

 **DIRTY**   
**THOUGHTS**

THRILLING TTRPG ADVENTURES WITH

**LYBHOR**

GOD OF FILTH, DISEASE, AND SOIL

IN THE VICINITY OF

**CROOKED**  
 **CREEK**   
**CROSSING**

*Crooked Creek Crossing was your standard sleepy frontier town. Then someone struck amber, and suddenly the world and all its faiths and hopes are pouring in.*

This is piecing together bits from over the past decade – characters, portmanteaus, voices, readings, adventures, notes, dreams. A fermented sausage of a publication.

In the Crooked Creek Crossing setting, Western tropes are in play, guns and trains are amber-powered, and faiths are old but miracles are new.

“Adherent” covers clerics, warlocks, paladins, sufficiently devoted cultists, avatars, and the like: anyone who derives power from a god.

Game stats are hand-waving at an imaginary OSR where:

- HD are 1d6
- one-handed weapons deal 1d6
- attributes are not particularly influential
- humans walk about 30' in 6 seconds
- “Spaces” are about 5' cubes
- Magic Dice (MD) are d6's which are expended on a roll of 4-6 .

Influences: Plague of Carcosa – My wife's breathing these days – Fintan O'Brien's bird recordings – False Machine – DWP guy who popped out of the sewer while I was walking the dog – *Bone Tomahawk* – Toadblood – My uncle's language games – goblinpunch – Matmos – *The Fall of Babbulkund*

No AI was used in the creation or composition of this thing. Laid out in OpenOffice. Extra fonts are SF Far West and DamnedDeluxe. Illustrations are the author's own fault, done in GIMP.

All love to my Friday night group.

Thanks to my siblings and neighbor for proofing.

george cassie - 2026

# OF PAHATOLDU

- THE CELEBRANT - PORJULECENT NORP - THE ABSOLVER -

Pahatoldu appears! A frivolous, winking deity of pleasure and excess. His temples are soapy bathhouses where whiskey flows freely.

But! His pursuit of cleanliness extends to the spiritual, and other gods often allow him to perform longer or more complex ablutions for their followers, freeing their own priests for other duties.

The resinous sins thus extracted then must be hidden. Larger temples have guarded cellars, while newer or smaller make do with whatever containers are at hand (such as empty whiskey bottles), which are then cast away.

Clerics of Pahatoldu are necessarily widely versed in other faiths' beliefs and are often called on as diplomats.

Pahatoldu is most commonly depicted as a glistening male gnome in a luxurious robe carrying an overflowing bottle. His clergy has a high concentration of gnomes in it as well.

## THE BLESSINGS OF PAHATOLDU

- Domains: Life, Order
- Clerics of Pahatoldu can turn or command undead.
- Bon Vivant: Clean and unhurt adherents are protected as if by a shield.
- Adherents can perform a *ritual of absolution* for a willing supplicant:
  - 2d6 uninterrupted hours
  - 10<sup>HD</sup> GP offering (coins preferred)
  - Supplicant saves at the end. Advantage for petty sins, disadvantage for crushing ones. On a failure, Pahatoldu has to defer back to the supplicant's god and cannot process this sin.
  - On a success, expurgation, and an appropriate sin bottle is created.
  - This also counts as an excellent party.

# OF LYBHOR

- YROB - OLD LOAM - THE EXECRABLE -

Lybhor churns! An enigmatic god of decay, filth, and soil. It has few dedicated followers, and its dictates are incomprehensible even to them. They seek to appease, rather than praise or cajole.

Farmers furtively pray to Lybhor, hoping to enrich their lands while avoiding any of its more intrusive attentions.

Lybhor's most common portrayal is as a giant mound of slime, though sometimes it is shown as a grasping humanoid figure rotten and sloughed beyond sex or lineage.

## THE DICTATES OF LYBHOR

Adherents aren't given any rationales for these commands. They may even encounter others with seemingly contradictory ones.

d6	You must	a	but
1	Infect	Wild beast	In another form
2	Cure	Monster	Without casting spells
3	Unearth	Influential person	Before the new moon
4	Bury	Adherent of another faith	Nothing may die
5	Nourish	Farmstead	Then they must be destroyed
6	Distress	Stranger	You must be forthright

## THE BLESSINGS OF LYBHOR

- Domains: Nature, Grave
- Clerics of Lybhor can turn undead, and can command anyone afflicted by a disease as if they were undead.
- Diet of Worms: Adherents can eat filth. They can *only* eat filth.
- Adherents have one incurable disease, arrested mid-progression. They are immune to other diseases.

