

NATURE

Roll 1d12 to determine the minor arcana's NATURE, that which makes it special and noteworthy. Each result indicates two or more additional tables (in SMALLCAPS); roll on those tables as well. If a die is listed after a table, roll that die. Otherwise, roll 1d12.

- | | |
|-------|---|
| 1-2 | It reveals something interesting and useful (ORIGIN & THEME, LORE) |
| 3-4 | It is rare, sought-after, prized (ORIGIN & THEME, FORM 1d8, VALUABLE) |
| 5-6 | It is extraordinary in some regard (ORIGIN & THEME, FORM 1d10, PROPERTY) |
| 7-8 | It houses a sentience or spirit (ORIGIN & THEME, FORM, SPIRIT) |
| 9-10 | It produces some magical effect (ORIGIN & THEME, FORM, MAGIC, LIMIT, USAGE) |
| 11-12 | Roll again with d10. If it's an item or edifice, add an extra PROPERTY |

ORIGIN & THEME

Each minor arcana came from somewhere, or draws its power from some source. Choose an appropriate origin or roll 1d12. Then roll 1d12 to determine themes.

Use the themes as inspiration, to inform results from other rolls. Themes might describe the physical form, the object of a magical effect, the medium through which magic works, the feelings imparted on those who see it, etc. Let the results inspire rather than dictate.

1 The Forge Lords • the Makers, workers of fire & metal

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|-----|-----------------------------|------|---------------------------------------|
| 1-2 | Fire/heat/light | 7 | Fear/terror/panic |
| 3-4 | Brass/iron/steel/orichalcum | 8 | Clockwork |
| 5 | Coals/smoke/ash | 9-12 | Sized for giants (and roll again, d8) |
| 6 | Anger/passion/rage | | |

Orichalcum: a metal that flashes red with fire and burns away the impure

2 The Green Lords • the Makers, growers, cultivators, & breeders

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|-----|-----------------------------|------|---------------------------------------|
| 1-2 | Trees/forests/plants | 6 | Hunger/savagery/ferocity |
| 3-4 | Beasts of the land | 7-8 | Chimerae |
| 5 | Adaptation/growth/expansion | 9-12 | Sized for giants (and roll again, d8) |

Chimerae: creatures with disparate parts, features of other organisms

3 The Stone Lords • the Makers, builders and diggers

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|-----|--------------------------|------|---------------------------------------|
| 1-3 | Stone/rock/earth | 7 | Endurance/strength/stability |
| 4 | Crystals/gems/makerglass | 8 | Stubbornness/rigidity/pride |
| 5-6 | Architecture/excavation | 9-12 | Sized for giants (and roll again, d8) |

Makerglass: cut into wondrous shapes, unbreakable and unworkable by mortal means

4 The Rime Lords • the Makers, cold of heart and sharp of mind

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|-----|-------------------|------|---------------------------------------|
| 1-3 | Ice/cold/stasis | 7 | Calm/logic/discipline |
| 4-5 | Law/order/control | 8 | Apathy/indifference/despair |
| 6 | Writing/records | 9-12 | Sized for giants (and roll again, d8) |

Dark ice: purplish ice, which stays cold and frozen except in the hottest furnace

5 The Tempest Lords • the Makers, of storm and sky and sea (!)

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|-----|-----------------------------|------|---------------------------------------|
| 1-2 | Thunder/lightning/aetherium | 7 | Energy/relentlessness/passion |
| 3-4 | Wind/rain/weather | 8 | Confusion/chaos/disarray |
| 5 | Water/sea/brine | 9-12 | Sized for giants (and roll again, d8) |
| 6 | Conduits of power | | |

Aetherium: an alloy of copper and lightning

6 The Things Below • roll twice for theme, always

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|---|------------------------------------|----|------------------------------------|
| 1 | Darkness/shadow/deception/obsidian | 7 | Insanity/chaos/ruin/quicksilver |
| 2 | Decay/weakness/corrosion/rust | 8 | Corruption/disease/poison/vermin |
| 3 | Jealousy/gluttony/greed/flesh | 9 | Scales/slime/gills/tentacles/water |
| 4 | Secrets/shame/guilt/pearls | 10 | Death/undead/fear/bones |
| 5 | Hunger/starvation/desperation/wind | 11 | Sleep/dreams/nightmares/agates |
| 6 | Hatred/wrath/cruelty/red crystal | 12 | Pain/torture/wounds/blood |

