

d12 Monthly

**HALLOWEEN 2022
ISSUE**

Issue 17
October, 2022

**FANTASY
VERSIONS OF
YOUR FAVOURITE
KILLERS**

**NEW
MONSTERS**

UNLEASH THESE CREEPS
ONTO YOUR PCS

**FEAR AND
LOATHING**

SIMPLE FEAR AND
INSANITY MECHANIC

Tables: Graveyard Encounters

d12 Monthly is a helpful resource for fantasy roleplayers.

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Thanks to Wikipedia for the information provided.

The Halloween 2022

Issue

The second Halloween issue is here!

I hope this one is as scary as the last and that you gain some new nasties to throw at your players.

Halloween is a magical time filled with the sweetness of candy, but also the fear of terrors filling the night.

It is a time for ghouls and goblins, and even worse terrors, to gain an advantage against hapless mortals.

This issue presents you with a lot of mischief to add to your campaign world, from insane killers, to new undead, to graveyard encounters, to a new sanity mechanic. I hope you enjoy it.

And, as always, happy gaming!

- Russ from YUMDM

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About Me

I have been roleplaying for over 30 years and DMing for most of those. I have played over 50 different roleplaying games, but my first love is fantasy - it's like coming home.

Other TTRPGs I like: WEG D6 Star Wars, Feng Shui RPG, & Warhammer FRP.

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... for making this zine as good as it is.

Want to join this team and support the zine? I have a Patreon account:

<https://www.patreon.com/yumdm>

(Tiers are available to receive a physical copy each month).



Slasher!

Fantasy Versions of Fictional Killers



We have all seen the movies, now bring these iconic killers into your fantasy campaign and sow some chaos and terror.

These killers were created by the deity of murder, Karnass, who wanted to sow fear and death into the mortal world to build his power. To do this he sent his minions on the hunt for special individuals who would seek the same fear and death as he.

Below are three famous killers from our world, re-created as fantasy versions of themselves for you to use in your own campaign world.

Note: I have taken certain liberties with these characters to make them fit into a fantasy world. Feel free to change them as needed. For the most part I only used the first film in which they appeared for

information. Feel free to add to them based on any sequels, either with powers they have or any story elements.

Karnass

Karnass is a lesser deity of murder who is wanting to grow his power in the mortal world.

Goals: To usurp the domain of death from Ullarl and to grow into a greater deity.

Alignment: CE

Symbol: A dagger pointed down with drops of blood dripping from it.

Worshippers: Draped in crimson robes, his followers deal in murder and even have assassins for hire among the faithful.

Frederic Krueger



In his mortal life, Frederick Krueger was a simple tavern owner, but he also had an ulterior life: as a killer of children.

His crimes went unpunished until he was hunted down and burned alive in the basement of his tavern by some merchants who wanted to enact their own vengeance upon him when the law would not.

Instead of his soul reaching hell, Karnass snatched it and offered Krueger a chance to continue his killing.

Elm Street

Elm Street used to be such a peaceful street, lined with elm trees and rows of houses for the merchant class.

That was all until the dreams of the folk living there started being invaded by a killer.

Frederick Kruger

Armour Class: 14 (Natural + DEX)

Hit Dice (HP): 8 HD (40 hp)

Move: 30-ft / 12"

Abilities: S 14 C 18 D 14 I 12 W 17 Ch 18

Attacks: 2 Claws

Damage: D8+4 (Claw)

Morale: Very High

Alignment: CE

Special Abilities:

Magical Weapons: +1 or better weapon require to hit

Dream Jaunt: Krueger can enter someone's dreams and turn them into nightmares.

Any damage done to a person by Krueger when in the dream is suffered in the real world as well, even death.

He also has the ability to alter the "reality" of dreams, changing the situation to his advantage. This is left up to the GM to adjudicate, but you could use opposed WIS checks to see who has the upper hand.

Tactics

Krueger's preferred tactic is to wait for the victim to fall asleep and to attack them in their dreams, where he has more control over the environment.

Pinhead



Pinhead is a demon that is summoned when a puzzle box known as the Lemarchand's Box is “solved” (placed into a particular configuration).

The demon known as Pinhead has been in existence for a long time. He does very little but waits for another mortal to solve the puzzle for him to be able to take them back to hell.

His appearance (and name) came about by one of his victims being able to slam a spiked mace onto his head, smashing it. The demon liked it as it gave him a more horrid appearance and so kept the mace there, embedded in his skull.

