

**THE**

# SAGA

**October 2024  
Issue 17**



**B-Movies with Dr Wigard, Must  
Watch Fall Flicks, Art Gallery,  
and a new Dark Return Creature:  
the Void Demon!**

# THE SAGA

October 2024

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A SagaBorn Roleplaying Game Compatible Product



# **A B-Rated Interview with the Coolest Professor You Never Had**

Justin Wigard is an assistant professor at the University of North Dakota teaching 20th and 21st Century US Literature. Which means he teaches all the things we wanted to learn about growing up - comics, games, and more. He is also the author of *Attack of the New B Movies*, a book looking at the Sy-Fy Channel (I still prefer Sci Fi) original movies and their cultural impact. I met him through the Vintage RPG Podcast community and he stands out as a glowing, positive person who brings joy and happiness to any interaction.

**Mike:**

Thanks for talking to me today. I know you have many exciting things going on. Is there anything I missed in the intro?

**Justin:**

Hey, thanks for having me! I think that's the long and short of it.

**Mike:**

So, I know you just moved to a new college, how is that going and what cool classes do you have in your future?

**Justin:**

It's going great! I truly am living the dream up here in North Dakota. Right now, I'm teaching a course titled "Literature and Social Issues" that I'm focusing on Graphic Medicine and Graphic Memoirs. So, Graphic Medicine would be comics at the intersection or distribution of healthcare in different ways -- think of all the comics used to teach people how to properly mask up during the pandemic, or infographics used in medical offices. Graphic Memoirs are non-fiction book-length comics about specific moments or parts of a cartoonist's life. All that to say, I'm using those comics to teach my students how to think a bit broader and bigger about the world: social issues connected to race, gender, sexuality, poverty, class, Indigeneity, migration, and more.

And then, I'm also teaching a course on Digital Humanities, which is kind of what it sounds like: using technology for humanities projects/purposes and humanities interrogations of technology. "How can we look at 1,000 novels all at once, and what happens when we do?" Stuff like that.

In the spring, I'm slated to teach an upper level seminar on US Comics and Graphic Novels alongside a course on Literature and Social Issues that I'm theming around games of all stripes: RPGs, video games, board games, and more.

**Mike:**

So instead of Hero with a Thousand Faces it's Comics with a Thousand Panels?

I was involved in co-teaching a course about Lord of the Rings at my art college, and I know the head professor always had to play a game of, I'll teach this if you also let me teach that. Of course, that was a very small private art school. Does that still happen in the bigger universities? And if you got to teach your perfect class, what would be the topic?

**Justin:**

Ha! I like that, "Comics with a Thousand Panels." I'm fortunate that I'm in a space (and field of study) that's very collaborative, so we're always sharing resources or opportunities. I'm also pretty fortunate that I've already gotten to teach my perfect courses: one on tabletop RPGs and indie game zines (where I assigned some work by WorldChampGameCo and an episode from VintageRPG Podcast), a game studies course where students play 3-4 hours of Stardew Valley each week and learn one new game studies lens each semester, courses on monsters in pop culture, etc. I'm LUCKY, is what I mean by all this.

I will say, some additional dream courses might be: a single-author study on the works of Stephen Graham Jones or Stephen King, a film course all about B-Movies (Troll 2, Syfy Channel originals, Hammer Horror stuff), and maybe a course dedicated solely to TTRPGs using 321 Action, Monster of the Week, A Quiet Year, and other indie games. But, honestly, I'm pretty content with what I've already had the opportunity to teach in my career.

**Mike:**

All of those sound so fun. You have plenty of time to work those classes in. However, if you wait long enough, the classes will be on “vintage indie games.”

So you wrote a book (I almost wrote “the Book”, which yours very might well be) on Sci Fi originals and new B movies. Was this a personal venture, something your school was interested in you doing research in, or a little of both?

**Justin:**

It actually started out as a personal venture, but then very quickly evolved into research-proper. During my PhD program, my pals and I decided to watch Hallmark movies on Wednesday afternoons, when we were all free. We all needed something outside of comprehensive exams or dissertating. So, we’d get whoever was around the office into a tiny little room, turn on the next *Garage Sale Mysteries* movie (starring the one and only Lori Loughlin), make a bag of popcorn, and chill. Eventually, we ran out of those (partially because Lori went to prison, lol), so, naturally, my pal Mitch and I decided to put on a Syfy channel movie. I think we put on *Sabretooth* (2002) as our first one, which starred the INCOMPARABLE John Rhys-Davies -- mind you, this was like, during peak LOTR time, but was probably filmed right before/after Fellowship wrapped.

