What Happened.

Shady Cyprus used to be great, until Cyril Linkletter took over. Since then he's made it his mission to crack down on all fun it seems. As the resident scamps, he has a special hate on for y'all. And so he's revoked your puddin privileges. To hell with that. You didn't survive the Great Depression to let a twit like Cyril stand in your way. Your mission: Reclaim your puddin, and get Cyril fired.

Who Are You? Make up your own, or roll:

- | | |
|----------------------|------------------------|
| 1. Charlie, WWII Vet | 4. Eunice, The Knitter |
| 2. Blue Pill Bill | 5. Betty the Beauty |
| 3. Tony the Jokester | 6. Cat Lady Karen |

What Ails You?

- | | |
|--------------------|-------------------|
| 1. Hard of Hearing | 4. Hard of Seeing |
| 2. In a Wheelchair | 5. Use a Walker |
| 3. A little Senile | 6. The Diabetus |

Before You Retired You Were:

- | | |
|----------------|----------------------|
| 1. Blue Collar | 4. White Collar |
| 2. Homemaker | 5. Government Worker |
| 3. Educator | 6. Healthcare worker |

What Contraband Item(s) Do You Have?

- | | |
|----------------------|------------------------|
| 1. Viagra | 4. WWII Bayonet |
| 2. A Flask | 5. Tiny Pet Mouse |
| 3. Cigs with Lighter | 6. Big bag of Worthers |

How To Play

Want to do a thing? Roll a d6. Odd, it succeeds. Even, it fails. The higher the number the better the success or worse the failure.

If the roll could in some way be helped by your previous career, you can roll two dice and choose which to keep. Same goes for your item of contraband. The DM decides if it's relevant.

If you will use 'what ails you' to negatively affect you, the DM can allow you to store an extra d6 for the next roll of your choice.

Mission One: The Pudding

Cyril revoked your pudding privileges over the whole 'lubing his car doors' prank. Prat. You know however that there is all you could ever want in the kitchen. Of course it always has a cook or two in there, and Brenna, the head of the kitchen reeeeeeally doesn't like yall. At least not since the 'Snow Cone' Debacle. So get past the kitchen staff, find the pudding, and figure out how to fix it. Easy peasy. Maybe

Mission Two: Get Cyril Fired

Cyril spends most of his time in his office keeping an eye on the security cameras. He leaves most of the legwork to his chief of security Roderick, who is a bit scary if we are being honest. The guy is creepy quiet, and big as hell. The head of nursing, Karen, is his other main flunky. The whole 'Matrix Pill Swap' Prank really did you guys no favors. Anyway, far as you know Cyril keeps his nose clean, when he isn't keeping it brown for the owners.

Possible Complications:

- | | |
|-------------------------|------------------------|
| 1. Family Visit Day | 4. The Owners Are Here |
| 2. Health Screening Day | 5. Veterans Day |
| 3. It's Flu Season | 6. Christmas |

By Bob McGough

www.talesbybob.com

ROCK NIGHT

You guys are one of **THE GREATEST BANDS** of all time. Your name is...well first off come up with a name. If you have trouble, just pick a cool noun (an animal?) and pair it with an adjective. Cool. Pick a TM (Tour Manager) to run the session.

What kind of band are you. Roll once in each column.

- | | |
|-------------|------------|
| 1- Death | 1- Punk |
| 2- Doom | 2- Jazz |
| 3- Hardcore | 3- Blues |
| 4- Thrash | 4- Rock |
| 5- Stoner | 5- Rap |
| 6- Brutal | 6- Country |

Who are you?

- | | |
|----------------|-------------|
| 1- Guitarist | 4- Vocals |
| 2- Bass Player | 5- Keyboard |
| 3- Drummer | 6- Roadie |

Why did you choose the life of a rockstar?

- | | |
|----------------------|--------------|
| 1- Fame | 4- Sex |
| 2- Parties | 5- The Music |
| 3- Make people happy | 6- Travel |

PRE SHOW. The Tour Bus has just rolled into town. It's been a rough tour, and you just fired your band manager after the last show. You now have four hours to kill before the show. You're hungry, and want to see the sights a little bit. Only, something has happened to throw a wrench in things.

- 1- Your instruments got left at the last show, which is a four hour drive away.
- 2- The tour has cost more than expected...you're broke til tour end.
- 3- A band member's wife/husband is coming in to town to see the show. Must avoid at all cost.
- 4- Turns out you got double booked. The bus is on its last leg, and needs some repairs.
- 5- Ninjas. Or pirates. Sometimes shit just happens. Maybe everyone gets into some bad drugs. Wild card this shit. Get inventive.

THE SHOW. Everyone roll a D6. If you have more successes than failures, the show went well. The TM can add or remove dice from the pool based on

the preshow events. You replenish both rockstar points on a success, or one on a failure.

AFTER PARTY. Shows over, now to see what happens. You should just go to sleep, but that's not very 'greatest band of all time of you.' So fuck that.

If the show was a success:

- 1- Some groupies have snuck onto the tour bus. Only, they aren't what they seem.
- 2- The autograph line has gotten a little out of hand. Maybe a lot. You've lost your clothes.
- 3- Someone back stage had some great acid. Too bad you're tripping so hard you have no idea how to get to the bus. Plus, dragons.
- 4- A rich guy invites you back to his club for an after party.
- 5- Sold out of merch...and folks want more!
- 6- Another, bigger band was in the crowd! They want you to join their tour...if you can hang!

If the show was a failure:

- 1- A well-known critic was in the crowd! Need to change their mind, quick!
- 2- Wow, the crowd is not happy. Cue the riot.
- 3- The venue says they aren't paying up.
- 4- Great, that one bandmate's creepy stalker has shown up. Time to hide!
- 5- Someone robbed the merch booth.
- 6- The tour bus driver fled town to the nearest truck stop up the interstate.

How to do stuff: Want to do a thing? Roll a d6. Odd, it succeeds. Even, it fails. The higher the number the better the success or worse the failure.

