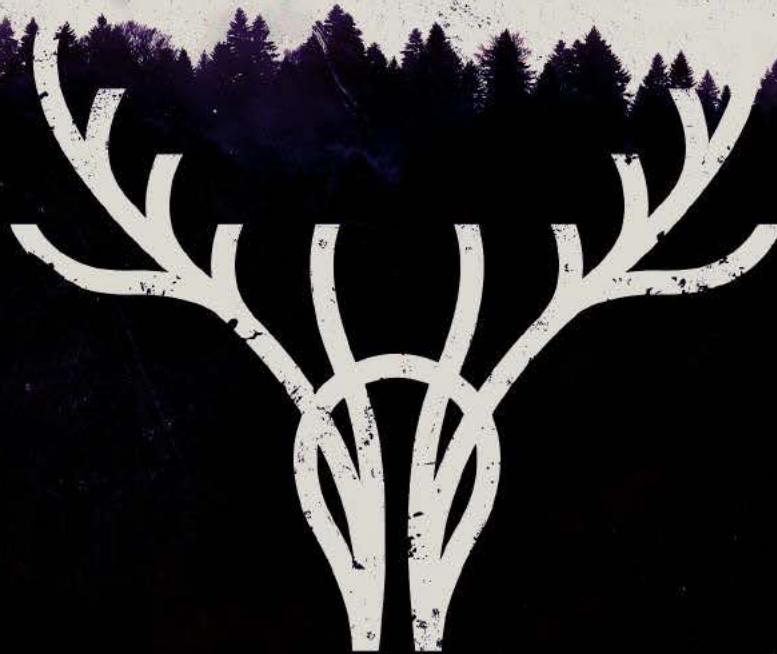


When winding vine chokes chiseled stone,  
These woods will claim a trophy of their own.

When graven gods are overgrown,  
These woods will claim a trophy of their own.

When thorn bursts forth from living bone,  
These woods will claim a trophy of their own.

When vengeful seeds are finally sown,  
These woods will claim a trophy of their own.



# TROPHY

JESSE ROSS

## OVERVIEW

Trophy is a collaborative storytelling game about a group of treasure-hunters on a doomed expedition into a forest that doesn't want them there. It requires one game master (GM) to moderate the game and portray the dangers of the world, and one or more players to portray the treasure-hunters. A game of Trophy takes about 3–4 hours.

The game tells the story of the physical and mental descent of the treasure-hunters as they move deeper and deeper into the dangerous forest. Their journey will ultimately bring them to ancient ruins that hold the treasure they seek, and the monstrous entities which now dwell there. This is not, however, a hopeful story of brave and daring adventurers slaying dragons and dragging bags of gold with them back to town. This is a horror story of entitled pillagers meeting tragic ends. It is very likely that all the treasure-hunters will die or—at best—be permanently scarred and haunted by their expedition.

---

Trophy is adapted from *Cthulhu Dark* with permission of Graham Walmsley. Trophy is also based on *Blades in the Dark* (found at [HTTP://WWW.BLADESINTHEDARK.COM/](http://www.bladesinthedark.com/)), product of One Seven Design, developed and authored by John Harper, and licensed for use under the Creative Commons Attribution 3.0 Unported license ([HTTP://CREATIVECOMMONS.ORG/LICENSES/BY/3.0/](http://creativecommons.org/licenses/by/3.0/)).

Special thanks to all my playtesters: Agatha Cheng, Ary Ramsey, Chris Thompson, Christian Svalander, Fraser Simons, Gerrit Reininghaus, Harry Morris, Jim Crocker, Mathias Belger, Oli Jeffery, Paul Edson, Phillip Wessels, River Williamson, Sam Zeitlin and Shane Liebling.

*The map was off. The eastward bend in the Naveh River came up more quickly than documented, leading to a dispute that pushed well past sunset. It was Amar—our ranger—who saw the ruins first. Even by torchlight, the crumbling stone face of some vaguely human effigy was apparent through the hanging vines and foliage.*

*The forest had already reclaimed so much. Once proud pillars lay flat against the ground, as though victim to the unholy tantrum of a primordial child. Copper basins had tarnished to that familiar shade of sickly green. The weather-beaten slab that once served as a roof had fully collapsed in, providing only one obvious—and perilous—entry point to the temple's inner sanctum.*

*Sheets of cobweb crisscrossed the roughly carved passageways, though they were easily dispatched by Amar's torch and Lineta's saber. Lineta was well regarded for her skill with a blade, both in her surgery*

practice and when negotiating with thugs. Her healing talents had already served us well during our journey through the razor-root grove. I would have lost more than the three fingers had she not amputated and sutured as swiftly as she did. It was a shame I couldn't return the favor.

