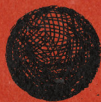


# Grift & Grit

A Tombpunk Zine



Issue 0  
Q1 2023

FEATURING

The Tomb of Q-ar R'an  
Rotorious Re'er-do-wells  
Deadly Denizens  
and more!

EXCLUSIVE ANNIVERSARY EDITION



# GRIFT & GRIT

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THIS IS A SPECIAL ISSUE ZERO TO CELEBRATE TOMBPUNK, AND WAS FULLY DONE AND COMPLETED BY ALAN.

FUTURE ISSUES OF GRIFT & GRIT WILL APPEAR VISUALLY DISTINCT FROM THIS ISSUE ZERO, AND FORM A COHESIVE CREATIVE DIRECTION FOR THE FUTURE OF TOMBPUNK, AS WELL AS GRIFT & GRIFT

**THIS BOOK REQUIRES THE TOMBPUNK CORE  
RULEBOOK**







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# GRIFT & GRIT

## LETTER FROM THE EDITOR

Welcome to *GRIFT & GRIT* – the official **TOMBPUNK** zine! The goal with each issue of *GRIFT & GRIT* is to bring you a quarterly zine and magazine focused on delivering new material for your games, including new character options, rules for magic items and spells, enemies and monsters, NPCs, advice, previews, adventures, and more!

Each issue will be curated by myself (Alan Bahr), the creator and line developer for **TOMBPUNK**, written by a variety of creatives, illustrated by several artists, all working in concert to create as much inspiring material for you as possible.

This initial *issue zero* is written entirely by me, partially as a proof of concept, partially due to my desire to participate in ZineQuest 2022, and partially because I felt inspired and decided to!

The art inside is culled from stock art I had access to, laid out by myself (quite likely terribly, so apologies for that), and created after a convention due to the excitement from discussion around Tombpunk that I felt. It was written in 6 hours due to the excitement of the creative process I felt, and as such, was done to launch the line.

Enjoy! *Alan*





## DEADLY DENIZENS

Dangerous Denizens is an ongoing column detailing additional foes for your TOMBPUNK games. These enemies are designed to slot into your ongoing campaign as easily as possible!

As you might guess, these foes range from the challenging to the dramatically lethal. Narrator's should be cautious with how they insert these foes.

### **Corpsemancer**

Those who've succumbed to the lure of death magick can be powerful foes. Unlike Necromancers (who bind nature spirits to corpses, thus animating them), Corpsemancers animate the corpse of the deceased through the Corpsemancer's own will and focus.

They use the bodies of the dead as tools, soldiers, and more, treating them simply as disposable resources.

- **LIFEBLOOD:** 18
- **ATTACK:** Standard
- **DAMAGE:** 1d8 (knife/dagger), 1d10 (ranged magic bolt)





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## SPECIAL:

**Animate Corpse:** As an action, the Corpsemancer animates a corpse, imbuing it with a fraction of the Corpsemancer's will and focus.

The undead mostly commonly animated by Corpsemancers are bonknights, revived warriors who serve as bodyguards and enforcers for Corpsemancers.

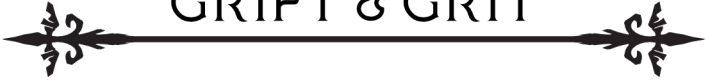
They can also raise skeletons or zombies, if they so desire (Tombpunk core rulebook/Uneearthed).

A Corpsemancer can never have more undead serving them than the Darkness rating of the space they occupy.

**Evil Aura:** Corpsemancers always add +2 to the Darkness rating of a dungeon they inhabit. If they do not live in a dungeon, the space around them always has a Darkness rating of 2 that cannot be reduced (to allow for their undead to exist, and no other mechanical purpose).



# GRIFT & GRIT



DEADLY DENIZENS



## Boneknight

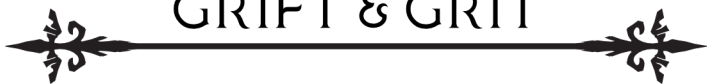
- **LIFEBLOOD:** 12
- **ATTACK:** Advantage
- **DAMAGE:** 1d8 (rusted sword)

### SPECIAL:

**Bodyguard:** Boneknights can take a hit directed at a Corpsemancer within reach. Simply apply the damage to the boneknight instead.

**Armored:** Boneknights have reduction 3 (due to their inherent nature and equipment they often have).





## Dragon

Truly powerful entities in the world of TOMBPUNK, dragons are innately mythical and deadly creatures.

