

The Adventure Tables

Who?

Card Antagonist

- Ace **Villager:** An ordinary person is up to no good.
- 2 **Scholar:** A learned person in the local area is the villain.
- 3 **Townfolk:** A group of villagers are in it together.
- 4 **Official:** Someone in a position of authority is the enemy.
- 5 **Cult:** The enemy group is a hidden religious organization.
- 6 **Beast:** A natural (or formerly natural) animal is to blame for the events.
- 7 **Magician:** A magic-user is to blame.
- 8 **Money:** A merchant, group of merchants, or wealthy nobleman is behind everything.
- 9 **Criminals:** A criminal or criminal organization is responsible.
- 10 **Master:** A powerful named NPC is responsible, his profession determined by suit.
- Face **Supernatural:** A monstrous being is responsible for the events. Draw on the Supernatural Creature Table.
- Joker **Double Trouble:** There are two, possibly conflicting, agencies at work here. Draw twice more; if you draw the second Joker, draw twice more again for a total of three antagonists.

What?

Card Incident

- Ace-4 **Missing Person:** Someone is missing. Draw on the Victim Table.
- 5-7 **Death:** If the card is black, someone is already dead. If it's red, someone will die unless the heroes act to stop it. Draw on the Victim Table to find out who it is.
- 8-10 **Accident:** There's been an accident of some sort, perhaps incidental to the enemy's plans. Draw on the Victim Table to see who the accident has befallen.
- Jack **Witness:** Someone saw something strange and came to the heroes to tell them about it.
- Queen **Criminal Activity:** If the card is black, a crime has been committed. If it's red, it's going to happen and someone has informed the heroes ahead of time. Draw on the Victim Table to see who the target of the crime is.
- King **Missing Item:** Something valuable has been stolen or misplaced. Roll on the Victim Table to see who it was taken from or who has it now.
- Joker **Machination:** Something *big* is underway—possibly the plan of a darklord or other major villain. Bare minimum, it's going to affect everyone in the local vicinity.

Why?

Card Motivation

- Clubs **Power:** The antagonists are after power of some kind, such as taking over a town, seizing an artifact, stealing a weapon, or killing a person in authority.
- Diamonds **Wealth:** The antagonists want possessions or valuables. This might be actual money, or it might be ruining someone else, taking a prized possession, or ensuring future gains.
- Hearts **Passion:** The enemy is acting on ill-conceived plans stemming from dark passion,

- Spades whether love, hate, jealousy, or another emotional reason.
Sacrifice: The enemy hopes to bring harm to others in an effort to gain some favor, possibly from another person or more likely from some dark power.
- Joker **Madness:** The enemy has no rational reason, not even a desire to see the world burn. They are simply insane and can no more explain their motivations than a storm could explain why it destroys one house but not another.

Where?

- | Card | Location |
|----------|---|
| Clubs | Earth: The enemy's lair is underground, such as a cave, basement beneath another building, sewers, or tunnels. |
| Diamonds | Air: The enemy's lair is high above, such as in a tower, in the mountains, high in the trees, or literally floating in the air. |
| Hearts | Fire: The enemy's lair is in a place of human artifice, such as a factory, construction site, public house, or gentleman's club. |
| Spades | Water: The enemy's lair is near or beneath a body of water, such as a pond, lake, or river—or perhaps in a partially flooded sewer. |
| Joker | In Plain Sight: The enemy's lair is in plain sight, where no one would think to look. Perhaps the enemy dwells in a secret chamber in another person's home, or under the local church, or has taken over an innocent person's home. |

Supernatural Creature Table

- | Card | Creature |
|-------|---|
| Ace | Fey: The enemy is one of the fair folk. If the card is red, it is a minor fey like a sprite, pixie, or goblin. For a black card, it is a powerful fey, such as one of the shadow fey, an evil elf or dwarf, or another strange creature of faerie. |
| 2-4 | Shapeshifter: The enemy can assume human shape or is trapped in human shape until some circumstance forces it into monstrous form. This can include a lycanthrope, red widow, doppelganger, or other creature with more than one natural form. |
| 5-6 | Witch: The enemy is a practitioner of the black arts of witchcraft. A red card indicates a dabbler or novice, while a black card indicates a master or more experienced caster. |
| 7-8 | Undead: The enemy is one of the walking dead—an intelligent and powerful one. On a black card, the enemy is a corporeal creature such as a vampire or ghoul; on a red card, it is an incorporeal foe like a ghost. |
| 9-10 | Construct: A created foe is the supernatural enemy in question—a golem, homunculus, mechanical horror, or other perversion of mystical science. |
| Face | Abomination: The enemy is an inchoate or nameless horror, something truly monstrous and inhuman. This could be a creature from beyond, an aberration, or an ooze monster. Regardless, it is not something easily categorized. |
| Joker | Champion of Darkness: The enemy is a darklord or other singular, powerful supernatural NPC, such as the leader of a major cult, a named werewolf, or another similar foe. |

Victim Table

- | Card | Victim |
|------|--|
| Ace | Hero: One of the heroes is the target! |
| 2-5 | Ordinary Person: An ordinary person is the target, a villager or other individual of little |

note.

