

*A
World
Full of Nightmares.*

When
The Nightmares Underneath
are
Powered by the Apocalypse



A World Full of Nightmares

A rules supplement for *The Nightmares Underneath*

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The Players' Characters

To make a character, follow the steps below:

1. Choose your archetype: Arcanist, Rogue, or Warrior. Arcanists have mastery over 1 spell per level, Rogues get to ask 1 extra question when they search, and Warriors are able to wear a suit of plate.
2. You begin the game at Level 1. Choose 1 special ability from your archetype's list. You get 1 more each time you level up. At Level 2 or above, you may choose a special ability from another archetype, but you may not do this two levels in a row.
3. Distribute the following scores between your six attributes: +2, +1, +1, 0, 0, -1.
4. Roll for your spells, if you have any.
5. Roll for your social class and equipment.
6. Choose your alignment.
7. Choose your motivation.

Arcanist

Anyone with a penchant for magic counts as an Arcanist, from bardic spellsingers to rogue alchemists; from druids and sorcerers to witches and warlocks. As an Arcanist, you have mastery over 1 spell per level, determined by rolling 1d100 on the full spell table, or 1d10 on the school of your choice (see pages 84-85). Arcanists inflict 2 damage in combat (or 1 damage when unarmed), and cannot wear a suit of plate.

Arcanist Special Abilities

Choose 1 per level:

- **Adept:** You have mastery over an additional number of spells equal to your Intelligence (but not less than one).
- **Archmage:** You have mastery over 1 additional spell per level. You may also use Charisma or Willpower to cast a spell, instead of Intelligence, if you wish.
- **Connected:** You get +1 to all contacts rolls and research rolls.
- **Memory:** You are able to memorize a number of spells equal to your level + 4 (instead of level + Intelligence).
- **Psychic Armour:** You get +1 Armour vs. supernatural powers.
- **Resolute:** You get +1 Willpower.
- **Scholarly:** You can use any magic item and gain its full benefits, regardless of alignment, archetype, or other restrictions.
- **Smart:** You get +1 Intelligence.
- **Wizard Recall:** You may retain a spell in your memory when you cast it, if you roll a 10+, or if you roll a 7-9 and you take a debility.

Rogue

Thieves and scoundrels may be forced into fighting against the nightmares, or they might be thrill-seekers looking for high-risk work—and the rewards that follow. As a Rogue, you may always ask 1 extra question when you search a location. Rogues inflict 3 damage in combat (or 1 damage unarmed), and cannot wear a suit of plate.

Rogue Special Abilities

Choose 1 per level:

- **Ambush:** When you take someone by surprise or attack them from behind, you deal your damage twice and ignore their armour (but not their immunities).
- **Artful:** You get +1 Dexterity.
- **Dodger:** You get +1 Armour, even if you are unarmoured.
- **Grifter:** You may ask 1 extra question when you assess your situation, even on a 6 or less.
- **Incognito:** You may change your appearance in order to avoid recognition.
- **Perceptive:** Add your Dexterity to your surprise rolls, in addition to your Intelligence.
- **Popular:** You get +1 Charisma.
- **Porter:** Your encumbrance rating is 6 + Health.
- **The Shadow:** When you hide in shadows or darkness, you cannot be found by normal means until you reveal yourself.

Warrior

Those who live by fighting often have fewer qualms about risking their lives against the nightmare realm. Warriors inflict 4 damage in combat (or 2 damage unarmed).

Warrior Special Abilities

Choose 1 per level:

- **Comrades:** You get +1 when you roll to help someone.
- **Dangerous:** You deal +1 damage.
- **Death-Defying:** You get +2 Disposition.
- **Inspiring:** You may remove points from your Disposition and give them to an ally.
- **Precise:** When you fight or volley and roll a 12+, you ignore your enemy's armour.
- **Relentless:** You get +1 Ferocity.
- **Robust:** You get +1 Health.
- **Spiritual Enemy:** See the rules on page 73.
- **Soldier:** Armour does not count as encumbering for you.

Alignment

When you choose your alignment, also determine a belief, code, or maxim that helps define this alignment for you. If your alignment drives your character's behaviour during a session, you get 1xp at the end.

Motivations

Choose a motive from the list on page 89 (or roll, if you wish). If your motive drives your character's behaviour during a session, you get 1xp at the end.

Disposition

All characters have Disposition equal to their Level plus Health. Monsters also get +1 if they are golems or not from this world, +1 if they are Large or +2 if they are Huge, +2 if they are tough, and +2 if they are solitary creatures. When a character's Disposition is reduced to zero by damage, they are defeated.