Pinhead wears black leather tunic, complete with studs and spikes, stained with blood of his past victims

Pinhead

Armour Class: 12 (Leather)

Hit Dice (HP): 12 HD (102 hp)

Move: 30-ft / 12”

Abilities: S 18 C 20 D 10 I 16 W 14 Ch 18

Attacks: 1 slam or chains

Damage: D8+2 (slam) or D4 (chain)

Morale: Very High

Alignment: CE

Special Abilities:

Demonic Chains: Pinhead can cause chains to shoot at any target within 60-ft - one per round - which cause D4 damage but will also hook into a victim, essentially grappling them.

With each chain that hits, the target must make an opposed STR check in order to resist. With each additional chain that successfully hits the target, they suffer a -1 penalty to the check. They must check each round. Each chain inflicts D4 damage each round they are connected.

Magic Items

Lemarchand's box (sometimes).

Tactics

Pinhead revels in pain and suffering and so loves to watch his victims die slowly and painfully.

He uses the chains to keep the victim still long enough for them to suffer and then uses them to tear their flesh apart, sending their souls to hell.

Sir Meyers



Once a distinguished and holy knight, Sir Meyers was corrupted by a cursed face mask (Faceplate of Karnass) and went on a murdering rampage.

Unable to forgive himself for his evil acts, even after the face mask was removed, Sir Meyers succumb to his evil urges and continues his violent murders, especially on the young and innocent.

Tactics

Sir Meyers prefers to stalk his prey, sowing fear and doubt in them before finally striking - usually against their family and friends first, and then finally coming for the victim.

His mind is all but dead, only focused now on killing and causing fear and anguish.

Sir Meyers

Human Anti-Paladin

Armour Class: +10 (heavy armour + DEX)

Hit Dice (HP): 12+12 (84)

Move: 15-ft*

* Normally 20-ft in heavy armour but suffered a debilitating wound in his leg and so walks slowly with a slight limp (and cannot run or charge)

Abilities: S 18 C 13 D 14 I 12 W 16 Ch 18

Attacks: 2 by Dagger of Wounding

Damage: D4+3 (dagger)

Morale: Very High

Alignment: CE

Special Abilities:

Unwavering: Sir Meyers will not stop unless killed. He successfully makes all morale checks and is immune to fear and terror.

Dark Blessing: Receives a +4 bonus to all saving throws.

Disease Immunity: Sir Meyers is immune to all disease.

Mount

Sir Meyers rides a Nightmare.

Magic Items

Faceplate of Karnass, Unholy Dagger of Wounding.

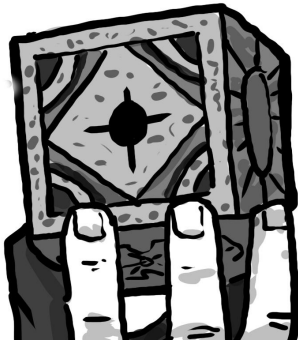


Magical Items of Karnass

Bladed Gloves of Karnass

These gloves were given to Krueger by Karnass and allow him to cause grievous wounds on his victims.

These are a +2 magic weapon and Krueger can use them in and out of dreams.



The Puzzle Box

A *Lemarchand's box* is a magical item that acts as a door to another dimension or plane of existence. In this case, to one of the planes of hell. Solving the puzzle creates a bridge through which beings may travel in either direction across this bridge.



Unholy Dagger of Wounding

The wounds caused by the dagger continue to bleed until the victim receives medical

aid, losing an additional 1 HP per round per wound.

In addition, it will also cause +5 damage to anyone who is lawful or good in alignment.



Faceplate of Karnass

Karnass is the Demon-God of Murder and this faceplate (which was part of three-piece set, which also included a helmet and sword) gives the wearer damage resistance* from all slashing, bludgeoning, and piercing attacks.

Anyone putting on the faceplate will have it fused to them so they cannot remove it (unless a *Remove Curse* is cast by a cleric of at least 10th level) in a holy place under a full moon.

It will increasingly give urges to the wearer to kill. The wearer must make a successful saving throw versus spell (will/WIS) each day to resist, with a cumulative -1 for each full day it has been worn.

* **Damage Resistance:** you only take half damage from all attacks.

Graveyard Encounters

Tables Galore



Graveyards are often seen as places only undead walk, but other monsters and evils lurk in these eerie locales.

