

THE DREADFUL SECRETS OF CANDLEWICK MANOR

DOCTOR JESTER'S PHANTASMAGORICAL AUTOMATIC FREAK MACHINE

Does your daily dose of chaotic rigmarole rob your battered brain of the creative juice you need to squeeze creepy life into your shiny new Candlewick orphan?

Never fear, dear reader, for this dreadful drudge-work, this brain-wracking exercise in forced creativity, never need darken your spirits again. The learned and esteemed Dr. Jester presents his PHANTASMAGORICAL AUTOMATIC FREAK MACHINE.

Using this astounding invention is so easy that a laboratory monkey could do it, with only minimal surgical enhancement to his simian psyche.

Simply ROLL FIVE DICE (or however many creepy skill dice your orphan will have).

From these dice, read matching sets as follows

(and if no sets are rolled, pick one die):

WIDTH is the number of dice you have in the creepy skill.

HEIGHT is the stat it resides under, and the general nature of the skill.

For each set, choose one loose die—a die without a match; a sad and lonely orphan in its own right—and look up the exact nature of your creepy skill according to the height of your roll.

Now look at all the loose dice that you rolled, including any that you used to look up a creepy skill's details. For each and every loose die, add extras or qualities for one of your creepy skills from the GROSS, TRICKY, or SCARY table. You choose the table; the die tells you the extras.

HEIGHT 1-2: FEET

(1) Strange Soles: Your feet are actually weird and inhuman.

- 1-2 Monkey Feet (*Useful: legs are flexible and double-jointed, and feet are long-toed and just as dexterous as hands*).
- 3-4 Genie Smoke (*Defends: float around on smoky non-legs, easily evading attack*).
- 5-6 Harpy Toes (*Attacks: nasty clawed bird-feet*).
- 7-8 Roots (*Useful: draw regenerating nourishment from the Earth to heal and to replace normal eating, drinking, and sleeping*).
- 9-10 Octopus Bottom (*Useful: lots of tentacles instead of legs*).

(2) Appalling Ambulation: You can move in unnatural and unsettling ways.

- 1-2 Moon Jumping (*Useful: jump really crazy far; when the moon is full, its gravity will let you jump alllllllll the way there*).
- 3-4 Picture Passage (*Useful: for you, pictures and paintings are doors into the worlds they depict*).
- 5-6 Flywalk (*Useful: stick to walls, walk on ceilings*).
- 7-8 Quantum Skip (*Defends: hop and caper, and nobody can predict where you'll land*).
- 9-10 Shadow Step (*Useful: step into a shadow here, step out anywhere you can visualize, as long as it has shadows*).



HEIGHT 3-4: HANDS

- (3) **Awful Appendages: Your hands are warped and freakish.**
- 1-2 Talented Talons (*Attacks: fingers have long pointy scratchy things*).
 - 3-4 Sucker-Tipped Digits (*Useful: super-suction grip action*).
 - 5-6 Clacking Crab Claw (*Attacks: one arm is a big honkin' crab claw*).
 - 7-8 Multiplied Mitts (*Useful: you have lots of arms, sometimes more than you can count*).
 - 9-10 Terrible Tentacles (*Useful: big, thick, really strong, and extremely flexible tentacles instead of arms or fingers*).
- (4) **Devilish Dexterity: You can manipulate things with unspeakable skill.**
- 1-2 Bone-Chilling Touch (*Attacks: touch is freezing cold*).
 - 3-4 Warding Marks (*Defends: tattoos, scars, or birthmarks forming occult protective symbols*).
 - 5-6 Hand of a Surgeon . . . Among Others (*Useful: steal the hand of a corpse and attach it your stump to gain the owner's skill until the hand rots*).
 - 7-8 Conjuring Signs (*Useful: make magic signs in the air to conjure and direct spirits*).
 - 9-10 Mindful Fingers (*Useful: your hands have a mind of their own; even if you're knocked out or entirely incapacitated, your hands can keep acting*).

HEIGHT 5-6: GUTS

- (5) **Occult Organs: Throbbing inside you are hideous organs with weird functions.**
- 1-2 Ick Glands (*Useful: you have glands that excrete a quick-hardening resin which is very slick while wet*).
 - 3-4 Self-Pumping Stomach (*Attacks: yeah, it's that gross*).
 - 5-6 Undying Heart (*Useful: you're immortal; all it takes is a roll of this skill to rise from the dead*).
 - 7-8 Alchemical Bladder (*Useful: drink stuff and pee out just about any kind of liquid you want*).
 - 9-10 Hurricane Lungs (*Attacks: bellow and blow*).
- (6) **Inhuman Integument: Your very skin is imbued with frightening puissance.**
- 1-2 Gnarled Scales (*Defends: covered in scales and junk*).
 - 3-4 Shaggy Coat (*Useful: indifferent to the climate and temperature*).
 - 5-6 Chameleon Skin (*Useful: when you're naked, you can blend into the background almost perfectly, which is good, because you're naked*).
 - 7-8 Bony Shell (*Defends: you've got a hard bony shell like a turtle or armadillo*).
 - 9-10 Snake Skin (*Useful: shed your skin to heal injuries and get clean without taking a bath*).

HEIGHT 7-8: FACE

- (7) **Creepy Countenance: The unnatural is writ upon your visage for all to see.**
- 1-2 Patchwork Looks (*Useful: do cunning impersonations*).
 - 3-4 Mouthful of Knives (*Attacks: bite!*).
 - 5-6 Eyes of Doom (*Attacks: you've got a look that can kill*).
 - 7-8 Mandibles Oh My (*Useful: chew through anything*).
 - 9-10 Whatshisface (*Useful: has an utterly unremarkable face—blends in and is quickly forgotten; any inhuman features hide until dramatically revealed*).



