

MEDUSA IN THE SLEEPING GARDEN



Compatible with
**NICK
BORG**

Therapeutic
Blasphemy
Games

A truly wretched fate befalls you for you have landed on the forbidden island of Gespotia. Stricken, burned, or ripped from the map and consumed by cartographers; the land of Gespotia is home to unspoken evils. The husks of people who return have nothing left within them. Those who had the misfortune of living on the island become thralls to a vengeful being only referred to in whispers as Our Lady of Spite.

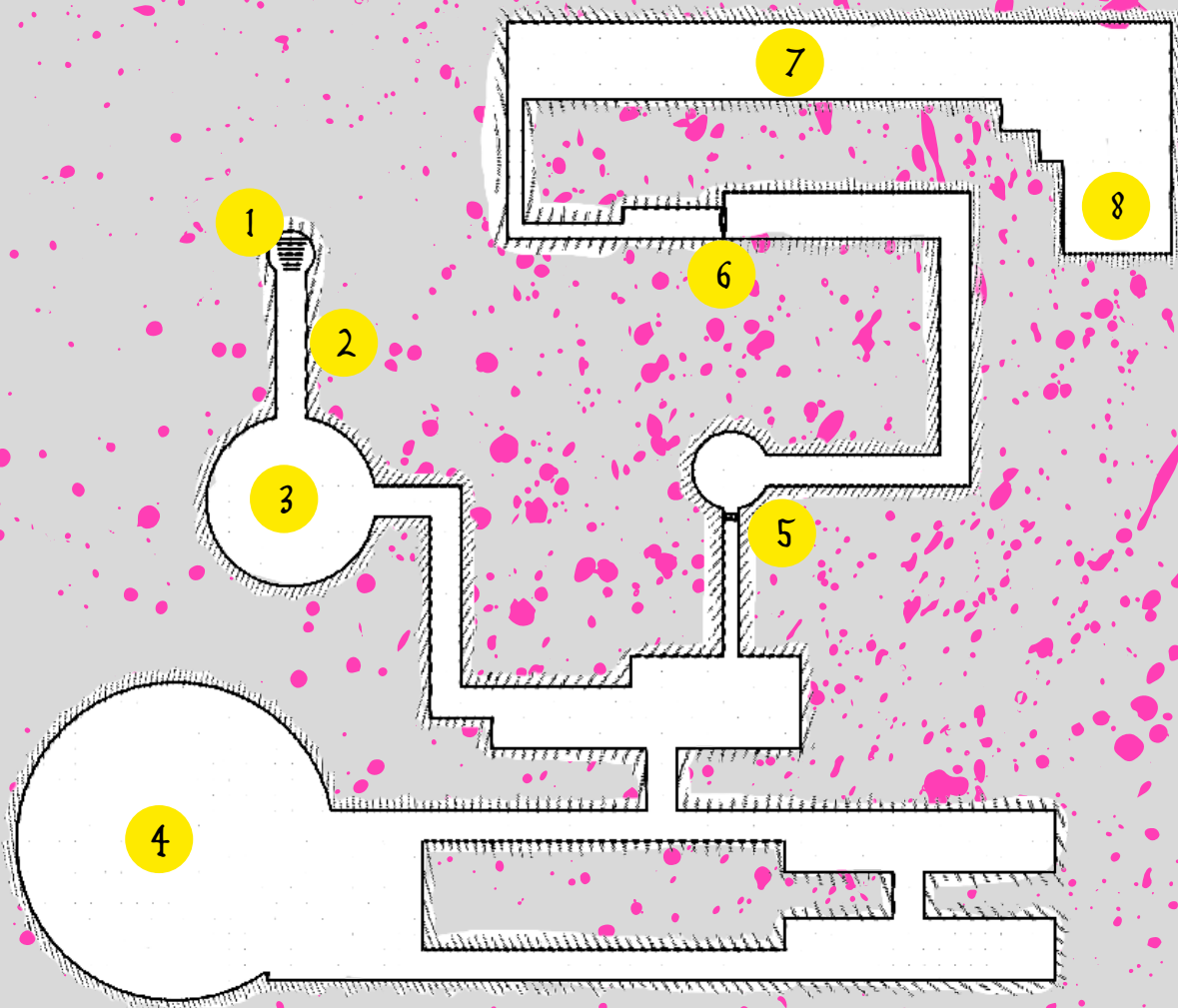
6 things that may happen upon arrival

The air in Gespotia is cold yet still. You feel something as your feet touch the ground.