# SIN BOTTLES

- It's GOTTA GO SOMEWHERE -

Emptied whiskey bottles refilled with expurgated, resinous sin. Often sealed with Pahatoldu's brittle red wax seal of office.

A sin bottle also contains 1d6-1 coins once offered in penance.

Save if you're splashed with the contents (and before you know what it does). If you drink it, you have disadvantage.

2d6	God	Sin	Effect
2	Dust Devil	Patience	<i>calm emotions</i>
3	Factumus	Hesitation	next action, defend
4	Charmagique	Truth	1d4 psychic and blurt out a secret
5	Saint Echo	Obscurity	next action, hide
6	One Eyed Jack	Cowardice	next action, retreat
7	-	a fine old sin	roll again, save is harder each time
8	Mother Coyote	Waste	next action, discard/despoil d4 food
9	Pahatoldu	Squalor	2d6 necrotic
10	The Gray	Mercy	heal for 2d6
11	The Finnigan	Inaction	next action, fall prone
12	Lybhor	Clarity	<i>dispel magic</i> on all your active effects



# BLOOD APHID

- WORST BAG OF EYES YOU'VE EVER LAID EYES ON -

Swarms of these crawl about the outskirts of a Polyp's realm. A leathery bag the size of two fists together, an irregular number and arrangement of legs, and a sharp proboscis jutting from a nest of little black eyes.

**Wants** dictate of Lybhor; suck blood

**HD** 0 (1 HP) **AC** as leather (quick)

**Pierce** 1 and attach

**Move** As iguana, including climbing **Int** bug **Morale** fearless

**Sudden Leap:** From standing, jump close, including up.

**Blood Drain:** A creature the aphid is attached to loses 1 HP. After the aphid has drained 3 HP, it detaches and tries to escape. Anyone can use its action to detach the aphid automatically.



# RATMAGGOT

- SCRABBLING UR-VERMIN -

What it says on the tin, with a *souçon* of caddisfly larva. As long as a human is tall, sniffing nose to wriggling tail-tip. Sloughs and reabsorbs its skin and bits of hair and trash and scabs constantly, blending and stuttering through the heaps of refuse it lairs in.

If left to build a nest, anything might hatch from its filth-gestated eggs. A ratmaggot nest contains 1d6-1 pallid, arm-length, membranous eggs.

**Wants** dictate of Lybhor; carrion nest

**HD** 3 **AC** as chain (leathery, quick)

**Lash** 1d8. **Bite** 1d4.

**Move** As human **Int** rat **Morale** cowardly

**Filth Camouflage:** Advantage on checks to hide in filthy terrain.

**Entropic Skin:** Half damage from non-magical weapon attacks.

**Flail:** Make a lash attack. On a hit, make a bite attack at the same target.



# SNOT CROW

- SKY'S STINKING WET TAR -

Apparently named by the same kind of mind responsible for the seahorse. It's black, it's flying. It's making... sounds? Must be some kind of crow.

A chimera of gas sacs, vents, and feathery limbs keeps this reeking ball of slime and fungus afloat. It has an uncanny sense for movement far below it and drips adhesive slime onto its prey, followed by a plunge which reveals its lethal root-beak.