Red crystal: pulsing, warm, thirsting for blood, like cruelty solidified

7 The Fae • strange neighbors with their strange ways

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|---|----------------------------|----|-------------------------------------|
| 1 | Beauty/wonder/awe | 7 | Strange, fickle customs & etiquette |
| 2 | Ugliness/horror/disgust | 8 | Callousness/cruelty/indifference |
| 3 | Fluidity of time and space | 9 | Yearning/passion/desire |
| 4 | Illusion/glamor/pretense | 10 | Dancing/ revelry/sex |
| 5 | Singing/poetry/art | 11 | Wondrous food & drink |
| 6 | Debts/vows/obligations | 12 | Tiny in size |

They cannot bear the touch of iron or steel, and so use bronze and strange wood instead

8 Primordial Power • remnants of the first age

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|---|---------------------------------|-------|--|
| 1 | Truth/purity/quintessence | 7 | Vitality/energy/will |
| 2 | Creation/shaping/invention | 8 | Bewildering/incomprehensible/alien |
| 3 | Light/ethereality/transcendence | 9 | Oneness/sameness/unity |
| 4 | Darkness/stillness/the void | 10 | Raw elements/power/force |
| 5 | Language/words/names | 11-12 | Diminished/fragmentary/shattered (and roll again, d10) |
| 6 | Sentience/perception/knowledge | | |

9 The Wild • the Earth Mother, Danu, her children and her dreams

1	Trees/plants/flora	7	Winter/cold/hunger/sleep/death
2	Beasts/vermin/fauna	8	Savagery/the hunt/dominance
3	Blood	9	Nurture/shelter/provision
4	Spring/birth/fertility/sex/healing	10	The land/soil/stone/terrain
5	Summer/warmth/growth/vitality	11	Blight/decay/reclamation
6	Autumn/harvest/sustenance/plenty	12	That which Danu holds tightly in her grasp

10 The Sky • and the things that dwell there

1-3	Tor/storms/weather/rain/aetherium	9-10	The stars/the future/omens
4-6	Helior/the sun/daylight/dawn	11-12	Birds/flight/wind
7-8	The moon/cycles/shapeshifters/moonstone		

Aetherium: an alloy of copper of and lightning

Moonstone: a pale glassy gem, which reveals shapeshifters and illusions

11 The Black Gates • and that which lies beyond, or should

1	Death personified/the Lady of Crows/the Pale Hunter	7	The hungry dead, who prey upon the living
2	Death itself/the passage from life	8	The half-dead, those who cheat death
3	Death omens/dooms foretold	9	Spirit-walking/leaving one's body
4	The quiet dead, who have passed on	10	Night/darkness/fear
5	The restless dead, who refuse to go	11-12	Bone/skulls/mummified remains (and roll again, d10)
6	The vengeful dead, who seek to drag others with them		

12 Civilization • the children of Aratis, dwellers of village, town and city

1	Walls/hearths/construction	7	Family/kinship/cooperation
2	Laws/justice/punishment	8	Artwork/crafts/invention
3	Knowledge/records/written words	9	Expansion/conquest/war
4	Wealth/trade/greed	10	Agriculture/domestication
5	Authority/oaths/duty	11-12	Aratis/her Judges/black iron
6	Tradition/ceremony/culture		

Black iron: hard, heavy, worked like steel and utterly immune to all magic

FORM

Roll twice, once to determine its general form and again to determine the specifics. The first roll is a d12, unless its NATURE indicates otherwise. The second roll is always a d12.

1-4 Practical Item

1	Key/lock/clasp	5	Cup/vessel	9	Armor/shield/helm
2	Food/drink	6	Box/cage/coffer	10	Rope/cord/chain
3	Clothing/cloak	7	Utensil/tool	11	Belt/pack/pouch
4	Boots/gloves/shoes	8	Weapon/rod/staff	12	Lantern/lamp/torch

5-8 Art or Luxury Item

1	Amulet/charm	5	Carpet/rug/bedding	9	Furs/skins/trophies
2	Painting/mural/tapestry	6	Figurine/carving/idol	10	Orb/gem/stone
3	Ceramics/pottery	7	Flag/banner	11	Crown/scepter
4	Ring/jewelry/eyewear	8	Instrument	12	Enigma, its purpose unclear