Below are some encounters and events that may happen in a graveyard. Roll on the main table and then the appropriate sub-tables when an encounter is needed.

Table: Main Encounters

D6	Encounter
1	Event
2	Animals
3	Mortals
4	Elemental
5	Undead
6	Outsiders



Table: Event Encounters

D6	Encounter
1	A scream is heard from somewhere close
2	A crow lands on a branch above the PCs, bringing bad omens
3	Sludge or ooze spews forth from the ground in a 10-ft diameter circle
4	A dead, half-decomposed body is found laying on the ground
5	The ground shakes equal to a small tremor
6	An empty, freshly dug grave is found by the PCs

Table: Animals Encounters

D6	Encounter
1	A goat is chewing on the tough grass around a grave
2	A murder of ravens sits on top of a mausoleum
3	A vulture sits in a tree near the PCs
4	D4 Giant Wolverines are hunting
5	Giant Corrupted Earthworm erupts from the ground
6	D6 Giant Fire Beetles leave their tree home in search of food

Table: Mortals Encounters

D6	Encounter
1	Two gravediggers digging, but for who?
2	A lone figure stands over a grave with flowers
3	Grave robber at work
4	D4 priests are sanctifying a mausoleum
5	Necromancer and his hired help are excavating a grave
6	A high-level NPC is visiting a fallen comrade

Table: Elemental Encounters

D6	Encounter
1	A small pool holds a water sprite who knows a secret
2	D6 Earth Mephits are up to no good
3	An Air Elemental blows through this area once every hour. No-one knows why
4	A portal to one of the elemental planes opens up
5	An Earth Elemental erupts and starts causing destruction
6	A Grave Elemental see the PCs as a threat to the cemetery it guards



Table: Undead Encounters

D6	Encounter
1	4D4 Zombies erupt from the ground, surrounding the PCs
2	2D6 Skeletal Bats fly overhead and then turn to attack!
3	2D8 Vampiric Rats scurry towards the PCs
4	A Ghost inhabits a mausoleum and asks the PCs to help them
5	A Penanggalan is flying about the graveyard looking for a new victim
6	A Lich is looking for a specific grave, but why?

Table: Outsiders Encounters

D6	Encounter
1	An Imp is looking for its former master's grave
2	A Dretch Demon is loose in the graveyard
3	A Chain Devil has decided the graveyard would make a good homebase
4	D4 Azers are using bones to craft horrid weapons for powers unknown
5	A mage of some power just opened a gate and a demon just stepped through
6	A Deva is here looking for a lost item

Creepers

Implement These New Undead into your Campaign



Raven Spirit

Ravens are seen as birds of ill omen. They flock together in murders and curse humanity with their squawks.

When a mortal dies alone in the wilderness near a murder of these fell black birds, they gather around them and peck at his soul with their gruesome beaks, pulling it apart as they would its blood red flesh.

What is left of the soul screams in agony and is tormented by not being whole. Forever part of a murder of ravens.

This wretched soul becomes a Raven Spirit.

Raven Spirits roam the countryside, on an endless and fruitless quest for souls it can consume to be whole once more.

Raven Spirit

Large Undead

Armour Class: 16 (Natural + Dex)

Hit Dice (HP): 8 HD (80 hp)

Move: Fly 40-ft

Abilities: S 16 C 18 D 14 I 4 W 10 Ch 18

Attacks: 2 Claws

Damage: D4+1 (Claw)

Morale: Very High

Alignment: CE

Special Abilities:

Magical Weapons: +1 or better weapon require to hit

Curse Living: The Raven Spirit can curse any mortal it points to once every D4 rounds. This is an attack action and has a range of 30-ft. Curse as per *Bestow Curse* spell.

Paralysis Touch: Anyone attacked with a melee attack or touched by the Raven Spirit must make a success save versus spell/magic or become paralysed.

Flight of the Ravens: Once per encounter (or per day), the Raven Spirit can release a swarm of ravens from its long sable hair.

Consume Soul: A paralysed victim will have its soul sucked from its body by the long beak of the Raven Spirit. This takes D4+1 rounds to complete and the Raven Spirit is considered grappling the victim while this

takes place. It also cannot take any other action.

Kale The Lost

Once a well known and respected ranger and scout, Kale the Green (as he was once known), protected a large area of civilised land from the ravages of the wild.

But an encounter with a Hag, who took a dislike to Kale and cursed him, changed Kale's life forever.

