

MODERN SUPPLEMENT

=====

KC1 is reproduced as Knights of Carcosa Game Co. printed it. The company's rule book was never found, so these pages give the module two ways: under our reconstruction of the lost rules, and converted for four rule sets that came long after it was written.

This was the company's showcase. It names the Knights, and it is the one module in the crates that had been read so often its staple had rusted through.

THE PARTY

Reconstructed	levels 1-3
AD&D	levels 1-3
Pathfinder 2e	levels 1-2
GURPS 4e	150-250 point delvers
Mork Borg	fresh scum, any number

CREATURES IN THIS MODULE

Knight of Carcosa	Threat 3	the Gate, the Hall, streets
Masked Player	Threat 1	the Theatre, the Inn
Pale Hound	Threat 1	streets (the unmasked)
The Prompter	Threat 2	under the stage
Ambrose Vane	Threat 1	the Director's office
The Stranger	Threat 8	cannot be fought; unmasked

TREASURE IN THIS MODULE (original values, gp)

Six gilt masks 180 (Milliner); ring 40 (Drowned Stair); the Reeve's chain 120 (Thornwick Row). Total 340, plus the Reeve's reward (100). Magic and oddities: the Market's wares, the Lantern of Last Light (Inn).

PRICES IN MEMORIES

The original charges "50 experience points" per memory, a real cost under its own rules. Use instead:

AD&D 200 XP PF2e 20 XP GURPS 1 character point
Mork Borg: no cost but the memory. It is enough.

STATUS Draft 0.1. Nothing here has been played yet.

UNDER THE RECONSTRUCTED RULES

=====

KNIGHT OF CARCOSSA Hits 24 Armor 3 Attack +2 Saves +1
Lance or long sword d8. Nerve 12 Move 60' (horse).
Hit him on 11+.

MASKED PLAYER Hits 8 Armor 0 Attack +1 Saves +0
Stage dagger d4. Nerve 7 Move 40'. Hit on 8+.

PALE HOUND Hits 8 Armor 0 Attack +1 Saves +0
Bite d6. Nerve 8 Move 60'. Hit on 8+.

THE PROMPTER Hits 6 Armor 0 Attack +1 Saves +1
Fingers d6. Nerve 5. Whisper: Mind save or lose your
next round. Hit on 8+.

AMBROSE VANE Hits 4 Armor 0 Attack +1 Saves +0
Penknife d4. Nerve 4.

THE STRANGER Cannot be harmed by anything from outside.
Unmasking: Heroic check (12), Reflex; Hard (10) if he is
distracted.

CHECKS & SAVES As printed: Easy 6, Normal 8, Hard 10,
Heroic 12. The Dawn Rule is a Hard (10) Body save.

TREASURE 340 gp as printed, worth 340 XP; the reward is
another 100. Foes beaten add 10 x Threat. A party that
saves Thornwick should reach level 2, or near it.

MAGIC Tears of a happy man heal d6 Hits. The tune in a box
stops one listener a round (Mind save). The sandbag (Stage
Right) does 2d6, Reflex save for half.

AD&D (1ST / 2ND EDITION)

=====

KNIGHT OF CARCOSSA HD 3 hp 21 AC 3 THAC0 17 MV 18 (horse)

#AT 1 Dmg 1d10 (lance or long sword) Morale 20

Saves as F3. Will not lift his visor.

MASKED PLAYER HD 1 hp 5 AC 10 THAC0 19 MV 12

#AT 1 Dmg 1d4 (stage dagger) Morale 10 (2e) or 2d6 vs 7

PALE HOUND HD 1 hp 5 AC 10 THAC0 19 MV 18

#AT 1 Dmg 1d6 Morale 12 (2e) or 2d6 vs 8

THE PROMPTER HD 2 hp 6 AC 10 THAC0 19 MV 12

#AT 1 Dmg 1d6 Morale 6 (2e) or 2d6 vs 5

SA: Whisper. Save vs spells or lose the next round.

AMBROSE VANE HD 1 hp 3 AC 10 THAC0 19 Dmg 1d4 Morale 4

THE STRANGER Immune to all harm from outside the city.