Damage

Arcanists deal 2 damage, Rogues deal 3 damage, and Warriors deal 4 damage. Unarmed attacks deal half damage. Monsters deal damage based on their Hit Die (or damage die), or they can inflict debilities instead.

Hit Die	Damage
1d4	2
1d6	3
1d8	4
1d10	5
1d12	6

Armour

Armour reduces damage, if the type of armour would protect against the type of damage. Light armour grants 1 point of armour, heavy grants 2, and a suit of plate grants 3. A shield grants an additional 1 point of armour. Monsters have armour based on their Armour Rating:

TNU Armour	PbtA Armour
1-12	0
13-14	1
15-16	2
17-19	3
20+	4

Debilities

Player characters may ignore an attack that causes damage by taking a debility instead (unless they have all six debilities already). Debilities may also be caused by monster attacks, or any other rule that would reduce an attribute score.

The six debilities are:

- **Apathetic:** It's hopeless, so why bother trying? Take -1 to all Willpower rolls.
- **Careless:** You're either too angry, too anxious, or too shattered to care about the consequences anymore. Take -1 to all Dexterity rolls.
- **Exhausted:** The fire's gone out and you're tired, your limbs are like lead. Take -1 to all Ferocity rolls.
- **Maimed:** You're crippled and wounded, battered and bleeding, in pain whenever you move. Take -1 to all Health rolls.
- **Panicked:** You can't see straight or think straight, and more importantly, you can't even talk to people like a normal person. Take -1 to all Charisma rolls.
- **Stunned:** You have no idea what the fuck is happening. Take -1 to all Intelligence rolls.

Each time you take a debility inside a nightmare incursion, you must hold steady or gain a new nightmare curse.

Encumbrance

When you are encumbered, you cannot roll a 7 or higher when you go into danger. You can carry up to 4 encumbering items, plus your Health, before you become encumbered (encumbrance rating = 4+Health).

Experience Points

At the end of the session, for each question you answer "yes" to, you gain 1xp:

- *Did you act in accordance with your alignment statement?*
- *Did you act in accordance with your motives?*
- *Did you recover any valuable items from a nightmare incursion?*

Recovering a fortune also counts as recovering valuable items.

You may spend experience points equal to three times your current level in order to increase your level by 1. When you do so, choose a new special ability, and roll for spells if you have any.

- $\text{Current Level} \times 3 = \text{Number of xp you need to spend in order to increase your Level by 1.}$







Basic Moves

There are 11 basic moves: assess, cast a spell, conduct research, fight, go into danger, help, hold steady, persuade, recover, search, and volley. Peripheral moves include all the other rules in *The Nightmares Underneath*.

Assess

When you *assess your situation*, ask the GM 1 question your character wants to figure out an answer for and roll 2d6+Intelligence. **On a 10+,** you get an answer both to this question and to 1 follow-up question. **On a 7-9,** you get 1 answer only and if you want more, you have to go digging for them. **On a 6 or less,** either a problem gets worse or you reveal something you'd rather not.

Cast a Spell

When you *cast a spell you have memorized, or by performing a ritual*, roll 2d6+Intelligence. **On a 10+,** the spell is cast correctly. **On a 7-9,** if the spell is your level or lower, it is cast correctly, but if it is higher level than you are, it is miscast. **On a 6 or less,** the spell is miscast.

Conduct Research

When you *conduct research in a settlement*, roll 2d6+Intelligence. **On a 10+,** you find 2 pieces of useful or interesting information, and 1 of them may be an opportunity, at the GM's discretion. **On a 7-9,** you find only 1 piece of useful or interesting information. **On a 6 or less,** you find nothing useful, and either put your trust in bad information instead, or a problem gets worse.

The information, though useful, should be vague, unless you have invested money into this aspect of the settlement or it is an important archive. All the information you find, and any opportunities you uncover, will be related to the site of your research.

If your research consists of questioning people, instead of examining records, you may instead roll+Charisma. The information you uncover comes in the form of gossip and rumours, instead of more tangible evidence. Socializing with people in an institution gives you more detailed information.

Fight

When you fight an enemy up close, roll 2d6+Ferocity. **On a 10+**, you deal your damage and prevent them from completing their intended action. Describe your new position in the fight and choose 1:

- You deal +1 damage.
- You perform a maneuver to gain an advantage for yourself or an ally.
- You seize definite hold of something.

On a 7-9, you deal your damage but your enemy chooses one or the other:

- They complete their intended action.
- They make a threat move against you.

On a 6 or less, your enemy completes their intended action or makes a threat move against you, and the GM describes your new position in the fight, including any consequences that arise from it.