9-10 Edifice

1	Grave site (barrow/tombs/catacombs)	7	Public place (inn/stadium/market)
2	Place of worship (temple/shrine/altar)	8	Fortification (keep/tower/walls/gate)
3	Passage (road/bridge/tunnel/portal)	9	Workplace (forge/shop/studio/lab)
4	Monument (statue/megalith/carving)	10	Prison (dungeon/cage/jail/oubliette)
5	Resource (mine/aqueduct/cistern/well)	11	Storage (vault/library/cache)
6	Dwelling (home/stable/barracks)	12	Enigma (its purpose unclear)

11-12 Natural Feature

1	Tree(s) or vegetation	5	Valley/canyon/gorge	9	Hill/cliff/mesa
2	Cave/cavern/grotto	6	Creek/stream/river	10	Bog/marsh/fen
3	Clearing/meadow/field	7	Pool/pond/lake	11	Sinkhole/crater/pit
4	Oddity/strange formation	8	Summit/precipice/outcrop	12	Roll twice and combine

LORE

What does it reveal? Roll d12.

- 1-3 The workings of a ritual or spell (MAGIC, LIMIT)
- 4 An artifice or technique lost to antiquity
- 5 The workings or secrets of a mysterious object
- 6 The history of a PEOPLE
- 7 The weakness/motive/origins/lair of an established threat
- 8 The hazards/secrets/history/location of a mysterious place
- 9 The true nature of an ORIGIN (the one you first rolled, or another)
- 10 The location/powers/history/secrets of a major arcana
- 11 The truth about a person/event/creature of legend
- 12 A resource that might be exploited

How is the information imparted? Roll d10 for a ritual or spell; otherwise roll d12.

- 1-2 In a tome/scroll/folio, in a cypher or a long-dead language
- 3 In a tome/scroll/folio, clear to those who can read the language
- 4-5 Through ancient runes etched into place (FORM d4+8)
- 6-7 Through carvings/paintings/decorations/diagrams (FORM)
- 8 By a SPIRIT tied to a place (FORM d4+8)
- 9 Via a vision or omen, imparted to whoever touches/enters/approaches (FORM)
- 10-11 As an obscure song/story/poem, told by the PEOPLE
- 12 Implied by its very nature or existence, or where it is found (FORM d10)

VALUABLE

What makes it worth so much more than its form would otherwise indicate? Roll 1d12.

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|---|-------------------------------|
| 1 Precious metals | 7 Crafted with sublime skill |
| 2 Fine stones/gems/crystals | 8 Great luxury or convenience |
| 3 Historical or religious importance | 9 Beyond meager mortal arts |
| 4 Haunting beauty | 10 Status among PEOPLE |
| 5 One of only d12, if you trust the tales | 11 Rarely found in nature |
| 6 Transcendent, a symbol of something greater, something more | 12 Roll twice and combine |

PEOPLE

Who are we talking about? Roll d12.

- | | |
|---|---|
| 1 Stonetop and its people's ancestors | 7 The Manmarchers |
| 2 The folk of Marshedge | 8 The "civilized" Southerners |
| 3 The nomadic Hillfolk clans | 9 The Forest People, gone missing |
| 4 The riff-raff of Gordin's Delve | 10 The spindly, gray-skinned <i>Crinwid</i> |
| 5 The stoic folk of Barrier Pass | 11 The <i>Ustrina</i> , from past Gordin's Delve |
| 6 The <i>Ganagoeg</i> , those horrid lizard-people of Ferrier's Bog | 12 Some other folk, unheard of or established during play |

PROPERTY

If the ORIGIN is Civilization, roll d8+4. Otherwise, roll 1d12. Rely on the THEMES.

- 1 Moves and acts of its own accord
- 2 Absorbs _____ and stores its power (*fire, lightning, hatred, stillness, etc.*)
- 3 Seamlessly blends two or more materials, in a way that should not be possible
- 4 Is _____, though it shouldn't be (*flammable, luminous, silent, weightless, etc.*)
- 5 Is much, much _____ than it should be (*heavier, harder, faster, etc.*)
- 6 Is impossibly _____ (*sharp, beautiful, lifelike, fine, etc.*)
- 7 Cannot be _____ (*broken, burned, melted, affected by magic, etc.*)
- 8 Fills those who look upon it with _____ (*greed, rage, peace, joy, etc.*)
- 9 Is impervious to/cuts clean through/can harm _____ (*fire, steel, ghosts, etc.*)
- 10 Cannot be perceived by _____ (*demons, fae, spirits, the dead, etc.*)
- 11 Glows/thrums/vibrates in the presence of _____ (*gold, magic, lies, poison, etc.*)
- 12 Roll twice, but threat one of the results as a drawback or flaw

SPIRIT

Roll d12 to determine its type (and instinct).