We realized, when we were looking up these films...that there were over five hundred of them! Our brains kind of kept turning things over, and the more we watched, the more that we had something to say about these movies. Eventually, that led to us recruiting some of our fellow grad pals and a bunch of other scholars to contribute essays. Luckily, being in academia (and particularly pop culture studies), this work literally counts toward our jobs! But, more than that, it really was a labor of love.

**Mike:**

So writing a book about B Movies... will there be a sequel?

**Justin:**

I’d like to! There’s certainly enough movies. We only covered...at best, 50 across our chapters, and probably closer to 15 or 20 films covered in-depth.

We'll see though. I'm currently working on some other projects, but if Mitch and I get some free time, maybe we'll return to it, work to cover movies from their first ten years especially. They've been pumping them out since the early 90s!

**Mike:**

Oh, so what other projects do you have?

**Justin:**

Uhhmm. I've always got a few things rattling around, but these are my projects that are further along:

A piece on queer representation and erasure in the X-Men arcade cabinet from the 90s

A short essay on Episode 1: Podracer and intentionally playing it wrong to go faster

An article that's using technology to try and study several thousand comic strips all at once

But, what I'm most excited about is a longer project on the cultural history of Turok, who's this Indigenous comics character from the 1950s. Folks probably know him best from the n64 video games, where you're just hunting dinosaurs in a brutal fashion.

**Mike:**

While all of those sound great, I too am most interested in the Turok research! I was just starting my indie comic book company in high school when he was relaunched and I remember a couple of my friends being really influenced by those comics. I was so deep in Image Comics at that time that I saw nothing but Image stuff.

With all of this going on, how do you have time for games? I know you play in the Vintage RPG West Marches campaign. how is that going?

**Justin:**

Oh man. I love that relaunch! Tim Truman does great stuff.

Really, the answer is, I somehow work a roughly 9-5 job (even though I set out to avoid that), so I game in the evenings.

West Marches is going fabulously, but I'm biased. I'm playing an old,



grizzled druid named Bedford, and he's managed to survive for a little over a year. Knock on gnarled wood, he's close to level 5. We recently made it to the CENTER hex of our massive hexmap, and we've been playing for almost a year and a half.

We usually play once a week for about 2-3hrs in the evenings, so I try to prioritize it. The weirdest, best time with a bunch of kind, funny folks.

I also run a Curse of Strahd campaign every other week for my longtime pals, have been for maybe a year, little over a year? What is time?

They're closing in on 5th level -- if you've run/played the campaign before, this should give some insight: they killed two of the three hags, killed some vampire spawn, they've met Strahd once, and well, they're near the end of Vallaki, so things about to POP. OFF.

All of the players settled on playing Holy characters and they're all templars of this order devoted to Tyr, in their own ways, so it makes for such a fun game every chance we get to play.

**Mike:**

I have never played Curse of Strahd, but so many people love it. Do you toss in any of your own flavor, maybe with a bit of Sci Fi B movie flair?

**Justin:**

Yeah, definitely my own spin. I tailor it to my players' lines/veils, so I cut a lot of certain kinds of horror. I also definitely talk about scenes in film terms: "As your player moves to the cupboard, the audience sees a shadow move just over your shoulder, but your character doesn't notice as they open the door." That sorta thing. Allows for some spooky moments and some funny gaffs

**Mike:**

The one time we played together it was with the 3,2,1 Action horror adventure, which was loads of fun. That adventure definitely had some Hammer Horror vibes to it, and having some staple fantasy heroes dealing with that was a blast. Besides 3,2,1 Action, do you have any other favorite indie games?

**Justin:**

Oh man. I'm the biggest Monster of the Week fan! I think it's a pretty near-perfect game for me to run and play. I'm also incredibly partial to OSE at this point, and after having played MOTHERSHIP recently, hoping to get more of that to the table.