**Wants** dictate of Lybhor; absorb nutrients

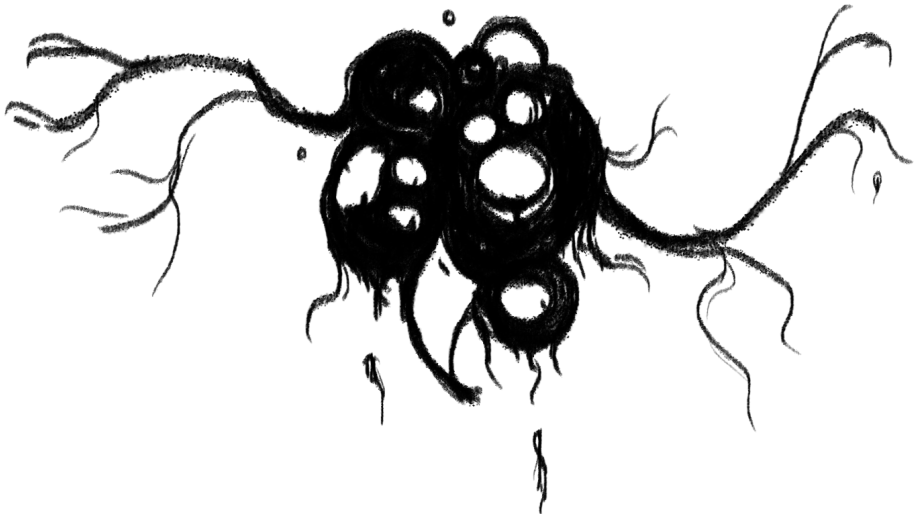
**HD** 1+1 **AC** as leather (rubbery, uncertain anatomy)

**Drop** 1d8 (only usable from above)

**Move** Fly clumsy **Int** mindless **Morale** fearless

**Glop:** Only usable from above. One target must save or be slowed.

**Pop:** When a snot crow dies, living creatures near or under it must test Morale as they're showered in stinking black goo.



# WOBLETTE

## - LUNG-LODGED LOVE LOOGIES -

Sort of like a foot-long, three-limbed squid, glowing a dim green. Can swim, drag itself across land, or temporarily scamper on two tentacles. Squirts clouds of wiggling embryos at the slightest provocation.

**Wants** dictate of Lybhor; spray embryos on everything

**HD** 1/2 **AC** as leather (quick)

**Tentacles** 1

**Move** Crawl, or swim quickly **Int** spider **Morale** cowardly

**Glow:** Sheds green light as a candle, which lasts an hour after its death.

**Embryo Cloud (1/encounter):** Four continuous spaces of opalescent cloud and the woblette moves immediately. It is heavily obscured for 1 minute; a significant current or wind can disperse the cloud.

Anyone who moves directly through the cloud rather than around it must save or contract woblung.

## ☠ **WOBLUNG** ☠

You breathed a bunch of embryos, what did you think would happen.

- Phase I: Your rib-cage, throat, and mouth glow like a green candle. Armor will cover this; clothes or robes won't.
- Phase II: Your voice and breathing are wet. Halve your speed, you can only hold your breath 1 round.
- Phase III: You take 1d6 damage and cough up a woblette that many HP, stunning you for 3d6 rounds. It tries to escape, or blast anyone else nearby with an embryo cloud (they've been fucking in your lungs).

# UNPLEASANT TREES

- SIN-SOWN CROP, GROWN -

These sprout up near a Polyp, or when a region has been fertilized by Lybhor's attentions for several seasons.

Gray wood, leafless and thorny branches, creeping, seeping stinging juices.

Members of a copse of Unpleasantrees will all *usually* be under the same dictate of Lybhor.

**Wants** dictate of Lybhor; and one other.

**Move** crawling human

**False Appearance:** While motionless, looks like a normal, bare, awful tree.

**Sodden Wood:** Resists bludgeoning, piercing, and fire damage.

## GROWN

10' tall, draped with moss, thorned.  
Groan.

**Wants** silence

**HD 5 AC** as scale  
**Slam** 2d6

**Int** dim, judgmental  
**Morale** high

## FRUITING

6' tall, bowed with leathery fruits.  
Sigh.

**Wants** fertilizer

**HD 3 AC** as scale  
**Rake** 1d6  
**Fruit** short; 1d4 acid

**Int** dim, horny  
**Morale** average

## SAPLING

3' tall, whip-like branches, twitchy.  
Whistle.

**Wants** explore

**HD 1 AC** as scale  
**Whip** 1d4

**Int** dim, curious  
**Morale** low

# BULLYWUG BOG

- MISERABLE FROG BINGO -

## BULLYWUG CULTISTS

A pod of frog-folk who recently got religion. Lybhor's current dictate to them is "you must distress a farmstead, but nothing may die". They've been making life hell for a small amber-mining claim at the edge of their bog.