- 1-2 Elemental, as per theme (instinct: to wantonly express its nature)
- 3 Demon (instinct: to corrupt, destroy, befoul, ruin)
- 4 Castaway or refugee (instinct: to improve or sustain its meager existence)
- 5 Fledgling (instinct: to find its place or purpose)
- 6 Archon (instinct: to enforce cosmic order)
- 7 Fauna (instinct: to feed and sustain itself)
- 8 Apotheosis (instinct: to gather power and worship)
- 9 Haunt (instinct: to reenact its life)
- 10 Shade (instinct: to fulfill its longings)
- 11 Specter (instinct: to punish the living)
- 12 Wraith (instinct: to feed on the living)

How or why is it bound? Roll d12.

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|--------------------------------|---|
| 1-2 Imprisoned and locked away | 7-8 Its own desires tether it |
| 3-5 Forced to serve | 9 Trapped by accident or twist of fate |
| 6 Serves willingly | 10-12 This is its natural home or anchor to the world |

MAGIC

What does the magic do? What is it's purpose? Roll d12. Combine this with the theme and form to imagine what spell, power, blessing, or curse is involved.

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|----------------------------|------------------------------|
| 1 Create/conjure/craft | 7 Sustain/heal/repair |
| 2 Defend/repel/secure | 8 Sense/identify/reveal |
| 3 Destroy/slay/consume | 9 Hide/disguise/confuse |
| 4 Contain/bind/capture | 10 Manipulate/control/compel |
| 5 Enhance/refine/purify | 11 Transform/combine/reshape |
| 6 Reduce/diminish/suppress | 12 Roll twice and combine |

Note that there are no tables for range, number of targets, area of effect, or duration. Describe them however makes sense for the magic, theme, limits, and usage. The more restrictive or dangerous a magical effect is, the greater its potential scope.

LIMIT

Magic has costs and limitations. It exacts a toll on those who wield it and the items that channel it. Roll d12 to determine the drawback or limitation of the spell, ritual, or magic power. Combine the results with theme.

- 1 Corrupting (leaves a lasting thematic mark on the caster or the target)
- 2 Dangerous (is likely to have destructive, unwanted side effects)
- 3 Demanding (it takes great effort to cast/trigger/maintain)
- 4 Discordant (sends out psychic ripples, which can be sensed for miles around)
- 5 Unreliable (fickle, temperamental, likely to fail at inopportune times)
- 6 Weak (can easily be countered by will/fortitude/preparation)
- 7 Indiscriminant (impossible to control who or what is targeted/how long it lasts)
- 8 Withering (weakens you, the object, and/or the target)
- 9 Restricted (only works under specific, thematic conditions)
- 10 Costly (requires sacrifice/uses up a limited resource)
- 11 Slow (it takes a long time to cast/manifest)
- 12 Roll twice

USAGE

How often can the item or locale generate its magical effect? Roll d12 to find out.

- 1-2 Single use, then it's consumed/ruined/powerless
- 3-4 2d6 more uses, then it's consumed/ruined/powerless
- 5-6 1d6 uses, then it must be recharged/renewed/replenished
- 7 1d6 uses; slowly recharges over hours/days/weeks/months
- 8 1d4 charges; a charge *might* be lost each time it's used; must be recharged/renewed/replenished
- 9 1d4 charges; a charge *might* be lost each time it's used; slowly recharges over hours/days/weeks/months
- 10 At will, but each time is riskier/less powerful/more costly; resets slowly over hours/days/weeks/months
- 11 Continuously; it's always going
- 12 At will

Examples

The Spinning Cylinder

Rare/sought-after/valuable :: Rime Lords :: sized for giants + writing/records :: enigma, it's purpose unclear :: crafted with sublime skill

Could it be a printing press? A CNC machine? A calendar or astrolabe! Yes!