1. Tears of blood begin to well in your eyes.
2. The taste of limestone fills your mouth.
3. Your teeth rattle with an unshakeable sense of dread.
4. A horn blow carries on the wind.
5. Your legs give out.
6. Your heart fills with profound guilt.

HEDGE GARDEN



1. Entrance

2. Corridor

Thralls

3. Well of the Lost

Weeping Thralls

4. Lavender Atrium

Dancing Thralls

5. Door of Infinite Impossibility

Thralls

6. Cemetery Gates

7. Vengeful Graveyard

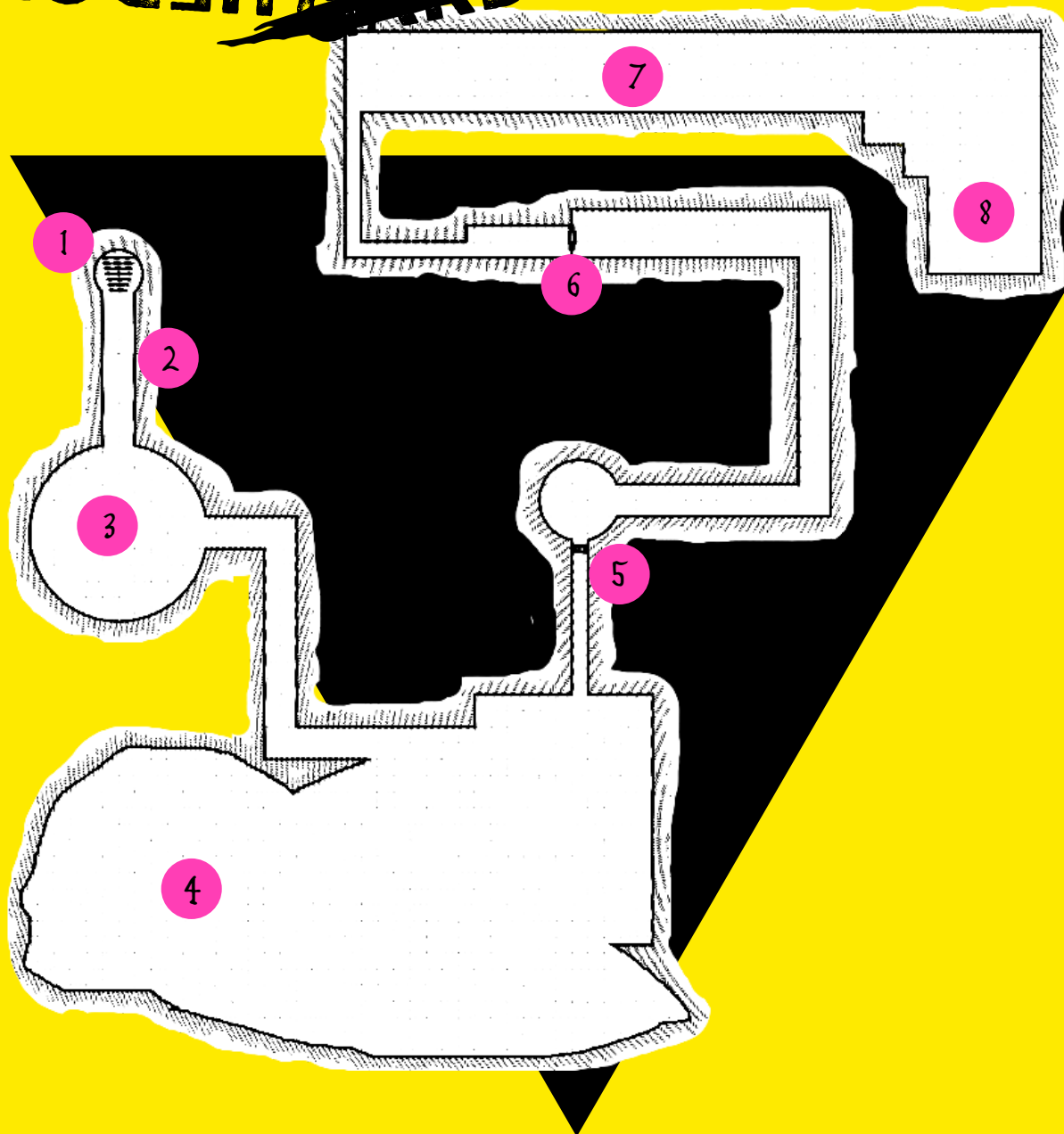
Bladekvlrist

8. Crypt

Bell of Remembrance



~~THE GARDEN~~



1. Entrance

2. Corridor

Grasping Hand of Despair

3. Pit of the Lost

Cloying Thralls

4. Scorched Patch

Immolating Thralls

5. Weeping Door

6. Cemetery Gates

Weeping Thralls

7. Forgotten Graveyard

Silenced Thralls

8. Crypt

Our Lady of Spite



Thralls

A cluster of three undead. Unerringly devoted to their Lady. More of a threat for their groupings than their individual capability