Their guerrilla tactics manifest as persistent random encounters which harry, humiliate, sicken, and steal. The longer and lofter a party moves through the bog, the more the bog will do Lybhor's will itself.

Rifles don't work if they get wet, and are lethal, so are cached for emergencies.

*Speak with frogs* mean they'll basically always know where the PCs are unless some wild means are taken.

**Wants** dictate of Lybhor; authority & respect

**HD 1 AC** as leather (quick)

**Spear** 1d6 melee or thrown; **Rifle** 1d12 long range

**Move** As human, swim and leap **Int** average **Morale** high

**Amphibious:** Hold breath for an hour, see underwater.

**Leap:** Move close when jumping, even straight up.

**Speak with Frogs:** Communicate simple concepts with frogs.

- Slime Pickens
- Stank Williams
- Green Autry
- Johnny Trash
- Anne Slurry
- Willie Smellson
- Crawly Parton
- Billy Ray Virus
- Vile Lovett
- Faith Swill

## Bog Bingo

Track the passing through the hot, hot bog.

Make bingo cards for everyone, these things happen every exploration turn, if you get bingo you get a level of exhaustion.

<https://mfbc.us/m/aw3nmq9> to generate and track per-player online.

Medium or heavy armor	It's hot	Scribe background	Rusting tools	Ear moss
Basic slime	How is it so hot	damp	Artisan background	Mud where mud shouldn't be
Brackish canteens	Midges	Free: You are in the Bog.	It's so hot	Nagging cough
Ticks	Slopfoot	Fuzzy rations	Heavy armor	Why is it so hot
Noble background	Sage background	Mosquitoes	The Itch	Leeches

## BULLYWUG TACTICS

- Pickpocket from the mist and wet.
- Move trail markers.
- Undermine bridges.
- Create false bridges.
- Set up morbid warnings.
- Stage loud gunfights out of sight.
- Herd mosquitoes.
- Rally frogs into a sleep-disrupting chorus.
- Splash, soak, submerge.

# THE SEPSISTERS

- BICKERING ASSASSIN PRIESTESSES OF LYBHOR -

Greasy leather dusters, bandanas covering lower faces, slicked-back hair of no particular color. Where others sling revolvers, there they hang bones.

Leather duster, bandana, punji bone, blowgun and needles.  
Symbol of Lybhor, bag of tricks.

**Wants** dictate of Lybhor; sibling rivalry

**HD 4 AC** as leather & shield (leathers, nimble)

**Punji** 1d4 and disease; **Blowdart** short range, 1 and save vs. disease

**Move** As human acrobats **Int** cunning and patient **Morale** high

**Stealthy:** Checks to detect a sepsister have disadvantage.

**Diseased Weapons:** Anyone struck save or contract The Downs.

**Spells:** Each sepsister has 2 MD.

*Excise the Earth:* A pit, 5' across and [sum] deep, appears instantly in soil or mud you can see within [dice] x spaces. A creature can save to move away from you to avoid falling. Deals siege damage. Doesn't work well on sand or stone. The pit fills in naturally.

*Extract Disease:* Requires a patient and a subject. You can be either of them, but not both. Takes [lowest] rounds of full contact, and all must be willing or restrained. The subject may save at the end - if they fail, one of the patient's diseases moves to them. (Sometimes the subject is just a hamster.)

Identical human triplets who may arrive when another adherent is struggling to fulfill their dictate. Though sometimes they've been known to interfere with other adherents, too - the full vision of the dictates is beyond our knowing.

They constantly strive to outdo each other in Lybhor's regard (however that's conveyed). Their relationship with their god is similar to orphans to an abusive adopted parent.

The Sepsisters favor attrition tactics and striking in the night. Unless their current dictate drives them otherwise, they are absolutely honorless and will snipe and sicken from a hidden distance, waiting for diseases to wear down their marks. They will lace paths with hidden spike-pits, infect wildlife, and taint wells.

A favorite tactic is to present as a single person, then use their stealth and identical looks to seemingly vanish and reappear elsewhere, or be in multiple places at once. Each of them also carries their own bag of tricks:

**Rachelminth:** Favors parasites and harrying camps. Tricks: Packet of fluke eggs in the well, dormant mosquito eggs enough to plague a hex, tapeworms in the prey animals.