Amar, again, was first to see what the temple had kept hidden all these centuries. Four black clay urns stood unmolested at the center of the circular room that terminated the main hall. Wordlessly though with much exertion, Amar slid off their covers one by one, allowing Lineta and me to our own discoveries. Four desiccated human husks each clung to a single golden metal stonefruit.

Any doubts we had about the treasures of ancient Kaldahr were dashed the instant we saw those stonefruits. Using my good hand, I pried one from its mummified cradle and inspected it further. Inscriptions in the style of the mage-scribes of King Argiol Seo wound around the golden fruit. I could scarcely read it, but running my finger along the indentations opened something in the recesses of my mind. I saw the empire burning as four nobles were embalmed and placed in black clay urns. I lingered on the funeral process—on every word and ritual and prayer and plea—for what seemed like days. I watched it play over and over and over in my mind, slowly pulling apart the meaning behind the words the death priests spoke. All the while, flames licked at the temple building as the kingdom of Argiol Seo burned.

When my mind pulled back, a fire raged in the circular room. I know not what happened, but one of Amar's arms lay severed on the ground, cleaved by Lineta's deft hand. He had backed her into a corner with nothing but his torch, which had already left horrible burns upon her face.

I ran.

I ran past my two travel mates. I ran through the corridors of the temple. I ran through the night, following the river as best as I could.

I made my way back here to Fort Duhrin, the birthplace of all bad ideas involving a journey into the forest. At least you can start out with a map better than the one I was given. I would go myself, but my second encounter with the razor-root didn't benefit from the presence of Lineta, and a hunter with one foot and seven fingers isn't long for those woods. Four golden stonefruits sit, protected by nothing but six corpses and my discretion. Three of those are all yours, as long as you bring one back for me.


So I ask: are you ready to claim your trophy?

# HOW TO PLAY


## RISK ROLL

---


When you attempt a risky task, say what you hope will happen and ask the GM and the other players what could possibly go wrong. Then gather 6-sided dice.

 Take one light-colored die if the task is something you are skilled at because of either your occupation or your background.

---

 Take another light die for accepting a Devil's Bargain from another player or the GM. Devil's Bargains are described in the following section.

---

 Add a dark-colored die if you are willing to risk your mind or body in order to succeed. You must include this die whenever you perform a ritual.

Roll the dice. If your **highest** die is a:

1-3 You fail, and things get worse. The GM describes how. The GM may also allow you to succeed, but things will get worse in some other way.


---

4-5 You succeed, but there's some kind of complication. The GM describes the complication, then you describe how you succeed.

---

6 You succeed. Describe how.

If you included a dark die and it rolled **equal to or higher** than your highest light die, it counts as a Ruin Roll as described under RUIN ROLL.

 If you are unhappy with your roll, you may add an additional dark die to your dice and re-roll. You can keep adding more dark dice and re-rolling. You cannot re-roll when a dark die is the highest die in your roll.

If you use a Risk Roll to try to defeat any of the forest's monstrosities by fighting them in hand-to-hand combat, you will die. Instead, roll to hide, roll to escape or roll to use a ritual against them. If you fight something that is not monstrous or if you fight a monstrosity but not to defeat it (for example, to fight your way past it), be clear about what you want from the fight, then roll normally.

# HOW TO PLAY

## DEVIL'S BARGAINS

---

The forest is dangerous, and treasure-hunters take risks fueled by the folly of their pride. To reflect this, the GM or any other player can offer you a bonus light die if you accept a Devil's Bargain. Common Devil's Bargains include:

Causing collateral damage or unintended harm.

Getting lost or separated from your companions.

Sacrificing an item or piece of treasure.

Betraying a fellow treasure-hunter.

Attracting the attention of wild animals, forest spirits or monstrosities.

The Devil's Bargain occurs regardless of the outcome of the roll. You make the deal, pay the price, and get the bonus die.

The Devil's Bargain is always a free choice. If you don't like one, just reject it (or suggest how to alter it so you might consider taking it). You can always just risk your mind or body and take a dark die instead.

If it's ever needed, the GM has final say over which Devil's Bargains are valid.

## RUIN ROLL

---

Your Ruin shows how much the forest has dug its claws into you, including the physical and mental harm you've suffered. It starts at 1.



When you witness or undergo something disturbing, make a Ruin Roll by rolling one dark die. If you've made a Risk Roll which includes a dark die, and that die is equal to or higher than your highest light die in that roll, your dark die is automatically considered a Ruin Roll.

If your dark die rolled **higher** than your current Ruin, add 1 to your Ruin and work with the GM to describe how the forest is warping your mind and body.


## HOW TO PLAY

### REDUCTION ROLL

---

The forest wants revenge. Humans have stolen its secrets and its gifts and given nothing in return.