Unmasking: Dexterity check at -8 (at -4 if distracted).

CHECKS Ability check, d20 at or under the ability:

Easy +4, Normal +0, Hard -4, Heroic -8.

Dawn Rule: save vs death magic at -2.

Masks, music, the lake: save vs spells.

TREASURE 340 gp as printed, plus the Reeve's 100.

MAGIC Tears of a happy man: heal 1d6 hp. Tune in a box: one listener per round saves vs spells or stops. Sandbag: 2d6, save vs breath weapon for half.

PATHFINDER 2E (REMASTER)

=====

Built from the GM Core "Building Creatures" tables. Check the numbers against your book; these are a first pass.

KNIGHT OF CARCOSSA Creature 2

Perception +8 Speed 40 feet (pale horse)

AC 18; Fort +8, Ref +8, Will +8; HP 38

Melee lance or longsword +11, Damage 1d10+4

MASKED PLAYER Creature 0

Perception +6 Speed 25 feet

AC 13; Fort +6, Ref +6, Will +6; HP 15

Melee stage dagger +4 (agile), Damage 1d4+1 piercing

PALE HOUND Creature 0 (beast)

Perception +6 Speed 40 feet

AC 13; Fort +6, Ref +6, Will +6; HP 15

Melee jaws +6, Damage 1d4+2 piercing

THE PROMPTER Creature 1

Perception +7 Speed 25 feet

AC 13; Fort +7, Ref +7, Will +7; HP 15

Melee fingers +7, Damage 1d6+2 bludgeoning

Whisper (auditory) DC 14 Will or lose your next turn.

AMBROSE VANE Creature 0. AC 13; HP 12; surrenders.

THE STRANGER Cannot be harmed by anything from outside the city. Unmasking: DC 25 Thievery or Acrobatics (DC 20 if he is distracted).

CHECKS Normal DC 15 (level 1) or 16 (level 2). Easy -2, Hard +5, Heroic +10. Dawn Rule: DC 20 Fortitude. Masks, music, the lake: DC 15 Will.

TREASURE 34 gp in valuables, plus 10 gp from the Reeve. Add consumables if you track Treasure by Level.

MAGIC Tears of a happy man: as a minor healing potion. Tune in a box: DC 15 Will or stunned 1. Sandbag: 2d6 bludgeoning, DC 15 basic Reflex.

GURPS 4E (DUNGEON FANTASY STYLE)

=====

KNIGHT OF CARCOSSA ST 13 DX 12 IQ 10 HT 11

HP 18 Will 15 Speed 5.75 Move 8 (pale horse)

Dodge 8 Parry 9 DR 6 (plate)

Lance or broadsword (12): 2d+1 impaling or cutting.

Traits: Unfazeable, Vow (keep the peace of Carcosa).

MASKED PLAYER ST 10 DX 10 IQ 10 HT 10

HP 11 Will 10 Move 5 Dodge 7 DR 0

Stage dagger (10): 1d-2 impaling. Performance-14.

PALE HOUND ST 10 DX 12 IQ 4 HT 10

HP 11 Will 11 Move 8 Dodge 7 DR 0

Bite (10): 1d+2 cutting.

THE PROMPTER ST 8 DX 11 IQ 10 HT 11

HP 7 Will 8 Move 5 Dodge 8 DR 0

Fingers (11): 1d+2 crushing. Whisper: Will roll or lose your next turn.

AMBROSE VANE HP 6 Will 7. Writing-16. Surrenders.

THE STRANGER Cannot be harmed by anything from outside the city. Unmasking: DX or Sleight of Hand at -8 (at -4 if he is distracted).

CHECKS Roll vs the skill or attribute named:

Easy +4, Normal +0, Hard -4, Heroic -8.

Dawn Rule: HT-4. Masks, music, the lake: Will.

TREASURE \$8,500 in valuables; the Reeve pays \$2,500.

MAGIC Tears of a happy man: heal 1d HP. Tune in a box: Will roll or lose a turn. Sandbag: 2d crushing; Dodge.