**Toxinthia:** Favors poisons and direct attacks. Tricks: Bladder-powered auto-blowguns, alchemical vials of stinging vapors, envenomed razor-wire.

**Flangelica:** Favors oozes and booby-traps. Tricks: Desiccated ooze spores that expand in the wet bottoms of pits, powdered slime that slicks out in moisture, vials of acid.

## ☠ THE DOWNS ☠

- Phase I: Lethargy and slurred speech. Disadvantage on initiative.
- Phase II: You regain half HP by resting.
- Phase III: You cannot regain HP by resting.

# KLUUG

## - WERERAT KUO-TOA CULTIST OF LYBHOR -

Face-wise, it's hard to tell what's rat whiskers or catfish. None of its joints seem to work right - it's like it was stitched together with worms.

Tattered robes, rat-jaw staff, symbol of Lybhor.

**Wants** dictate of Lybhor; conjure a Polyp

**HD 5 AC** as leather+shield

**Rat-Jaw Staff** reach; 1d6 and grapple. **Bite** 1d4 and save vs. wererathropy.

**Move** Human, and swim **Int** clever **Morale** average

**Resistance:** Immune to non-magical, non-silvered weapon damage.

**Scabbing:** Kluug heals 1 HP at the start of its turn.

**Rat-Jaw Staff:** Grapples one struck target at reach. Kluug can wield the staff one-handed, and move at half speed while dragging a grappled victim.

**Fever:** Diseased target in short range. Save each turn or follow Kluug's telepathic commands. On three failures become an adherent.

**Shapechanger:** Shift between a humanoid or three-tailed rat form. A rat cannot speak or cast spells, but can climb and squeeze through tiny spaces.

**Spells:** Kluug has 3 MD.

*Wrack:* Up to [highest] targets you can see in close range save or get [dice] curse dice. They're d6s rolled with every attack, save, or check. The highest single die is applied as a penalty – on a 4, 5, or 6, it then expires.

*Rot Magic:* Ongoing magic effects in a 10' beam save per their caster or duration reduced by [sum] [rounds/days/weeks/years].

In ceremonies it hobbles along on its rat-jaw staff, but when threatened rears up shrieking to a spindled 9-foot frame and gnashes curses down. Grubs seep from turgid wounds as it dances and thrashes about.

Kluug sniffs out inchoate Polyps of Lybhor and works to quicken them through the accretion ritual. It calls cultists from the weakest, sickest edges of society, promising power or dominating the infected directly.

### ☠ **WERERATHROPY** ☠

- Phase I: Twitchy and distrustful. Disadvantage on Morale checks.
- Phase II: Resist damage from non-magical, non-silvered weapons.
- Phase III: On the new moon, turn into a three-tailed rat and go off to spread disease for three days.

### **THE ACCRETION RITUAL**

- Dedicating a MD is about 12 hours a day chanting in long range.
- More MD dedicated in a week than the Polyp's HD give it +1 HD.
- A disrupted chanter rolls their dedicated MD. On any 1, the Polyp goes berserk for a turn.
- A counter-ritualist can spend MD on their turn. Any expended disrupt a week of ritual and the Polyp goes berserk for a turn.

### **LYBHOR CULTIST**

**Wants** dictate of Lybhor; conjure a Polyp

**HD** 1+1 **AC** unarmored (filthy robes)

**Improved** 1d4-1 melee or thrown

**Move** As human **Int** confused **Morale** high

**Adherent:** Ribs and mouth glow like a green candle. Diet of Worms.

**Spells:** 1 MD, which can only be used for the accretion ritual.

# WORMSONG

- UNWILLING SCION OF LYBHOR -

Probably human, rangy and wiry. Stringy black beard, shock of hair. Caked in filth, sprouting shelf fungi, scratches constantly. Creaky doubting voice staggered with "uhmm"s and "heyyy"s. Weepy eyes, pulls hair, stares away.

Scumbrella, Gutpuppy. Leather kilt, barefoot (but weapon-grade warts).