Rockstar Points: Every player starts with two Rockstar Points. You can spend them to add or subtract one from a roll. You can also spend one to perfectly play one song, no matter what. You are encouraged to play a full song off YouTube or Spotify or something when you do this. You can regain them by doing rockstar type stuff that fits why you chose to get into the lifestyle. Maybe you jam out with a street musician for the love of music. Maybe you bang a groupie because sex is your motivation. Get crazy with it. Larger than life baby, larger. Than. Life.

By Bob McGough

www.talesbybob.com

RV MAYHEM!

The Background

Not everyone who stays in an RV park is a weirdo. But you sure are. One of those folks who forever lives in an RV park, you are an undisputed master of your tiny square of land. And when things go awry, you know you can't count on the part-timers to fix it!

Who are you?

What's your age? What's your gender? Are you married? Kids? Do they live in the park too?

Roll a d6. You are also (a):

- 1 – Swinger
- 2 – Conspiracy buff
- 3 – Hiding out from someone
- 4 – Fanatical Card Player
- 5 – Heavy Drinker
- 6 – Hippie

What sort of calamity has befallen the park?

- 1 – Natural Disaster
- 2 – Aliens
- 3 – New Park Owners Raising Rent
- 4 – Animals running amok
- 5 – Halloween. Damn trick-o-treaters!
- 6 – Revolution against the government

Where is this park?

- 1 – The beautiful Nevada desert
- 2 – The bayou of Louisiana
- 3 – The mountains of Colorado
- 4 – Near the beach in Florida
- 5 – The deep forests of Maine
- 6 – In the rolling farmland of Kansas

Rules

Here is how you play the game.

How to do stuff

Want to do a thing? Roll a d6. Odd, it succeeds. Even, it fails. The higher the number the better the success or worse the failure.

Weird Points

Anytime you do something weird that really fits your character back ground, you can bank a weird point. The action though must in some way have at least a minor negative effect on you. Weird points can be spent to add or subtract one from any of your rolls.

Park Rival

You have a rival in the park. That one other long term RV inhabitant that you just can't stand. Any time you successfully do something to spite them, you get 1 spite point. You can use that point to add or subtract 1 from ANY roll.

I Have That In The RV!

Once per game, if there is an item you really need, you can say "I have that in the RV," and your character can get it out of their RV. It can be anything non-specific. So you could get a gun, or some golf clubs, but not something like the specific key to a lockbox you don't own. You are strongly encouraged to make up a crazy story for why you have that item.

The Queen

You do own an RV. They are technically mobile. You drove it here all those years ago after all. Hell, it might even still drive. If ever you want to take it for a spin, roll a d6. On a 5 or 6 it cranks. If it fails you must spend at least 1 hour working on it to be allowed to reroll. Otherwise you just have to use the bicycle that you use to get around the park.

Space Truckers!

You are a stars-damned **Space Trucker**. The only reason stuff gets between planets is because of folks like you, folks not afraid to stomp mudholes in anyone trying to slow you down. You travel in convoys from planet to planet, station to station, hauling dozen of magnetized cargo pods with your custom Star-Hauler.

What Even Are You?

You can be human of course. But it's a whole big wide universe out there. If you choose to be a human, well, that's a little lame but have at it. If you decide to get wild with it though, create yourself an alien race. Come up with one positive perk (like extra arms, being able to breath underwater, etc) and one negative perk (needs to sleep a lot, bad vision, etc.)

Your Star-Hauler

First off, your rig has to have a killer paint job. All Star-Haulers have them. You need to describe it in detail. Get dramatic.

So your rig has some BDLs (big damn lasers) for defense. Pirates man. But its also got some sort of rad after market upgrade. Figure out (with your DM's permission) some cool upgrade.

Signature Item

You've been everywhere, fought everything, and lived to loot the bodies. You have some kickass item, with some kick ass ability. Maybe it's belt buckle with a teleporter, or a ring gun with the power of a BDL. Get creative, you get to be the only one with it.

What Are You Good At?

Driving a Star-Hauler, and shooting BDLs of course. But what else? Pick three things **You Are Really Good At**. Is it playing cards? Are you really good with computers? Sneaking around? You can also spend one of these slots to have a small personal robot that helps out on your rig. You better give it a name.

How to Play:

Want to do a thing? Roll a d6. Odd, it succeeds. Even, it fails. The higher the number the better the success or worse the failure.

If it is something **You Are Really Good At**, then you roll two dice and choose which one to take.

If you ever get into a situation that mirrors the killer paint job on your Star-Hauler, you can ask the DM to allow you to store a re-roll for a rainy day.

DM Stuff

Need some help with what do? Here's some stuff to roll to help make something up on the fly:

What's in the area?

- | | |
|---------------------|-----------------------|
| 1: Space Station | 3: Black Hole |
| 2: Inhabited Planet | 4. Uninhabited Planet |
| 3: Ship Graveyard | 6: Asteroid Belt |

What's Happening?

- | | |
|--------------------|-------------------------------|
| 1: Pirates! | 4: First Contact! |
| 2: War! | 5: Colony Lost Signal! |
| 3: Trucker Strike! | 6: Star Static...You're Lost! |

What Is A Given Space Trucker Hauling?

- | | |
|----------------------|-------------------|
| 1: Food | 4. Luxury Items |
| 2: Machinery | 5. Computer Stuff |
| 3: Military Hardware | 6. Retail Goods |

Random Events

- | | |
|-------------------|------------------|
| 1: Engine Failure | 4. S.O.S. Signal |
| 2: Meteor Strike | 5. Bar Fight |
| 3: Blockade | 6. Space Cop |

The Cats of UlthaRPG

First, you should go read the story, **The Cats of Ulthar** by H.P. Lovecraft. Its free to read on the internet. Go go.

Back? Cool. You're gonna be playing the role of the cats.

What Color Cat Are You?

- | | |
|-------------|------------|
| 1 - Black | 4 - Yellow |
| 2 - Gray | 5 - White |
| 3 - Striped | 6 - Choose |

On a scale of 1-6 how chunky are you?

1 is a slim, sleek cat, while a 6 would be a 30-pound fluffer. Your average cat is about a 3.

How many lives do you have left?

Roll a d6 and subtract that number from 9. Sadly, kitties are not super durable. Anytime you would take a significant amount of damage, you lose 1 life. If you run out of lives you become a ghost cat. You can't physically effect the game, but you can still talk with your cat friends.