MORK BORG

=====

The city is kind. That is how it gets you.

KNIGHT OF CARCOSSA HP 18 Morale - Plate -d6

Lance or sword d8. To hit or defend against him: DR 12.

Rides a pale horse. Will not be outrun.

MASKED PLAYER HP 6 Morale 7 No armor

Stage dagger d4. DR 12. Stays in character.

PALE HOUND HP 6 Morale 8 No armor

Bite d6. DR 12. Hunts the unmasked.

THE PROMPTER HP 4 Morale 5 No armor

Fingers d6. DR 12. Whisper: test Presence DR 12 or lose your next turn.

AMBROSE VANE HP 3 Morale 4. Weeps. Bargains. Surrenders.

THE STRANGER Nothing you carry can hurt him. Unmasking:

Agility DR 16 (DR 14 if he is distracted).

CHECKS Easy DR 10, Normal DR 12, Hard DR 14, Heroic DR 16.

Dawn Rule: Toughness DR 14. Masks, music, the lake: Presence DR 12.

TREASURE 85 silver in valuables. The Reeve pays 25 silver and swears it is everything Thornwick has.

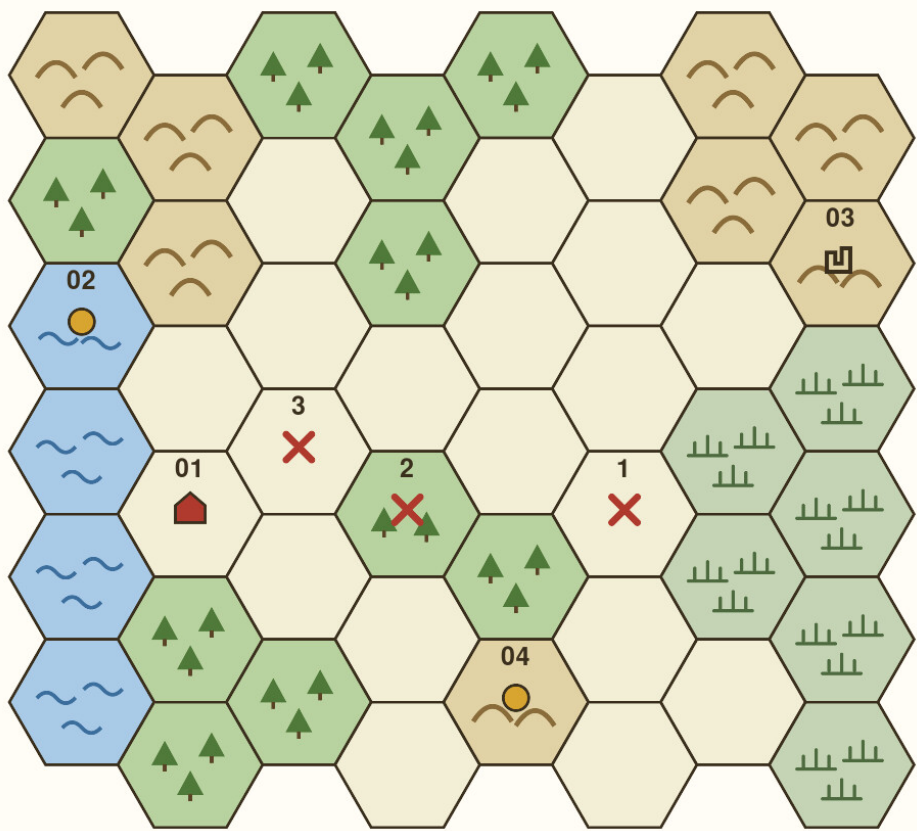
MAGIC Tears of a happy man: heal d6. Tune in a box: test Presence DR 12 or lose a turn. Sandbag: 2d6, Agility DR 12 for half.

MAPS FOR THE TABLE

=====

The module's maps, redrawn in colour with a key on each, for the referee's screen or a tablet. Carcosa's map shows the city as it stands on any night; Thornwick Row grows by act.