A stone cylinder, some 30 feet long and 3 feet wide. It's always cold to the touch, and about half of it covered with a series of 6-inch-tall brass rings. The rings themselves are etched with Maker-runes at regular intervals. If the cylinder is placed upright, with the rings up top, the rings can spin smoothly and with almost no friction. Spinning certain rings causes other rings to spin as well, at different speeds. Careful inspection reveals a dial at the top end that can adjust how the spinning rings affect each other.

A scholar of the Makers might recognize the runes on the rings as numbers, perhaps measurements or dates. Beyond that, it's purpose is unclear.

In fact, the Rime Lords used it to calculate dates and the positions of stars. It's crafted with a series of cunning gears, around a core of dark ice to keep temperatures stable and prevent the gears from shrinking or expanding.

The Three-Star Crown

Property + valuable :: The Black Gates :: the vengeful dead (who seek to drag others with them):: crown/scepter :: absorbs ____ (hope?) and stores power :: haunting beauty

A thin circlet of whitest platinum, set with three black stones that twinkle with the light of stars. Clearly the crown of some long-dead lord of a long-dead people.

While you **wear the circlet**, take +1 ongoing to CHA when dealing with those who already respect you or your authority.

However, each time you **place the circlet on your head**, you feel the crushing weight of the universe and your miniscule, meaningless place within it. Roll +CHA. On a 10+, tell the GM one of your hopes for the future and why you doubt it can be achieved. On a 7-9, tell them one of your hopes and why you have given it up. On a miss, you fall into the depths of despair that lasts until you face mortal danger and rouse yourself to face it.

If the **crown is destroyed**, the jewels shattered and the metal reduced to slag, then the despair is lifted and all lost hopes restored.

The Three-Star Crown was forged for a petty warlord in the days after the Makers' fall. Among his bloody conquests was a metalsmith of renowned skill, once an apprentice of the Forge Lords themselves. The warlord demanded that this smith make him a crown of surpassing beauty, to rival those worn by the Makers. The warlord was so pleased with the crown, he had the smith's hands maimed so she could never make another crown that would rival his in beauty. After months of destitute begging, the smith killed herself in despair—and in so doing, cursed the crown to steal the hopes of whosoever wears it. The warlord was soon overcome by hopelessness and was killed by an underling who saw weakness. The underling took up the crown was himself brought low by despair, taking his own life. The warlord's once-mighty forces fell into disarray and the crown was cast aside as a cursed thing.

The Loadstone Pool

Produces magical effect :: Tempest Lords :: conduit of power :: natural feature :: pool/pond/lake :: hide/disguise/confuse :: costly (requires sacrifice/uses up a resource) :: 1d4 charges; a charge *might* be lost each time it's used; slowly recharges over hours/days/weeks/months

A moat around a tower? No...should be a natural feature (though it dawns on me that there's no "pool" in the Edifice list...huh). A pool up on a mountaintop or a high place, that stores lightning strikes? And the power is drawn on to conjure storms that confuse? Or is it a decoy? Oooh...I like that! Add in some loadstone for the sympathetic connection to "attracting things" and because magnetism seems right up the Tempest Lord's alley. Instead of 1d4 charges that slowly renew, I think it makes more sense to have a single vial of water you carry around, and it might lose it's affect and that you have to "recharge" by returning to the pool.

High in the hills or mountains, a small stream of snowmelt and rainwater fills a natural pool in the rocks before tricking over the side and flowing on. At the bottom of the pool is a large deposit of loadstone. A number of rusted old blades (many sized for giants) can barely be seen clinging to the loadstone.

When you **cut yourself with iron or steel and toss the blooded metal into the pool**, you form a bond with the waters. So long as you **carry a vial of the pool's water on your person**, it protects you from magic that attempts to sense or affect your thoughts.

When you are **subject to such magic**, roll +CON. On a 10+, the magic senses or affects the still waters of the pool instead, leaving you unaffected and possibly befuddling the magic's source. On a 7-9, the magic is redirected but the water you carry loses its potency. You must return to the pool for new water before it can protect you again.

The Limestone Cup

Property :: The Wild :: that which Danu holds tightly :: cup/vessel :: is ___, though it shouldn't be

Well this is a tough one. What property would a cup have that it shouldn't? Oh. The obvious, I guess? It is always full, though it shouldn't be. And water...water is held tightly in Danu's grip, yes? Of course, water that Danu holds tightly is scary as hell, it's deep water that contains horrors. So maybe there's some danger behind it?