What Role in Cat Society do you play?

Roll a d6, or each person pick a different roll.

1 – Hunter Cat. You are an expert at catching mice, and all other manner of tasty rodents.

2 – Scaredy Cat! You've seen things man, terrible, eldritch things. You're reeeal fast.

3 – Alley Cat! You're a scrapper, through and through. Probably missing part of an ear.

4 – Kitten! You're a kitten, and thus smaller and more compact than others. Also much cuter.

5 – Friendly Cat! You like people, or at least don't treat them quite as inferior as the rest of your people. They like you back too.

6 – Spooky Cat! Ever see a cat just stare at 'nothing?' Spoiler, it's not nothing, and you can see it.

What Happened?

Those damn old people killed that wanderer kids kitten. The wander kid then did a spell, and wouldn't you know it, now you can all talk to each other. Time to get revenge for all the harm those old people have done to your kind.

The Cotters

They are an older couple, in their late 60's, who live on the edge of town. They live in a small home at the back of an overgrown lot. Folks tend to avoid their house, but still, you don't want to be seen. You've been told by older, wiser cats that there are a number of cat traps in the yard. There are also rumors about what the Cotters have been using the cats they kill for, rumors of eldritch magics being summoned and used for fell purposes.

Cat Magic

On this special night you cats have been given a sort of magic. If you all focus together, and walk in a circle yowling your fell intent, you can make magical things happen. You won't be calling down lightning, but you might unlock a door. This is pretty noticeable to do, and requires everyone acting together. If the players don't all yowl in unison for at least 5 seconds the spell doesn't work.

How to do stuff

Want to do a thing? Roll a d6. Odd, it succeeds. Even, it fails. The higher the number the better the success or worse the failure.

If what you are trying to do matches your Role in Cat Society, you can roll 2 d6 and choose which one you take.

"Large and small, black, grey, striped, yellow, and white, none was missing. Very sleek and fat did the cats appear, and sonorous with purring content." – The Cats of Ulthar, H.P. Lovecraft

The Cold North

For the Players:

You and your friends decided to take a camping trip in Alaska, way up north. Even though it's spring, it's still very cold, and there is still a ton of snow on the ground. Even worse, the small plane flying you out to your destination has crashed. One of you can be the pilot if you want.

Are you injured? Roll a d6:

- 1,2 – You are unhurt
- 3,4 – You break a leg
- 5-6 – You break an arm.

What did you manage to recover? Roll a D6:

- 1- A rifle, with 2d6 bullets
- 2- A knife
- 3- A tent (holds 2)
- 4- A compass
- 5- 50 ft of rope
- 6- First aid kit

You also have 1d6 days' worth of food.

Getting home:

You are at least two weeks walk from the nearest town, in rough, mountainous terrain. You don't have enough food to last you until you get there either. There may be a smaller settlement, or Inuit village closer, but your map doesn't show it.

You are going to spend your time telling the DM (disaster master) what you do with each of your days. He will be keeping track of how far you get, and rolling to see what sort of catastrophes arise.

Want to do things?

Roll a d6. **Odds** it succeeds, **evens** it fails. The higher the number, the better or worse it succeeds/fails

Running out of Food:

Each day a player goes without food, add 1 starvation point. If a player gets to 10, they are too weak to travel on. 2 rations can remove 1 starvation point.

For the record, a human body is worth 8 days of rations.

Good luck.

For the DM:

It is 14 days walk to civilization. For every broken leg, add 2 days. For every broken arm, subtract 1d6-1 days of rations from the entire group's total. Add 1 day travel without a compass. Every two days the party goes without food, add one day of travel time.

For each day of travel, roll 2d6. You can reroll as you feel needed. You have to reroll if you roll the same result two days in a row.

2- Stormed in. No travel is possible today. If they don't have enough tents, double ration intake for the day.

3- Bear attack. A grizzly protecting her cubs attacks the party.

4- Find an abandoned hut. Inside is 1d6 bullets, and 1d6 rations.

5- Ravine. Add a day of travel, unless they figure a way across (impossible without rope).

6- Find an Indian Burial ground. There are knives to be found.

7- Something snuck into the packs last night and ate 1d6 rations. Maybe it was one of the party?

8- They hear the sound of a plane in the distance.

9- Avalanche. Items will be lost. Maybe people.

10- A wolf pack is stalking them. 1d6 wolves.

11- They come to a wide river. The water is icy.

12- They stumble into a patch of spring berries. You find enough to feed you for the day.

Hunting: Each day they can spend one bullet to roll a d6.

- 1- Miss
- 2- Wounded, but escaped
- 3- Rabbit (1 ration)
- 4- Fox (2 rations)
- 5- Goat (4 Rations)
- 6- Deer (8 rations)

Wendigo: There are rumors that the Wendigo stalks the cold north. For those who want to play with a potential supernatural streak, add the optional 'Wendigo Rules.'

Wendigo Expansion for Cold North

Legend has it that the Wendigo stalks the cold north. A spirit of hunger, it is said to lead men to cannibalism. If the party is unlucky, this spirit may set its sights upon them, leading them to ruin.

How to Awaken the Wendigo.

The wendigo is awakened by either rolling or selecting the Indian Burial ground roll. The players having this brush with the remains of the original inhabitants of the area draws the eye of the spirit, and it sets out to follow them.

The Wendigo Strikes.

The party isn't weak enough to be stuck by the spirit until hunger has fully set in. With the issuance of the first starvation point, the Wendigo can strike. If multiple people are issued a starvation point at the same time, the Wendigo can choose who to possess.

Once a person has been invested with the Wendigo, the spirit does not reveal itself at first, not even to its host. Instead it subtly tries to influence its host to acquire food by any means. Inform the player of this fact. Something along the lines of "You feel hungry all the time. It's the only thing you can think about, and you can tell its bothering you more than the rest."

Anytime from this point on they come into contact with food, they roll a d6. On an even roll, they are able to act rationally. On an odd roll, they do whatever they can to get as much of the food as possible, without resorting to actual violence.

Once the host has 3 starvation tokens, it now takes 3 rations to remove a token. They will also resort to non-lethal violence to acquire food if they fail their roll.