Go Into Danger

When you go into immediate danger, roll 2d6 and add the most appropriate attribute. **On a 10+**, you avoid the danger as much as possible and gain some advantage from your actions, insight, or new position. **On a 7-9**, you avoid the danger as much as is possible, but either you or the GM chooses 1:

- You encounter a complication.
- You pay a different price for your actions.
- Your actions are not as effective as intended.

On a 6 or less, the danger comes to pass and you suffer the consequences.

Add whatever attribute makes the most sense, based on how you describe your character being able to handle the danger they are going into (see the attribute descriptions on pages 61-62).

Help

When you help an ally make a move, roll 2d6 and add the most appropriate attribute. **On a 10+**, they get +2 to their roll and you share the risk with them. **On a 7-9**, they get +1 to their roll and you share the risk with them. **On a 6 or less**, they get no benefit and a problem gets worse.

Add whatever attribute makes the most sense, based on the actions you take in order to help your ally, and how you undertake them (see the attribute descriptions on pages 61-62).



Hold Steady

When you *hold steady in the face of danger, influence, or other pressures*, roll 2d6+Willpower. **On a 10+**, you may do as you want and you either gain an advantage or a +1 to your next roll. **On a 7-9**, you may take a single action now and then give in, or you can hesitate and continue to hold steady. **On a 6 or less**, your will breaks and you give in.

Persuade

When you *try to convince, manipulate, seduce, or otherwise persuade someone*, give them a reason to do what you want. If they have no reason not to, they do it. If they do have a reason to refuse, roll 2d6+Charisma. **On a 10+**, the GM (or the other character's player) gives you 1 requirement from the list below that you need to meet before they do what you want. **On a 7-9**, they give you 2 requirements and you need to meet both of them:

- They have their own ideas of what you want and how to get it.
- They must be assured of your authority.
- They must be badgered and cajoled into it so they can disclaim responsibility.
- They must be threatened with harm or other consequences first and/or during.
- They want concrete assurances of your sincerity.
- They want a favour from you after.
- They want someone else to take the blame or responsibility.
- They want to be paid in advance.
- They want you to make an oath or promise first.
- You must deceive them with regards to the situation and/or your intentions.
- You must do something that makes them happy first.
- You must prove your commitment to them or your relationship first.
- You must spend time with them, working slowly to persuade them.
- You must strengthen your relationship with them first.

On a 6 or less, you make a bad impression on them and a problem gets worse.

Rules for **initial reactions** are on page 137.

Rules for **contacts** are on page 138.

Rules for hiring **retainers** and commanding them are on page 144.

Recover

After a short rest, you regain 1 lost point of Disposition. **After a long rest**, you regain all your lost Disposition. **If you spend a full day resting**, you may roll 2d6+Health. **On a 10+**, you may remove one debility. **On a 7-9**, you may remove a debility if you have receive medical or professional assistance. **On a 6 or less**, you may only remove a debility if you receive magical healing.

Search

When you search a location, the GM tells you what you find and you roll 2d6+Dexterity. **On a 10+**, ask 1 or 2 questions from the list below, and the GM will give you an honest answer. **On a 7-9**, ask 1 only:

- *How can I avoid the danger here?*
- *What is false or deceiving here?*
- *Where do my findings lead?*
- *Who or what was here before me?*

On a 6 or less, either a problem gets worse or you reveal something you'd rather not. Rogues may ask 1 additional question, even on a 6 or less.

Volley

When you attack an enemy at range, roll 2d6+Dexterity. **On a 10+**, you deal your damage and choose 1:

- You cause them to duck, flinch, or take cover.
- You cut off an avenue of advance or escape for them.
- You deal +1 damage.

On a 7-9, you deal your damage and the GM chooses 1:

- After 1 more attack, you'll be out of ammo.
- You call unwanted attention to yourself.
- You cause unintended harm or collateral damage.
- You put yourself in a more vulnerable position in order to take the shot.

On a 6 or less, either a problem gets worse or the GM chooses 1 from the 7-9 list above.







GM Section

When a player's character makes a move and they roll a 10+, the problem they are addressing does not get worse. You should apply no consequences and introduce no complications, aside from what the move says. **When they roll a 7-9,** you can introduce a complication related to the problem, in addition to what the move says. **When they roll a 6 or less,** a problem gets worse. It could be the problem they are addressing, a problem related to it, exacerbated by it, or caused by it, or even a problem this roll forces them to ignore. But something definitely gets worse.

If the players ignore a problem, instead of dealing with it when you give them the opportunity to do so, or they try to and fail, it gets worse.

When a problem gets worse...