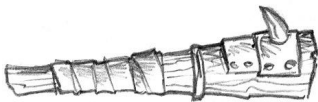
He became a recluse and those who sort out his wisdom, asking for help, were never seen again.

His legend as someone who was lost to the wilds became well-known and those who once praised him, now feared him.

Kale was quite delusional by the time he met his end. He was set upon by a pack of dire wolves who enjoyed toying with him, both when alive and when dead.

After the wolves left his body to rot, the raven moved in, pecking his soul and flesh to pieces.

Kale the Lost rose as an evil spirit who ravishes the countryside his mortal self once protected - the protector became the monster.



Cursed Soul

Horrid in life and punished in death, Cursed souls are those who were so vile in life that their torment lives on in the afterlife, never being able to be put to rest.

Their tormented existence leads to them committing vile acts on the living, which gives them solace for a short time. Then the torment returns.

They are vicious and relentless killers, hunting prey for days, leaving in their wake a trail of death and carnage.

They are so tormented that their visage has become corrupted and vile, having long clawed hands, four arms, and a horrid face which to look upon is to know fear itself.

Cursed Soul

Medium Undead

Armour Class: 14 (Natural)

Hit Dice (HP): 5 HD (40 hp)

Move: 30-ft

Abilities: S 14 C 16 D 11 I 8 W 10 Ch 18

Attacks: 2 claws + 2 by weapon

Damage: D4+2 (claws) & by weapon

Morale: Very High

Alignment: CE

Special Abilities:

Magical Weapons: +1 or better weapon require to hit

Cause Fear: The Cursed Soul radiates fear in a 30-ft radius around it. Anyone in the area must make a save Vs fear (Will/WIS) or flee. Anyone who successfully saves is immune for 24 hours.

Track the Living: Once a victim has been chosen by the Cursed Soul, they cannot escape from it and are able to be tracked by the vile creature no matter where they are (assuming they are on the same plane).

Berserk Attack: Once the Cursed Soul has found its victim, it will go into a berserker rage, attacking them relentlessly until either them or it is dead. If the victim dies, the rage is broken and the Cursed Soul is placated for 666 hours, having rendered the victim's soul and consumed it (completely healing itself in the process).

During the berserker rage, the Cursed Soul gains +4 STR bonus to attack and damage.

Unholy Visage: To look upon the face of a Cursed One is to be cursed forever. You instantly become a victim of the Cursed One, having it chase you until either is dead. You also must save Vs fear (Will/WIS) or become terrified.

Terror

Anyone who becomes terrified, suffers D4 sanity loss (see *It's A Mad Mad World* in this issue), but also is paralysed with fear for 2D6 rounds.

Gottlieb The Gutter Rat

In life, Gottlieb was nothing to anyone. Living in the gutters and sewers earned him his name, but the vile deeds he did to the living, gave him his reputation - that of a cold killer.

He spent most of his days stalking potential victims and then, when they were vulnerable and alone, he would strike, killing them in horridenous ways, leaving their disfigured bodies to be found at daybreak.

His last victim was that of a noble's daughter - a girl of just 6, who ended up in the wrong part of the city.

Gottlieb struck. And when the body was found, the noble spent his fortune to hunt down the killer. And he did.

Gottlieb was tortured and killed, but so vile were his acts and so gruesome was his own death, that his soul born him a new body - that of a Cursed Soul.

The Three (Ternivar)



The Three (or as they are known in the old language, Ternivar) are one discarded soul split into three.

The soul of a long dead shadow mage was wrenched apart by foul forces and corrupted to the point of leaving any thoughts of rational mortality behind.

They are no more than pure, wretched, spirits now. Consumed with hatred with the living, drawn by mortal passions and emotions, they each are a part of one whole, but are still three. Always three. Never apart. Never stopping.

They seek one thing: the passion and life force of the living. And they will stop at nothing to achieve it.

The Three (Ternivar)

Medium Undead (Incorporeal)

Armour Class: 18 (Natural + DEX)

Hit Dice (HP): 12 HD (

Move:

Abilities: S 14 C 16 D 16 I 18 W 14 Ch 18

Attacks: 1 Psychic Blast*

Damage: D10+4 Bludgeoning

Morale: Very High

Alignment: CE

* Acts as a physical force pushing against the target. Causes bludgeoning damage.

Special Abilities:

Magical Weapons: +1 or better weapon require to hit

Evoke Emotion: The Ternivar can evoke a sense of dread or fear in all who look upon them.