At 6 tokens, the spirit reveals itself to its host, constantly whispering to it, goading it to attack

the others. If they can get another party member alone, they will try to attack. If they succeed, they will happily eat their former friend. Eating a human though just adds 2 starvation tokens, instead of healing any.

If the person gets to 10 tokens, the Wendigo takes full control. It becomes harder to kill, able to soak up damage. Antlers begin to sprout from the hosts head. Its fingers begin to turn into claws. There is no coming back from this point, only death can save them now.



The ColouRPG Out of Space

For the Player:

Something strange has happened out at Nahum Gardner's farm. His closest neighbor, Ammi Pierce, has come into Arkham looking for folks to go with him out there and investigate just what happened. He claims that Nahum is dead, as is the rest of the family, but his tale is too crazy to be believed.

Who are you?

One of you can be Ammi Pierce, a farmer who is a friend of the family. Another can be the Medical Examiner, or a Veterinarian. The rest of the member should be made up of policemen. Together you have piled into a pair of carriages and headed out into the rural countryside, down a road the country folk have all but abandoned, as it passes too near to Nahum's home.

Describe yourself.

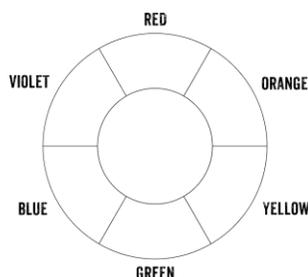
Describe in detail what you are wearing, and the items you are carrying. Pay close attention to what color they are. Be sure to write this all down. You can have anything your DM allows.

How to play.

Want to do a thing? Roll a d6. Odd, it succeeds. Even, it fails. The higher the number the better the success or worse the failure.

The blasted heath is mostly grays and browns. There is not a lot of color to be found, it is as though much of the life has been leeches from the area. But if there is color, something may happen when you interact with it.

Consult this color wheel:



If something you are using to do an action is a complementary color to the thing you are trying to act on (adjacent to the color on the wheel) you can roll 2 dice and choose which to keep.

If it is opposite in color on the wheel from what you are using to do a task, then you must roll 2 dice and take the worst roll.

For the GM only:

First, you really need to go read the Colour Out of Space. No really. Once you are done, you should be able to run what happens next. Have the players investigate what happened. If no one is playing Ammi, maybe you should run him as an NPC. He has good information.

The players need to find all the bodies, investigate what happened to all the family, and try to piece it all together. All before their excursion down the well triggers the climatic 'blow up.'

Feel free to change the story to fit your needs. If they players do not get far enough away before the explosion, feel free to have them suffer terrible consequences.

Feel free to have one of the members get possessed, at least to some degree, but the Colour. Or have the Colour do something strange, like animate a body, or use the trees to attack in some way.

Use the text to set the tone, but you are not married to it. You'll pretty much get only one shot with this group to run this, so make it as fun for them as possible. Creepy, spooky, and fun.

Description is very important, both in setting the tone and building the atmosphere, but also because of the dice rolling mechanics. Use bright colors to draw them towards clues, or traps. Make the risk/reward as real as possible, and they will love you for it.

The Escape from Innsmouth

You are a resident of Innsmouth, and fully privy to its terrifying secrets. If you haven't go read the story *'The Shadow Over Innsmouth.'* It is February 1928, and the night the Federal Government has decided to raid your town.'

Who Are You?

What is your name? What is your job? Do you have a hobby? Figure that out. Perhaps you are an initiate at the Temple of the Esoteric Order of Dagon? Maybe you work on the docks? Are you a grandchild of Obed Marsh? Perhaps you were a sailor? Where you policeman? At least one of you should be a member of the temple clergy it is recommended.

How Deep Are You?

All have the taint of the Deep Ones. How strong is it in you?

1 – You are ready to return to the sea. There is no way you can pass as human. The water is as easy for you as land is for humans. You can breathe underwater. You are fluent in Deep Speak.

2 – You are more fish than man at this point. You can't pass for human, but you aren't hopeless on land either. Your leathery skin is harder to hurt. You can speak a little Deep Speak.

3 – The taint grows strong in you. You can only pass for human with careful costuming, but you are not so far gone as to be caught out from a distance.

4 – You have the strange, hitching walk of an Innsmouther. You move a little slower on land, but a bit faster in water. You can understand, but not speak Deep.

5 – You have a bit of the 'Innsmouth Look.' Anyone who knows what to look for will see it.

6 – The taint has yet to show itself within you. You look like a perfectly normal human. You can't even understand the speech of the Deep.

You Have Some Sort Of Useful Item

- | | |
|----------------------|---------------------|
| 1 – A pistol | 4 – A knife |
| 2 – A flashlight | 5 – A bicycle |
| 3 – A sigil of Dagon | 6 - A piece of gold |

It Has Begun

You and your party members happen to be on a street corner when word comes that the streets out of town have been blocked off, and that Government agents are starting to flood into the town. They are going door to door it's said, arresting anyone they find. You've decided to help each other escape the city.

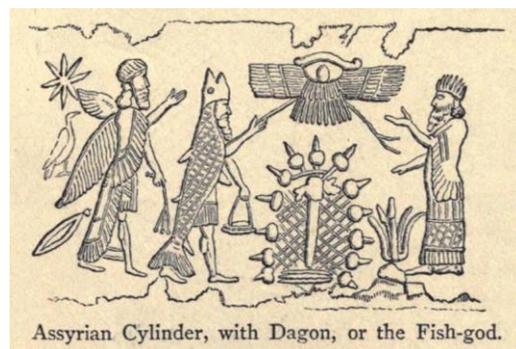
Broadly speaking, there are three ways out of the city: by getting to the ocean and either stealing a boat or diving in; finding a way past the roadblocks and heading out into the land around the town, or possibly by retreating to the temple and using the spellbooks there to try and open a portal elsewhere. All have their risks.

How To Do Things

Want to do a thing? Roll a d6. Odd, it succeeds. Even, it fails. The higher the number the better the success or worse the failure.

If you are in the water, and rolled a 1,2, or 3 to see how tainted you are, you can roll two dice and take your pick.

If you rolled 4, 5, or 6 to see how tainted you are and if the roll comes to trying to pass as a normal human you can roll two dice and take your pick.