When your Ruin reaches 5, you may now reduce it by acting in the interests of the forest: destroying treasure, preventing the use of rituals or sabotaging your fellow treasure-hunters' exit from the forest. You should do these acts in a way that does not draw attention to yourself. The more it looks like an accident or simple bad luck, the better.

Each time you do this, roll one light die. If you get **less than** your current  Ruin, you succeed at your task and decrease your Ruin by 1. You may continue reducing your Ruin in this way when your Ruin drops below 5.

### BECOMING THE FOREST

---

When your Ruin reaches 6, you lose yourself to the wilds that have been growing inside you and you become a twisted monstrosity in service to the forest. This is an important moment: Everyone focuses on your last flashes of lucidity before you either run screaming into the forest's depths, or turn violently against your fellow treasure-hunters.

Hand your character over to the GM to control, and either create a new character or exit the game.

### CREATING YOUR TREASURE-HUNTER

---

On the following page you'll find sample character sheets. Choose the name, occupation, background, rituals and drive of your treasure-hunter.

All occupations can learn and use rituals. Increase your starting Ruin by 1 for each ritual you know. You can choose up to 3 rituals.

Future Trophy supplements will provide additional occupations, backgrounds, rituals and drives. You can also work with the GM to create your own.

Choose the name, occupation, background, rituals and drive of your treasure-hunter.

**NAME**

- ◇ Alina
- ◇ Baso
- ◇ Daian
- ◇ Elisio
- ◇ Fion
- ◇ Kasien
- ◇ Mahera
- ◇ Nima
- ◇ Orlen
- ◇ Sibil
- ◇ Teodan
- ◇ Vero
- ◇ \_\_\_\_\_



**-TROPHY**

**OCCUPATION**

- ◇ Leech (*skilled in forensics, herbs, surgery*)
- ◇ Ranger (*skilled in beasts, hunting, traps*)
- ◇ Sellsword (*skilled in athletics, defense, weapons*)
- ◇ Sorcerer (*skilled in alchemy, rituals, symbols*)
- ◇ \_\_\_\_\_

**RITUALS**

Choose up to 3 of the following rituals. Increase your starting Ruin by 1 for each ritual you know.

- ◇ Bind (*hold a person or animal in place*)
- ◇ Channel (*allow a spirit to act through you*)
- ◇ Hollow (*push a spirit from its own body*)
- ◇ Inhabit (*possess a person or animal*)
- ◇ Project (*observe a remote location in spirit form*)
- ◇ Summon (*draw a known spirit or person to you*)
- ◇ \_\_\_\_\_

**BACKGROUND**

- ◇ Defrocked Priest (*skilled in omens*)
- ◇ Disinherited Noble (*skilled in appraisal*)
- ◇ Escaped Cultist (*skilled in deception*)
- ◇ Expelled Apprentice (*skilled in lore*)
- ◇ Reformed Thug (*skilled in intimidation*)
- ◇ Retired Soldier (*skilled in tactics*)
- ◇ \_\_\_\_\_

**DRIVE**

- ◇ Buy your brother's freedom from Barsul Prison
- ◇ Earn the respect of the Governor of Fort Duhrin
- ◇ Establish an estate in the Levasti countryside
- ◇ Publish your discoveries from ancient Kalduhr
- ◇ Retire in comfort in the Rose District of Ambaret
- ◇ Win the heart of the heir apparent of Naganeh
- ◇ \_\_\_\_\_

**RUIN**

1
2
3
4
5
6

TROPHYRPG.COM

Choose the name, occupation, background, rituals and drive of your treasure-hunter.

**NAME**

- ◇ Alina
- ◇ Baso
- ◇ Daian
- ◇ Elisio
- ◇ Fion
- ◇ Kasien
- ◇ Mahera
- ◇ Nima
- ◇ Orlen
- ◇ Sibil
- ◇ Teodan
- ◇ Vero
- ◇ \_\_\_\_\_



**-TROPHY**

**OCCUPATION**

- ◇ Leech (*skilled in forensics, herbs, surgery*)
- ◇ Ranger (*skilled in beasts, hunting, traps*)
- ◇ Sellsword (*skilled in athletics, defense, weapons*)
- ◇ Sorcerer (*skilled in alchemy, rituals, symbols*)
- ◇ \_\_\_\_\_

**RITUALS**

Choose up to 3 of the following rituals. Increase your starting Ruin by 1 for each ritual you know.