If the victim's Wisdom score is below 13, then they will be struck with fear. If their score is 14 or higher, they will be overcome with a feeling of dread and despair.

A successful saving throw versus fear will negate the effect.

Three as One: A single form of the Ternivar can swap locations with either of the other two as a free action each round.

All Senses: All three Ternivars can sense through the other twos' senses as well as their own, meaning what one senses, all sense.

The Twilight Mage

The only known Ternivar is a shadow-mage known only as The Twilight Mage.

He believed shadow magic worked best when in the twilight zones - neither in complete light or complete darkness. And he could have been correct as he achieved great power.

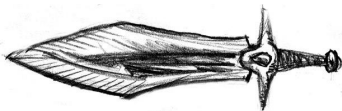
He would travel constantly to and from the mortal plane and that of the Shadow Plane, even creating permanent gates there.

It was believed that even his soul was partially shadow, maintaining a permanent connection to that plane.

His one mistake was believing in his power too much.

Reports have it that he met his match when he decided to usurp the domain of Shadowdeath, the Shadow Dragon who rules over vast parts of the Shadow Plane.

It is believed that during the duel between the two, the Twilight Mage's shadow-soul was torn into three parts, but his magic was strong enough to keep his form, albeit into three undead vessels - thus the first and only known Ternivar was created.



Event: The Blood Moon



In our world, a Blood Moon comes about during a total lunar eclipse. The reddish colour of the eclipsed Moon is caused by the light reflected from the lunar surface after being refracted by Earth's atmosphere.

This doesn't have to be so in your fantasy world.

A blood moon could be caused by the deity of blood and murder, or by the moon goddess, or perhaps a non-religious reason.

Whatever the cause, a blood moon is a great backdrop for untold misfortune, strife, panic, or death in your campaign.

Blood moons could make lycanthropes more powerful, open gateways, or enable vampires to resist sunlight on the next day.

The great thing about blood moons is they are visible by half the world (that which is bathed by night) and so the scope of the issues or dangers that stem from one can be on a large scale.

Halloween Holiday

In-Game Festive Days



In our world we have quite a few public holidays and days of celebration, ranging from the national to the local.

Your fantasy campaign world shouldn't be any different.

Most holidays in mediaeval times were based around agricultural and environmental events. Holidays based around equinoxes, full moons, harvests, and similar phenomena are fairly common.

But in a fantasy campaign world, you have far more scope for festive days, such as deity's holy days, certain celestial alignments, or holidays based around cyclical magical events.

On a national level, kings and queens like to be celebrated, foundation days could exist, and famous explorers or heroes could have their own holidays associated with them.

Locally, you could have settlement founding days, harvest celebrations, local heroes, and so on.

Creating Festive Days

To start, look at the area's culture and what they admire or find important.

For example, societies or nations who worship the Sun God as their primary deity, may celebrate the summer solstice.

Agrarian cultures could celebrate the harvest, or even the sowing, blessing the land for a good growing season.

Religious holidays and festive days are easy one as each faith will have their own holy days.

Historical days could be important as well. Foundation days or history-changing battles could be celebrated. Persons from the past could have their own holidays.

Days of Dread

Not all festive days are for mortals.

Days like Halloween are when ghosts and goblins can enter our world and cause havoc.

These "days of dread" could be sprinkled throughout your world, allowing undead to become more powerful, or to make it easier to conjure demons.

Having actual effects on the game rules makes for an interesting and scary time for the PCs - imagine if gating percentages

were doubled on a certain day - demons everywhere would be devising evil plots based around these days.

Not Universal

Not everyone needs to celebrate a festive day, especially holy ones, but most accept these days as part of where they live.

Also, some days may be just local holidays - something the PCs can notice while passing through an area.

Celebrations

You also need to understand what people do on these particular festive days.

Do they indeed partake in the festive occasion, or is it a more sombre affair?

Is it a holiday, with shops and businesses closed for the day? What customs are there? For religious holidays, what observances are there?

Ideas List for Holidays

Below is a list of some example holiday and festive days you could use or to spark ideas.

Homecoming

This is a day where those who have lost loved ones remember them by partaking in an activity or cherishing an item that is linked to the deceased. It is said that the spirit of the deceased gains peace when this is done.