Assyrian Cylinder, with Dagon, or the Fish-god.

The Skyship Calls!

In **The Skyship Calls!** you play as the crew of a steampunk airship. Will you be pirates? Heroes? Merchants? In a fantasy steampunk world such as this, not even the sky is the limit! These skyships are small enough to be crewed by a few hardy souls, and are mostly made of wood. At the heart of each is a magical lift stone, which allows them to fly. They also have sails.

What Is Your Role?

- | | |
|----------------------|-------------|
| 1: Captain | 2: Sailor |
| 3: Bladejack/Gunjack | 4: Cook |
| 5: Ships Mage | 6: Helmsman |

What Race Are You?

- 1: Human: Regain 2 pts a day
- 2: Orc: Start with 12 adventure points.
- 3: Dwarf: Ignore 1st pt of damage/day
- 4: Gnome: Roll twice on the item list
- 5: Elf: Cast one free 1pt spell per day
- 6: Choose

What Steampunk Item Do You Have?

- | | |
|-----------------------|----------------------|
| 1: A Fine Pocketwatch | 2: A Fine Pistol |
| 3: Binoculars | 4: Cool Goggles |
| 5: A Mechanical Limb | 6: Collapsible Blade |

Ships mage? What is your school?

- | | |
|------------|-----------|
| 1: Water | 2: Fire |
| 3: Air | 4: Earth |
| 5: Healing | 6: Choose |

What Is Your Motivation?

- | | |
|-----------|---------------|
| 1: Fame | 2: Debauchery |
| 3: Wealth | 4: Friendship |
| 5: Love | 6: Fear |

How To Play

You start the game with 10 adventure points. These represent your hit points, but also your luck, your sense of adventure, and general panache. If you ever reach zero it means you have died or become so dull that you make a poor crewman for a Steampunk Skyship.

How To Do Things

Want to do a thing? Roll a d6. Odd, it succeeds. Even, it fails. The higher the number the better the success or worse the failure. If the roll is related to your role, items, or motivation you can roll two dice and choose which to take.

You can spend an adventure point to change any dice roll (not just your own), by 1. You can also spend an adventure point to have a needed item be on hand, or change the scene in some small, helpful way.

You can regain points taken as damage from healing spells, or at a rate of 1 per in game day. Points lost by being spent, or other, non-damage ways, can be regained at a rate of 1 each time you accomplish something that fits your motivation.

Mages use adventure points to cast their spells. Each point spent can have up to 3 points of effect. As in a healing spell of one point can heal 3 points of damage. A fire spell of 2 points could fling out six small fireballs. An earth spell of 1 point could summon up 3 small clay golems. They regain 1 spent point whenever they spend an hour focused on their element. Healers 'element' is meditating on their own bodies.

Ships Pet

Each ship has a pet. Most often it's a cat. But it can be anything from an iguana to a mechanical octopus. Losing this pet is considered terrible luck. So bad in fact that any crew without a pet loses 2 points each until its recovered.

By Bob McGough

www.talesbybob.com

The Woods Perilous! DM Information

This sheet is for the DM running a game of The Woods Perilous! and is filled with quest and encounter ideas.

The Green Knight

Read a quick summary of Gawain and the Green Knight. Of late the Green Knight has been returning to Camelot, and taking the heads of knights, instead of just testing them. He must be stopped, but how do you stop a man who can be beheaded, and then just pick up his head?

The Fisher King

Someone claims to have spotted a lake with an old man fishing from a boat. A castle no one knows was also seen nearby. Could this be the Fisher King, the guardian of the Grail?

The Questing Beast

The Pellinore family has come to Camelot, and informed the King that instead of forever fleeing, the Questing Beast has begun to take peasants as prey. It has even killed one of the Knights chasing it. This will be a tricky beast to find, and is a powerful fighter.

The Vale of No Return

Knights have been going missing in surprising numbers. In truth, Morgana la Fey has been entrapping those whose sin is Lust in her forest kingdom.

Twrch Trwyth

The great boar Twrch Trwyth has been sighted in the forest. Larger than a horse, and bearing poisonous spines he will be a fearsome foe to hunt down.

The Black Knight

The group comes upon a bridge guarded by a knight in jet black armor. A fearsome foe, he has claimed the shields of dozens of knights he has defeated, and they hang in a nearby tree. He refuses to let anyone pass unless defeated.

The Lady of the Lake

The Lady of the Lake has sent a messenger to Camelot. Dark creatures have begun to infest her lake and are even now trying to hunt her down and kill her.

The Lady and the Jester

The group comes upon a noble lady being led around on a leash by a court jester, who treats her most cruelly. But the Jester claims it is her fitting punishment for her crimes against the king, she claims she has been stolen against her will.

Merlin Slumbers

The party find Merlin the Wizard asleep beneath a tree. Nothing they do can seem to wake him.

Modred's Round

Arthur's evil nephew, Modred, has made his home in Paimpont. He is building an army to overthrow his uncle and claim the realm for his own. As part of this, he has put out a call to build his own Dark Knights of the Round, asking knights to come join his cause. The forest grows full of these evil men.

The Kidnapping

Maleagant has stolen Guinevere right out from Camelot. The king is mad with grief and has sent forth all his knights to try and find some word of where she might be hid.

Henge

The giant Henge has taken up residence in the forest. Tall as a castle's tower, straight up combat is unlikely to defeat this monster.

The Abbey

The Abbey of St Gemaine the Bold has come under attack by fell creatures from the wood, and its Abbess Lorn has sent a cry for help to Camelot.

By Bob McGough

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The Woods Perilous!

In **The Woods Perilous!** you play as members of King Arthurs Court, questing into Paimpont Forest. Once a joyous place where knights quested alone in search of honor, it has grown dark under the influence of Mordred. Now groups of Arthurs Court travel into its shadowed depths, trying to free the land of its dark curse.

Who Are You?

- 1: Knight of the Round 2: A Man at Arms
3: A Knight Errant 4: Royal Huntsman
5: A Grail Knight 6: A Squire

What Knightly Virtue Do You Hold Highest?

- 1: Courage 2: Justice
3: Mercy 4: Faith
5: Faith 6: Hope

Which Deadly Sin Is Your Weakness?