- ◇ Bind (*hold a person or animal in place*)
- ◇ Channel (*allow a spirit to act through you*)
- ◇ Hollow (*push a spirit from its own body*)
- ◇ Inhabit (*possess a person or animal*)
- ◇ Project (*observe a remote location in spirit form*)
- ◇ Summon (*draw a known spirit or person to you*)
- ◇ \_\_\_\_\_

**BACKGROUND**

- ◇ Defrocked Priest (*skilled in omens*)
- ◇ Disinherited Noble (*skilled in appraisal*)
- ◇ Escaped Cultist (*skilled in deception*)
- ◇ Expelled Apprentice (*skilled in lore*)
- ◇ Reformed Thug (*skilled in intimidation*)
- ◇ Retired Soldier (*skilled in tactics*)
- ◇ \_\_\_\_\_

**DRIVE**

- ◇ Buy your brother's freedom from Barsul Prison
- ◇ Earn the respect of the Governor of Fort Duhrin
- ◇ Establish an estate in the Levasti countryside
- ◇ Publish your discoveries from ancient Kalduhr
- ◇ Retire in comfort in the Rose District of Ambaret
- ◇ Win the heart of the heir apparent of Naganeh
- ◇ \_\_\_\_\_

**RUIN**

1
2
3
4
5
6

TROPHYRPG.COM

# GAME MASTER'S GUIDE

## HOW TO RUN TROPHY

---

Trophy is, at its heart, a game about hubris. Desperation and greed might be what initially drive the treasure-hunters into the forest, but pride is what keeps them there, pushes them deeper and eventually does them in. Early victories on the outer edges of the forest should give them a false feeling of mastery over nature. Their increasing Ruin represents the erosion of their entitlement and self-determination and should lead to the realization that in this tale of predator and prey, they are the stag rather than the hunter.

At the start of the game, tell your players the following:

*In the end, the forest claims everyone who enters. Most never return. Those that do come back with their minds and bodies broken. Fight to survive, but know that you will be marked. You will be claimed. You will be the forest's trophy.*

## CREATING AN INCURSION

---

In addition to the usual themes, each session of Trophy should be built around a theme designed by you, the GM. This gives focus to the game and ties the monstrosities, treasures and setting together into a cohesive and satisfying whole.

### Theme

First, decide on a theme. This should be a single evocative word, such as Sleep, Water or Masks.

### Moments

Next, come up with a list of moments. Moments are short descriptive scene fragments that reinforce the theme. For example, if you're using the theme of Sleep, a moment might be "thousands of dragonflies in torpor, attached to trees and tents", or for Water, you might write "pools fill in your footprints as you lift your boots from the thick, gray mud." Aim to develop at least ten different moments, which you'll pepper into your narration during the game.

Moments are good opportunities to reveal the fates of previous adventurers bound for the same treasure. For example, a game with the theme of Water

# GAME MASTER'S GUIDE

might have the moment “three bloated bodies float face down amongst the mangroves.”

## Conditions

Now, make a list of conditions. Conditions are the ways the forest manifests in your players' characters when they increase their Ruin. For Sleep, that could be things like “your dominant arm is plagued by a constant feeling of pins and needles” or “you find written words illegible, as if in a dream.” You'll want between 3 and 5 conditions for each player in the game.

## The Journey

As the treasure-hunters go deeper and deeper into the forest, they move through five different rings, starting at Ring 1. Each ring contains terrors which seek to drive them away, as well as temptations that pull them further in. The characters cannot move to the next ring until they've encountered at least one terror and one temptation from the current ring.

### RING 1

The terrors in Ring 1 exist to make the players and their characters feel confident. There should be clear signs of the terrors' lethality, but the treasure-hunters should overcome them with relative ease and a minimal increase in Ruin.

*EXAMPLE TERRORS: A wounded bear or other large mundane predator; A band of rival treasure-hunters; Members of the kingsguard patrolling the edge of the forest for unlicensed treasure-hunters*

The temptations in Ring 1 should be ephemeral: rumors and whispers and glimmers of hope. Connect them to broad promises of wealth and fame.

*EXAMPLE TEMPTATIONS: A hermit who knows the way; A familiar location on your roughly scrawled map; A fearful goblin offering help if his life is spared*

### RING 2

The terrors in Ring 2 are environmental. They make travel difficult and separate people from one another. Their role is to show the fury of nature.

## GAME MASTER'S GUIDE

**EXAMPLE TERRORS:** *Torrential rain and mudslides; Noxious clouds of psychotropic spores; Carnivorous trees, choking vines or other malicious plant-life*

The temptations of Ring 2 take the form of overwhelming evidence. They exist to show the treasure hunters that they are on the right path.

**EXAMPLE TEMPTATIONS:** *Temple ruins; A rough stone pathway; Ancient, weather-beaten statues*

### RING 3

The terrors in Ring 3 exist to create suspicion. They should make the characters question the motives of their companions.

**EXAMPLE TERRORS:** *Dreams of impending betrayal; Your items discovered in another's pack; The realization that you've been walking in circles*



# GAME MASTER'S GUIDE

The temptations in Ring 3 are personal, evoking the drives of the characters.