Each dragon is a unique creation, the only one of their kind in existence, and their powers and abilities very.

Below is one detailed dragon, designed to inspire you to create your own.

### **SCYTHCAIRN, THE GRAVEKING OF IMMERGHAST**

A massive black hued dragon, SCYTHCAIRN rules over a nation of undead. A powerful Corpsemancer and Necromancer, Scythcairn obliterated the ancient Mortix Imperium, naming it Immerghast, and promptly raising the dead to serve him. Most of the inhabitants are undead who are occupied by malevolent nature spirits, and thus have their own agency and will, though Scythcairn's personal guard, the Ghastknights, are corpses imbued with Scythcairn's will and focus.

A nation of industry, the Immeri are dedicated to acquiring relics and artifacts of antiquity for Scythcairn. When possible, this is done through trade or hiring adventurers, though the armies of



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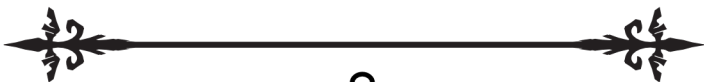


Immerghast have marched against nations who held out against Scythcarin's desires.

**Hoard:** Scythcairn hoards undead, finding value in servants that never falter or tire, and who can easily replace. His treasure trove is a massive funeral vault, littered with relics, artifacts, and items of historical significance. Scythcairn cares nothing for the works of the living or the present, instead finding comfort in the unchanging and unyielding artifacts of antiquity, intending to hold them until the world turns to dust.

**Appearance:** Scythcairn (like all dragons) is massive, nearly 3,000 feet long, with a one-mile wingspan. He can blot out the sun if he so desires, his massive bulk causing the very ground to buckle under him.

- **LIFEBLOOD:** 100
- **ATTACKS:** 2 Standard (claws), 1 Advantage (tail), and 1 Disadvantage (breath weapon)
- **DAMAGE:** 1d8, Armor-Piercing 3 and Brutal 3 (Claws); 1d12, Brutal 2 and Reach; 2d8, Burning, Reach, and Area (Cone), (Breath Weapon)





**New Weapon Quality: Area.**

An area attack deals damage to everyone caught in its blast. A word describes the shape (Cone, Burst, Line, etc.), and it is up to the Narrator to determine who is caught in it, using their best narrative judgment).

In appropriate circumstances, Deftness can be used to halve or fully avoid the damage if the Narrator agrees.





## Fungoid

Strange denizens of subterranean dungeons and caverns, Fungoids have an alien and otherworldly culture and society. They claim to have arrived below the surface of the world eons ago, through mystical starportals, powerful teleportation devices that allowed them to travel from their home world to here.

They often aid lost adventurers (for unknown reasons), but are just as likely to turn on anyone they find for reasons that are never communicated.

- **LIFEBLOOD:** 10
- **ATTACK:** Standard
- **DAMAGE:** 1d6 (slam/fist)

## SPECIAL

**Spores:** Fungoids often release spores when struck or harmed. These spores require a Will resource check for any non-fungoids adjacent. If this check reduces a target's Will to 0, they hallucinate vividly for 2d3 actions. Roll on the table below or make up an hallucination.





1: You see strange purple-hued visions of a world populated by living plants and turning under a blue sun. The moistness is suffocating, and your bones ache from the weight of your body.

2: You hear echoes and screams of majestic multi-hued birds, as a strange pink miasma swirls around you, and your parents call to you from a distance you can never reach.

3: An earth-shaking roar echoes around you, as a massive lizard tears through the pink-edged trees that loom over you. It attempts to devour you, snatching at you with its tooth filled and gaping maw.



## Gelatinous Ooze

Massive 10-foot globs of transparent acidic blue ooze and gunk, gelatinous oozes seem to spring into existence with little to no reason or consistency. Always found in the dark and damp, they undulate through tunnels and hallways, simply consuming and devouring everything they encounter.

- **LIFEBLOOD:** 20
- **ATTACK:** Special
- **DAMAGE:** Special

Gelatinous oozes automatically hit any target next to them. If a target is hit by a gelatinous oozes, it must make a Might test or be engulfed and absorbed into the Ooze. Targets who are engulfed in the ooze immediately suffer 1d8 Burning damage that cannot be reduced by armor.

An engulfed target can make a Might test to escape on their turn, but if they fail they suffer the burning quality damage, as well as an additional 1d8 damage for being engulfed (effectively resetting the burning quality each turn).



