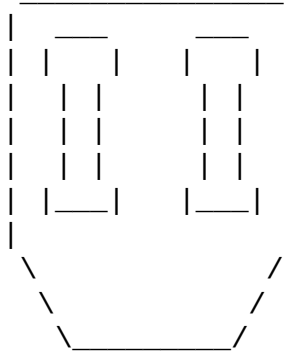


BOOK II

FOR ALL LEVELS

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T H E K N I G H T S O F
C A R C O S S A
adventure game, in three books



T H E B E S T I A R Y

Being a catalogue of beasts, monsters,
the restless dead and THINGS OF THE NIGHT,
for the use of referees. Forty-eight
creatures, with their habits and wants.

=====

KNIGHTS OF CARCOSSA GAME CO.

Requires BOOK I: THE RULES to play

BOOK II

\$.95

HOW TO READ THIS BOOK

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Every creature is given in the short form used throughout the Knights of Carcosa game. BOOK I explains each part in full. In brief:

GHOUL Threat 2 Hits Normal Armor None
Harm Normal x2 (claws) Nerve 9 Move Normal
Number 2d4 Found: graveyards, crypts, old battlefields

THREAT how dangerous, 0 to 20. A man-at-arms is 1, an ogre 3, a troll 5, a giant 7, a great dragon 12.
HITS how much killing it takes: Frail, Normal, Tough or Huge, for a creature of its Threat.
ARMOR None, Light, Medium, Heavy or Superb.
HARM Weak, Normal, Heavy, Brutal or Deadly, for each attack. "x2" is two attacks a round.
NERVE 2-12. When the first falls, and at half strength, roll 2d6: OVER Nerve, they break and run.
MOVE Slow, Normal or Fast; also fly, swim, climb.
NUMBER how many are usually met together.

SAVES name the kind: BODY (poison, paralysis, disease, stone), REFLEX (blasts, falls) or MIND (fear, charm, sleep).

Last in each entry: what the creature WANTS, and what makes it stop. A referee who knows what a monster wants does not need to be told how it fights.

Written by the Knights of Carcosa staff. Special thanks to the Tuesday night group. Copyright 1982 Knights of Carcosa Game Co. Printed in U.S.A.

[ARCHIVE NOTE: BOOK II was found in a tin trunk on the second floor of the warehouse, the lid rusted shut. Three entries are water-damaged; where words are lost we mark it, and give our best reading. The box marked BOOK I held only packing straw. The box marked BOOK III held one index card, which reads, in pencil: TREASURES. This edition is released under CC BY-SA 4.0.]

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MEN AND FOLK

=====

BANDIT Threat 1 Hits Normal Armor Light
Harm Normal (sword or bow) Nerve 7 Move Normal
Number 3d6 Found: roads, forests, the edges of things
Men and women who would rather take than toil. A band has a captain (Threat 2, Nerve 9); kill the captain and the rest will treat. Bandits know every path and every inn for ten miles, and will sell what they know.
WANTS: purses, horses, an easy night. STOPS: when it stops being easy.

CULTIST Threat 1 Hits Normal Armor None
Harm Weak (dagger) Nerve 9 Move Normal
Number 2d4 Found: cellars, ruined chapels, the wrong inns
Followers of some old and patient thing. One in four knows a Minor spell (see BOOK I). They wear plain clothes by day and the same yellow cloth at night, and they are always waiting for something to arrive.
WANTS: a sacrifice, a sign, to be chosen. STOPS: when the sign does not come.

MAN-AT-ARMS Threat 1 Hits Normal Armor Medium
Harm Normal (spear or sword) Nerve 8 Move Normal
Number 2d6 Found: castles, gates, behind a lord
Paid soldiers, watchmen and guards. They follow orders, up to a point, and that point is usually money.
WANTS: pay, and to go home. STOPS: when their sergeant (Threat 2) falls.

KNIGHT Threat 4 Hits Tough Armor Heavy
Harm Heavy (lance or long sword) Nerve 10 Move Fast (horse)
Number 1 (with 1d4 men-at-arms) Found: roads, tourneys
A sworn warrior, mounted and armoured. Most keep their oaths. A knight who has broken one is worse than any monster in this book, and knows it.
WANTS: honour, and to be seen to have it. STOPS: if he yields; he will keep his word on it.