- 6-8 **Someone Special:** A person known to the heroes is the target—perhaps a friend, ally, loved one, or rival.
- 9-10 **Animal:** The victim of this tale are local animals, either domesticated or wildlife.
- Jack **Criminal:** Bad things are happening to bad people. The heroes might be torn between letting the acts continue and saving people who are being targeted.
- Queen **Organization:** Someone has targeted all of the members of a local organization. The first victim might only be the tip of the iceberg.
- King **High Places:** A person of importance in the local area is the target, such as a city official, wealthy merchant, famed warrior, or beloved church leader.
- Joker **Double Trouble:** There are two victims. Draw twice more, ignoring another Joker draw. Decide how the two victims relate to one another.

Complications (Red Suit)

Card Complication

- Ace **Weather:** Severe weather strikes the area for the duration of the adventure. Clubs is an earthquake, dust storm, or mudslide; diamonds is a thunderstorm, snowstorm, or hailstorm; hearts is a wildfire, ash storm, or heatwave; spades is a flood, torrential downpour, or cold snap.
- 2 **Mistaken Identity:** One of the heroes or the target is a case of mistaken identity.
- 3 **Crime:** The heroes are the targets of a crime or may have to perpetrate one to continue their investigation.
- 4 **Misdirection:** The situation changes dramatically partway through the adventure and the heroes must struggle to adjust.
- 5 **Tempus Fugit:** The heroes have only limited time to achieve their goals before the villain succeeds at his.
- 6 **Missing:** Someone involved in the case goes missing for a while, but for harmless, innocuous, or unrelated reasons.
- 7 **Heartbreak:** A hero with a family or loved one runs into a personal problem at home that must be dealt with while also pursuing the adventure.
- 8 **Inopportune:** A piece of a hero's gear needs to be repaired or replaced.
- 9 **Scrutiny:** The heroes come under the scrutiny of a person in authority or a group of individuals who have decided that the heroes are not who or what they claim to be.
- 10 **Rivalry:** One of the heroes develops a rival or antagonist—not necessarily someone who wants them dead, but someone who would be happy to show them up or ruin them for personal reasons.
- Jack **Ambush:** A villain gets wind of the heroes' investigation and lays a trap for them. If the card is black, it's the enemy from the current adventure; if it's red, it's a villain from a previous adventure taking an opportunity to get even.
- Queen **Crisis of Power:** Mystical or spiritual forces align against the heroes, causing power-using characters to have serious trouble with their abilities. If the card is black, characters suffer a -2 on casting rolls for the duration of the adventure; if it's red, they suffer backlash if *either* die in a casting roll shows a 1.
- King **Betrayal:** Someone the heroes know and trust betrays their loyalty. Perhaps they are being forced into it by the villains, or maybe someone just made them a better offer. Either way, at some point during the adventure, that individual will use the heroes' trust against them.

Joker **Minor Conjunction:** The Mists link two places that normally do not touch, creating a temporary conjunction between two unrelated domains.

Complications (Black Suit)

Card Complication

- Ace **Mist Strangeness:** The Mists rise up, creating a temporary rise in the local levels of fear. The region steps up one level as a Sinkhole of Evil (maximum rating 4).
- 2 **Demands:** An organization that one of the heroes is a member of needs a service from them. Sometime during the adventure, he must accomplish another goal set by the organization or suffer their reprimands.
- 3 **Money Trouble:** One of the heroes has a sudden expense that needs to be taken care of. Perhaps his home is damaged, or a loved one is sick, or he is held responsible for damages. Roll 1d6×10 to determine the cost of the trouble in silver pieces. Halve this amount for poor heroes or double it (or more!) for wealthy ones.
- 4 **Unwanted Attention:** Some person or group is paying more attention to one of the heroes than is entirely welcome. It might be positive attention, such as an adoring villager or potential suitor, or negative attention, such as a disapproving church elder or angry parent.
- 5 **Minor Illness:** One of the heroes is struggling with a minor illness of some kind. They suffer a level of Fatigue for the duration of the adventure.
- 6 **Investigation:** The local authorities are looking into one or more of the heroes on suspicion of having committed a crime. It might be something they actually did in a previous adventure, or it could be a case of mistaken identity or false leads.
- 7 **Festival:** A local celebration is taking place, possibly in spite of the current terror. The celebration is very much in the way of the heroes' investigation.
- 8 **Religious Obligation:** One of the heroes has a requirement for his faith, perhaps a religious observance, holiday, or restriction on his behavior, for the duration of the adventure. Forgoing this obligation could bring the disapproval of his religious authorities upon him.
- 9 **Escaped Criminal:** A prisoner or wanted criminal is loose in the area. Magistrates, constables, and bounty hunters are everywhere, possibly interfering in the heroes' investigation.
- 10 **Family Obligation:** One of the heroes with a family has an obligation. Perhaps he receives a letter saying his beloved mother is sick, or perhaps his cousin is in town and needs a place to stay.
- Jack **Madness:** Someone exposed to the current terror has gone utterly mad. Their ranting and raving might provide valuable clues to the mystery, or they might be completely on the wrong track. Maybe their insanity has nothing to do with the immediate problem at all.
- Queen **Conspiracy:** The heroes have attracted the attention of a cabal. The operatives and agents of that cabal are performing their own investigation into the heroes—though whether for good or ill, only they can say.
- King **Covert Aid:** A local authority or minor cabal lends a hand to the heroes in a time of need. This aid is likely covert and subtle—a clue slipped under a door, charges dropped quietly, or a book with important information left where the heroes will see it.
- Joker **Major Conjunction:** The Mists rise and all hell breaks loose. A horror of the Mists is released into the world, and the natural world seems to turn bizarre. The rise of the Mists makes visibility one level worse in all outdoor areas and increases the local Sinkhole of Evil rating by 1 point (maximum 4).