## GRIFT & GRIT

A successful Might test will pull a target out of the Ooze.

While something is engulfed in the Ooze, when someone attacks the Ooze, there is a 1-in-3 (1 and 2 on a d6) chance that any attack against the Ooze will hit someone or something engulfed in it (randomize further if necessary).

**Special:** Gelatinous Oozes always contain 1d3 Coin, which is obtained immediately when the Ooze is slain.







## Mimic

Strange creatures who can take on any form they wish, mimics tend to ambush their targets, attempting to devour them quickly.

- **LIFEBLOOD:** 6
- **ATTACK:** Standard (Automatic when made while disguised)
- **DAMAGE:** 1d8, Brutal 2 (+Armor Piercing 2 while disguised)

### Special:

**SHAPESHIFTING:** Mimics can take on any non-living form they wish. While they are disguised, mimics cannot be detected by non-magical means.

**SLOW:** Mimics move very slowly by hopping, and as such, may not make attacks on turns where they move.

**OH SHIT, IT'S A MIMIC!:** Anyone who is ambushed by a mimic must make a Courage resource check. If they lose Courage from this test, they must spend the next 2d3 actions fleeing the mimic due to the shock and surprise of the ambush.







## THE TOMB OF Q-AN NAR

*(I say it "Kwaan Naar")*

*The Tomb of Q-an Nar is a small dungeon situated high in the Snowrazor Mountains, about half a days ride from the city of Lastvert, one of the northern most cities of Aquittany.*

*Though the legends and stories of why it exists are lost, in reality, the Tomb is a resting place of a powerful eldritch horror that subsumed the shattered mind and body of an ancient sorcerer. That idiot.*

**Darkness Rating:** The Darkness rating of this dungeon is  $2x$  the number of adventurers + 4 (see Q-an Nar's statblock below). It can only be cleared by killing Q-an Nar (clearing rooms or defeating foes doesn't clear remove Darkness.)

**Treasure:** This dungeon pays  $1d3+4$  Treasure (rather than the usual  $1d3$ ). Payday!

### **D6 Roll: Rumors about the Tomb**

1: It holds no wealth, having been long plundered by grave-robbers and scalawags. (Hey, that sounds like you!) [False]

2: It contains no foes or traps, but rumor has it all who enter return maddened by the sights they've

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seen due to the arcane architecture. [Partially false]

3: The Tomb moves its location and entrance, though it is always found in the Snowrazors. [False]

4: Rumors have it that there is a False Tomb and none have found the final resting place of Q-an Nar. [True]

5: A magical sword resides within. [False]

6: Those who survive can learn the magical spell: "The Incantation of Q-an Nar." [True]

You can have the group roll on the table above to see what rumors they recall about the Tomb.

Regardless of how they arrive at the Tomb, the adventurers must contend with the traps inside. The map lays out the key, so use the trap rules below.

To notice a trap, a character must be actively looking for one. A successful Grit test will locate a trap, and a successful Might test will disarm it. If a character fails to disarm a trap, they are hit by the trap and suffer its effect.





# GRIFT & GRIT

Make sure to warn your players this dungeon can be pretty deadly.

**Spiked Pit Trap:** Everyone who steps on the weighted floor plate that covers this trap must make a Deftness test. If they fail, they fall into the pit trap, suffering 1d4+3 damage.

**Rotating Statue:** A series of rotating and arcane statues occupy various places throughout the Tomb. When a character moves within a few steps (3 yards/meters or so) of the statue, it turns to face the character, and fires an arcane bolt at them. The Narrator rolls against the characters' Deftness. On a success, they deal 1d8 damage. The statue can only fire its bolt once every 2d3 actions (which generally gives adventurers enough time to disarm the traps).

**Pendulum Trap:** This trap swings across the doorway in the antechamber/hall. Each character caught by it must make a Deftness test. If they fail, they suffer 2d4 damage.

**Secret Doors:** None of the secret doors are trapped. It takes a successful Grit test to discover and open the secret doors.



**Falling Block:** After the characters enter the False Tomb, they will likely trigger the falling block trap! This massive block seals them into this Tomb, causing them to starve and die. (The characters will die of thirst about 48 hours after being trapped, give or take. This is Tombpunk after all.)

It takes a successful Might Test made with Disadvantage to move the block, and each successful Test only moves it a bit. 3 successful Tests must be made to clear the block.

Any character caught by the block is instantly killed. No exceptions.