HEDGE-WITCH Threat 2 Hits Frail Armor None
Harm Weak (knife) Nerve 6 Move Normal
Number 1 Found: cottages at the edge of the woods
Wise women and cunning men. Each knows three Minor spells and every herb in the hedge. Most are kind. All remember who was not.
WANTS: to be let alone, and paid in kind. STOPS: the moment she has a better bargain.

BEASTS

=====

WOLF Threat 1 Hits Normal Armor None
Harm Normal (bite) Nerve 8 Move Fast
Number 2d6 Found: forests, hills, the cold months
Wolves hunt the weakest first and never fight fair. A pack circles before it closes.
WANTS: meat, and the slowest of you. STOPS: fire, or its leader killed.

GREY WOLF Threat 3 Hits Tough Armor Light
Harm Heavy (bite) Nerve 9 Move Fast
Number 1d4 Found: high places, old battlefields
A wolf the size of a pony, grey as ash, old and clever. It understands speech. Some speak back.
WANTS: to be left its hunting grounds. STOPS: for a fair trade of meat, and a promise kept.

BEAR Threat 4 Hits Tough Armor Light
Harm Heavy x2 (claws) Nerve 9 Move Normal
Number 1 Found: forests, caves, near honey
Slow to anger and terrible after. A bear that hugs (both claws hit one target) also crushes for d6 more.
WANTS: to be left alone, and to eat. STOPS: if you back away slowly; never if you run.

BOAR Threat 2 Hits Tough Armor Light
Harm Normal (tusks) Nerve 11 Move Normal
Number 1d6 Found: oak woods
Stubborn, bad-tempered and very hard to kill. A boar fights on for one round after its Hits are gone.
WANTS: acorns and its territory. STOPS: almost never.

GIANT RAT Threat 0 Hits Frail Armor None
Harm Weak (bite) Nerve 5 Move Fast
Number 3d6 Found: sewers, cellars, ships
Rats as big as cats. A bite may carry sickness: Body save, or ill for a week.
WANTS: food, and anything shiny. STOPS: light and noise.

RAT SWARM Threat 0 Hits Frail Armor None
Harm Weak (bites) Nerve 5 Move Fast
Number 1d3 Found: wherever the dead are kept
A boiling mass of ordinary rats, treated as one creature. Only fire or a wide blow does it real harm.
WANTS: to get past you. STOPS: fire and loud noise.

BAT SWARM Threat 0 Hits Frail Armor None
Harm Weak (bites) Nerve 4 Move Fast (fly)
Number 1d4 Found: caves, towers, belfries
A cloud of wings. Anyone inside it can do nothing but swat and shout. Torches are put out.
WANTS: out. STOPS: when it is out.

GREAT SPIDER Threat 3 Hits Normal Armor Light
Harm Normal (bite; poison) Nerve 8 Move Normal (climb)
Number 1d3 Found: dark woods, old ruins, high ceilings
Bite: Body save or paralysed for an hour, which is when it comes back to feed. Its webs hold anything smaller than an ogre (Hard check, Strength, to break free).
WANTS: patience, and you. STOPS: fire on its web.

WARHORSE Threat 1 Hits Tough Armor None
Harm Normal (hooves) Nerve 6 Move Fast
Number 1 Found: stables, battlefields, with knights
Trained to fight. A rider on a warhorse gets its hooves as an extra attack. Worth 200 gp.
WANTS: oats, and its rider. STOPS: when its rider falls.

MIRE-TOAD Threat 2 Hits Tough Armor None
Harm Normal (tongue; swallow) Nerve 7 Move Slow (swim)
Number 1d4 Found: fens, bogs, flooded cellars
A toad the size of a cart. Its tongue drags a man to its mouth; next round it swallows him whole (Reflex save). A swallowed man takes d6 a round and may cut his way out.
WANTS: one big meal, then sleep. STOPS: once it has eaten.

THE DEAD

=====

SKELETON Threat 1 Hits Normal Armor Light
Harm Normal (old weapons) Nerve 12 Move Normal
Number 3d6 Found: tombs, barrows, battlefields
Bones held together by an order given long ago. Arrows and thrusts do half harm; clubs do full.
WANTS: to obey the order. STOPS: never, until it is ended.

WALKING CORPSE Threat 2 Hits Tough Armor None
Harm Normal (fists) Nerve 12 Move Slow
Number 2d6 Found: plague villages, graveyards
The recently dead, raised by sorcery or spite. Slow, cold and stubborn. Always last to act in a round.
WANTS: the warm, without knowing why. STOPS: when its head comes off.