- 1: Wrath 2: Lust
3: Gluttony 4: Envy
5: Pride 6: Greed

What Is Your Non-Martial Strength?

- 1: You are a poet 2: Falconry
3: Horsemanship 4: Dancing
5: Skill with the lute 6: Hunting

Answer These Questions:

To what lady (or lord) do you love and most honor?

For what act are you seeking penance by going into the forest?

What does your shield heraldry look like, and what did you do to earn it?

What do you most fear?

How To Play.

You have 10 Hit/Chivalry Points. At any point that you take damage, lose one point. At any point that you indulge in your sin, you lose one point, but may bank one reroll of the dice for future use. If at any point you reach zero points, you are no longer considered playable: you have given into the corruption of the forest, or been slain by it.

You can regain points by performing acts that match your preferred virtue. You may never rise above 10 points however.

Want to do a thing? Roll a d6. Odd, it succeeds. Even, it fails. The higher the number the better the success or worse the failure.

If the roll concerns something related to your non-martial strength, your lady/lord love, or your heraldry, you can roll two dice and choose which to take.

If faced with an opportunity to indulge in your sin, if you wish to resist, roll 2d6. If roll under your Hit /Chivalry Point total, you succeed. Higher and you must indulge.

If your sin would help you succeed in a roll, you can change the roll of the dice to a 5, at the cost of 1 Hit/Chivalry Point.

The Forest has a way of summoning adventurers greatest fears. If faced with such, you must always roll 2d6 and take the lowest with rolls to defeat said fear. Once defeated though, that fear no longer holds sway, and you gain 1 Hit/Chivalry Point.

For combat, a single roll deals 1,3, or 5 damage if successful (equal to the dice roll) to the creature being attacked. A failed roll deals 1 damage to the player.

Good Luck. May the Lady of the Lake favor you.

Three Octopuses In A Trench Coat

In **Three Octopuses In A Trench Coat** you each will play as one of three octopuses breaking out of the lab aquarium you are in, and trying to make a break for freedom. You think maybe they have been experimenting on you, and you'll be damned if you let anyone do that to you without your permission. Oh hey, someone left their trench coat over on that coat rack...

About You

You are playing either Top, Middle, or Bottom. Stat wise you are all the same. Bottom is a little fatter, but not much. Middle has slightly longer tentacles, but only a little. Top looks the most like a human face, but really that's not very much at all. Each of you are about the size of 1/3rd of a small adult human.

Disadvantages:

Well, you can't talk. Not out loud. You three are special though and can communicate with each other telepathically. Must be the result of those experiments.

Also, you look like an octopus. If anyone sees you, and figures that out, well then you are going back in the tank, game over probably.

Advantages:

Squeeze: You can squeeze into things you wouldn't think you could. Like under a lot of doors, or through pretty small cracks. It can take a little time if its real small, but still, pretty cool.

Camouflage: Your skin is crazy good at changing color to blend in. This is your main defense if you are ever out of your trench coat. Rolls to hide while cranking up the camo roll two dice and get to choose which to take.

Ink: If you are spotted, or just feeling froggy I guess, you can squirt out a cloud of ink. In water its pretty crazy. On land its more like breaking a pen and slinging the ink around. Dramatic, but not super effective. Still, maybe you will get

them in the eye. You have maybe two good squirts in you. Three if you squeeze hard.

Detach a limb: If things get real bad, you can detach a limb as a distraction. It doesn't hurt, but it's not great. But the cool thing is, your arm will just keep crawling, avoiding things that hurt.

Venom: If it gets really, really bad, you can bite someone. You have some venom. It won't kill, but it will temporarily paralyze them. But when they can move again (in about half an hour) they are going to be PISSED.

How To Play

If all three of you are currently in the trench coat, then the middle octopus rolls a d6. Then the other two will roll. So long as their numbers match or are within 1 number of the middle octopuses's roll, then you have succeeded. If one roll is not, then it's a partial failure, if both are not, then it's a total failure. If one roll is an exact match it's a good success, if both match it's an incredible success.

Examples: Middle rolls a 3. Top rolls a 4, and Bottom rolls a 2. This is a success.

Middle rolls a 5. Top rolls a 6, Bottom rolls a 2. This is a partial failure. Get it together Bottom.

Middle rolls a 1. Top rolls a 6, Bottom rolls a 1. This is a good success.

If you are outside of the trench coat, then you are operating solo. Want to do a thing? Roll a d6. Odd, it succeeds. Even, it fails. The higher the number the better the success or worse the failure.

If you are in your trench coat, most folks won't notice you aren't human, unless you fail a roll.

Octopuses/Octopi/Octopoids

Octopi is incorrect. Trust me. Go look it up. The other two are right, but Octopoids makes you sound like a douche canoe.

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Valhalla Corp

In Valhalla Corp you play as Vikings dealing with a zombie outbreak. Ragnarök has come, and Hel has opened her gates. Get ready.

What Keeps You Fighting?

- 1: Fear. 2: Glory.
- 3: Rage. 4: Love.
- 5: Honor. 6: Choose.

What Is Your Strongest Bond?

Is it your lord? Your wife? Your child? Your battle brother? Your land? Your ship?

What Is Your Class?

- 1-2: Thrall. Slaves.
- 3-4: Karl. Freeman.
- 5-6: Jarl. Aristocracy.

Don't worry, Ragnarök makes equals of us all, in the eyes of Odin.

What Items Do You Have?

- 1: Fishing gear. 2: Sling and stones.
- 3: Bow and 10 arrows. 4: Chess set.
- 5: A fine, warm cloak. 6: A Holy Symbol

You also have a spear, a shield, a chain shirt, and 1d6 days of food. Thralls also have a common tool. Karls have an axe. Jarls also have a helm and sword.

What Will You Do?

Seek out a Volva, a seeress, and ask her for what aid the gods might offer?

Try and find a ship, and seek lands free of this plague? Perhaps Iceland, or Greenland?

Fight unto the last man? Seek to win the glory of Valhalla, or purge this land of evil?

Take this chance to drive out the cursed Christians from this land?

How To Play

Want to do a thing? Roll a d6. Odd, it succeeds. Even, it fails. The higher the number the better the success or worse the failure.

