

Ravenloft Reincarnated

Power of the Tarot



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Playing with Cards

The *Savage Worlds* game system has a long and storied history of using playing cards as an integral component of its mechanics. The system that *Savage Worlds* is derived from, *Deadlands*, used poker cards for character creation and for its magic system, and modern *Savage Worlds* uses a standard 54-card deck for initiative. Some settings also use it for magic, random encounters, or even determining events in-game through the use of the Adventure Deck.

At the same time, *Ravenloft* has a strong connection to playing cards as well, through its tarokka deck, introduced as a play aid in the second version of the *Ravenloft Campaign Setting* boxed set (the so-called “red box”). Despite its occult trappings, the tarokka deck is just a renamed 54-card poker deck. Indeed, the entire reason that TSR used “tarokka” instead of “tarot” was to avoid the occult implications of the latter, which was important due to the anti-occult sentiment of the era.

The funny thing about the “occult” implications of the tarot is that the original tarot decks were just a type of playing cards used for games, and the divinatory uses of the tarot didn’t appear for almost two centuries after the deck’s first known appearance. The modern 54-card poker deck is a descendant of the tarot with the major arcana removed and the suits renamed. The transparent attempt by TSR to avoid accusations of mysticism is revealed by the fact that “tarokka” is simply another one of the tarot deck’s traditional names (along with tarocchi,

tarock, and a few others, depending on location).

Tarot and Tarokka

The core rules of *Ravenloft Reincarnated* assume that “tarot” and “tarokka” are interchangeably used for the same thing—a deck of playing cards used by some individuals for the purposes of divination. For ease of use, it is assumed that this is a standard 54-card poker deck, as used in *Savage Worlds Deluxe Edition*. However, that doesn’t have to be the case for groups that want a little more verisimilitude in their games (or those that just want to dust off their old tarokka deck and let it get some more use).

This supplement, *Power of the Tarot*, is designed to introduce players and GMs to the Ravenloft version of the tarot deck, the tarokka. Both the “classic” tarokka and the “true tarot” forms of the deck. For the purposes of this supplement, “tarokka” will be used to describe the Ravenloft version of the 54-card poker deck, while “tarot” will be used to discuss the 78-card extended deck. Both can be used for initiative, random encounters, and any other purpose that a standard deck of playing cards can be used for in *Savage Worlds*.

The Tarokka Deck

The Ravenloft tarokka deck is used by people across the world for playing various sorts of games, some of which would be familiar to modern people and others which

would be quite confusing. The cards are traditionally printed on thin, stiff sheets of paper or hide, but some places use thin ivory blocks or wood instead. There are 54 cards in the tarokka deck, with ten cards each in four suits as well as fourteen cards in the “high deck,” belonging to no suit but their own. The four suits of the lesser deck correspond roughly with the four suits of real-world playing cards, while the high deck are the “face cards.”

The four suits of the lesser deck are swords (clubs), coins (diamonds), stars (hearts), and glyphs (spades). Any correspondence used by suit in *Savage Worlds* applies in the same manner for the tarokka deck; that is, swords cards usually result in hardships when drawn, and the order of initiative is the same (glyphs, then stars, then coins, then swords).

The lesser deck is numbered with cards 1 through 9, then a “master” for each suit; the master corresponds with the 10 card for playing cards, while the 1 is the Ace. This means that Aces are the *lowest* initiative card when using the tarokka, rather than the highest besides Jokers. If it matters, glyphs and swords are “black,” while stars and coins are “red.”

The masters of each suit are: Priest (stars), Wizard (glyphs), Warrior (swords), and Rogue (coins). Traditionally, each card also has a name; for example, the 2 of Swords is “the Paladin,” while the 7 of Coins is “the Thief.” This supplement forgoes those names, but a diligent group can find them out if they wish.

Another major difference when using the tarokka deck rather than an ordinary playing card deck is that the high deck always beats the low deck for initiative. The fourteen cards of the high deck are considered better than any low deck card. While the high deck is not traditionally numbered (like the major arcana of the tarot are), for the purposes of this rules set, they are ranked in alphabetical order from highest to lowest. This means that

“the Artifact” is the best high deck card for initiative, while “the Temptress” is the worst.

