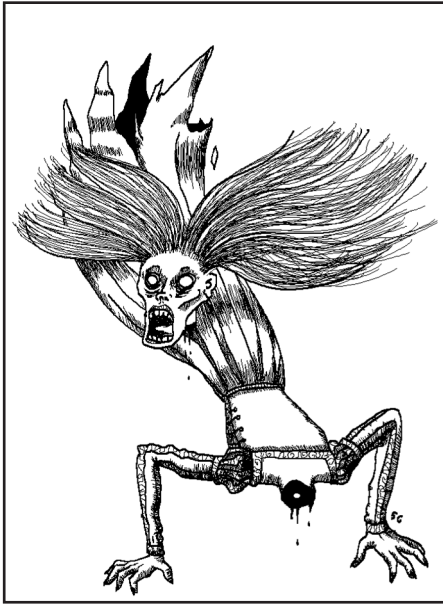


GHOSTS



Encounter: 1

Biomes: Urban, Forest, Cursed

Omen: Sudden temperature drop

Disposition: Notorious short fuse

Powerful spirit bound by an unfinished business. Raw horrible emotion incarnate, relentless fury. It dwells near a cursed memento of its endless pain.

Imagine a person frozen in their last moments, eternally reliving the horrible emotions of their demise. Their traits are twisted in grotesque ways.

An **undead**.

Hit Points: 13 (3 HD)

Armor: none

Hit it: normal

Dodge it: normal

Magic: normal

Move: slow

Senses: darkvision

The ghost is *undead*. It doesn't need to eat, breathe or sleep, neither can it be sick or poisoned. However, direct sunlight makes it lose all resistances and immunities.

The ghost is *ethereal*. It can pass through anything, and cannot be affected by non-magical objects.

A ghost can only be killed when its *unfinished business* is resolved. If it is slain before that, it comes back after 1 hour.

D6 Unfinished Businesses

1. For their body to be properly buried.
2. Revenge on their murderer's family.
3. For their life's work to be acknowledged.
4. To live one last time through *possession*.
5. For their lover's forgiveness.
6. Ruin on the person who ruined them.

If a creature touches the ghost's *cursed memento* for the first time, or is *possessed* and disobeys the ghost's command, the ghost **materializes**. The triggering creature must then save against fear or lose all HP.

While *material*, the ghost cannot pass through things and is affected by nonmagical objects. If slain in this state, it comes back *ethereal* after 1 hour. While *material*, it uses its **alternative attacks**.

MONSTERS

ATTACKS 1x per turn

The ghost attacks twice per turn near its cursed memento.

Abnormal Shivers. One room in the ghost's domain becomes extremely cold for 10 minutes. Creatures who decide to stay become *exhausted*. Affects one room at a time.

Deadly Phantasm. One creature must save or be victim of a terrible illusion of the ghost's choice. The illusion can attack, inflicting 1D6 psychic damage. Other creatures see nothing.

Overwhelming Emotions. One creature must save or be *frightened*. If already frightened, it becomes *exhausted*. If already exhausted, it becomes enraged and must attack all visible creatures until it can't see any.

Possession. One creature must save or be possessed by the ghost. The possession lasts up to 1 hour, or until the host drops to 0 HP. Until then, the target must obey a simple command without revealing they are possessed. While possessing, the ghost uses its *alternative attacks*.

Spatial Distortion. For 1 turn, all doors in target room lead to one room of the ghost's choice OR target path or corridor becomes infinitely long.

ALTERNATIVE ATTACKS

Telekinetic Push. One creature must make a save or be shoved nearby, falling *prone* and taking damage (1D8).

Terrifying Abandon. The ghost makes one melee attack (1D8) with advantage. For the rest of the turn, every attack against the ghost has advantage.