## **The True Tomb**

Inside the True Tomb resides Q-an Nar! Q-an Nar is a massive, undulating, eldritch horror, who the very site of causes all characters who perceive it to make a Courage Test. Those who lost a point of Courage must spend their next action or turn fleeing as fast as they can (in addition to losing the normal point of Courage).

If they return, they must make a Courage Test each round they can see Q-an Nar or flee again (with the same conditions).



**Q-an Nar**

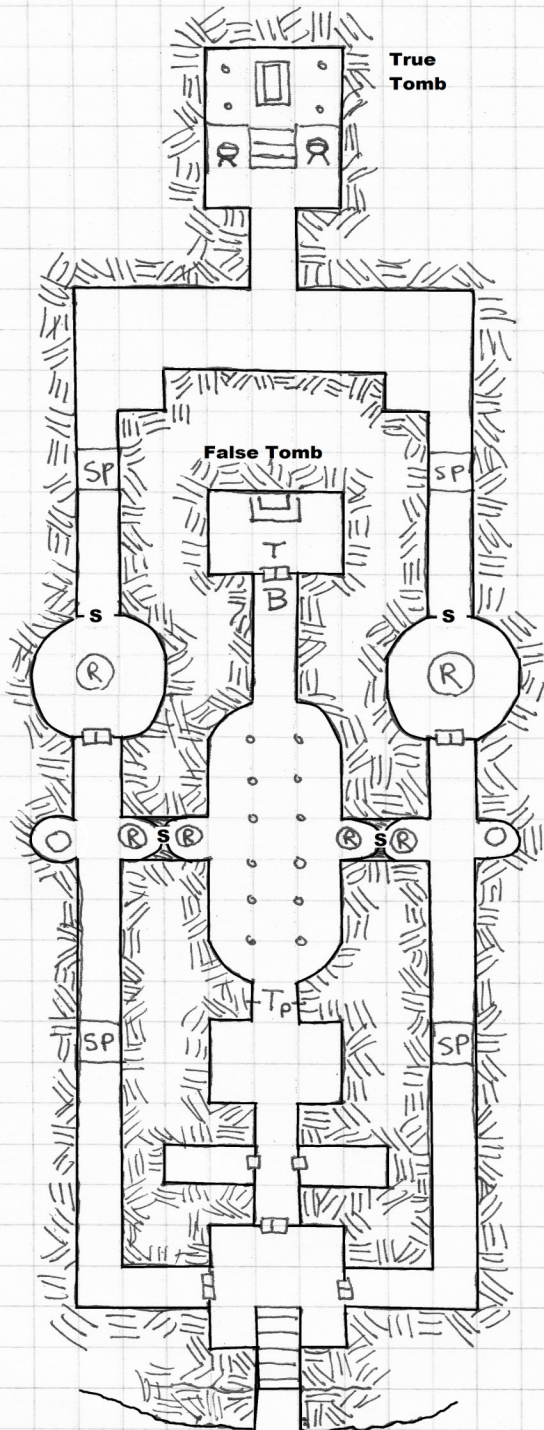
- **Lifeblood:** 50
- **Attack:** Disadvantage
- **Damage:** 1d8

**Special:** Q-an Nar raises the Darkness rating of any dungeon they are in by +4.

**Notes:** Q-an Nar can make 1d3+2 attacks each turn, with their tentacles. If they strike a target with a tentacle, the targets mind is filled with horrible visions of the future, the death of the universe and all manner of multi-mouthed, multi-eyed, multi-tentacled things. Struck targets must make a Will test. Those who lose a point of will also lose their next action.












When Q-an Nar is defeated, all the Darkness immediately leaves the Dungeon. Q-an Nar never returns to this location, and the Tomb vanishes 2d3 days later, only to reappear in another reality.

*This adventure was originally published on Alan's blog, [www.alanbahr.net](http://www.alanbahr.net), and can also be found there. The map art copyright 2022 Denis McCarthy, and is licensed under CCLA 0.4.*



**True  
Tomb**

**False Tomb**

-  **Brazier**
-  **Pillar**
-  **Statue**
-  **Rotating  
Statue**
-  **Trap trigger**
-  **Falling  
Block**
-  **pendulum  
trap**
-  **spiked pit**
-  **secret door**
-  **single door**
-  **double  
door**

## NOTORIOUS NE'ER-DO-WELLS

Notorious Ne'er-Do-Wells is an ongoing NPC column, detailing individuals to populate your campaign and game with. These NPCs feature adventure hooks, campaign ideas, and other content to help get your game of TOMBPUNK moving!