In the tarokka deck mode for initiative, characters gain the traditional Joker bonus (+2 on all rolls made during the round) when they draw the Innocent or the Raven, both cards that represent good fortune or the powers of light coming to the aid of the heroes. The deck is reshuffled at the end of the round when the Darklord or the Mists are drawn, cards representing misfortune or the ascension of the powers of evil.

It can be difficult to substitute a deck of normal playing cards for tarokka cards due to the fact that the high deck has no direct correspondence with any particular face cards or suit. It is the recommendation of the writer that, should a group want to use these rules but not own a real tarokka deck, that they go out and buy a pack of playing cards and write the names of the high deck cards on the face cards in marker. You can buy a decent pack of playing cards for right around a dollar, and it’s the easiest solution by far.

Wild Card Edges

If you are using the tarokka deck for initiative, then you will need to change one of the setting rules for *Ravenloft Reincarnated*. Since high deck cards are more common than Jokers, player characters no longer receive the benefits of Wild Card Edges on a Joker draw. Instead, player characters with a Wild Card Edge gain the benefits of that Edge when they draw a high deck card for initiative. This benefit is only gained if the character with the Edge draws such a card, not anyone else.

Additionally, the *Fate is Fickle* setting rule is changed as follows:

- **Fate is Fickle:** While Fate can be cruel, that cruelty can sometimes aid heroes. Whenever an enemy draws a high deck card for initiative and that card is better than any card held by a player character, all player characters receive a Benny.

The Tarot Deck

In some ways, using the traditional tarot deck for a *Savage Worlds* game is easier, while in others it is much harder. All of the cards in a tarot deck are numbered and ordered in a specific way, making it easier to keep track of them for initiative purposes. On the other hand, the tarot deck is larger than the traditional playing card deck by twenty-four cards, which can make it unwieldy and result in much longer periods between shuffling.

Like the tarokka, the tarot deck is divided into two groupings, the minor arcana and the major arcana. The minor arcana are grouped into four suits, which correspond to the four suits of playing cards: swords (clubs), wands (diamonds), cups (hearts), and pentacles (spades). A major difference is that there are fourteen cards in each suit rather than the thirteen for playing cards. Again, the Ace is the lowest card in each suit; the face cards in each suit, from lowest to highest, are Page, Knight, Queen, and King.

There are twenty-two numbered cards in the major arcana, running from 0 (the Fool) to 21 (the World). The major arcana trump the minor arcana for purposes of initiative. Numerically higher cards are considered higher for purposes of initiative. Additionally, the Fool and the World are the “Jokers” for the major arcana. These cards trigger the +2 bonus on all rolls and reshuffling the deck, just like a Joker in a regular deck of cards, but they still have initiative occur in their numerical order.

Additionally, each player should pick one of the twenty remaining cards of the major arcana to represent their character. Whenever this card appears, regardless of who drew it, that character gains the +2 bonus for the round as though they had drawn a Joker. If a character draws the Fool or the World during a round when their

chosen card appears, then they get a +4 on everything! Fate has truly chosen to smile on them this day.

Wild Card Edges

If you are using the tarot deck for initiative, then Wild Card Edges trigger when the Fool or the World are drawn, or when a player's chosen major arcana card is drawn. It doesn't matter who draws the card—the Wild Card Edge is triggered if any of these three cards appear during a given round. If more than one of them is drawn, no special benefit is had.

Additionally, the *Fate is Fickle* setting rule is changed as follows:

- **Fate is Fickle:** While Fate can be cruel, that cruelty can sometimes aid heroes. Whenever an enemy draws a major arcana card for initiative and that card is better than any card held by a player character, all player characters receive a Benny. Wild Card Edges are triggered when any character draws the Fool, the World, or a character's personal major arcana card.