Cursed Memento (magical item)

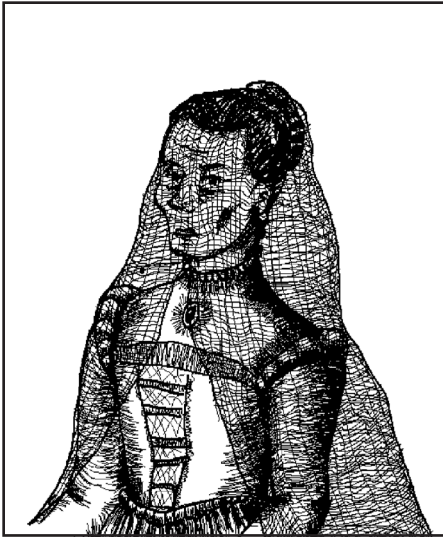
An important object related to a ghost's death or love. Indestructible until its *unfinished business* is resolved.

Can be used with a *ouija board* to contact the ghost once per night. Each time you ask it a question, there is a 1-in-6 chance the ghost will attempt to *possess* someone. In this case, everybody present rolls a save, and the lowest failing result is possessed.

If used as a *crafting material*, the resulting object will be magical, but evil.

THE WIDOW

CLASS



You will never let the dead go. In the village, you are treated with an awkward mixture of pity and respect. Mentions of your name are invariably followed by a weighted pause. And yet, you are empowered: a single person carrying the legacy of two with no more tears to shed.

STARTING SKILLS

Death, and choose one of the following:

- Destitute Aristocrat
- Local Gossip
- Religious Rites
- Ex-Spouse of a (roll on TenFootPolemic's d200 failed medieval career table). If your dead spouse was another character, select one of their starting Skills instead.

STARTING EQUIPMENT

A Memento (required to use your abilities), a Hooded Lantern, 3 Oil Flasks, as well as your choice of two of the following:

- Waterproof Cloak (as leather)
- Socially acceptable Black Veil
- Discipline Whip (1D4 damage)
- Ouija Board to contact spirits
- Cranky Small Dog that can follow two one-word commands

STORY BEATS

Every time you take a widow level, roll a D4:

1. A new suitor appears!

Gain a new Follower. There is a 1-in-6 chance they are rich, otherwise roll on the medieval career table for them.

2. You take on new responsibilities.

Choose an additional starting Skill.

3. New documents are found.

Roll a D4 and inherit the following:

1. A Horse;
2. A Boat in the nearest harbour;
3. Roll on Goblin Punch's d100 Minor Magical Items;
4. An Estate and a treasure of Debts.

4. You are haunted!

Once per night, you can be visited by a Ghost for 10 min. Roll a D4. You can re-roll if you have a Ouija Board:

1. A figment of your imagination;
2. Your dead spouse, chatty;
3. Your dead spouse, hostile;
4. Death itself. It comes to wager some HP in a game of blackjack.

CLASS PROGRESSION

- A. Death's Companion, Gravitas, Wail
- B. My Dead Spouse
- C. Eulogy
- D. Epilogue

DEATH'S COMPANION

Death has become familiar to you. You have 1 **Trauma** in your Psyche from your spouse's death. Once per day, you can take 10 minute in penance to recover 1 HP per **Scar** and **Trauma** you have, doubled if you have a Discipline Whip.

GRAVITAS

There's a certain grave aura radiating from you. If you want, **humanoids**, **animals** and **undead creatures** that see you can be prevented from laughing, intentionally making loud noises, and otherwise behaving in an impolite way. Named characters are allowed one saving throw each day to become immune forever.

WAIL

Your voice is the perfect vessel for pain. On your turn, you can perform a wail that will shock as many people, animals and undead creatures of your choice as you have **Scars** and **Traumas**. You then must save or lose your voice for 1 hour. Your repertoire is as follow:

Enraged Shriek. Targets inflict 1D6 extra damage with their melee attacks next turn.

Howl of Despair. Targets must focus on you during their next turn. You have advantage on your rolls against them.

Melancholic Moan. Targets must save or become lost in their thoughts for their next turn. Ends if they are attacked.

Pitiful Cry. Targets avoid interacting with you during their next turn.

Religious Plea. Target undead creatures take 1D6 psychic damage.

MY DEAD SPOUSE

Bad luck seems to cling to people who have hurt you. You can attempt simple **combat maneuvers** such as tripping or disarming against anything you can see who has spurned you. For any normal witness, it looks like fortuitous luck or clumsiness on the part of the victim, but for people who can see ghosts, the culprit is obvious.