**Mike:**

I think Monster of the Week should be the intro to Tabletop Gaming for anyone from Gen X til early Gen Z. It is so easy for anyone to slide into that game. It covers so much popular culture of the past 40 years, from Scooby Doo to Venture Brothers, X-Files and Buffy to Supernatural. It can be a chore getting people to understand a fantasy or sci fi gaming system, but everyone I have ever played with has just jumped right into MoTW.

I have also had a lot of fun running Delta Green. My gaming circle is always ready for a game, but may not push me to run one. But Delta Green? They are always trying to schedule a chance to die at the hands of an elder thing.

**Justin:**

You know, I've never had the chance to run OR play Delta Green. It seems right up my alley!

Agreed on MotW though. It's so simple and straightforward to explain, and I think pretty easy to get into "character" or something resembling one.

**Mike:**

So, speaking of monsters, we are listing our top 3 favorite Halloween horror films in this issue. The three you have to watch every year. So for you, what are your top three?

**Justin:**

Only three??

My wife and I have a list of maybe 15-20 that we try to fit in every year. BUT. I respect a good list.

**A Comedy of Terrors (1963):** Vincent Price and Peter Lorre just having an absolute ball!

**Paranorman (2012):** Just an absolute delight the whole way through, with some really great gags, heart, and animation.

**The Shining (1980):** A classic for a reason. Good, creepy, captures my attention every year.

**Mike:**

Haha. Yeah I know three is so hard... But gotta keep some stuff for the sequel!

Thanks so much for talking with me Justin! I look forward to finish reading your book and playing some more games with you in the future!

**Justin:**

Pretty surreal to be in one of my favorite gaming mags. Thanks for having me!

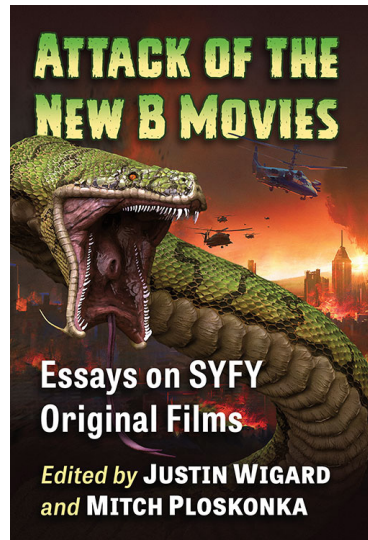
**More:**

Justin Wigard can be found at <https://justinwigard.com/>, @justinwigard on Instagram, and another article about him and his adventures can be read at: <https://www.horrorhomerom.com/they-know-it-could-happen-to-anyone-the-promise-of-nuclear-holocaust-and-vaccination-fallout-in-the-werewolf-1956/>

## *Attack of the New B Movies*

Essays on SYFY Original Films

Available at: <https://mcfarlandbooks.com/product/Attack-of-the-New-B-Movies/>





Bird on a Wire, by Michael Bielaczyc

# Appendix: i (magination)

## HORROR MOVIES:

## MUST-WATCH FILMS FOR EVERY FALL

It's time for that discussion of imagination again, the Appendix i of our creativity, where Dane and Mike discuss what made them the creatives they are. As the leaves start to fall and we prepare for the veil between worlds to thin, what movies are we watching to get us in the mood?

For this spooky discussion, we are adding our close friend Andy Firkus, known in the music realm as Firkenstein, and, in the rest of the world, as a very cool dude.

### Mike:

So, this will be an easy question with a difficult modifier. The question is, what Horror movies do you pop in the VCR every Samhain season? And the limitation is you can only pick your three top movies.

### Dane:

Limiting this to three is difficult. I had a painful time getting it down to fifteen, much less three. I ended up eliminating all of my obvious classic choices in favor of more recent movies that I have specific things to say about.

My first choice is “**Mandy**.” I think this was the first movie in Nicolas Cage’s recent renaissance, and it’s still the best of the bunch.

This is probably the trippiest movie I’ve ever watched. People might argue a movie like *Enter the Void* is more explicitly psychedelic, but there were subtleties in *Mandy* that altered my consciousness in ways I could feel...ways that felt substantial...as if the act of watching it was a portal to a strange, new reality that’s terrifying but made me want more.