PLATE 1. The GREAT SPIDER at the heart of its web, in a crypt passage below the Abbey of St. Ossic.

GHOUl Threat 2 Hits Normal Armor None
Harm Normal x2 (claws) Nerve 9 Move Normal
Number 2d4 Found: graveyards, crypts, old battlefields
Eaters of the dead, thin and grey. Each claw that hits: Body
save or paralysed d4 rounds. Ghouls cannot cross salt.
GHOUl MONKS (see KC0) are ghouls bound by a vow of silence:
they never make a sound, and wake only to a raised voice.
WANTS: the warm. STOPS: salt, holy water, sunlight.

BARROW-SLEEPER Threat 4 Hits Tough Armor Medium
Harm Heavy (bronze sword; cold touch) Nerve 11
Move Normal
Number 1d4 Found: barrows, burial mounds
An old king, or his champion, still guarding his grave
goods. Its touch is grave-cold: Body save, or lose a level
until you sleep a night in a church.
WANTS: its treasure left where it lies. STOPS: if every
piece is returned.

GREY LADY Threat 3 Hits Normal Armor Superb
Harm Weak (cold hands) Nerve 12 Move Normal (fly)
Number 1 Found: old houses, long galleries, stairs
The ghost of a woman who died waiting. She passes through
walls; only silver, magic or fire touch her (her Armor is
None to these). Seeing her face: Mind save or flee.
WANTS: whatever she was waiting for. STOPS: when it comes.

KEENING WOMAN Threat 5 Hits Normal Armor Superb
Harm Brutal (her keening) Nerve 12 Move Normal (fly)
Number 1 Found: outside the houses of the dying
Her keening reaches everyone who hears it at once: Mind
save, or take the harm. She comes the night before a death.
[ARCHIVE: the rest of this entry is lost to water damage.
A few words remain: "...name of the one... ...not yet...
...a lock of hair..." We take it that she can be sent away
by naming who she has come for, before she does.]

GOBLINS, OGRES AND GIANTS

=====

GOBLIN Threat 1 Hits Frail Armor Light
Harm Weak (spear or sling) Nerve 6 Move Normal
Number 4d6 Found: hills, caves, under bridges
Small, quick and greedy. In daylight they fight at -1. A
goblin band has a boss (Threat 2) and a grudge.
WANTS: whatever you are carrying. STOPS: when the boss is
down, or the loot is gone.



PLATE 2. The GREY LADY on the stair at Wexcombe Hall, as reported by the steward.

HOBGOBLIN Threat 2 Hits Normal Armor Medium

Harm Normal (sword) Nerve 8 Move Normal

Number 2d6 Found: forts, war-camps, the hills

Big goblins who march in step and keep their kit clean.

They fight in a line and take prisoners for ransom.

WANTS: ransom, territory, order. STOPS: when out-numbered.

BUGBEAR Threat 3 Hits Tough Armor Light

Harm Heavy (club) Nerve 8 Move Normal

Number 1d4 Found: wherever children are told not to go

Large, hairy and astonishingly quiet. It surprises on a 1-3 on d6. It likes to carry off one victim and run.

WANTS: a meal to take home. STOPS: when it has one.

OGRE Threat 3 Hits Tough Armor Light

Harm Heavy (club) Nerve 8 Move Normal

Number 1d3 Found: hills, caves, toll bridges

Huge, stupid and always hungry. Ogres can be tricked, bribed or flattered, and usually all three at once.

WANTS: food, a hoard, to be called clever. STOPS: when fed.

TROLL Threat 5 Hits Tough Armor None

Harm Heavy x2 (claws) Nerve 10 Move Normal

Number 1d2 Found: under bridges, in deep woods

Tall, green-grey and rubbery. A troll regrows 3 Hits each round, and rises again from 0 unless burned or drowned.

WANTS: a toll, then you. STOPS: fire.

HILL GIANT Threat 7 Hits Huge Armor Light

Harm Brutal (club, or thrown rocks) Nerve 8 Move Normal

Number 1d2 Found: high hills, stolen farmhouses

Twice the height of a man and very slow to think. It hurls rocks at anyone it can see.

WANTS: sheep, ale, a fight. STOPS: when bored.