THORNWICK AND THE FIELDS



KEY

	plain		settlement
	forest		Carcossa on nights 1, 2, 3
	hills		the Grey Stones
	swamp		site
	water		keyed location

one hex = 1/3 mile

PLATE 1. Thornwick and the fields: where Carcosa rises after acts I, II and III.

CARCOSSA, THE CITY BY NIGHT

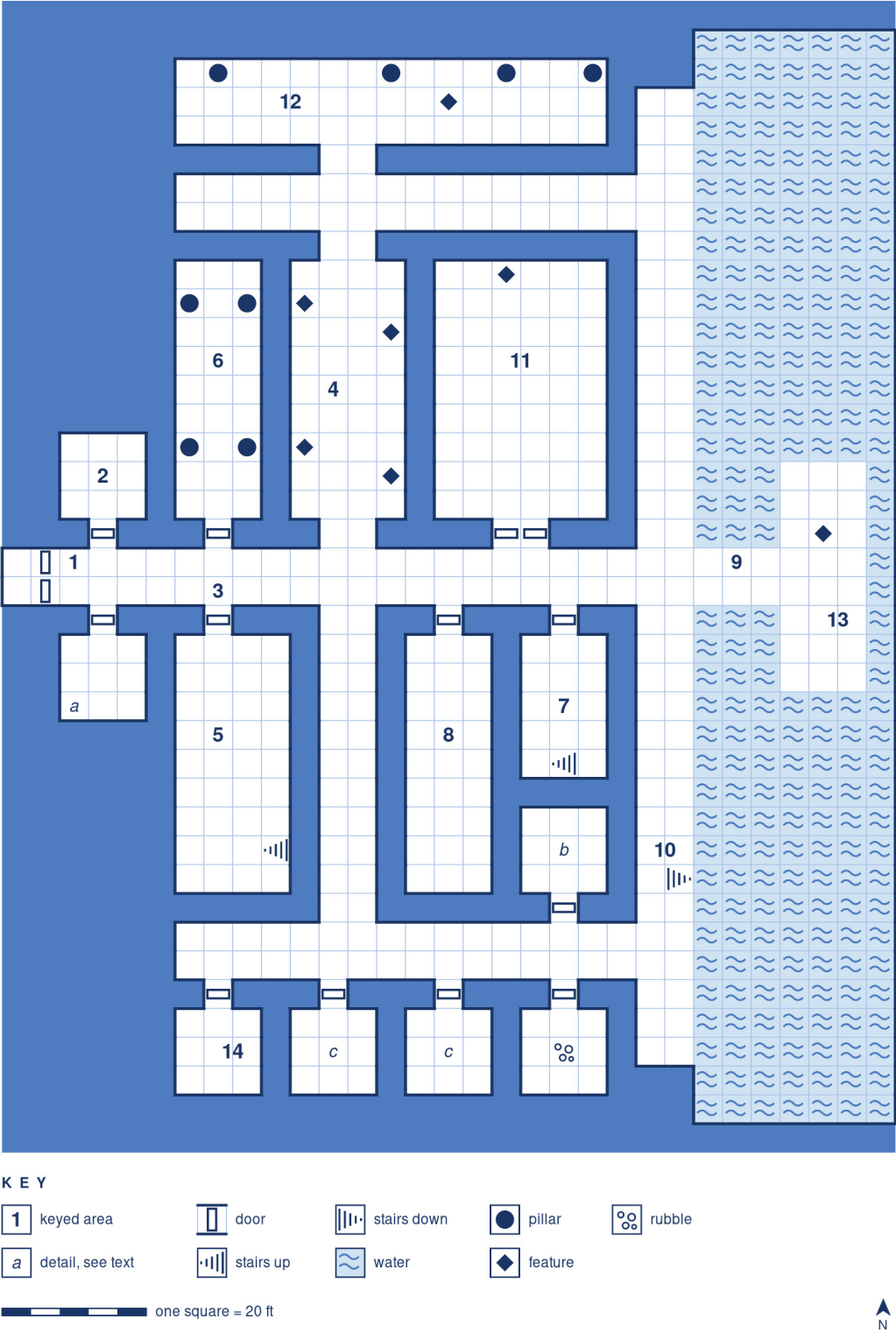


PLATE 2. Carcosa, the city by night.