The Great Race

In the city-state of Myrbridge, there is a great race. Each participant is given a

different coloured scarf - the one to return it to a female official first wins. Whole sections of the city are cordoned off for this street race and it has many spectators and a sort of festival has sprung up around it.

The Great Theft

A day celebrated in Grim Port only and one that thieves, rogues, and other scum know all too well. A challenge is set by the officials of the city to all thieves to try and steal (and keep) a particular item for 24 hours and then return it back to a designated place. Whoever returns it will receive a handsome reward.

Earth Day

One of the four elements being celebrated. Each element has their own day they are celebrated (or perhaps they are celebrated as one on Nature Day).

Luck Fest

A day that is celebrated by adventurers and explorers the world over, and promoted by the Church of Arinix (the deity of luck), as a day to wish good luck upon yourself and your loved ones, and bad luck on your enemies. Of course, the former is done in public, the latter in private. Lucky charms are sold in huge quantities on this day.

Spell Day

A day close to all wizards. Traditionally a day when wizards and mages tell tall tales of their exploits and creations and swap spells with each other. Not that they need a day for this, but it does help spread the good that magic does in the world - or, at least, is meant to.

It's A Mad Mad World

Insanity Mechanic



Insanity doesn't just belong in horror games. Many creatures in a regular session could make some heroes question their sanity.

Here is a simple system for running insanity in your favourite fantasy game.

Invoking Insanity

Many situations and monsters will invoke madness in your average character. Here is a list of times characters may need to make a check.

Terror

A lot of monsters and spells cause fear in characters but a few cause sheer terror. From other-worldly creatures to dark rituals, characters who suffer terror will need to make an insanity check.

Beyond Comprehension

Looking into alternate dimensions, other planes, or even other worlds can induce an insanity check in mere mortals.

Understanding

Reading ancient or forbidden texts can give the reader an understanding they were not made for, triggering a sanity check.

Other Situations

The GM has the final say on what warrants a sanity check.

Sanity Check

Each time a character experiences one of the situations above, they need to make an sanity check. This involves them rolling equal to or lower than their current WIS ability.

If they fail, they lose either 1 or D4 points (depending on the severity of what was witnessed) off their WIS ability. If they succeed, there is no further effect.

This amount is deducted from a character's Wisdom ability, but only for future sanity checks. The character's WIS remains the same for all other checks.

Effects

A character can act normally until they reach a WIS of 3.

However, the current WIS score is used for all future sanity checks.

Wisdom 3

Once the character reaches this level, they roll on the neurosis table to see what affliction they gain (or the GM may choose an appropriate one instead). This will be temporary, lasting a short time.

Wisdom 1-2

The character's symptoms become worse and spirals deeper into their particular neurosis, making it permanent.

Wisdom 0

If a character's WIS ever reaches 0 due to sanity points, they have gone insane and become an NPC under GM control.

Table: Neurosis

D6	Affliction
1	Faint
2	Amnesia
3	Paranoia
4	Rage
5	Phobia
6	Delusion

Faint

The character will faint, being unconscious for D4 hours. If made permanent, fainting spells will be common when the character fails any fear or terror checks.

Amnesia

The character will forget everything that happened in the last D4 hours. If made permanent, they will never recover these memories.

Paranoia

The character will become paranoid and react accordingly for D4 hours. If made permanent, the character is paranoid about their safety or the safety of others and/or against a particular individual or creature.

Rage

A character will enter into a rage for 2D4

rounds, gaining the benefits of rage (as per barbarian or +4 to STR and damage), becoming exhausted afterwards. If made permanent, the character will enter into any fits of rage when combat starts, unless they make a successful WIS check.

Phobia

The character will gain an irrational fear of something. This will last D4 hours. If made permanent, the character will automatically fail any fear or terror checks against their phobia.

Delusion

The character will suffer a significant delusion, believing something to be real or factual when it is clearly not - even when presented with evidence to the contrary - for D4 hours. If made permanent, this belief will continue indefinitely.

Regaining Sanity

There are two ways to regain lost sanity points: long periods of rest and successfully overcoming a situation which caused the loss in the first place. You can never gain more Wisdom than your original score.

Rest

Unfortunately, it takes a lot of rest for a character to regain lost sanity. For each week of total rest (physical labour is allowed but combat or situations which induce stress are not), the character regains 1+WIS adjustment sanity (minimum 1).

Successes

Each time the character takes part in overcoming some insanity-inducing foe or situation, they regain D4+WIS adjustment sanity.

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