THE FAIR FOLK

=====

REDCAP Threat 2 Hits Normal Armor Light

Harm Heavy (iron pike) Nerve 11 Move Fast

Number 1d4 Found: ruined towers, old border keeps

A wizened little man in iron boots, whose cap is dyed in blood and must be kept wet. Reciting scripture at it makes it lose a round (once per fight).

WANTS: blood for its cap. STOPS: never, while the cap dries.



PLATE 3. A TROLL under the Pell Bridge, waiting for footsteps.

BOGGART Threat 1 Hits Frail Armor None
 Harm Weak (pinches, thrown pots) Nerve 7 Move Normal
 Number 1 Found: one house, for ever
 An unseen house-spirit gone sour. It spills milk, hides keys and trips the stairs. It cannot be seen; it can be caught in a sack, if you are quick and lucky.
 WANTS: to be noticed, and a saucer of cream. STOPS: cream.

WILL-O'-THE-WISP Threat 3 Hits Frail Armor Superb
 Harm Normal (a cold shock) Nerve 6 Move Fast (fly)
 Number 1 Found: marshes, moors, at dusk
 A pale light that bobs ahead of travellers. Those who follow it (Mind save) walk into the deepest part of the bog.
 WANTS: to watch you drown. STOPS: if you stand still.

KELPIE Threat 3 Hits Tough Armor None
 Harm Normal (hooves; drowning) Nerve 8 Move Fast (swim)
 Number 1 Found: lochs, deep rivers, fords
 A fine black horse with wet weed in its mane. Anyone who mounts it sticks fast, and it gallops into the water.
 A bridle put on it by force makes it a loyal servant.
 WANTS: a rider. STOPS: a bridle, or iron.

FEN HAG Threat 4 Hits Normal Armor Light
 Harm Normal (claws) Nerve 7 Move Normal (swim)
 Number 1, or 3 (a coven) Found: fens, under willows
 A green-faced old woman with river-weed hair. She knows three Major spells and can take any shape once a day. A coven of three can do one Mighty spell together.
 WANTS: bargains, and to win them. STOPS: if out-bargained; she always keeps her word, to the letter.

CHANGELING Threat 1 Hits Frail Armor None
 Harm Weak (bite) Nerve 5 Move Normal
 Number 1 Found: cradles
 [ARCHIVE: the whole description is lost; the page stuck to the next and tore. One line survives at the foot: "...never feed it after dark." We have left it at that.]

DRAGONS AND WONDERS

=====

WYRMLING Threat 5 Hits Tough Armor Heavy
 Harm Heavy (bite) Nerve 9 Move Normal (fly)
 Number 1 Found: caves, ruins, a small hoard
 A dragon no bigger than a horse, and twice as proud. Once a day it breathes fire (3d6, Reflex save for half).
 WANTS: a hoard worth having. STOPS: flattery, briefly.

GREAT DRAGON Threat 12 Hits Huge Armor Superb
Harm Deadly x2 (bite and claws) Nerve 11 Move Fast (fly)
Number 1 Found: mountains, and the stories of the dead
Old, vast and clever beyond reckoning. Three times a day it
breathes (10d6, Reflex save for half). It speaks every
tongue, knows every spell of Major power, and sleeps for a
hundred years at a time. A party that fights one should be
sure it is asleep.
WANTS: more. STOPS: never; but it can be bargained with.

WYVERN Threat 6 Hits Tough Armor Medium
Harm Heavy (bite; poison sting) Nerve 8 Move Fast (fly)
Number 1d2 Found: crags, sea cliffs
A two-legged cousin of the dragon, with a scorpion's tail.
Sting: Body save or take 3d6 more.
WANTS: goats, and anything that looks like one. STOPS:
when it has carried something off.

COCKATRICE Threat 2 Hits Frail Armor Light
Harm Weak (peck; stone) Nerve 7 Move Normal (fly)
Number 1d4 Found: ruins, deserts, old henhouses
A rooster with a serpent's tail. Its peck: Body save or
turn slowly to stone over d6 rounds.
WANTS: to be left in its ruin. STOPS: the crow of a real
rooster, which it cannot bear.

MANTICORE Threat 6 Hits Tough Armor Medium
Harm Heavy x2 (claws; tail spikes) Nerve 9
Move Normal (fly)
Number 1 Found: mountains, hot wastes
A lion with a man's face, bat's wings and a tail of spikes.
It throws 2d6 spikes at range once a round instead of
clawing. It talks, mostly about what it has eaten.
WANTS: to be admired, then dinner. STOPS: if admired enough.