**Wants** dictate of Lybhor; to not be under the dictate of Lybhor; coffee

**HD** 6+6 **AC** as chain (wiry, gnarled, fungal)

**Scumbrella** reach; 1d8

**Move** As human **Int** distracted **Morale** high

**Vermiform:** Shift between a humanoid or mat of worms. The worms can pass through tiny spaces, climb, burrow through loose dirt or mud, and resists direct damage, but cannot speak, attack, or cast spells.

**Spells:** Wormsong has 4 MD.

*Fungal Filaments:* Target [dice] close creatures. Assign a die to each, they gain it in temporary HP or take it in acid damage. Either way, pulled 2 spaces. May save for half the die *or* to not be moved.

*Encrust:* Touched creature is enveloped in pulsing, chitinous growths. It can't have AC worse than [hide/chain/plate] for 10 minutes. When the effect ends, the growths fall off and the target regains [highest] HP.

Wormsong arrives shortly after a Polyp of Lybhor manifests. He takes on a new form appropriate to the environment, such as the bogstrider below. If defeated, it crumbles to reveal an unconscious and piteous Wormsong.

If the Polyp dissipates, Wormsong relaxes, seeks reconciliation, and maybe celebration. In days, his eyes grow filmy, his mouth slows, and white

fungus blooms. He'll soon find a compost pile or mud puddle to fall asleep in, and form a cyst, sinking in with a sigh.

He may leave behind the Scumbrella or Gutpuppy as favors if he was treated well, and/or given coffee, since "Wellll, I made 'em while I was here so that's okay, ya know?".

## **BOGSTRIDER FORM**

**Wants** dictate of Lybhor; DICTATE OF LYBHOR

**HD** 6 **AC** as chain+shield

**Claws** 1d8 close

**Move** Fast; Pass over bog **Int** distracted **Morale** fearless

**Tall:** Man-sized, but also 20' tall somehow. Can see through fog.

**Strand:** Long, 1d6 acid and pulled 3 spaces. Save for half *or* to not move.

## **THE SCUMBRELLA**

Staff in the form of a tall, withered mushroom.

When you cast a Lybhor spell, or a spell that channels mud or disease, the staff gains 1 charge for each expended MD. It loses all charges at dawn.

At 1 charge, its cap spreads a little and sheds green light as a candle. At 3 charges, its cap spreads fully and sheds green light as a torch.

**Sportification:** Spend 2 charges. Touched creature gets 5 temporary HP.

**Ray of Rot:** Spend 4 charges. 100' long, 5' wide. 4d6 necrotic, save for half.

## **GUTPUPPY**

Tiny dog-shaped skeleton of bog-soaked wood stuffed with sodden entrails, absolute delight of a brain-dead spaniel, and the worst dog breath.

Wears a collar of woven vines. If Wormsong passes control to another, the collar is the focus of control. Mechanically, a homunculus. Flies by farting.

# OUR LADY OF PERPETUAL SECRECTIONS

- OH NO OUR PRAYERS -

Our Lady manifests as a crusted female humanoid torso atop a roiling mound of soil and slime, centaur-like. She speaks the local dialect and looks like a scrubbed average of the women in the area, but with a skeleton glowing gently green out from behind the skin and scabs.

**Wants** dictate of Lybhor; fertile soil

**HD 6 AC** as scale (scabs and nacre)

**Crush** 1d6

**Move** As human **Int** high **Morale** high

**Debris Field:** Our Lady is immune to damage from non-magical missiles if she moved last round.

**Glide:** Our Lady moves easily over mud and wetlands, through underbrush, and ignores minor obstacles (pit traps, caltrops, etc).

**Churn:** Each space Our Lady moves through fills with a mound of soil and muck. It is difficult terrain for one round, then collapses.

**Wend:** Choose two of these:

- **Crash:** Move, make a crush attack against each creature passed through. On a hit, they choose: take an extra 1d6, or be pushed aside 5'
- **Flow:** Move, escape non-magical holds, and drop grappled creatures.
- **Whelm:** 1d6 siege damage.
- **Wake:** A space formed by churn ruptures. One creature to a side saves or takes 1d6 damage.

Once a year, if you've been very gross girls and boys, Lybhor sends Our Lady to glide across the land, soaking it in life-giving juices! So many juices. So, so very many juices.