A lump of limestone, the size of a large man's fist, sheered off smooth at one end and hollowed out. Water slowly seeps out of the interior stone, filling itself in about half an hour. The water is hard and mineral-rich, but potable.

Alas, the water is drawn from aquifers held deep in the earth, tainted by the Things Below. When you **drink water produced by the cup**, roll +CON the next time you attempt to sleep. On a 10+, you have troubling dreams of suffocation and endless wet caverns and huge uncaring things stirring in the lightless depths. On a 7-9, the dreams leave you shaken and agitated. Take -1 ongoing until you spend an hour or so under the open sky. On a miss, mark XP and wake screaming in the night. You'll get no rest tonight and take -1 ongoing as with a 7-9.

The Heart of Darkness

Extraordinary property :: Things Below :: Darkness/shadow/deception/obsidian + hatred/wrath/cruelty/red crystal :: amulet/charm :: is much, much ____ than it should be

Another tough one. How do those themes apply to an amulet/charm that is much more ____? What's the ____? I could take the idea that an amulet/charm is meant to ward off harm or danger or the evil eye. Oh, jeez. It's much DARKER than it should be. It sucks up light. More subtly, it also sucks up kindness.

A lump of volcanic glass, impossibly black, set into a pendant and hanging from a silken cord. When you **wear or carry the pendant openly**, it sucks up the light. All nearby light sources are diminished and dimmed. Your eyes, meanwhile, can see more sharply in the shadows.

More subtly, the pendent also sucks up all nearby kindness, making individuals in its presence more callous and self-centered. If you bear the pendent on your person for more than a few hours, your Drive for the session is instead becomes "Callousness: show utter disregard for or cruelty towards and NPC."

The Long Hall

Property + Lore :: Black Gates :: Hungry Dead :: Location/power/history of a major arcana :: via ancient runes etched into a place :: edifice :: passage (road/tunnel/bridge/portal) :: cannot be ____

So...what major arcana? And what passage? And what cannot it not?

I think it might be a portal that cannot be opened, at least not by the living. And the Star of Algol is the major arcana, a starmetal pendant that...does something? Something related to ghuls?

*No...ghuls aren't hungry dead. They're people who give in to the howling wind and the hunger, and resort to (then indulge in) cannibalism. I think this arcana needs to be something different, something about binding and "wielding" wraiths. (Question: if the hungry dead aren't ghouls, then what **are** they? Wraiths, I guess, but why? A specter dies violently and horribly, and feels wronged. They seek vengeance. A haunt simply can't let go, and re-enacts its life, particularly its worst moments. A shade has passed on but come back for some reason, maybe simply because they **could**. But a wraith? (Or perhaps a wight?) They are **hungry**, and that's because they are missing something. Their souls might have been damaged or corrupted, addicted to the life force of others. So someone who wields dark, soul-draining magic might become a wraith upon their death. Or a creature whose soul and life force are drained by an artifact...they could also become a wraith. Or a wight, if their physical remains are sustained.*

So...the Hungering Ring of Hlad sort of fits the bill. I could make one its consequences "You no longer gain sustenance from food. When you draw the life force from a victim, gain 1 sustenance. When you would consume a ration, lose 1 sustenance instead. When you die, your soul will linger on as a wraith, hungering for the living."

Now, what does this passageway/portal represent? I think it actually leads to the Hungering Ring of Hlad. And it can only be traversed by one who was passed through Death's Black Gates.

Deep in a time-lost crypt or a cavern that has never seen the light of day, there stands an arch of perfectly set gray stones. A hallway lies beyond, straight and sure and longer than you can see. Silvery runes are carved into the arch and the hallway walls, flickering in the torchlight and making your eyes water to try to read them.

When you enter the hallway, you find that it goes on far enough that you lose sight of the entrance. When you press onward, you eventually find yourself approaching the same archway you entered. No matter the direction you travel, you end up in the same place.

The Long Hall is a loop in time in time and space, always leading back to its entrance. Attempts to bypass or mar the tunnel eventually reset or loop back upon themselves. For example, if you spent long enough excavating a side tunnel, you'd eventually dig your way to a brick wall. And if you punched through that brick wall, you'd find yourself back in the Long Hall, on the opposite wall from where you started. And if you then left Long Hall and returned, you'd find all your work was undone.