THE THEATRE OF CARCOSSA

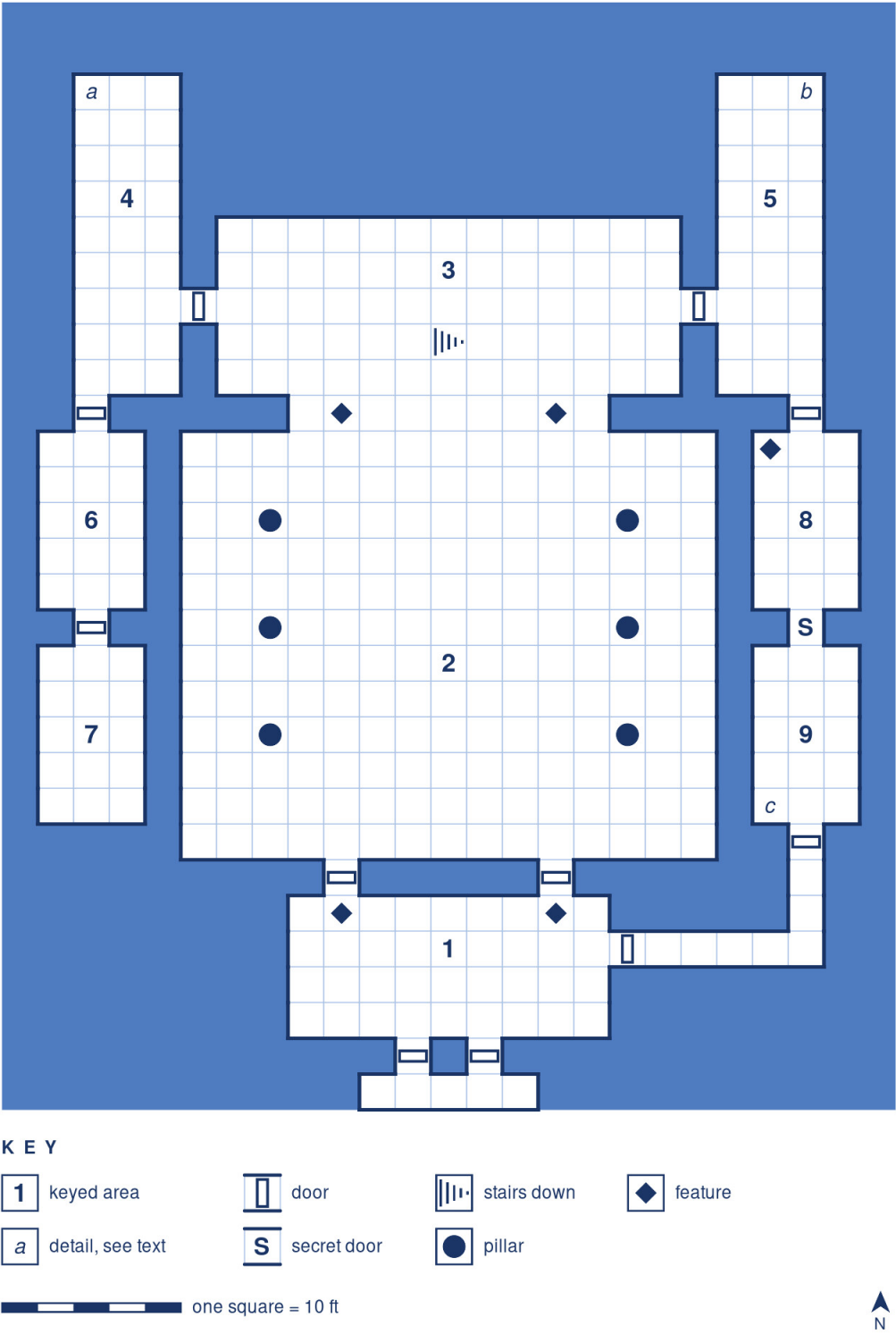


PLATE 3. The Theatre of Carcosa: the climax.