And I have to mention the score by Colin Stetson. I'm a longtime Stetson listener, and I think this is some of his best work. It's hard to imagine the movie working as it did with any other musician. It's one of those scores that is noisy, dissonant, tense, and beautiful—sometimes all at once.

**Andy:**

I really love the movie “Mandy”, so that’s an excellent choice!

I think for me, just going off of Mike’s question, the first thing that came into my head is Fred Dekker’s “**The Monster Squad**” from 1987. The memories of having an actual VHS of this and popping it into the VCR just immediately makes me feel warm and happy. I would stare at that amazing illustrated cover art for hours. I can’t even tell you how many times I’ve seen the movie, but I would watch it regularly every year.



The film itself is a real accomplishment. As a call back to the classic Universal monster movies, the creatures and effects by Stan Winston are just top-notch. Which, for having all of the main characters be children, is unexpected. They also don't portray the kids as naive, unskilled youngsters. They have full autonomy and directly go face the monsters. Watching this as a kid made me feel empowered. It's also not incredibly gory, but it is definitely scary. It really captures the spooky and playful nature of Halloween which I particularly enjoy. Tom Noonan as Frankenstein's monster is just a joy to watch as he befriends the children and even learns some new phrases like “bogus”, haha.

For being a fairly short movie (only 82 minutes), it packs a punch! It always feels good to throw on “The Monster Squad” and “Rock until you drop”!

**Mike:**

Ok, so I haven't seen Mandy, so that will go on the to-watch list. And man, Monster Squad. I used to make other kids in my neighborhood draw their favorite monster, list its stats, and vow to slay them to even get into my treehouse. That is definitely a classic Halloween movie.

When we were kids I made the family rent it for my uncles (who work in the sci-fi movie business) during Christmas. They were unsure how good a kid's movie could be, but they left fans.

So my first one will be another rather new movie, “**Cabin in the Woods.**” It's like Andy said, I like scary, but for Halloween I like to have my staple movies encompass it all; monsters, dark humor, the Old Ones, and of course, some scooby snacks. When I pop in Cabin in the Woods I feel like I am also getting my Hellraiser, Night of the Living Dead, 13 Ghosts, and Evil Dead all in one shot. On one hand, it seems like the twist in this would get old, but I just love all the actors in the film and the monster designs are great. I just crack up every time one operator finally gets to see the merman.



**Dane:**

My next choice is “**X/Pearl/MaXXXine.**” I'm cheating only slightly here by including a trilogy because it just doesn't make sense to list one without the others. It's the way they fit together that makes them so great, and if I rewatch one, I'm rewatching them all.



It's hard to describe why I love these movies so much. There's some ineffable quality to them...something that puts me in a trance while I'm watching.

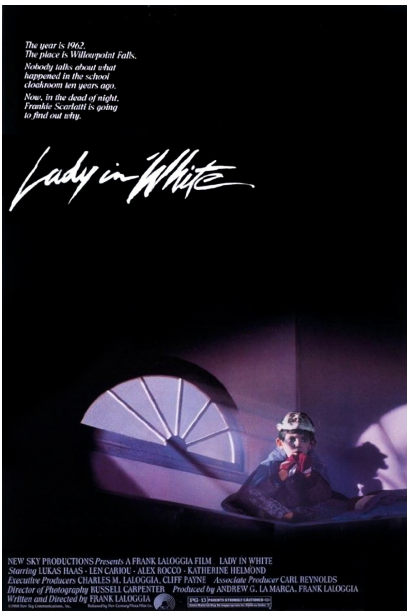
When I saw X at the theater, I remember that for the first 30 minutes or so, it just felt like a schlocky slasher flick with some added cheap stimulation by way of setting it on a porn set. It was fun but hardly groundbreaking. And then it turned into art, and when it finished, I didn't get up. I stared at the credits, taking in what I'd just witnessed and understanding that a new director had entered my top 10.

Then I watched Pearl, and anyone who has seen that movie will understand if all I say about it is: the acting. I've never seen anything like it in a horror film. And the movie is so different from the first one: while X feels like a recently discovered lost film from the 70s, Pearl was a technicolor homage to the films of the preceding decades. And yet, there's some atmospheric glue that ties them together. It somehow makes sense.

Then MaXXXine came out, and this one felt like a newly discovered early 80s b-horror movie—and it worked. It tied the trilogy up perfectly and cemented Ti West in my top 3 current directors. I'm excited to watch all three of them again this October.