HP 3 Morale 12 No armor

Scratch d4 -1 Bite d6 -1

10% chance the injuries from a bite become infected



Weeping Thralls

A cluster of three undead children weeping.

Unerringly devoted to their Lady.

HP 5 Morale 12 No armor Scratch d2 Bite d4 -1

Their cries will leave you without hearing. DR 12 Presence to resist.



Dancing Thralls

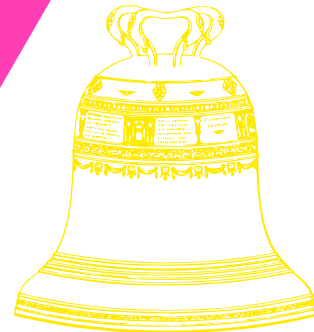
A cluster of three dancing corpses. Unerringly devoted to their Lady.

HP 5 Morale 12 No armor Spear d6 Bite d8

They will lure you into a dance.

Each player must roll DR 12 Toughness or succumb to the rhythm.

10% chance the injuries from a bite become infected



Bell of Remembrance

A soundless bell swinging to and fro in midair.

HP 666 Morale -- Bronze structure -d6

After each hit, players must roll a DR 16 Presence or be engulfed in darkness. Once all players have been consumed, begin again at the



BladeFvltist

Pale as a pearl. This sword master seems out of time and place.

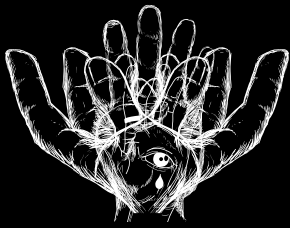
HP 10 Morale 12 Hardened

Leather -d6 Rusty sword d8

The player with the highest Agility must roll DR 15 or be disarmed at the start of combat.

25% chance the injuries from slash, stab, or cut become infected





Grasping Hands of Despair

An amalgam of hands hoping to grasp at what they've lost.

HP 5 MORALE 12 No Armor Thousand Finger Death Grip d6

If a player is hit, roll DR 14 Toughness or Agility or be strangled d4 until freed.



Cloying Thralls

Undead. They will literally kill you with kindness.

HP 20 MORALE 12 No Armor Sling d4

At the beginning of combat, roll DR 12 Presence.

Any player who fails must spend the first three rounds of combat collecting coins launched at them.



Immolating Thralls

Undead. Going out in a blaze of glory... or sorrow.

HP 10 MORALE 12 No Armor Flaming body d8

50% chance injuries from burns will become infected.



Silenced Thralls

Undead speak no evil.

HP 5 MORALE 12 Ornate Chainmail -d6 Empowered

Whip d6

At the end of combat, all players roll a DR10 Presence roll. On failure, player's character is unable to speak.

Our Lady of Spite

Killed out of spite, she has risen to spite the strong and uplift the weak.

HP 20 MORALE --

Vestments -d2 Mace d6

At the beginning of combat, the player with the highest Presence rolls DR12 roll. On failure, all unclean scrolls are destroyed.



d6 Our Lady of Spite's Infernal Aid

1. Prays for her attackers
2. Summons d4 Thralls
3. Summons d2 Weeping Thralls
4. Offers confession and expiation
5. Disarm all. DR 14 Agility or Presence
6. Summons Bladekvlrist

About

Therapeutic Blasphemy Games is the game design and development project of Jamie O'Duibhir, a Romantic Satanist minister based out of Minnesota. You can find more from Therapeutic Blasphemy Games at: <https://therapeuticblasphemygames.it.ch.io/>

You can follow TBG on Twitter for news and updates: @therablasgames

Legal

Medusa in the Sleeping Garden is an independent production by Therapeutic Blasphemy Games and is not affiliated with Ockult Örtmästare Games or Stockholm Kartell. It is published under the MÖRK BORG Third Party License. MÖRK BORG is copyright Ockult Örtmästare Games and Stockholm Kartell.

Maps generated using Dungeon Scrawl by ProbableTrain.