*The writing on the archway and walls is in the ineffable script of the primordial language. Few scholars indeed are able to even hold their forms in their minds, much less decipher their meaning. If you **bear the Ineffable Words** or can otherwise decipher their meaning, you find that the writing's message to be: "Turn back. Beyond is the Maw of Hlad, the One Who Devours. Turn back.." The message repeats over and over, endlessly.*

If you can read the message and willfully press on, you can reach the Long Hall's end. There, you find door with the message repeated once more. If you open the door, you find yourself in a small and barren room with glass-smooth walls, ceiling, and floor. On the floor sits a ring of black metal bands, woven in an impossible pattern. This is the HUNGERING RING OF HLAD.

The Song of the Dool Trees

Lore :: Black Gates :: Bone/skulls/mummified remains + night/darkness/fear :: hazards/secrets/history/location of a mysterious place :: in a tome/scroll/folio in a cypher or long-dead language. (The place: a tree, inhabited by a spirit; fauna that serves willingly.)

The writings reveal something about a type of tree, let's call it a dool tree, and how one can use the bones of a murderer to summon a dool. A dool is a spirit from beyond the Black Gates that feeds on fear itself. It has no shape or substance, but lives in shadows and darkness and can shape them to terrify its prey and gain sustenance. It can be harnessed as a follower.

A scroll, written in a cramped hand and seemingly nonsensical script, with a series of graph-like diagrams. It is accompanied by flute of bone (from a human arm?). If closely studied, the notes reveals themselves to be a cipher and graph is perhaps the notation for a song.

If deciphered, the notes reveal the secrets of dool trees, those bleach-white copses that common folk instinctively avoid. These trees are haunted by spirits from beyond Death's Black Gates that feed on mortal fear and terror. The notes tell how such spirits can be called by song and tempted into service, though they caution against travelling with more than one.

When you *craft the long bone of a murderer into a flute* a *play the proper tune among a grove of dool trees*, you can roll +CHA to *Recruit* one (or more) dool spirits as a follower. If one agrees, it takes up residence in your flute.

Dool Spirit (*group, small, stealthy, devious, planar, terrifying, amorphous*)

13 HP, 2 armor

Special qualities: naught but living shadow; helpless in complete darkness

Scavengers of the spiritual realm, slipped half into this world from across the Black Gates. They cluster around dool trees and wait for foolish mortal creatures to pass nearby. They long to leave this meager existence and feast on more rarified terrors.

Instinct To taunt, scare, and frighten.

- * Gain strength and sustenance from mortals' fear
- * Sense a victim's secret doubts and worries
- * Shape sound and shadows to unnerve and frighten
- * Slip silently from shadow to shadow

As a follower, a typical dool has Quality of +1, a starting Loyalty of +1, the *fear-wise* and *cunning* tags, and a cost of "Debauchery: tasting new, exquisite fears (the higher the loyalty, the more exceptional the fear)."

MYSTERIOUS PLACE

Where? Roll d12 twice.

1 STONETOP AND THE FLATS • the town *was* built on ruins

- | | | | |
|---|--------------------|------|---|
| 1 | The Stone | 7 | Titan Bones |
| 2 | The town's cistern | 8 | A new place (FORM d4+8 and apply origin and theme) |
| 3 | The Old Wall | | |
| 4 | The Ruined Tower | 9-12 | Some other site established during play (if none exist, reroll with a d8) |
| 5 | The West Way | | |
| 6 | The Highway | | |

2 THE GREAT WOOD • vast and ancient and green

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|---|------------------------------|------|---|
| 1 | The Golden Oak | 6-8 | A new place (FORM d4+8 and apply origin and theme) |
| 2 | The Stream | | |
| 3 | The barren cave | 9-12 | Some other site established during play (if none exist, reroll with a d8) |
| 4 | The grove of blood-red trees | | |
| 5 | The cave bear's den | | |

3 THE STEPLANDS • slope beyond slope, dark with sullen trees

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|---|---------------------------|------|---|
| 1 | The ancient barrow mounds | 6-8 | A new place (FORM d4+8 and apply origin and theme) |
| 2 | Blackwater Lake | | |
| 3 | Three-Coven Lake | 9-12 | Some other site established during play (if none exist, reroll with a d8) |
| 4 | Wyvern's Rook | | |
| 5 | The cave bear's den | | |