These NPCs contain broad setting details, designed to help you insert them into your home games, as well as to communicate the flavor of the TOMBPUNK world in which they come from. There is little to stop you from altering these details. (In fact, we encourage it!)

### **Kristof Heinrich**

One of the most notorious crimebosses in Aquittany, Kristof has set up his base of operations in the Northern Provincials, the region of Aquittany that borders La Mer Mortelle. He tends to make his base of operations Vers Nertuse, though, he can be found in Castille, Montbonne, or Vers Toulsegur if the timing warrants it.

Heinrich is a large, imposing man, with a thick gray and white mustache. His eyes are dark and stormy, and his face nearly always a perpetual scowl.





Heinrich runs one of the largest smuggling rings in Aquittany, and has safehouses, strongholds, and more dotting the Northern Provincials.

He often hires adventurers to retrieve valuable treasure or artifacts, harass competitors, or deal with local authorities who are getting too nosy.

### ADVENTURE SEED

Heinrich needs someone to ambush a caravan passing past Montbonne. He's particularly



interested in an ash-wood chest, one that he claims is heavily padlocked and should not be opened (under pain of death).

The chest actually contains one of the following options:

- The petrified heart of the last Priest-King of Latomulus, an object of significant religious significance.
- Blackmail on the child of the local lord who is giving Heinrich problems.
- Incriminating papers that expose Heinrich's operation.

It's even possible that Heinrich is hiring adventurers to attack and sabotage his own caravan, though for what purpose?

Heinrich is always accompanied by a few bodyguards and assistants, and is a formidable combatant in his own right. (He can't recall the last time he participated in a fair fight. Heinrich is practical about h(is survival...))

## **Lune, the Flower of Death**

Lune is a feared and deadly assassin, well-known for her dispatching of supposedly unkillable



targets.

Lune operates in the Northern Provincials, though for the right price she'll work from anywhere. She's been at the center of all the political upheaval of the last ten years, often being the individual who undertakes the instigating killing.

As one can imagine, the bounty on her is quite high.

## RUMORS OF HER ACTIVITIES

She's the assassin who slew the noble paladin Arn du Cain while he was resting in the sanctum of the Cathedral of Roses.

She somehow scaled the 300 foot, sheer stone walls of the keep of Emperor Florianus, stabbing the mad despot to death with his own sword.

## ADVENTURE SEED

The adventurers are hired to capture and apprehend Lune, a task made more difficult by the fact that Lune turns out to be a former lover or sibling to one of the adventurers.







**NEW RULES**

Below is a collection of new rules for your TOMBPUNK games.

**New Weapon Qualities****TRIPPLING**

A crippling weapon leaves its foes and targets hindered, taking a long time to recover.

Whenever a target is reduced to 0 Lifeblood but not killed, they must make a Grit resource test. If they lose Grit due to this, they must lose 1d3 points from their Might or Deftness until they can spend a month recovering.

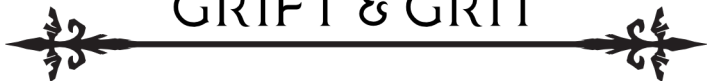
**CURSED**

A cursed weapon features dramatic imagery, terrifying gargoyles, demon or dragon heads and more.

When a cursed weapon reduces a foe to 0 Lifeblood, the bearer may immediately make an additional attack.

However, every time the bearer is reduced to 0 lifeblood, they must make a Will resource test.





## AFTERWORD

Those of you who've joined us thus far have my heartfelt thanks. I love writing for this weird little game, and I love hearing about all the awesome adventures and stories you are all telling together.

TOMBPUNK started as a brief creative aside, and it has remained as such. I only write TOMBPUNK content when I feel the desire, inspiration, or urge, and the fact that I've been able to have such a creatively inspiring space to work with, is nothing short of miraculous to me.

I anticipate carrying that tradition into the new year, and I am inordinately excited to do so!

I look forward to seeing you in GRIFT & GRIT: Issue 1 soon!

- Alan



# Do You Have the Grit to be a Tombpunk?

This special anniversary Issue 0 zine  
celebrates the one-year anniversary of  
**TOMBPUNK!**

Featuring writing and layout by Alan Bahr,  
art by Perplexing Ruins, this zine contains  
both new and previously content.

With adventures, new enemies and NPCs,  
new rules, GRIFT & GRIT Issue 0 sets out to  
showcase the future of TOMBPUNK, while  
celebrating TOMBPUNK's past year!