- (8) **Vile Vocalizations: Your voice carries cadences of nightmarish notes.**
- 1-2 Grave Tone (*Useful: talk to ghosts, and expect them to listen*).
- 3-4 Hideous Blasphemies (*Defends: say things so disturbing, people can't even look at you, let alone attack you*).
- 5-6 Beast Speak (*Useful: talk to animals; saying "Please don't eat me!" in bear*).
- 7-8 The Elder Tongue (*Useful: speak the terrible and nightmarish language of the Elder Things*).
- 9-10 Foul Mouth (*Attacks: say stuff so horrible and hurtful, even hardened rogues start to cry*).

HEIGHT 9-10: BRAINS

- (9) **Paranormal Perceptions: Your eyes (or ears or nose) are open to terrible realities.**
- 1-2 Erie Eyes (*Useful: weird eyes that see the invisible -- spirits . . . demons . . . farts . . .*).
- 3-4 Pointed Ears (*Useful: hear like a bat, including echolocation if you click your tongue*).
- 5-6 Snake Tongue (*Useful: taste the air*).
- 7-8 Nose Knows (*Useful: smell truth and lies; truth smells like flowers and fresh-baked cookies, lies smell like poo and bad cheese*).
- 9-10 Mental Whispers (*Useful: hear what people are thinking*).
- (10) **Insidious Insights: Your brain writhes with terrible chthonic knowledge.**
- 1-2 Voices Screaming In My Head (*Defends: a shouted warning lets you escape harm*).
- 3-4 Doorway of Sleep (*Useful: enter the Dreamworld in a lucid state, and take your friends with you*).
- 5-6 Kill You With My Brain (*Attacks: make your forehead go all veiny, and pop someone's noggin*).
- 7-8 SCIENCE! (*Useful: mastery of a particularly mad brand of science*).
- 9-10 Strange Aeons Before Teatime (*Useful: project your mind through time, from the ancient primordial elder epochs of Earth, to your birthday two months from now*).

GROSS

- (1) Crusty: Add Awesome OR Useful.
- (2) Wiggly Cilia: Add Burns OR Useful.
- (3) Super Hairy: Add Tough OR Defends.
- (4) Parasites: Add Sharing OR Attacks.
- (5) Drips Slime: Add Wicked Fast OR Defends.
- (6) Stinks Real Bad: Add Area OR Attacks.
- (7) Lots of Eyes: Add Spray OR Useful.
- (8) Drooling Mouths!: Add Gnarly OR Attacks.
- (9) Carapace: Add Tough OR Defends.
- (10) Extra Brain: Add Awesome OR Defends.

TRICKY

- (1) Wide-Angle: Add Area OR Attacks.
- (2) Hidden Sting: Add Gnarly OR Attacks.
- (3) Lightning Quick: Add Wicked fast OR Defends.
- (4) Trippy: Add Spray OR Attacks.
- (5) Solid: Add Tough OR Defends.



- (6) Precog: Add Wicked Fast OR Defends.
- (7) Contagious: Add Sharing OR Useful.
- (8) Mark: Add Burns OR Useful.
- (9) Elongated: Add Spray OR Useful.
- (10) Prehensile: Add Awesome OR Useful.

SCARY

- (1) Silent Screaming Face: Add Awesome OR Useful.
- (2) Eye-Catching Scintillations: Add Wicked Fast OR Useful.
- (3) Made of Rusty Iron: Add Tough OR Defends.
- (4) Venom Glands: Add Spray OR Attacks.
- (5) Bones Showing Through: Add Gnarly OR Attacks.
- (6) Fiery: Add Burn OR Attacks.
- (7) Spectral Aura: Add Area OR Defends.
- (8) Blasphemous Runes: Add Sharing OR Useful.
- (9) Oozes Acid: Add Burn OR Attacks.
- (10) Covered in Spikes: Add Gnarly OR Defends.

SO, FOR EXAMPLE . . .

After a long coffee-and-crumpet bender, I'm far too jangled to come up with a cool creepy skill for my new orphan, Carlos Valentine Horshank. So I pick up five dice and throw them, getting 1, 2x5, 3, and 7.

The 2x5 tells me this is a GUTS creepy skill with two dice at height 5, specifically an Occult Organ of some kind. I glance at the other dice to see what they suggest, and like the sound of the "Self Pumping Stomach" (with the Attacks quality) offered by the loose 3.

Now, I need to find out what gross, tricky, or scary extras the loose dice will get me. For each die I can choose from the Gross table, the Tricky table, or the Scary table.

- 1—Crusty, Wide-Angle, or Silent Screaming Face.
- 3—Super-Hairy, Lighting-Quick, or Made of Rusty Iron.
- 7—Lots of Eyes, Contagious, or Spectral Aura.

Choices choices choices. I go with Wide-Angle (which adds Area), Made of Rusty Iron (which adds Defends), and Lots of Eyes (which adds Spray).

Here's what it looks like:

Iron Guts 2d (Attacks, Defends, Spray, Area)

At some point in his troubled and best-forgotten past, poor Carlos was subject to a hideous medical experiment. His abdomen was hollowed out and replaced with a gross iron digestion machine covered in a clockwork targeting system made up of whirring lenses with clicking irises. With this ignominious implant, Carlos can vomit high-pressure foulness, spraying multiple targets over a wide area. As superpowers go, it's not one that'll win many friends, but most enemies won't risk a second gooley gout.