She can be lured with bowls of soup, mushrooms, beer, cheese, and dough. Wherever she passes this night will flourish next year, be it field, forest, or fen. It's a fun game for the kids to lay out treats! (Don't get run over.)

Each manifestation of Our Lady is driven by a fresh dictate of Lybhor. It should always be interpreted in the most benevolent possible terms, but she will still tear down a city to fulfill it.



# POLYP OF LYBHOR

- DISPARATE SINS MINGLED AND MANIFESTED -

Massive, churning heap of slimy flesh, whipping with flagellum, venting noxious gasses into the air and frenetic thoughts into your mind. Fine metal wires wrapped in glass tubes thread and pierce its surface.

**Wants** dictate of Lybhor; adherents

**HD** 10 **AC** as leather (massive, slow)

**Bite** 2d6 and Lybhor's Smile. **Pseudopod** 1d6 and grapple (up to two).

**Move** Crawl **Int** !?!? **Morale** fearless

**Limited Telepathy:** Send simple messages to any creature in long range ("succumb!", "perfidy!", "wargglgaggl!"). This does not allow a response.

**Whip Sin Bottles:** At the start of each opponent's turn in short range, save or 1 damage and a random sin bottle effect.

**Surge:** Choose two of these:

- **Bite.** Save or contract Lybhor's Smile.
- **Pseudopods:** Make two pseudopod attacks.
- **Bash:** Bash grappled creatures into each other or a solid surface. Each takes 2d6 damage and is stunned for 1 round, but released.
- **Fever:** Diseased target in short range. Save each turn or follow the Polyp's telepathic commands. On three failures, become an adherent.
- **Flow:** Move, escape non-magical holds, and drop grappled creatures.



## ☠ LYBHOR'S SMILE ☠

A clear-pierced crescent. Progresses each combat turn.

- Phase I: You lose 1/10th of your maximum HP.
- Phase II: A woblette with that HP calves off you. Weirdly painless.
- Phase III: Back to phase I.

You can recover lost maximum HP by eating the woblette that hosts them. They spoil immediately on death, though. Diet of Worms might help?

## DESECRATATOES

There's some bedrock thought of "things should rot" rattling around in the Polyp's being. When it touches a sin regarding undeath, that's shunted to a node out in the dirt somewhere, anathema to the anathemic.

These nodes swell and harden, looking for all the world like common potatoes. Harvested from a Polyp's realm and planted and tended elsewhere, they'll grow and spread.

Within (and beneath) a desecratato field, undead have advantage on saves to resist being turned (or are counted as twice their HD). An undead that "eats" a well-prepared desecratato salad gains this effect and +2 HP per HD (this is a perilous salad to prepare).

## INCHOATE POLYPS

A Polyp of Lybhor accretes over months or years, depending on the flow of sin bottles. They are still huge, but translucent and pulsing. Settlements will post desperate bounties if they find one of these growing nearby.

- 2 HD: lacks fever, limited telepathy, flow, bash, and whip sin bottles.
- 6 HD: lacks bash, and can only whip sin bottles as part of surge.

# SPELLS

*Curdle*: One object you hold and caress over the course of an hour changes form. If you have access to a large, fecund source (rotting tree, dead horse, compost heap, etc) while casting this, you get +1MD for free:

- A pint of milk or blood: [highest] rations, of weird cheese or sausages.
- A branch or bone: A punji stick that will work [dice] times, or as part of a trap. Victims save or contract The Downs.
- A ration: A trembling scent bomb. Thrown or dropped, it fills [sum] spaces with a thin mist for a round. All breathing within save or wretch.
- A corpse: A wagon-load of really great compost.

*Edict of Lybhor*: Target creature that can hear you saves or falls under a random dictate of Lybhor for [sum] days. If you're under a dictate yourself, the target has disadvantage and falls under the same dictate on a failure.

*Encrust*: Touched creature is enveloped in pulsing, chitinous growths and can't have AC worse than [hide/chain/plate] for 10 minutes. When the effect ends, the growths fall off and the target regains [highest] HP.

*Excise the Earth*: A pit, 5' across and [sum] deep, appears instantly in soil or mud you can see within [dice]x10'. A creature can save to move away from you to avoid falling. Deals siege damage. Doesn't work well on sand or stone. The pit fills in naturally.