...and it's a **complication**:

- A new complication arises.
- An existing complication gets worse.
- An existing complication imposes consequences.

...and it's a **danger**:

- A new danger appears.
- A danger comes to pass, imposing consequences.

...and it's **an NPC**:

- An NPC makes a threat move.
- An NPC follows through on their threat move, imposing consequences.

Complications

- Advance a threat's position.
- Confront them with a problem or a conflict.
- Make them buy.
- Offer an opportunity (with or without an explicit cost).
- Put them together.
- Separate them.
- Tell them the possible consequences and ask.

Consequences

- Cause damage or inflict harm.
- Change the world forever.
- Make a threat move.
- Remove them.
- Reveal dangerous information.
- Take things away from them.
- Turn their advantages or resources against them.

Combat

Instead of the normal rules for violence, use the new rules for armour, damage, and Disposition, consider every monster's special abilities to be threat moves, and use the following procedures to resolve combat and other dangerous situations:

1. Describe the situation and the environment, as well as any NPCs who are present and what they are trying to do. Then ask each of the players whose characters can respond: "What do you do?"
2. The players say what their characters do, and you describe the results. If any of them make moves, resolve them in whatever order makes the most sense.
3. If any problems get worse as the result of moves, this can happen right away or during the next step.
4. Once the players have made their moves, describe the NPCs following through on their intended actions, if they are still able to do so.
5. Go back to step 1 and describe the new situation.

Task Resolution

If you need to make a saving throw, skill roll, or other attribute test, you can use either the **go into danger** move or the **hold steady** move instead.

Money

Because these rules use a different criteria for experience points, tracking money is an optional exercise. Instead of the amounts in *The Nightmares Underneath*, you might decide that treasure is measured in purses, valuables, and fortunes.

- **One purse** is enough to live poor for a month or well for a week. It will buy you one cheap piece of equipment; a handful of small things like ammunition; or a single night of celebration.
- **One valuable** is enough to live poor for a year or well for a season. It will buy you an item of beauty, quality, or rareness; a crate full of small things; a celebration for a small party of guests; or a small piece of land. It can be divided into a dozen purses, although a dozen purses do not equal one valuable, and cannot be used to buy something worth one valuable.
- **One fortune** is enough to live well for three years, or like the sultan for a season. It will buy you one item of immense value, such as a castle, ship, or siege engine. It can be divided into a dozen valuables, although a dozen valuables do not equal one fortune, and cannot be used to buy something worth one fortune.

Investing purses into a social institution makes it notable; investing valuables makes it significant; and a single fortune makes it exceptional.



The Nightmare's Curses

Each time you take a debility inside a nightmare incursion, you must hold steady or gain a new nightmare curse. While some curses remain the same, the rules for other curses are different now, as follows:

Abnormality

One common practice or ritual of civilization disgusts you, petrifies you, or ravages your soul when you think about it. **If you witness it or participate in it**, you must hold steady in order to hide your revulsion.

Anything to Kill the Pain

Once only.

The trauma of the nightmare world compels you to seek out altered states. **When you are sober**, you always have at least 2 debilities, chosen by the GM. If you sober up with 2 or more debilities, you do not gain more, but you cannot get rid of them all until you get drunk or high.

Apostasy

Whenever you interact with one social institution of the GM's choice, memories of the nightmare world overwhelm you until you leave and reject that institution. You must hold steady in order to interact with the social institution you reject.

Black Cloud

Once only.

At the beginning of the session, roll 2d6+Willpower. **On a 10+**, you may go about your life as normal, in spite of the black cloud. **On a 7-9**, the black cloud casts a shadow upon your heart and your Disposition is halved (round up). **On a 6 or less**, the same but your Disposition is 1.

Blood Rage

Once only.

When you roll a 6 or less during a violent encounter, you must either attack the nearest person or hold steady to maintain your composure.

Compulsive Ritual

You find yourself repeating a specific action or behaviour, or a sequence of actions, without even realizing it. It could be directly related to a specific event inside a nightmare incursion, or seemingly random. You must hold steady in order to stop yourself from performing your rituals, if no one else is.

Different Now

Once only.

People say you're different, now. They say you're a mess and you act like a crazy person, that your clothes are always dishevelled and you're constantly fidgeting. Maybe they're right, but you get so distracted by your thoughts. They tell you not to talk about things, that you upset them, but they haven't seen what you've seen! They don't know! You have the Panicked debility and it is permanent.

Forbidden Ground

The nightmares refuse to allow you to set foot on ground claimed by one type of building, location, residence, or a social institution that PCs have invested in. It is always a civilized place, never a dungeon or anywhere in the wilderness. **If you enter a location of this type**, you suffer 2 damage, and again if you stay to do something instead of leaving.

