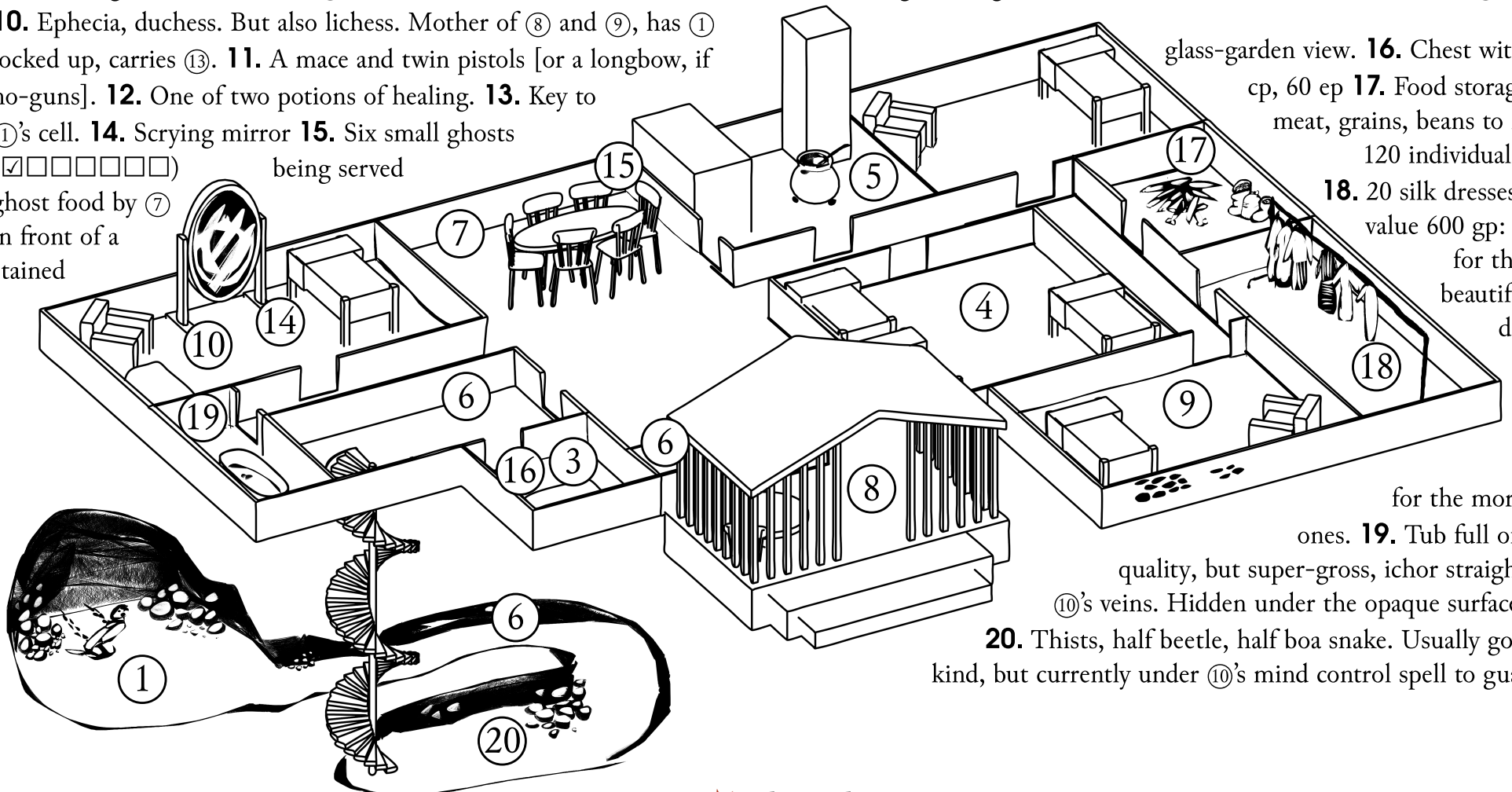


DUCHESS/LICHESS

New England, 1957. Only awesome, because there's feudalism and necromancy. I mean, more than usual. Every hour there's a 3/20 chance of an encounter, and if so it's 1d4+1d6 to get a number from ② to ⑩. Ignore numbers that have already been taken

out of action. Some numbers can be rolled, some are only map key, many are both. **1.** Oakenlash, husband of ⑨, has legal deed to manor tattooed. Will starve to death in 1d4 days unless fed. **2.** Theseela, lich-hunting cleric. Wants to put ⑩ in her grave. Carries ⑪ and ⑫. Doesn't trust adventurers. **3.** Seronica, a petrifying pet. Half cat, half hound, all gorgon. **4.** Lissbeth, human handmaiden to ⑧, also has cleaning duties. **5.** Sha Ar, reanimated mummy cook to the family **6.** One of five (☑□□□□□) pairs of trained guard skeletons. **7.** Silence, specter handmaiden to ⑨, also has food serving duties and assists ⑤ in the kitchen **8.** Marbareth, human, loves gardening. Carries a rake. **9.** Jean, human, married to ①.

10. Ephecia, duchess. But also lichess. Mother of ⑧ and ⑨, has ① locked up, carries ⑬. **11.** A mace and twin pistols [or a longbow, if no-guns]. **12.** One of two potions of healing. **13.** Key to ①'s cell. **14.** Scrying mirror **15.** Six small ghosts (☑□□□□□□) being served ghost food by ⑦ in front of a stained



glass-garden view. **16.** Chest with 1700 cp, 60 ep **17.** Food storage. Has meat, grains, beans to last for 120 individual meals. **18.** 20 silk dresses. Total value 600 gp: 200 gp for the most beautiful one, down to

15 gp for the more plain ones. **19.** Tub full of high-quality, but super-gross, ichor straight from ⑩'s veins. Hidden under the opaque surface is ⑫.

20. Thists, half beetle, half boa snake. Usually good and kind, but currently under ⑩'s mind control spell to guard ①.