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A Renaissance in Pen and Paper RPGs

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# SKULLS & CROSSES

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## CAPTION CONTEST

*"Do you think you are funny?" That was the question put to all of you Crows out there. The response was staggering. Thank you all for your interesting and occasionally disturbing remarks.*

Though, there can only be one winner, I thought I would make a few honorable mentions. I give you the runner-ups.

#4 "I'm pretty certain that GODZILLA is not in the monster book yo!"

D6Danny

#3 "What do you mean you "crit fumbled?"

mullet71

#2 "Let me see if I have this straight.... you set the weasels on fire, then you try to stuff them in the evil exemplar's pants?"

Acro Ninja

And finally . . . Ladies and gentleman, boys and girls—children of all ages . . . If I can direct your attention to the center ring, I would like to introduce you to this photo's caption contest winner. His delicate prose taking on and vanquishing all challengers to take the prize.



*"He's right... The rule book doesn't say he CAN'T bet his dead grandma's right arm, so I guess it's a legal move!"*

by Scott Schoemann

So thank you Scott for your kind, if not to subtle reminder that even betting your right arm has loop holes you can drive A John Deer tractor through.

## NIGHTMARISH TEMPLAR

*A flight out of night, dread chills the silvery air, caressing doom as its lover. Death comes on pounding hooves—heralding the champion of chaos—the Nightmarish Templar*

A new contour, continuing our fiendish Halloween contributions to your ongoing Dark Fantasy of Sundrah campaign.

CR: 13

St + 5 Dx + 3 En + 5 Sz + 2 Wp - 2 Ch + 4

Abilities by Level

L0. Membership in a dark order

L0. Gain skill: Archery, HtH Armed, Thrown and Intimidation

L5. May cause fear in anyone smaller than he (add mount's size) by making eye contact. Target is allowed a LvL save to resist. Intimidation may be used to enhance this ability.

This ability may be used at will. The duration of this effect is equal to the sCH of the Templar.

L10. Gains + 4 mod to reaction roll and all charm based skills

L10. May double all damage caused against a target who has been affected by the L5 fear ability.

L10. Character may add level as a modifier to any weapon which has the lesser magical ability "Unholy."

L20. When dying character suffers 1 bleed per day, instead of 1 bleed per turn.

L20. Order of the Damned. At this level the character finds a dark order of his own. 1d10+ pCH knights will join the order, plus 1d4+ sCH will join every level.

L20. If the character becomes undead, he gains double the positive attribute bonuses conferred by the transformation. For instance, if a

vampire grants a + 20 ST, the Nightmarish Templar would gain a bonus of + 40 instead.

Limitations

1-2. The character must have two of the following evil traits at creation: Cheat, Merciless, Power Hungry, Sadistic, Sociopathic, Vengeful, Violent, and Fanatic

3. The character may not change the two choices from limitations 1 and 2.

4-10. Character may not have any of the following trait or contours that require them: Compassionate, Fair, Forgiving, Honest, Honorable, Selfless, nor Valiant

11-12. Must choose the following 2 skills at creation: Diplomacy and Command.

13. Patron: Character serves another person, government or organization.

14. Feared and hated

15. Rep: Values nothing nor anyone

16. The character neither understands nor seeks to understand the needs or feelings of others, unless it serves his own purposes.

Starting Income: x3

Description: Nightmare Templars are the blackguard of evil. They represent everything unfair and petty in the world. They are champions of woe.



All entries written and photo by T. Glenn Bane  
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