If your roll is related to what keeps you fighting, your bond, or some item you have, then you may roll two dice and choose which to use.

For combat, a single roll deals 1,3, or 5 damage if successful (equal to the dice roll) to the creature being attacked. A failed roll deals 1 damage to the player.

If ever you take damage, roll 2d6. If they are doubles you go berserk, and all your successful attacks deal 3 damage until the end of combat, and you can only be wounded on a six.

You are far faster, stronger, and more agile than these cursed servants of Hel. As such, combat is not much of a danger, most times. So long as you are not surprised, or outnumbered more than two to one, you will only be wounded on a roll of six. Otherwise roll as normal. The dead have 3hp.

If you take any damage from one of the risen dead, then roll. Odds its but a wound from its claws, you will heal rightly enough. On a roll of even though, it has bitten you. You will die, and become one of them. Roll a d6:

1-2: You can make it two full days.

3-4: You have a day.

5-6: You will survive 1d6 hours.

You have a 10 hit points and 10 morale points. You can heal 1 hit point lost per day, so long as you have food. Every time you fail a roll, roll 2d6. If you roll equal to or over your current morale total, you lose 1 morale. Every day you do not have food, lose 1 morale. Every two days lose 1 hit point. If your hit points, or morale reach zero, you die/become unplayable. You can only regain morale by making a grand action in defense of your Bond. Even then, it will be minimal gains.

Bob McGough

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A Dark Hunt In Black Winter

Set in the 1840's in the Canadian frontier wilderness, in this game the players each have a dark secret, which will come to haunt them.

In Black Winter

This winter has been harder, fiercer than any you can remember. You haven't seen any game in days, and your stores grow ever smaller. You saw a wolf a week ago, so skinny it might well have been a walking skeleton. Hard times call for hard measures though, and you will be damned if you let this winter get the best of you.

As though you weren't already damned.

Who Are You?

You live in the deep woods, far away from civilization. Each player is a hermit, a trapper, a prospector, a hunter, or the like in a remote portion of the Canadian wilderness. You have come together at one of your cabins to try and ride out the worst of the winter together. The thought being to pool resources, to better survive. A storm is coming, you can taste it on the biting wind, and this is no time to be abroad.

You Have Done A Terrible Thing

Hard times call for hard measures. You have only made it this long during this black winter by doing something secret, something dark, something terrible. Did you kill a man for his food? Steal from a hungry child? Take out your anger on lonely widow woman? Whatever it was, it ended in death for someone, either directly by your hands, or in a round about way like starvation, or freezing to death in a storm.

The Howl of the Hunt

You all know what wolves sound like. Those are no wolves. Instantly the legends of the Dark Hunt, the Wild Hunt come flooding into your minds. A terror fills you as you sense it is coming for you. You try to fight it as long as you can, but soon you are all fleeing into the ebon night.

What Do You Have?

You scooped up your rifle, and 2d6 shots as you fled. You also grabbed ONE other item. What is it? A blanket? Snow shoes? Lantern? Extra shot? Flint and steel? This is all that you carry with you.

Run Til Dawn

You know the legends. If you can make it til dawn, you will live. It can't be more than five hours away. Are the howls getting closer? Or...maybe the Hunt has not come for you after all. Maybe it has come for one of the others...

How To Play

Want to do a thing? Roll a d6. Odd, it succeeds. Even, it fails. The higher the number the better the success or worse the failure. If an item you have with you would help, you can roll d26 and choose which roll to take. For combat, a single roll deals 1,3, or 5 damage if successful (equal to the dice roll) to the creature being attacked, or 2 damage to the player if it fails. You have 10 hit points, and cannot heal.

For The DM's Eyes Only (No Peeking!)

The Hunt is after one of the players. You should roll in secret to establish which one. The huntmaster is the person who died from the players Terrible Thing. They seek vengeance and have a host of spectral wolves to command. The Hunt cannot be killed. If they catch up, the players will die. At best, the wolves can be 'dismissed' but they return in a few minutes.

Things to challenge the players with: trying to find their way in the dark, surviving the cold and the coming storm, actual starving wolves, a bear filled cave, trees bursting from the cold. Should the player the Hunt is after be killed by another player, then the Hunt will shift to them. Every time the players fail a roll the Hunt gets closer. At ten failures, the Hunt has caught up. Each major challenge overcome moves the clock forward one hour closer to dawn. 5 Hours to go.

By Bob McGough

www.talesbybob.com

The Beast of Gévaudan

In **The Beast of Gévaudan** you play as those brave souls trying to hunt down the monster that has been tormenting your region of France for the past year (1764). This beast has already killed dozens, feasting on many, with no success at hunting it down. Is it a wolf? A loup garou? A ghost? A creature of the night? No one knows, but it seems to be able to shrug off bullets.

Who Are You?

1: Jean Louis, a farmer. Poor rifle, mule, local contacts. **DAUGHTER**.

2: Paul Chastaun, a huntsman. Decent rifle, hound, knowledge of the woods. **HOUND**.

3: Victor LaFrange, a soldier. Good rifle, bayonet, knowledge of tactics. **WIFE**.

4: Friar Adam, a Swiss priest. Religious contacts, Bible, halberd. **CONGREGATION**.

5: Simon Luc, an old physician. Doctors kit, pistol, horse. **GRANDCHILD**.

6: Hans Beltran, a German naturalist. Knowledge of nature, good rifle, horse. **MISTRESS**.

If none of these suit you, create a character of your own devising with your DM's permission. Give them three items or knowledges that fit their theme. Give them something that ties them to the region, their **Tie that Binds** (the word in bold).

How to Play

Want to do a thing? Roll a d6. Odd, it succeeds. Even, it fails. The higher the number the better the success or worse the failure. If an item or knowledge that you have would help, you may roll two dice and choose which roll to take.

The game is played by going on Hunt each day until the beast is slain. To initiate a Hunt, tell your DM you are ready, and would like to begin. He will then make some rolls to determine the conditions of the Hunt. Then roleplay it out.

What is the weather?

- | | |
|----------------|------------------|
| 1: Foggy | 2: Raining |
| 3: Snowing | 4: Good Weather. |
| 5: Heavy Storm | 6: Good Weather. |

Where was the beast spotted?