*Extract Disease*: Requires a patient and a subject. You can be either of them, but not both. Takes [lowest] rounds of full contact, and all must be willing or restrained. The subject may save at the end - if they fail, one of the patient's diseases moves to them. (Sometimes the subject is just a hamster.)

*Fecundity*: A rather complex blessing. Visit each vertex of a hex and cast this on six sequential nights. If [highest] of any casting is a 1, or a night is missed, the whole blessing fails and can't be attempted on this hex this year. Otherwise, yields within the hex double next year. Casting this on the same hex two years in a row is sure to invite Unpleasantrees.

*Fungal Filaments:* Target [dice] close creatures and assign a die to each. It gains the roll in temporary HP or take it as acid damage. Either way, pulled 10' closer. May save for half the die *or* to not be moved.

*Rot Magic:* Ongoing magic effects in a 10' beam save per their caster or reduced by [sum] [rounds/days/weeks/years].

*Sacrament of Filth:* [total] kissed creatures gain the Diet of Worms for a day: They can eat filth, but can *only* eat filth. No save, but requires a round of sustained contact per target.

*Sin-Taster:* Eat a palmful of blood, dung, or brains. This spell offers no special immunity to diseases they carry. You learn the [highest] most recent impactful memories of the creature, none lasting more than a round. If [sum] is 7 or more, you may stop at any memory and vomit it into a nearby receptacle, creating an appropriate sin bottle, and ending the spell.

*Worstberry:* Create a juicy-looking, yet leathery, berry with [sum] potential. It rots away to pungent juice in a day. Anyone who swallows it before then saves or takes the potential as poison damage. If they die from this damage, a sapling Unpleasantree grows from the corpse in a day - it is cautiously friendly towards you.

*Wrack:* Up to [highest] targets you can see in close range save or get [dice] curse dice. They're d6s rolled with every attack, save, or check. The highest single die is applied as a penalty – on a 4, 5, or 6, it then expires.

## **SIMPLE DISEASE PROGRESSION**

1. Start at phase 0, with no (or mild) symptoms.
2. DM rolls on their existing random encounter table (or hazard die, etc.) and adds an infection to that entry.
3. The next time that result comes up, the infected saves again.
4. Fail: Go up a phase, or stay at 3. Effects overlap.
5. Pass: Go down a phase. Cured at phase 0 - DM removes infection.
6. If not cured, DM rolls again and moves the infection to that entry.

Diseases progress faster in a dungeon, when checks are rolled every turn or so than overland where they're rolled daily or longer. That is fine.

# FILTHY LANGUAGE

A convenient reference for while Lybhor is influencing your game.

Colors	Textures	Smells	Breaths	Motions
Flush	Crumbling	Acrid	Hacking	Slough
Sallow	Slick	Putrid	Rasping	Writhe
Ochre	Spongy	Feculent	Gurgle	Ooze
Glaucous	Powdery	Musty	Panting	Squelch
Cyanic	Oily	Loamy	Hitching	Flagellate
Livid	Wormy	Yeasty	Wheeze	Churn
Nacreous	Pulpous	Cloying	Fetid	Undulate
Leaden	Pocked	Peaty	Suppurating	Lurch

Afflictions	Fluids	Ferments	Earths	Parasites
Catarrh	Phlegm	Caked	Humus	Leech
Fevers	Flux	Pungent	Mulch	Mite
Withering	Sputum	Curdled	Marl	Fluke
Welts	Rheum	Zesty	Tilth	Hookworm
Cankers	Chyme	Sour	Sward	Lice
Tremors	Lymph	Ripe	Loam	Tick
Lesions	Ichor	Fizzing	Silt	Flea
Megrim	Bile	Ropy	Compost	Mosquito

•• LYBHOR CHURNS ••



# LYBHOR CHURNS

So grab your amber rifle and bandanna  
(for the smells), and get ready to encounter:

- ★ Two Feuding Faiths
- ★ Five Vile Varmints
- ★ A Hostile Bog of Harrying Frogs
- ★ Three Fervent & Fevered Adherents
- ★ Two Malodorous Manifestations
- ★ A Dozen Sinful Spells
- ★ Four Dreadful Diseases
- ★ Several Terrible Tables

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2026