**Andy:**

I completely agree with Mike's choice of "Cabin In The Woods" for both the balance of horror with humor as well as the plethora of creatures involved. Definitely a fun watch! Now, I have not seen the final installation of the trilogy, but I loved both "X" and "Pearl". Each for different reasons. I'm hoping to watch "MaXXXine" this season.



Now, my second choice is the 1988 film "Lady in White." At first glance, this might seem like an odd selection. However, this movie captures a playfully scary mood while telling a great mystery story through the experiences of a haunted young boy, played by Lukas Haas, in a 1960s small town. There's even some genuinely terrifying moments in it, which are all amplified by the excellent score. The whole film has a cohesive feel which I think is mainly the product of Frank LaLoggia being the writer, director, and composer. The cinematography by Russell Carpenter, who has worked on a lot of big projects, is also very emotional, really driving home the spooky theme.

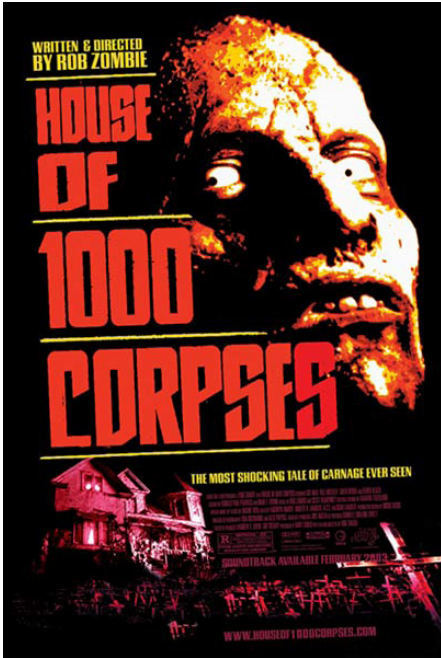
As there are no real slasher or gore elements, this was a family favorite in my household growing up. There's also a lot of humor found within the young boy's familial relationships, which helps keep it light. The way the ghosts are depicted in this was something I enjoyed as a kid. They are



somewhat stuck within locations and routines, but can still be influenced by the living. One of the ways a young girl's ghost interacts with the main character is by playing music on his record player. This film balances the scary and whimsical very well. All of that mixed together makes for a comfortable Halloween season watch.

**Mike:**

All of the above need to be added to my movie watch list! It seems I have some pretty big holes in my Halloween watching.



For my second choice, I am going to go with “House of 1000 Corpses.” It was its overtop horror that originally endeared it to me, but as time has gone on, I think it is just a perfect horror film made by someone who loves horror. As much as I enjoy watching 1000 Corpses, I have not found myself drawn to Rob Zombies’ later Firefly Family films or to the rest of his horror franchises. It mirrors my experience with his music. I want to like it, but I only really find enjoyment from his first outing. I think there are some parallels between the first White Zombie album and 1000 Corpses. I think both have a playfulness to them, both have a fun bassline that feels a little more mechanical in later projects.

The presentation of 1000 Corpses feels like a vintage Halloween card, with poppy colors and fun cliched characters. When they try to get more serious, I lose interest. 1000 Corpses is also full of some good gore and creepy ideas, but while it is always over the top, it never feels gross to me. I am never a fan of horror that is too connected to reality or tries to push my uncomfortable buttons too hard. Life can be too gross, so I want there to be a veneer over that in movies.

A funny side note is that Rob Zombie thinks he made the main characters too unlikable, but I think that may be why the film doesn’t seem so creepy to me. I feel a disconnect from them and can just enjoy it for being a horror film. And the over-the-top use of so many horror tropes

is also fun. Zombie accidentally created one of my favorite Halloween films because anytime I hear him talk about what he would change, it is something that would make me enjoy it less!