The Heresy of Stigmatism

Once only.

You bleed profusely whenever you suffer harm, lose Disposition, or take a debility. This doesn't cause any extra damage, but is messy.

I Need This

Once only.

Now that you have been adrift in a world without order or any sense of law, you must have the trappings of civilization around you in order to feel competent. You must be encumbered or surrounded by enough possession to encumber you in order to use your special abilities.

Infected Attribute

When you roll with your infected attribute outside a nightmare incursion, there is no penalty, but an additional, nightmare-related complication occurs, no matter what the result. Roll 1d6 to see which attribute is infected this time:

Roll	Infected Attribute	Tell-Tale
1	Charisma	Odd expressions cross your face like shadows.
2	Dexterity	Sometimes you get the shakes.
3	Ferocity	You look ashen and sickly.
4	Health	A wracking cough in your chest, you spit blood.
5	Intelligence	Ghostly light streaks across your vision in the dark.
6	Willpower	All night you dream of your homeland—your <i>real</i> homeland—only to awaken at dawn with fleeting memories of strange vistas on alien worlds you have never visited.



Irrational Fear

The nightmares impose a new fear reaction upon you. Roll 1d6 to see what type of thing you become afraid of:

Roll	Focus
1-2	The cause of your curse, or something directly related.
3	Something related to that entire foray into the nightmare world.
4-5	Something you witnessed at any point in nightmares.
6	Something random and unconnected.

When you encounter the object of your fear, you must hold steady to avoid fleeing in terror. You are able to discuss the object of your irrational fear normally. It is only the presence of it that incites a fear imposed upon you by the nightmare world, not the thought of it.

Irrational Hatred

The nightmares cause you to hate something, beyond all reason. Roll 1d6 to see what type of thing angers you so much:

Roll	Focus
1	The cause of your curse, or something directly related.
2-3	Something related to that entire foray into the nightmare world.
4-5	Something you witnessed at any point in nightmares.
6	Something random and unconnected.

When you encounter the object of your hatred, you must hold steady to avoid attacking it in a rage. You are able to discuss the object of your irrational hatred normally. It is only the presence of it that incites a rage imposed upon you by the nightmare world, not the thought of it.



Nausea

Once only.

You can leave the roiling chaos of the nightmare world, but it won't leave you. **When you eat**, you must hold steady to avoid vomiting most of it up again.

Nocturnalism

Once only.

It gathers in your skin. You take -1 to all your rolls in direct sunlight.

A River of Fear

Dark waves of fear wash over you whenever you meet a specific type of enemy. The cold creeps up your spine and seeps into your muscles, and you take -1 to all rolls against them, whether you are attacking, defending, persuading, or using spells on them. **When you gain this curse**, roll 1d6 to determine what type of enemy you cower before:

Roll	Enemy
1	Beastlings.
2	Dwellers in the deep.
3	Faeries.
4	Golems.
5	Humans.
6	The undead.

The Sandman of Nightmare

Once only.

When you roll a 6 or less, there is a 1 in 6 chance that you also fall asleep, on the spot.

Shadows All Around

Once only.

You see flickers of nightmares in your peripheral vision all the time. You can never be sure if what you see is real or not—you have to look. You must hold steady to ignore the shadows in your peripheral vision before you can perform work that requires patience and stillness.

A Slave to Chaos

Once only.

What if you had never set foot in that nightmare incursion? What if things had worked out differently? You are not always able to control your fascination with luck and chance. **When you are presented with an opportunity to gamble**, you must hold steady to avoid gambling all your money away.





Taboo

The nightmares have damaged your mind and body such that some normal (or at least easy) behaviour is no longer trivial for you to perform. There is some restriction placed on you now. **If you break this restriction**, you suffer 2 damage immediately. Roll 1d20 to see what it is:

Roll	Taboo
1	You can only communicate in writing.
2	You can only sleep outside, under the sky.
3	You can only sleep when sung to.
4	You can only speak in rhymes, riddles, and questions.
5	You cannot approach or speak to someone you consider beautiful.
6	You cannot approach the sound of bells.
7	You cannot eat food uncooked by fire.
8	You cannot enjoy music.
9	You cannot enter an inhabited house unless invited.
10	You cannot enter courts or temples of law.
11	You cannot give something that has not been asked for.
12	You cannot repeat a secret told in confidence.
13	You cannot speak in a normal voice.
14	You cannot steal from the living.
15	You cannot take money unless you find it or steal it.
16	You cannot tell a lie.
17	You cannot touch a bleeding person with your bare skin.
18	You must be polite to anyone who is polite to you.
19	You must count small objects scattered in front of you.
20	You must give money to anyone who asks you for charity.