**EXAMPLE TEMPTATIONS:** *A reminder of your drive; Food or songs from home; A taste of creature comforts*

## RING 4

---

The terrors in Ring 4 are monstrous. Their role is to pursue the treasure-hunters and drive them into the final ring.

**EXAMPLE TERRORS:** *A mass of undefined flesh covered in hungry mouths; Shadowy claws that are only visible in your periphery; Children that appear to be carved of granite approach with blood-speckled mining tools*

The temptations in Ring 4 are just out of reach. They're right there, on the table, waiting to be grabbed. All the treasure-hunters need to do is push a little bit further. They exist to beckon to the characters, to drive them to desperate and foolish action.

**EXAMPLE TEMPTATIONS:** *Golden bracelets and necklaces woven with precision into a massive web; A vast, untouched library accessible only through a tight crawl space; Piles of gemstones glimmering at the bottom of a still pool*

## RING 5

---

The terrors in Ring 5 are psychological. They exist to pit characters against one another and make them relent to their eventual fate.

**EXAMPLE TERRORS:** *Monstrous promises in exchange for attacking your fellow treasure-hunters; Isolation and abandonment; Doppelgangers*

The temptations in Ring 5 are always things that other characters possess, or are perceived to be in possession of. If there is something one character desperately wants, it should fall into the hands of another.

**EXAMPLE TEMPTATIONS:** *Manifestations of important figures from your drive; The thing you always wanted, held by a fellow treasure-hunter; A ritual to grant your wishes, requiring just a sacrifice or two*

---

A sample incursion is provided on the following pages.

## INCURSION: TOMB OF 10,000 DREAMS

The forest is old and full of nightmares. But you know the path. Through the maze of brush and crushing darkness, you know where temples erected to long-forgotten god-kings still lie untouched. All that rests within them is yours for the taking. Will you tread carefully, and leave with riches and renown beyond your wildest dreams? Or will you learn—far, far too late—that the forest has awoken from its fitful slumber?

### THEME

Sleep

### MOMENTS

These moments can be used to provide texture to the world and reinforce the theme. Pepper them in at any point along the journey.

- ◇ Thousands of dragonflies in torpor, attached to trees and tents
- ◇ A gentle humming sound, like a lullaby
- ◇ A sudden warm breeze that smothers like a blanket
- ◇ The cries of night animals (owls, frogs) during daylight hours
- ◇ A bear in hibernation, unwakeable
- ◇ A garden of stone statues, nothing in common but their closed eyes
- ◇ A hole dug for a grave, left empty
- ◇ A slow breathing, emanating from the earth itself
- ◇ A fluttering form passes at the edge of your peripheral vision
- ◇ Cricket chirps happen at increasingly greater intervals
- ◇ Memorable trees and stones appear in the wrong location
- ◇ Boots become heavy and walking slows, though the ground is not muddy
- ◇ The moon appears through the forest canopy, though it should be daytime
- ◇ A marker stone is discovered, covered with symbols evoking sleep
- ◇ Stones used as head rests during camp are later identified as gravestones

### CONDITIONS

These are conditions that your treasure-hunters might be affected by when their Ruin increases. They don't need to be permanent, but should show that the forest is starting to have its way with them.

- ◇ Blurry vision
- ◇ A desire to lie down
- ◇ Inability to read

## INCURSION: TOMB OF 10,000 DREAMS

- ◇ Vertigo induced by a feeling of falling
- ◇ Things from your dreams manifesting around you
- ◇ Sudden time jumps
- ◇ Every shadow seems to show a night sky full of stars
- ◇ A feeling of pins and needles in one of your limbs
- ◇ Temporary paralysis or unresponsive limbs
- ◇ Weapons or other tools appear as strange objects

### RING 1

**TERRORS:** A rival band of treasure-hunters have followed the party, willing to threaten and injure them to get information about the tomb. They should feel familiar, appearing similar to the party itself in a few oddly specific ways. Ask the players what kinds of things are familiar about them. This can be an opportunity to describe features and mannerisms of their own characters by contrasting them against a third party. The rivals are easily overpowered and dispatched. The manner in which they're dispatched will show you the party's propensity for violence.

**TEMPTATIONS:** The rival treasure-hunters should drop a rumor or leave something behind that speaks very specifically to the riches held in the tomb. "The stuff of dreams" is a good phrase to drop in. During this ring, ask questions which get the party talking about what they would do with their earnings, in order to learn about their drives.

### RING 2

**TERRORS:** Night comes more quickly than anticipated, forcing the party to either set up camp or travel in the darkness. Someone should fall or almost fall. The use of a stretcher or other horizontal travel might make an appearance here, as that provides foreshadowing for the horizontal movement that will appear in Ring 4. During this ring, ask questions about their fears and how the forest seems to be actively working against them.