EULOGY

When you see a named character die, you can begin a passionate, loud eulogy. As long as you do so, it is as if the character was still there speaking through you with full authority, except you can now decide what they say. You must save every 10 minutes of the eulogy or lose your voice for 1 hour.

EPILOGUE

Your story as a widow ends. Death, your true companion, comes to finally claim you. **You die** a peaceful death, and yet...

When you die, you become a ghost. This character can now become the follower of your next character or one of your companions. As a ghost, you have no inventory slots except for your Memento and cannot inflict or take mundane damage.

SEANCE CODEX

SPELLBOOK

Dedicated to my post-mortem apprentice.

Multiple fables recount the tragic tale of some desperate soul seeking to reclaim a lost lover from the realm of the dead, only for both to remain trapped there. They mean to teach a lesson about grief and moving on, but why listen when reunion seems just a spell away? Yet, this kind of magic is fickle, perilous, even, in the hands of one ruled by emotion.

Basic Cantrip

You can rouse the spirits of a room by placing a knife on any surface. When you do so, the lights will flicker and the knife will point towards a direction of the spirits' choosing. This also wakes all dormant undead creatures in the space.

Scaling Cantrip

Each time you level up as a *Wizard* through studying this book, you can add the 'ghostly' qualifier to one item in your inventory. Discuss with the referee how it changes the item's properties.

The Codex's Spells

1. Death Mask
2. Finger of Death
3. Ghost Choir
4. Occult Consultation

Death Mask

Range: touch

Duration: [sum] days

You touch a corpse and the face peels off like a mask. The rest of the corpse shrivels up and flakes into dust. When you (and only you) wear the mask, you will look and sound like the person whose face you're wearing. The mask will rot into uselessness after [dice] uses.

If you invest 4 dice or more in this spell, neither time nor usage will make the mask rot.

Adapted from the Coins & Scrolls OSR blog.

Finger of Death

Range: touch

Your finger becomes bone-white as you touch a living creature, killing if it fails a save and it has [dice] HD or less. Even if it succeeds, it still takes [sum] damage.

Creatures that know you have advantage on this save, and, if killed, there is 1-in-6 chance they haunt you each night, preventing you from resting.

Adapted from Wonder & Wickedness.

Ghost Choir

Range: 30'

Duration: [dice] x 10 minutes

You are surrounded by the harmonious sounds of an invisible eerie choir for the duration of the spell. All of your actions are now heightened by its music. Until it ends, creatures have a harder time succeeding on their saving throws against you.

Also, if you hide, the music stops, only to burst into a dramatic loud jump scare when you reveal yourself, *stunning* surprised creatures.

Alternatively, you can cast this spell on another creature, preventing it from doing anything discreet for the duration.

If you invest 4 dice or more in this spell, it becomes permanent.

Adapted from the Coins & Scrolls OSR blog.

Everybody has heard of the face-stealing cabal and the deadly graze of a cold hand in a crowd. This foul magic is at the center of many conspiracy theories and is specifically forbidden by law.

The permanent version of Ghost Choir, is known as the Bard's Curse and drives people mad and jesters happy.

Occult Consultation

Duration: [sum] minutes

After a 10-minute nighttime ritual where you dig a pit into which is poured wine, fragrant herbs, and blood, you call out to the spirit of a dead person. Roll 1D6 + [dice]:

1. You are pulled to the underworld.
2. The spirit is now a *ghost* bound to this place.
3. It's the wrong spirit.
4. The spirit will sometimes lie.
5. The spirit is angry at you and will demand a trade.
6. The spirit answers truthfully...
7. ... and stays 1D6 extra minutes.
8. Or higher. The *ghost* is permanently raised, and can be given one command.

Your roll is modified by these factors:

- Died within a week: **+1**
- Has unfinished business here: **+1**
- You know personally: **+4**
- Is angry at you: **-3**
- You vaguely know who it is: **-3**
- The target was a magic user: **-3**

Following the consultation, you may follow the ghost in katabasis to the land of the dead along with any number of companions, though an easy path of return is not guaranteed.

Adapted from Wonder & Wickedness and the Coins & Scrolls OSR blog.