GRIFFON Threat 4 Hits Tough Armor Light
Harm Heavy x2 (beak and claws) Nerve 8 Move Fast (fly)
Number 1d4 Found: high crags
Eagle in front, lion behind. It hates horses above all.
Taken as an egg, it can be trained to bear a rider.
WANTS: horsemeat, its nest safe. STOPS: when its nest is.

DROWNING JELLY Threat 3 Hits Tough Armor None
Harm Normal (engulf) Nerve 12 Move Slow
Number 1 Found: wells, cisterns, flooded passages
A clear, cold mass that fills a passage from wall to wall
and cannot be seen in water. Engulfed: Body save each
round or drown.
WANTS: to fill something. STOPS: fire, or salt in quantity.



PLATE 4. A GREAT DRAGON asleep upon its hoard. Note the open eye.

THINGS OF THE NIGHT CITY

=====

Carcossa is a city that is only there at night (see KC1).
These are its people and its creatures.

KNIGHT OF CARCOSSA Threat 3 Hits Tough Armor Heavy
Harm Heavy (lance or long sword) Nerve 12
Move Fast (pale horse)
Number 2, at a gate Found: Carcossa, by night
The city's watch. They never lift their visors. They keep
the city's peace, even against themselves.
WANTS: rest. STOPS: when the peace is kept.

MASKED PLAYER Threat 1 Hits Normal Armor None
Harm Weak (stage dagger; it is real) Nerve 7
Move Normal
Number 2d4 Found: Carcossa's theatre and taverns
Called by their part's name, they must answer in
character for one round.
WANTS: applause. STOPS: when the act ends.

PALE HOUND Threat 1 Hits Normal Armor None
Harm Normal (bite) Nerve 8 Move Fast
Number 1d4 Found: Carcossa's streets
Long white dogs with too many teeth. They hunt only the
unmasked.
WANTS: a face without a mask. STOPS: a mask thrown to it.

THE PROMPTER Threat 2 Hits Frail Armor None
Harm Normal (fingers) Nerve 5 Move Normal
Number 1 Found: under every stage in Carcossa
A long-fingered thing in a hood that whispers. Whisper:
Mind save, or forget what you were doing for a round.
WANTS: every line said right. STOPS: in the light.

LAMPLIGHTER Threat 0 Hits Frail Armor None
Harm Weak (pole) Nerve 4 Move Normal
Number 7, always seven Found: Carcossa's streets
Masked children who light the lamps. They answer any
question truthfully, and never say where they came from.
WANTS: a copper, and to be asked. STOPS: at dawn.

LIVING MASK Threat 1 Hits Frail Armor Medium
Harm Weak (it clings) Nerve 10 Move Slow (fly)
Number 1d6 Found: Carcossa, the Milliner's back shelves
A mask that flutters like a moth and fastens to a face.
Worn: Mind save each hour, or obey the city.
WANTS: a face. STOPS: when pulled off (Hard check).

MOTHS OF THE SIGN Threat 1 Hits Frail Armor None
Harm Weak (dust) Nerve 12 Move Fast (fly)
Number 1 swarm Found: wherever yellow lamps burn
A swarm of pale yellow moths. Their dust shows a sign on
the skin of any it touches, and the Pale Hounds can smell
it. Washes off in running water.
WANTS: the light. STOPS: in darkness.

THE THING IN HALI Threat 6 Hits Huge Armor Medium
Harm [ARCHIVE: lost; we read Brutal] (coils) Nerve 10
Move Fast (swim)
Number 1 Found: Lake Hali, under Carcossa
[ARCHIVE: most of this entry is lost to the water. What is
left: "...the lake is not deep, it is..." and, at the foot
of the page, in a different ink: "DO NOT GO DOWN THE STAIR."]

WANDERING MONSTERS

=====

Roll when the party has been an hour on the road, or makes a great deal of noise. On a 1 on d6, something comes: roll d12 on the table for where they are. The number is the page.

ROADS AND FIELDS

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5-6	Boar	5
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10	Hedge-witch	4
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5	Walking corpses	6
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8	Bat swarm	6
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10	Barrow-sleeper	8
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THE NIGHT CITY (KC1)

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7	A living mask	15
8	Something: leave	16

NOTES

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NOTES

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