They Find You Sleeping

Once only.

How can you sleep? That's where the nightmares live. What if they come back? You must hold steady in order to sleep, and if you cannot, then your Disposition is halved (round up) and you cannot prepare any spells.

Truth Hurts

Once only.

After you leave a nightmare incursion, it still owns everything you experienced within it. **Whenever you speak the truth about things you did inside a nightmare incursion**, if you're not in an incursion, you suffer 2 damage.

The World In All Its Brightness

Once only.

Life becomes too intense and vivid for you. The light is too bright, sounds are too loud, and you can feel every little thing that touches you. You take -1 to any roll you make to do something that requires concentration, unless you use alcohol or drugs to dull your senses.

Your Secrets Bought and Sold

The nightmare realm is in cahoots with another type of creature. It gives them information about you, tells them your secrets. They know *things* about you, things they shouldn't. You take -1 to any rolls you make to interact with this type of creature, whether you are fighting, parleying, or tracking them. Roll 1d6 to determine what type of enemy buys your secrets:

Roll	Enemy
1	Animals and beasts.
2	Beastlings (but not beasts).
3	Dwellers in the deep.
4	Faeries.
5	Golems.
6	The undead.





Card-Based Lair Creation

These rules award experience for acting in-character more than they do for recovering treasure, and are also not concerned with the exact monetary values of goods. Level disparity is also less deadly, when it comes to monsters and violence. For both these reasons, lairs can be created in a much more free-form manner, without much reference to the level of the PCs. These optional rules allow for the random creation of lairs using a deck of cards.

Shuffle a standard deck of playing cards (without the jokers), and lay cards down from left to right until you have at least one spade and one diamond. Once you have both a spade and a diamond, stop. The specific cards you draw will tell you what elements this lair contains, and the position of each card relative to the first diamond you draw, and the first spade.

If you want two (or more) lairs that are completely different, don't put the cards you have already drawn back into the deck before drawing cards for a new lair.

The Anchor

The first (or only) **diamond** you draw represents the anchor. This is the valuable item around which this lair is able to attach itself to the physical plane.

Card Anchors worth a few purses at most:

- 2♦ Alchemical or medicinal substances.
- 3♦ A large piece of furniture (a bed or throne, etc).
- 4♦ Loose coins or other shiny pieces of metal.
- 5♦ One or more tools, well-sued by some profession.
- 6♦ A text or piece of writing, once held dear by someone.

Card Anchors that are valuable items:

- 7♦ An item of art or fashion, such as clothes, jewellery, or musical instruments.
- 8♦ Grave goods of the ancients.
- 9♦ Martial implements that display wealth (gilded, jewelled, etc).
- 10♦ A spellbook.

Card Anchors worth a fortune:

- J♦ Famous and unique item, such as a crown or gemstone.
- Q♦ A machine, such as an antikythera or an automaton.
- K♦ Treasure horde.
- A♦ Arcane or magical item.



The Crown

The first (or only) **spade** you draw is the crown. This is the nightmare or corrupted monster that controls this lair.

Card	Nightmares from the bestiary:	For you to invent:
2♠	Abductors.	Blankets of darkness.
3♠	Adepts of the Flame.	Blind fear.
4♠	The Cavemurdered.	Burrowing parasites.
5♠	False Children.	Clouds of confusion.
6♠	Glass Thieves.	Consuming earth.
7♠	Hive Mothers.	Corrupted beauty.
8♠	Locust Butchers.	The drain.
9♠	Shadows of Pain.	The ghosts of your failure.
10♠	Skull-Faced Fiends.	Inhuman stillness.
J♠	The Stalker.	Knife hands.
Q♠	Thorn Priests.	Needles.
K♠	Wound Men.	Poison treasure.
A♠	Ask the players.	A singing flame.

Diamonds and spades after the first represent other monsters that are not nightmares, but are present in the lair for reasons of their own.