**Dane:**

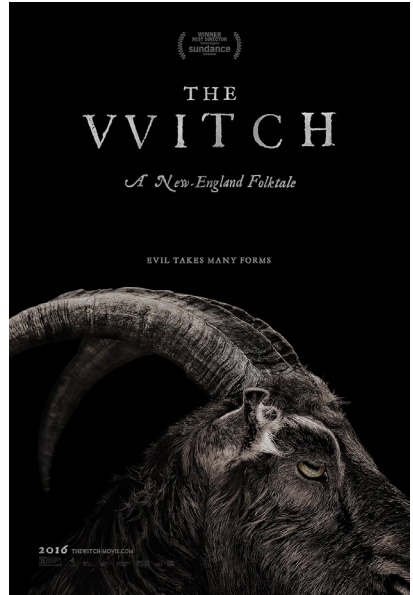
I need to watch House of 1000 Corpses again this year. I'd never heard of Lady in White, so it's going on my list, too.

There are a couple of consistencies about all 3 of my choices. When I saw Mandy, Panos Cosmatos instantly became one of my favorite directors. When I watched X, Ti West became one of my favorites. And when I saw "The Witch," Robert Eggers became one of my favorites.

Another consistency is that all of these movies put me in a trance when I watch them, and it's hard to explain why, but with this one, I think I can point to some specifics, and I know how he pulled it off.

I saw The Witch in the theater, and was immediately sucked into its world. Something felt authentic about it. I distinctly remember thinking that if someone sent an invisible cameraperson back in time to film some creepy events, it might look just like this. Period pieces usually feel lofty or have obvious anachronisms. When they don't have obvious anachronisms, they still don't *really* feel like a window into the past. But the Witch did, and it made the experience so much creepier to watch as this family is exiled to live in the forest alone and have to deal with the horrors that come.

It was only years later, after I watched The Northman, that I found out about Robert Eggers' commitment to authenticity. You might call the guy a lunatic, but you can't argue with the results. When he shot The Witch, he studied 17th-century Puritan texts, Elizabethan-era witchcraft pamphlets, folklore, archaeology, etc, to make sure



that he depicted 17th-century architecture, clothing, and daily life as accurately as possible. He shot it on location deep in the woods. He consulted with linguists and historians to ensure the accuracy of the dialogue and culture. And craziest of all, he didn't just build everything accurately, but he had the team build the house, cart, tools, clothing, and even the eating utensils—everything that appears on-screen—using the same craftsmanship methods and materials they would have used back then.

And it worked. I was even more unsettled by the setting and atmosphere than I was by the actual horrors depicted.

**Andy:**

Oh man, I remember seeing “House of 1000 Corpses” in the theater when it came out and absolutely loving it! I have similar feelings as Mike about Rob Zombie’s subsequent feature film endeavors, but this one stands out as a gory favorite. “The Witch” is absolutely brilliant, definitely one of my all-time favorites.



My third pick is the 1988 Halloween classic, “**Night of the Demons**”. Now, this is one movie I am absolutely down to watch every single year. It has a great basic concept with a funny script and really great horror. The basic story is a group of teenagers have a Halloween party at an abandoned funeral parlor and accidentally summon demons which attack and possess the teens. It is completely ridiculous, but such a complete riot to watch.

It is similar to the Evil Dead movies in quite a few ways, including the uncertain rules. The effects are all old school

makeup, puppets, pyrotechnics, smoke, and mirrors, which honestly feels just right for this type of story. Scream Queen Linnea Quigley is one of the main stars, which also ups the value on this spooky gem. The score as well as the included songs work perfectly to really give us that solid 80s horror movie vibe. There are two sequels and a remake, but they were not able to capture the same charm which works so well on the original.

Not only is this a great 80s horror movie, but it takes place on Halloween and the characters are all dressed up in costumes having a party while this terror is unleashed. So, it is a perfect, fun selection for actual Halloween night or in the days leading up to it.

**Mike:**

Ok, so I am sure both of you were expecting my final film, “**Trick ‘r Treat.**” To me this film is the Halloween spirit in movie form. I love anthology horror films, and this follows in the standard footsteps, but is perfectly crafted to be a fun tale.

There are some very grotesque horror scenes that make you take the stories seriously, but I think it is the characters and their tale, woven together brilliantly, that makes this the perfect cult Halloween film. You get to know the characters and each one’s story is realized in a way that when twists or payoffs happen, it feels right. I saw a review that said that the characters are all familiar TV stereotypes turned on their heads. I don’t want to spoil anything, but each character often has multiple layers to their story. And to fit all of this into a single normal run time film is impressive.