**TEMPTATIONS:** The party discovers a garden of stone statues or an unmapped graveyard, with plaques or headstones listing the names of the advisors of the king held in the final tomb. Ask the party what myths their culture still tells about the king or how the old civilization met its end. Try to reincorporate these ideas in later rings.

# INCURSION: TOMB OF 10,000 DREAMS

## RING 3

**TERRORS:** The party should feel forced to make camp. At least one party member dreams of another member of the party betraying them.

**TEMPTATIONS:** During camp, someone finds rations they didn't pack, but that remind them of home or of their drives. Aim to get them talking about their drives, and specifically ask them "what is your dream?" During this ring, ask them what has kept them from achieving their drives so far. Look for opportunities to connect their backstories together, especially if you can show how one character has held another back or kept them from their goals.

## RING 4

**TERRORS:** The forest begins to wake. Things that should be asleep or long dead start to rise. The stone statues from the garden hunt the party. Vengeful spirits try to include the party members in reenactments of the spirits' nightmares. The party seeks refuge in the mouth of the tomb. Never describe the monstrosities in shorthand. There are no *golems* or *ghosts* here. These are *relentless chimeras bound in stone* and *violent winds that gnash at you like teeth*.

**TEMPTATIONS:** The treasures of the tomb are visible, but very hard to reach. To get to them, the party will have to make a tight horizontal crawl through cold earth or descend a dangerous vertical drop. There is a very real risk of getting suffocated or of falling. Give them only bad choices.

## RING 5

**TERRORS:** The party members begin having visions of their fellow treasure-hunters raiding the tomb and then leaving them behind. Anything a character has mentioned dreaming about will manifest here, though twisted into a nightmarish form or with dangerous demands of the treasure-hunter. Show them awful things and keep asking for Ruin Rolls.

**TEMPTATIONS:** Portals which reflect the drives of the treasure-hunters begin appearing, but passage is always blocked (inadvertently or purposefully) by another treasure-hunter. Describe the things they desire in exquisite detail, but make the real world confusing. Promise them comfort and happiness and see how far they're willing to go to get them. Make everything tragic.

# Monstrosities of Kalduhr

A bestiary for things that shall not be named.

# Thirty-Six Treasures, Temporarily Held

Precious items that will outlive your treasure-hunters.

# Hunters Under an Emerald Glow

New occupations, backgrounds and rituals.

# Witchwood

An incursion on a road paved in gold.



# TROPHY

JESSE RØSS

# Monstrosities of Kalduhr



gave birth to an ugly thing, its broad grin already full of teeth. She still wanted to nurse the wretched creature, by God! Best to leave those damnable goblins to the dark heart of the woods and let them become

creatures which we encounter was clearly not a man, but neither a beast. Something in between with attributes of both. I have long heard rumors of men who miraculously survived a wolf's or lion's bite, but came back with strange passions, such as a taste



The man they carried back with them was said to be the famed sellsword Berit Chansall himself, but a red-beined fungus had consumed much of his upper torso and

face that he was a fungus was er who determin had been un The physici afraid that material th

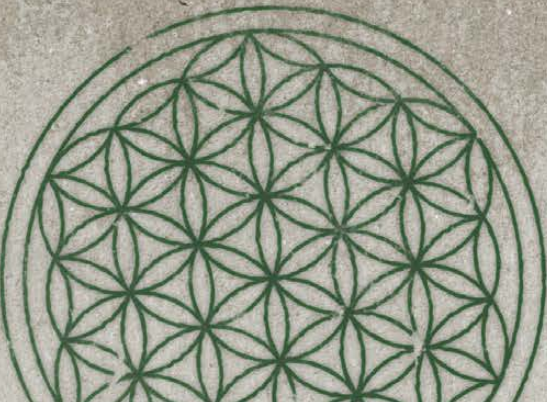
described as matching her height and figure, but closer inspection revealed it to be a swarm of stinging insects merely in the shape of the woman, which dispersed and approached by the widower. Later that evening he claimed a song that his wife would frequently sing of insects.

Calfor of Naganeh plucked out his own teeth one by one after he saw his son and daughter were able to live



May it please Your Majesty,

I wish to inform you of an important occurrence that has come to my attention in the matter of the Forest of Kalduhr. As Your Majesty is well aware, recent expeditions in the forest depths have resulted in the discovery of the tomb of Queen Sehter ils Noh—The Devourer. Attempts to breach the tomb itself have been, thus far, unsuccessful, though at least two members of Your Royal Guard have made contact with a



## MONSTROSITIES OF KALDUHR













The things that lurk in the forest don't have names. Named things are known, identifiable, understood. Their behaviors are predictable and their territories are defined. Named things can be tamed or hunted. Named things can be killed.

Thus, when you run Trophy, don't give the monstrosities names unless you want the characters to be able to fight them. Instead, describe them in vivid, awful detail. Use your words to make them present and deadly. But never name them.