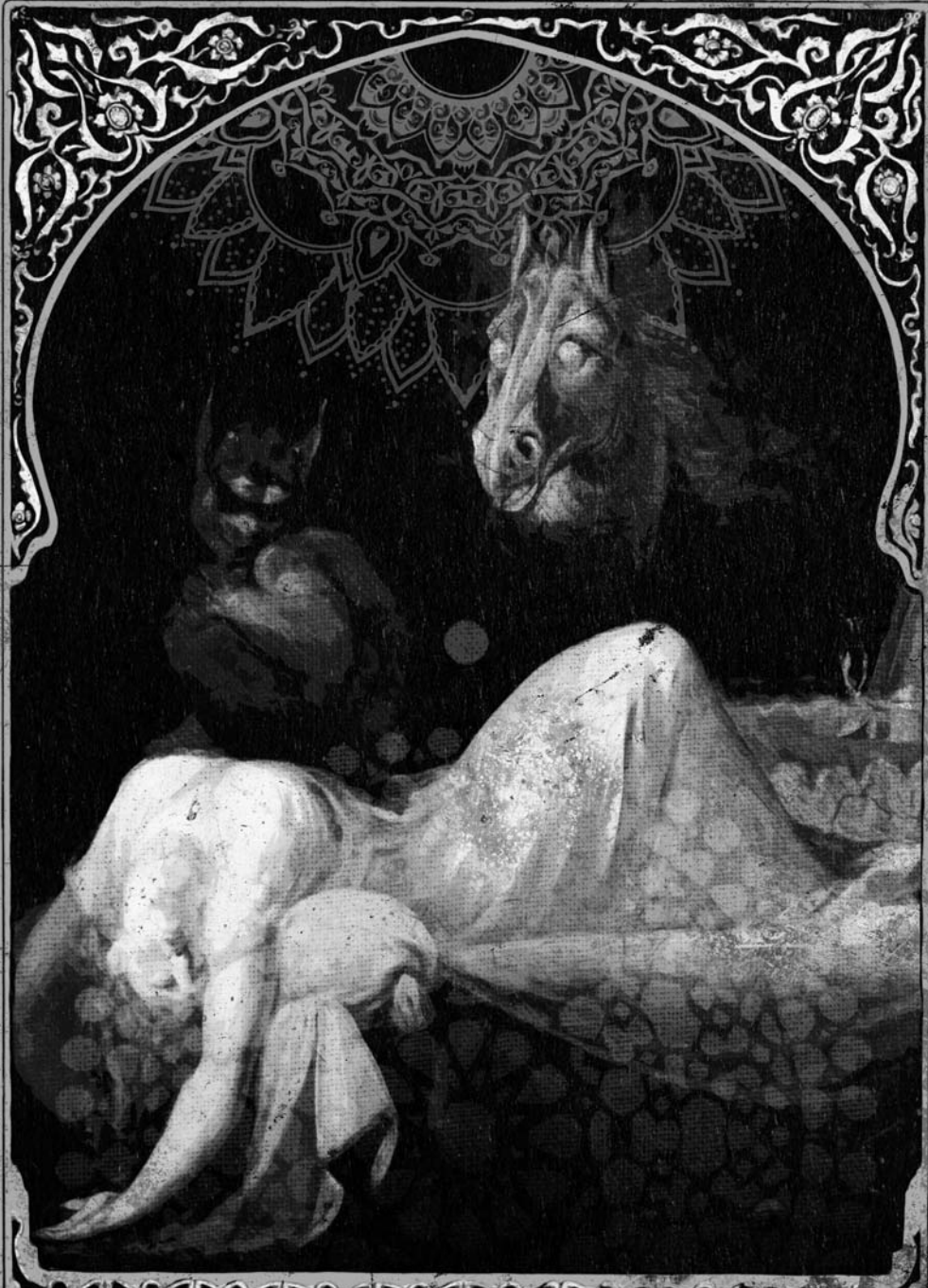
Other Monsters

Diamonds after the first represent other monsters, who have treasures of their own:

Card	From the bestiary:	For you to invent:
2♦	Blackbirds.	Bejewelled golem.
3♦	Changelings.	Corpse-eaters.
4♦	Dragons.	Coven of witches.
5♦	Frostlings.	Chthonic goddess.
6♦	Goblin Miners.	Drowning pool selkie.
7♦	Goblin Warriors.	Insane counterfeiter.
8♦	Human Bandits.	Iron maiden.
9♦	Human Cultists.	Name collector.
10♦	The Simurgh.	Relic hunter.
J♦	Sun Court Fey.	Resurrected king.
Q♦	Thaumaturgists.	Soul-gem merchant.
K♦	Tomb Guardians.	Thief of memories.
A♦	The Underfolk.	Treasure gullet serpent.