- | | |
|----------------------------|----------------------|
| 1: Near some ruins. | 2: Near a farmstead. |
| 3: Outskirts of a village. | 4: The deep forest. |
| 5: Near a river. | 6: In the hills. |

A complication.

- | | |
|----------------------------|--------------------------|
| 1: They find bandits. | 2: It is night. |
| 3: There is a wolf pack. | 4: It's crossed a river. |
| 5: They find a fresh kill. | 6: They lose the trail. |

Will they spot the beast this Hunt?

1-3 Yes, 4-6 No.

You have 10 hit points and 10 morale points at the start of the game. If either reach zero, you die. Any hit points lost may be regained at a rate of 1/day. They may also be restored with a successful healing roll from a Doctors Kit (healing points equal to the roll). Morale points may be restored at a rate of 2/visit to your **Tie that Binds**. You may visit your **Tie that Binds** 1/week, or anytime you all agree to not Hunt for a day.

If a hunt fails to even find the beast, roll two d6. If doubles are rolled, someone's Tie that Binds is slain by the beast. Roll off to see who (lowest roll loses, reroll ties).

You lose a morale point anytime you encounter the beast but it gets away. You lose 2 points if you know that you wounded it, but it still escapes.

For combat, a single roll deals 1,3, or 5 damage if successful (equal to the dice roll) to the creature being attacked. A failed roll deals 2 damage to the player.

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Candlelight

Each player needs to get a candle. What kind doesn't matter, it can smell good, it can be pretty colors, whatever. It just needs to be able to burn for a good chunk of time.

At the start of the game light your candles, then cut off the lights. All the lights. Get it dark and creepy. DM (Darkness Master), go to youtube or something and play some creepy cello music in the background. Make it spooky.

The Setting.

Arnhold was the crown city of the Duchy of Elik. A city with high walls, plentiful guards, and a bustling merchant quarter. An ideal place to raise a family.

Only, when night fell a week ago, the Things came with it. Are they ghosts? Monsters? Demons? No one knows for sure, because they leave no survivors. And the sun hasn't risen for days, and the darkness lingers strong.

The city has gone to ruin and chaos faster than you would have thought, but there is nothing for it now. You and your friends and family are going to try and leave the city. Your only protection against the creatures, whatever they may be, are your torches and candles. They won't come into the light.

Pray they don't go out.

Who are you?

1. A merchant. You have a sack full of gold coins.
2. A guardsman. You have some armor, a spear, and a shield.
3. A child. You can fit in places others can't.
4. A thief. You excel at moving unheard and unseen.

5. A cleric. Your powers have stopped working, but your faith is strong.
6. A crone. At times you may get glimpses of the future.

Besides fleeing the city, what motivates you?

1. Trying to find a missing loved one.
2. Gathering riches to start a new life.
3. Revenge against the creatures.
4. Seeking a family heirloom.
5. A chance to settle an old score.
6. God is dead, all hail the new gods.

How to play:

If you would like to do something, that is in anyway difficult, you roll a d6. On a 1, 2, or 3 it fails. On a 4, 5, or 6 it succeeds.

If you roll a one, blow out your candle. When it is your turn again, roll. On a 1, the creatures have gotten you. On a 6, you can relight your candle. If you roll a 2-5 when it becomes your turn again, roll again. On a 1 or 2, the creatures have gotten you. On a 5 or 6 you relight the candle. On a 3 or 4 roll again on your turn. If you succeed, relight your candle. If you fail, you have been dragged into the darkness by the creatures.

You can blow out your candle to automatically succeed on a roll. Then roll to try and relight it as normal.

You can also blow out your candle and make no effort to relight the candle to save the life of another.



Bonus Content for the Dm of Candlelight

This page should be read by the DM, and ideally not by the players. Though if a player reads it, it's not the end of the world by any means. Probably not at least.

About the City

Large parts of the city have been destroyed, either by fire, man, or monster. Ruined buildings are common, as are the occasional small fire (which almost always has a human or two huddled near it).

The people who are left are a mixed bag. Many are visibly insane, while others are just as mad but hide it well. There are looters, murderers, and rogue guards roaming around. Some are taking riches. Others, slaves.

There are only two organized forces in the city. Operating out of his mansion on Crow Hill is the Marquis Langeville with his men-at-arms. They are trying to keep a semblance of society alive, orderly and peaceable, in order to keep the torches burning.

Down in the Burrows, the poorest area of town, are the Four Knuckles, the last surviving thieves guild. Working out of an abandoned warehouse they are systematically looting the city.

There are sewers, but anyone who spends more than an hour within them vanishes. It's not clear if it's the monsters that get them.

Some people say they have seen strange, crackling blue lights atop the Wizard Crosiius' tower. None have gone within to see if he is still alive.

Finally the gates have all been sealed. It's not clear by who, but those who try to force them open tend to vanish. Anyone trying to escape the city has to either climb the wall, or brave the sewers.

What are the Creatures?

No one knows for sure, not even me. Because whatever I could come up with, your own imagination could come up with something creepier if left to its own devices. Which is what I intend to do.

Each DM has the freedom to make the creatures whatever they need them to be. If you know your players are scared of spiders, maybe describe the sound of their passing as a spider-like scuttling.

And at least at first, that's what you should be doing. Describe the sounds, the scents, not what these things actually look like. Try to build tension. Just like me letting your imagination run wild is better than me making up something specific, the same thing goes for your players imagination.

Generally though, the creatures are meant to be actual physical entities. Not invisible ghosts, or something incorporeal, though feel free to do that if you want. You're in charge. Just as written the thought is they are some sort of animal most likely, though with more than your average animal intelligence.

As for where they came from? You can edit that to fit whatever idea you have. My initial thought though is a spell from the Wizard Crosiius went awry, and invited creatures from another dimension in. If so, it's likely that the only way to reverse this lies in his tower. Inside the tower the creatures are strangely absent, but in their place are a huge number of arcane traps that would act an equal amount of danger.

Really though, the more mystery the better. It will also make more room for replay-ability I think. Keep luring your players into the city, and each time have them solve a little more of the mystery!