Plus the character of Sam is both scary and cute. Summing up the perfect Halloween avatar.



So, with our movies listed, do you all have anything else you want to say before we flutter away into the deep dark night?

**Andy:**

Yes! “Trick ‘r Treat” is also one of my absolute all-time favorites. I love horror anthology movies, and that is undoubtedly one of the best. I could watch it every spooky season. Excellent choice, Mike!

As Danny mentioned at the beginning, there are so many re-watchable horror films that fit for Halloween it can be difficult to pick only three. For this prompt, I tried to select the nostalgic ones I watched as a kid/teen. The actual list of scary movies I'd pop in is incredibly long. I watch horror films all year round, but there is something that just feels more special when the leaves begin to change and the crisp Autumn air fills your lungs. No matter what you choose, spooky time is here and I'm excited to get watching! Happy Halloween!



# FRIGHTFUL REFRAINS 2: THE REFRIGHTENING



## *Frightful Refrains 2* the Refrightening


1. Don't Scream • VHS Nightmares
2. Die, Pumpkinman, Die! • Nicholes Burgess
3. A Glass Knife Led Bare • Christopher Scott Davis
4. The Tale of the Woodman 2: The Book of Woodman • The Very Bad Days
5. Vampire Star (Lost Girl) • LoveLazer
6. hauntology • conspiro
7. Spooky Candles • Claudia Blackstar & Ginjie
8. Meet Me at the Dark Ride • Louvers
9. I Believe in the Mothman • Jim Frankenstein
10. Black Cat In The Night • King Sized Coffin
11. Sugar-Coated Weiss • Firkenstein
12. The Most Invasive Species • Confusion Born
13. Behind The Curtain • Hans Kämmerer
14. Death Dance • Jeffire Prime
15. Spoil The Fun • Claytronic
16. A Leisure Prowl • Stric3Vision
17. Civic TV • BlastPast
18. Walking Nowhere (feat. The Liar Choir) • Black Snow On Christmas
19. Frankenstein's Demon • Neon Aero
20. Endless Cycle • Nanoverse
21. Devils Night (feat. SammerTime) • Summer Of Moons
22. Android • SpaceMan 1981
23. Dragon Fire • Aerowolf
24. Ode to Pan • Cakeshad
25. Trawaiste • Tom Caruana
26. Hello? • Inside The Albatross Factory
27. The Labyrinth of the Sleeping Wrath: Marla's Mistake • Inhuman Genome
28. The Maestro • Captain Ghostnote & Blade O'Neill
29. Ephemeral Apparition • Stric3Vision & Firkenstein
30. Acid Ghost • Happy Cycling 77
31. Valves (Chambers) • Night Sky Body
32. Molotov • Drum Vox
33. Voices • LXND
34. THESE TERRIBLE PEOPLE • DROPHEAD
35. Book Of The Dead • Vulgate Empress
36. The Wolf And The Dying • Crimson Soul
37. Release The Kakon (feat. MetaEd) • Spaceforce
38. Gore The Crack Whore • Murdered In A Record Shop
39. Sir We Found Something • Summer Sleep
40. The Labyrinth of the Sleeping Wrath: The Chase • Inhuman Genome
41. The Collector • Sinitus Tempo

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# ART GALLERY



Aradani Studios 

Nom!  
by Paul Bielaczyc

<http://www.aradani.com>



Aradani Studios 

**Epic Fail!**  
by Paul Bielaczyc

<http://www.aradani.com>





Aradani Studios 

EDGAR ALLAN POE  
BY MICHAEL BIELAGZYC

<http://www.aradani.com>

# Codex Dominum

## SagaBorn Expanded



## OPTIONAL RULES

### BOONS AND BANES

As I work on Sagaborn d100, some new optional rules will spill over and come out for SagaBorn d20. This month's creature features a disability that causes it to take a bane when in bright light. Boons and Banes are simple. If something gives a Boon, you roll 1d6 and add it to your roll. If it imposes a Bane, you roll 1d6 and subtract it from the roll.

This can be used when characters do something out of the ordinary.

#### **Example:**

Marrus wants to stand in his saddle while riding to get a better shot with his bow. The SG says he must make an Acrobatics check with a DC of 15. If he makes it, he gains a Boon to the roll. If he fails, he gets a Bane.