Spades after the first represent monsters who possess nothing of value:

Card	From the bestiary:	For you to invent:
2♠	Beastmen.	Acid-mouthed horrors.
3♠	Crab-Dogs.	Blood, meat, and fire.
4♠	Eclipse Wolf.	Corrosive amoeba.
5♠	Hellhounds.	Death on wings.
6♠	Illuminators.	Degenerate wyrm.
7♠	Iridescent Globes.	Fangs and claws.
8♠	The Kraken.	Filth mound.
9♠	Lamprey Golems.	Insectoids.
10♠	Poison Trees.	Pack hunters.
J♠	Revenants.	Shapechangers.
Q♠	Rittersnakes.	Shards of light.
K♠	Silent Accusers.	Tentacles.
A♠	Wasp Riders.	Thought poisoner.





Traps

Clubs represent traps, so each club you draw adds a trap to the lair:

Card	Trap type:
2♣	Alarm trap that alerts or summons monsters.
3♣	Ceiling trap, with a blade, falling objects, etc.
4♣	Crushing trap.
5♣	Dart trap, or other harmful projectile.
6♣	Drowning trap, or other malicious use of liquid.
7♣	Explosion, fire, or lightning trap.
8♣	Falling trap, such as a chute, pit, or shifting floors.
9♣	Fog, gas, or smoke, which may or may not be toxic.
10♣	Illusion meant to draw intruders in, or to keep them out.
J♣	Infection or poison trap.
Q♣	Insanity or mind control trap.
K♣	Maze or prison.
A♣	Transportation trap moves intruders to a deadlier position.

The position of the card determines additional aspects of the trap:

- Traps to the **left of the anchor** defend the anchor and any other treasure.
- Traps to the **left of the crown** are pieces of the nightmare realm.
- Traps to the **right of the anchor** defend the crown or any other monsters.
- Traps to the **right of the crown** are mundane or magical but not nightmares.

Clubs may be places to the left of both the crown and anchor, or to the right of both. They can also be to the left of one and the right of the other. In any of these cases, all of the above conditions apply.

Outsiders

Hearts represent this lair's ties to the outside world. Each heart drawn means there is someone from outside with an interest in this lair. They could be a mere handful of individuals, or they could be a large organization.

Card Size of outsider group:

2-6♥ A few individuals, roughly the card's number, with little or no back-up.

7-9♥ A small gang with only local influence, if any.

10♥ A small group of faeries, with ties to other worlds.

J♥ A powerful criminal society.

Q♥ A powerful local or regional family.

K♥ A large social group and its leader, such as a cult, militia, or school.

A♥ A powerful social institution or an influential cabal.

The position of the card determines the motives and allegiances of the outsiders:

- People to the **left of the anchor** covet the anchor for reasons.
- People to the **left of the crown** serve the crown and are corrupted.
- People to the **right of the anchor** are not interested in the anchor.
- People to the **right of the crown** are enemies of the crown.

Finally

Draw a map or get a random dungeon and place these elements throughout it, wherever they seem to make sense. Or decide they are located somewhere in the city or the royal palace, secretly pulling strings in the night.



Theme

Optionally, draw another 2 or 3 cards to finish off the lair's theme if you need to. Answer the questions posed and narrate those details into various aspects of this lair.

Clubs mean anger and wrath, destruction and ruin.

- 2-6 How does the monster causes people to become angry? What makes you angry? How does the monster accomplish those things?
- 7-10 What is destroyed in anger that triggers regret? How is the anchor connected to one or more of these events?
- Face What do you think is the worst kind of destruction and ruin? How does the monster perpetuate that?
- Ace The lair destroys itself and the landscape around it.

Diamonds mean envy and jealousy, desire, hunger, and lust.

- 2-6 What do you want that you can't have? How would the nightmares taunt you if they knew?
- 7-10 What do other people desire that you do not? What would it be like to have the dungeon show you these things, over and over again? How would it do that?
- Face Imagine what someone would do if they wanted something so badly that nothing else mattered? How is the anchor connected to similar events?
- Ace This lair contains someone's heart's desire.

Hearts mean body horror, blood and injury, flesh and bone.

- 2-6 Add bones and teeth and desiccated corpses to the dungeon.
- 7-10 Add liquids, especially blood, but also the others, to the dungeon.
- Face Add meat, muscles, skin and organs, eyes and pulsating tissue to the dungeon.
- Ace This lair is dominated by landscapes of human and non-human bodies, all over everything. Alive or dead.

Spades mean fear and pain, anxiety, melancholia, suffocation.

- 2-6 What makes you want to run away? What makes your skin crawl? How are the monsters here like that? How is the dungeon shaped to amplify those feelings?
- 7-10 What are you afraid to give up? What would you hate to lose? How does the dungeon take those things away?
- Face What causes pain? What makes you stare in revulsion and horror? How does the dungeon show you these things and make you watch them?
- Ace Make every part of this dungeon a trap.



The End.