Below is a system you can use for generating monstrous descriptions.

First, roll a dark and light die to select two adjectives for the monstrosity:

---

 inky	 spectral	 writhing	 twitching
 giant	 glistening	 shambling	 rippling
 thorned	 broken	 rotting	 stone

---

Then, roll again and add the two dice for the general form the monstrosity takes:

---

2 serpent	5 bear	8 wolf	11 reptile
3 spider	6 child	9 stag	12 mass
4 lion	7 figure	10 boar	

---

Finally, roll again and add the two dice for its current behavior:

---

2 causing plants to grow wildly	8 staring with vacant eyes
3 chanting in an ancient tongue	9 disappearing into shadows
4 clicking teeth together	10 humming a familiar song
5 crying and wailing	11 whispering forbidden knowledge
6 moving suddenly closer	12 feeding on a fresh kill
7 howling in pain	

---

Your monstrosity might be an *inky, stone reptile moving suddenly closer*, or a *broken, twitching figure crying and wailing*. What it does next is up to you.

# Thirty-Six Treasures, Temporarily Held

When a treasure-hunter arrives at the ruins they seek, roll a dark and light die to describe the precious item they hold in their hands, at least for a little while.

- 
- |  |   |
|--|---|
|  | Tarnished silver crown coated with luminescent moss               |
|  | Iron scepter with golden leaf filigree                            |
|  | Various metal coins depicting King Argiol Seo, eyes scratched out |
|  | Smooth black stone urn, anything placed inside disappears         |
|  | Pendant depicting a serpent swallowing the sun                    |
|  | Jade statue of three lovers, warm to the touch                    |
- 

- |  |  |
|--|--|
|  | Hematite orb in an iron cradle                                   |
|  | Collection of child's clay dolls, all with left arms missing     |
|  | Ornate glass coffin, interior speckled with blackened handprints |
|  | Masterwork sword, hilt is also a blade, making it unusable       |
|  | Iron shield with winged lion in relief                           |
|  | Gauntlet studded with black opals                                |
- 

- |  |   |
|--|---|
|  | Petrified wood mask with verdigris-copper antlers           |
|  | Collection of vials filled with viscous, glittering liquids |
|  | Stone tablet engraved with haunting pictograms              |
|  | Bronze ring with three small sapphires forming a triangle   |
|  | Necklace of eleven bronzed feathers                         |
|  | Silver chalice ringed with strange geometric symbols        |
-

## 36 TREASURES, TEMPORARILY HELD



- 
- ■● Mummified hand with eight long fingers
  - ■● Milk-white gems, something flitting about inside them
  - ■● Ruby-studded slippers, too small for anyone in the party
  - ■● Chest made of repurposed sword blades, filled with disintegrating scrolls
  - ■● Jade sphere engraved with two symbols: an eye opening and an eye closing
  - ■● Simple metal flask with a clear liquid, mildly hallucinogenic
- 

- ■● Curved ritual knife with a hollow blade
  - ■● Large clay vase depicting graphic scenes of battle
  - ■● Figurine of nude man with ax, made of silver
  - ■● Palm-sized pouch constructed from hundreds of tiny glass beads
  - ■● Polished gold mirror, only reflects one member of the party
  - ■● Pearl-inlaid jewelry box, locked
- 

- ■● Small crystal bottle and dropper, a dried purple substance caked to the bottom
  - ■● Key with a handle shaped like a child wreathed with thorns
  - ■● Statuette of an unfamiliar eight-limbed beast of burden with a tentacled face
  - ■● Lap harp painted with ghostly figures, any song played reminds listeners of lost loves
  - ■● Clay nesting dolls, each looks like a member of the party
  - ■● Simple silver ring, makes the wearer incorporeal but draws spirits to them
-

# Hunters Under an Emerald Glow

The following are new options for treasure-hunters for use with the Inursion *Witchwood*, or any other session of Trophy.

## OCCUPATIONS

Farmhand (*skilled in pests, plants, weather*)

Royal (*skilled in appraisal, bribery, command*)

Witch (*skilled in homes, paths, rituals*)

Woodcutter (*skilled in craft, construction, weapons*)

## BACKGROUNDS

Cured Beastbitten (*skilled in transformation*)

Enlivened Manikin (*skilled in artifice*)

Forlorn Romantic (*skilled in despair*)

Lost Child (*skilled in hiding*)

## RITUALS

Enliven (*give flesh and breath to a human effigy*)

Guide (*conjure a golden thread to follow*)

Swarm (*trade favors with a colony of vermin*)

## INCURSION

# Witchwood

---

When children escape to the woods seeking adventure or fleeing cruel parents, the part of Kalduhr they frequently find themselves in is known as Witchwood.