The Adventure Deck

The *Savage Worlds* Adventure Deck is a great addition to many campaigns, and *Ravenloft Reincarnated* assumes its use. This deck does not have to be any particular size. Indeed, one of the benefits of the Adventure Deck is its modular design, which allows GMs to add or subtract cards to fit their view of a particular campaign setting, or even to modify it for a given adventure.

The Adventure Deck is available through Pinnacle's online store, as well as Studio 2 Publishing. Several different settings also have special add-on cards for the Adventure Deck, and it is left to individual groups to determine which (if any) of those cards are appropriate for their *Ravenloft Reincarnated*

campaign. A few new cards are included here to add some Ravenloft-specific flavor to the Adventure Deck; the GM can simply add these cards in or replace existing cards at their discretion.

New Cards

Angry Mob

Play during combat. A group of angry locals (two Extras per hero) show up to join the fight on the side of the heroes. They are armed with improvised weapons (mostly pitchforks and torches) and stay only long enough to help with the fight.

Cheating Fate

Play after initiative cards have been dealt but before any actions have been taken for the current round. Switch your initiative card with an enemy's initiative card—even if it's a Joker.

Convenient Distraction

Something draws the attention of enemies away—perhaps a rabbit rustling in a nearby bush. Play before making a Stealth roll or a group Stealth roll. That roll gains a +4 bonus.

Determination

Play at any time. For the rest of the current encounter, you ignore all wound and Fatigue penalties unless Incapacitated. When the encounter ends, you fall unconscious from exhaustion and pain for 1d6 hours.

Field Surgery

Play on a wounded character after a battle ends. That character recovers from Incapacitation and heals one wound with no roll required. The character gains a temporary Injury that lasts until all wounds are healed. If the character has no more wounds, this Injury lasts until he succeeds on a natural healing roll to remove it.

If It Bleeds...

Play during a combat against an opponent who is invulnerable to normal attacks. You lash out at that opponent with something random from the environment, which does no damage but somehow reveals the creature's vulnerability. If there is no possible way for the creature's vulnerability to be present in the current scene, it instead brags about that fact and lets its vulnerability slip in dialogue.

Malleus Maleficarum

Play when an enemy character is casting a spell. That character's casting roll automatically fails. If the caster's magic type includes a backlash of any sort, he suffers that backlash.

Mist-Taken

Sometimes the Mists do more than lead folk astray—sometimes the Mists *take*. Play at the start of a random encounter in which your group is outnumbered or overwhelmed. The Mists rise and transport you and your allies somewhere else of the GM's choosing. You must find your own way back if you want to return where you came from, and there is no guarantee that where you go will wind up being any better than where you left.

Restless Grave

Play on any character that has died in the current session. That character automatically returns from death as a revenant, but he returns with a Dominion of -2 and is in the grips of his Dominion compulsion for 24 hours after rising.

Return to Innocence

No one who loses their innocence can ever truly go back, but they might regain some portion of that grace. Play after any character in your group performs a good or inspiring deed to remove one level of corruption from

yourself. If this would remove your last level of corruption, you must be the character who performed the deed.

Run for It!

They say that discretion is the better part of valor. Play during an encounter to allow you and your allies to make a break for it. You get enough of a head start to turn the encounter into a chase scene, and your group gains a +4 bonus on maneuvering Trait rolls for the first round of the chase.

Strike for the Heart

Play when making a called shot against an enemy who has a specific vulnerability to called shots. Ignore the called shot penalty for this attack.

The Time Has Come

Play when facing a darklord. You and all allies automatically succeed on Fear checks for the duration of the current encounter, and during any encounter including that darklord for the remainder of the adventure.

Trial by Fire

Play on an allied Extra who has been Incapacitated while aiding the heroes. That Extra will automatically survive the battle and gains an immediate Advance.

At any point in the future, the person who played this card may take the Sidekick Edge with regard to that Extra, ignoring Rank requirements. If Sidekick is taken, the Extra becomes a Wild Card and gains another Advance immediately.

Wrath of the Righteous

Play when wielding a non-magical weapon. That weapon is considered magical until the end of a round in which a Joker is dealt or the end of the current encounter.

“You’re Trapped in Here with Me!”