# DARK RETURN

## INTO THE WORLD

## VOID DEMON

*Other names: ghaddar, nija, oz'goth*

A species of demons who come from the void. They were the servants of the old ones. They hate the light and all the creatures in it. They want to destroy all worlds and bring back the void.

They are misery and pain. They thrive on hurting. They are alien and lack any empathy.

Their mystics have three eyes and can control others. Everyone can read surface thoughts. The leader mystics torture and body maim any others born with three eyes to stay in power. When they grow old and feeble, a new leader arises.

They breed by putting larvae in the brains of living creatures; then tiny beings squirm into a shaman's belly pouch. There, they grow until large enough to be outside.

Most oz'goth are little more than followers and footsoldiers. They thrive on hate and violence, extinguishing any light or life they come across.

They are living creatures but do not have internal organs—just a strange black goo with various gelatinous spheres. This internal fluid is very poisonous to most living creatures. Whether it is ingested or touches the skin, it causes a sickness that is hard to cure.

While they have no need for eating, they crave eating the spoils of their destruction. All treasure an oz'goth has been swallowed and resides inside their grotesque form.

They have no language, instead, they speak through mental emotions and images.

# OZ'GOTH

Challenge Rating: 2

Size: Small

Type: Navirite Fey

Initiative: +0

## Defense

Hit Points: 15 (2HD: 2d10+4)

Armor Class: 14, touch 11, flat-footed 14 (+3 natural, +1 size)

Saves: Fort +5 Ref +0 Will +3

Weakness: Cold Iron, Light

## Offense

Speed: 30 ft.

Base Attack: +2

Melee: 2 claws +4 (1d4+1) and bite -1 (1d4+1)

Ranged: none

Special Attacks: Rend

Sanity Effects: First encounter 2/2d3

Spell-Like Abilities: 1/day—cause fear (DC 11),

## Statistics

Abilities: STR +1, DEX +0, CON +2, INT +2, WIS -1, CHA -2

Skills: Acrobatics +0, Athletics +1, Awareness +4, Endurance +4,

Knowledge +2, Persuasion -2, Spellcraft +0, Survival +2, Thievery +0

Talents: 1 point or recommended: Alertness

Special Qualities: DR 5/cold iron, magic; Darkvision 60 ft.; Immunity to Blindness, Poison

Ecology

Environment: Any

Organization: Single, Pair, Murder(3-12)

Treasure: Half Normal (ingested)



### **Light Weakness**

Anything brighter than torchlight causes the oz'goth pain and partial blindness. They take a bane (1d6) to all rolls when in bright light.

### **Poisonous Blood**

The black viscous fluid that fills an Oz'goth is poisonous to most living creatures. When it touches the skin or is ingested, it immediately caused 1d6 damage. Afterward, the creature becomes sick over the next day. They slowly lose health at 1 HP per hour. A DC 16 Fortitude Save cures the target.

### **Prickly Skin**

Needle-like spikes poke out of the purplish flesh of the oz'goth. The spikes protrude and retract as if something alive under the skin. When anyone hits a oz'goth with a melee attack, they must succeed at an Agility roll or take 1d4 damage.

### **Insight**

As a standard or move action, an oz'goth can attempt a Heroic Action to read the surface thoughts of its target. If it succeeds, it gains a Boon to its next roll against that target. This bonus only lasts 1 round.

### **Rend**

If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6 points of damage.

### **Oz'goth Recipes**

Oz'goth "blood" can be used as a poison if harvested. It can be safely stored in small glass vials. On average, 3 doses of poison may be extracted per oz'goth.

BORN IN DARKNESS

SEE IN ULTRAVIOLET  
SUN IS HARD TO SEE IN  
SUN BURNS SKIN

Blood is POISON  
contact? ingestion

covered in SPINES  
CANT GRAPPLE

ONLY SOME HAVE THIRD  
EYE. THOSE HAVE MAGIC AND  
ARE THE ONLY ONES WITH  
PUNCHES FOR YOUNG.

THIRD EYE ALSO  
MAKES IT EASY  
FOR THEM TO  
READ SURFACE  
THOUGHTS.



WIDE CLAWED FEET  
GRASP WALLS + CEILING

CLAWS FOR  
DIGGING AND HUNTING



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