### THEME

Oz

### MOMENTS

- ◇ You hear a child singing sadly somewhere off the trail
- ◇ A sequence of strangely-colored birds flit about the trees: red, orange, yellow, green, blue, indigo, violet
- ◇ A sudden gust of wind shakes the forest, threatening to knock down trees
- ◇ A diminutive, deformed face peeks through the brush, then disappears
- ◇ Your foot kicks crumbled brick, proof that the path on which you walk was once paved
- ◇ Strange pink bubbles float from the trees, but each pops as it approaches
- ◇ A dozen crows circle and flee
- ◇ The remains of a man are tied to a tree, a clear warning to stay away
- ◇ You see a half-finished log cabin ahead, a rusted ax abandoned in a stump
- ◇ The roar of a large cat or bear rumbles some distance away
- ◇ A small pocket of red poppies fill the air with their heady fragrance
- ◇ The bark of a tree is knotted and warped as if a face in pain
- ◇ Branches like fingers unfurl and stretch
- ◇ A flock of winged imp-like creatures shriek through the canopy ahead
- ◇ The structure gleams, light bouncing and reflecting off the emerald leaves

### CONDITIONS

- ◇ Limbs seize up, making it difficult to move
- ◇ Overwhelming memories of home wash over you
- ◇ A dominating, animalistic hunger rises in you
- ◇ You can only see in black, white and shades of gray

## INCURSION: WITCHWOOD

- ◇ All the colors around you increase in intensity, almost blinding you
- ◇ Your skin is slowly turning to burlap, tin or fur
- ◇ A shadowy black hound only you can see begins following you
- ◇ You need to consume brains, hearts or fear
- ◇ When you are cut, you bleed straw or oil
- ◇ You are convinced this is all a dream

### RING 1

**TERRORS:** Venturing into the forest, the party comes across a man bleeding out. He sputters out “witch...” then asks a member of the party to carry a message back home to his son, but dies before sharing a name or the message itself. Further in, another body is found, crushed under a boulder too heavy for a human to lift. Eventually the party encounters the witch, weakened and run through with a blade after facing the two now-dead treasure hunters. Ask the party what they know of witches: their powers, their aims, how to destroy them. The party is able to kill the monstrosity before it retaliates.

**TEMPTATIONS:** Spilled on the ground near the witch’s body are a handful of gold coins. They contain unrecognizable writing, but feature engravings of hearts, crowns and hearths.

### RING 2

**TERRORS:** Hungry trees grab at the party, trying to burrow seeds inside them. The trees cannot uproot themselves, but are otherwise fully animate and will bind and tear at the treasure-hunters. They can be hacked at, but are a monstrosity that cannot be fought. There are simply too many of them.

**TEMPTATIONS:** The exit from the forest is marked by a trail of glimmering gold: treasure dropped during an escape. The treasure can be collected, and the party may contemplate leaving. Ask them about their drives, noting that this treasure only represents  $\frac{1}{50}$ <sup>th</sup> of what they would need to achieve their dream.

### RING 3

**TERRORS:** A twisted, naked boy lures one member away from the rest and names another member of the party. He speaks with a high-pitched voice, like

## INCURSION: WITCHWOOD

a Munchkin. He says he was paid by the named individual to steal gear from the rest of the party and keep them from making it out of the forest alive.

**TEMPTATIONS:** One of the treasure-hunters finds a fruit growing in the forest that they haven't had since they were a child. The fruit was rumored to have been harvested out of existence. If they taste it, ask them what touching memory it evokes.

### RING 4

**TERRORS:** The dead men from Ring 1 reappear, bloody and howling. The man crushed by the stone is just legs and a lower torso. His upper body has been replaced by an intertwined mass of writhing snakes. Describe everything in this ring as either green (plants, snakes) or red (blood, flowers). Introduce any other green or red elements necessary. For example, if the party burned the bodies, they appears as a living red fire.

**TEMPTATIONS:** The party comes across a stone structure overgrown with moss and ivy. Clearing away the growth reveals symbols similar to those found on the coins earlier. There are no doors, but the walls can be scaled. The interior of the structure is a labyrinthine series of hallways lined in luminous moss that bathes everything in a dim green light.

### RING 5

**TERRORS:** The labyrinth is haunted by a spirit that tries to convince the treasure-hunters that none of this is real, and clouds their heads with dreamlike visions. The spirit offers exactly what the treasure-hunters each want, trying to get them to stay in the labyrinth and pitting them against one another. It might offer one member a place to lie down and rest and another a table with a feast, with the latter not realizing they're about to stab into and eat the former.

**TEMPTATIONS:** The spirit itself provides the temptations. Connect them to what the treasure-hunter's drives are. One member of the party will eventually find a room blocked by a curtain, with muffled whispers coming from behind. Tearing the curtain away removes the spirit's clouding visions, allowing everyone to see the terrible results of their actions.