Play this card while you are in melee combat with multiple enemies. For the rest of the combat, your enemies gain no gang-up bonus against you. Instead, you gain a bonus on all Fighting and damage rolls equal to the number of foes in melee with you (maximum +4).

Generating Random Adventures

Adventures going all the way back to the original *Ravenloft* module have used fortune-telling as a means of determining random elements of an adventure—and at times expressing those elements to the player characters through in-game means. This section is intended to help GMs generate adventure scenarios for Ravenloft using a deck of playing cards.

This method of adventure generation is geared toward a standard 54-card poker deck and can be used for a tarokka deck as well (using the correspondences listed above). It isn’t intended for use with the 78-card tarot deck, but groups interested in creating random adventures using the tarot might still find useful advice in this section.

If you are using a tarokka deck rather than a poker deck, you will need to assign specific card values to each of the high deck cards. For the tables below that reference “Face” cards, that is any high deck card, while 10 in any suit is that suit’s master.

The adventures generated with this method will naturally be a bit more “shallow” than adventures created from scratch and geared toward a given group, but a good GM can use the bare bones framework presented here to create an enjoyable experience nonetheless.

Building the Adventure

To begin with, draw a card on each of the following tables, shuffling the deck between steps. Each table asks a question about the adventure, which the card answers:

- **Who?** This tells you who the enemy is for this adventure.
- **What?** This tells you what that enemy has done that kicks off the adventure.
- **Why?** This is the enemy's motivation.
- **Where?** The location of the enemy's lair.
- **Which?** Complications that provide extra flavor, a twist, or a red herring.

Revealing the Cards

For some adventures, especially if one of the heroes or their allies is a diviner of some kind, you could potentially do the card-drawing process of building an adventure out in the open. By revealing the cards as you create the adventure (or recording them and revealing them later), you can generate an atmosphere of mystery and wonder with very little extra effort.

Consider the case of the heroes visiting a friendly fortune-teller and asking them what the future holds in store. The fortune-teller lays out the cards and interprets their meaning in broad strokes while the GM records them to determine their actual meaning for the adventure. A few vague "I see..." statements can really spice up the beginning of an adventure!

Example Adventure

The GM draws five cards to build an adventure, pulling a 6 of clubs, 9 of spades, Jack of spades, 2 of hearts, and 3 of diamonds. This tells him that the antagonist is a beast, an accident has occurred, the enemy seeks to gain favor from another, the lair is in a place of human artifice, and a crime complicates matters. Pulling for the victim, the GM gets a Jack of diamonds—the victims are criminals.

Turning this into an adventure, the GM decides that the "beast" in question is an altered wolf that escaped from the lair of a mad scientist and is now lairing in the trash pile behind a bar. The bartender's daughter frequently tosses scraps to the animal, not knowing that it's a monster; she thinks it's a stray dog.

The wolf has just enough intelligence to know that she hates and fears the man who has been extorting her father for "protection" money, and it hopes to gain the family's friendship by killing that man. Unfortunately, it's not really smart enough to pick him out. The wolf savaged one of his lieutenants (who smells of his employer) but didn't kill the man, and now the entire gang is on the lookout for the wolf. They want the creature dealt with, and they're willing to work with "outside parties" (i.e., the heroes) to get it done.

If the gang traces the wolf back to the bar, they might well blame the bartender's whole family for the attack, even though it's not really their fault. They could find the wolf any time one of them comes by to collect their "insurance," so their criminal enterprise complicates the investigation.

Should the heroes look to a fortune-teller for aid, the reading might be something like this: "I see a wolf that is not a wolf—a creature changed by the perverse hands of science... It makes its lair in the cast-offs of humankind... I smell the reek of unwashed bodies and cheap beer... A public house, perhaps? Thieves gather thick about this place, their knives pointed toward the wolf... Yet their vengeance will bring harm to the innocent as well!"

This fortune essentially lays out the whole story for the heroes, as well as the consequences of inaction, but remains vague enough for surprises, twists, and turns on the way to stopping the wolf and saving the bartender's family from an evil not of their own making.

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).