

YOUR WHISPERING HOMUNCULUS



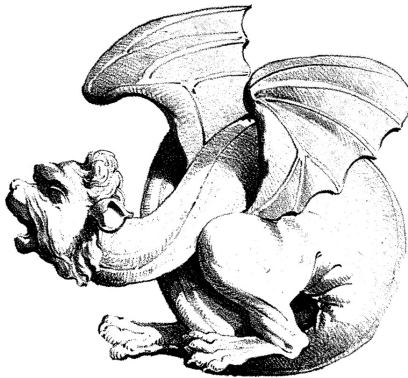
Richard Pett

PATHFINDER
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YOUR WHISPERING HOMUNCULUS

*A guide to the vile, whimsical, disgusting,
bizarre, horrific, odd, skin-crawling,
and mildly disturbed side
of fantasy gaming*



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Your Whispering Homunculus

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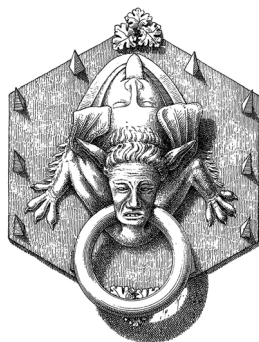
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WHAT'S IN A NAME?

"I am yours to command, Master."

"Indeed you are, Slugmouth, indeed you are . . ."

So, what exactly is your whispering homunculus?

Well, your whispering homunculus (YWH, if I may, to prevent writer's cramp) is the roleplaying equivalent of a spice added to meat to bring out a particular flavor whilst cooking, or the subtle (or perhaps, some would say, not so subtle) lighting to create the right mood. It's like fancy dress at a party, or fireworks at a concert; it adds a little something singular and brings something unexpected to the fantasy gaming table.

In short, it's something to keep in your back pocket as a GM to add a little different edge to the odd encounter, to add a moment of *"What!"* to the game, or to give your players leave to doubt your sanity.

It was the delightful Scott Gable who first came up with the idea of some new regular columns for the (Huzzah! Award-winning!) Kobold Quarterly website. It's interesting looking back on those emails to see the kernel of an idea develop and sprout fleshy, flaccid wings. I'd been lucky enough to work on a few of Paizo's brilliant *Campaign Workbooks* back in the days of *Dungeon* magazine, and I suggested to Scott that a revised version of those could work well. After various rewrites and ideas bandying back and forth, we settled on the thought of using the workbooks as the basis of the column, to run for five editions, but to add something a little twisted into the mix.

But what to call it?

It needed to be catchy but tick all the boxes of the column being slightly off the wall, mainly for GMs, and used to spice up the odd evening. YWH started out life as


the *GM's Grottesque* (I quite liked that one), but we wanted something more catchy. On the back of that came the *Gamemaster's Minion/Menial*, the *Master's Companion*. Then *Arantias—The Devil of Crunch and Fluff*, the *Master of Lists*, his *Master's Voice*, his *Master's List*, and the *Gamemaster's Golem*. Scott has to take the credit for *Your Whispering Homunculus*, and I have to say I think he hit the right note exactly. Something useful, yet yours to ignore. A servant to assist you whenever you wish, but dismiss when you have more lofty things to interest you. An amusement and a lackey in times of need.

And so here you have it; everything from the YWH columns over the past couple of years or so, with a few extras, which I hope you'll enjoy. I'm totally delighted to have Greg Vaughan, who I have it on good authority never ever sleeps, and the charming and annoyingly talented Mike Kortes, along for this collection. Their own works need no introduction, and if ever I knew a pair of twisted and deviant individuals ripe for possessing the homunculus and his master for this moment, they are them. I hope you enjoy their lists as much as I do.

I have one final thank you: to those good people who've been kind enough to make comments at the KQ website and an even bigger thanks to those who suggested new lists. A considerable *huzzah* to you all and please, regardless of who is contributing, keep those ideas and comments coming.

As with all the strange and spicy ingredients, use them sparingly. The worst thing that can happen to the unexpected is that it becomes mundane.

—Richard Pett, 2nd November 2011



YOUR WHISPERING HOMUNCULUS

A twisted creature hops onto your desk; the homunculi is grotesque, a vile leathery thing of insect and rat and slime topped with a doll's face. It hops onto your shoulder and whispers in an ear, "But, master, what happens if . . ."

Hello, Game Master! Ignore the dollar amount printed on this book, for it is literally priceless.

For starts, author Richard Pett has made each copy by hand, mixing a paste out of dead flakes of his own skin and the rheum from his watery eyes (betraying his Innsmouth heritage), and pressing it into pages that he then inscribes with a pen made from the quill of the Dire Porcupine and the ink of the Dread Squid. No two volumes are alike.

Ah, but the ideas within its pages...that is where this book's true value lies. Peruse its contents and your players will soon find themselves in a world of whimsy, terror, and madness as they:

- Must accept a dare to kiss a diseased cow on its oozing, boil-plagued lips
- Are driven out of town for ordering roast chicken during the feast of the Staggering Crow
- Encounter a goblin king who is covered in goose fat, collects cat tails, and rolls around in an imaginary barrel
- Choke down a meal of stewed dormice with greengage jam
- Recoil at the taint of the Troll-Touched

Intrigued? Then make your way to the cash register, and demand that the Game Store Knave ring up your purchase. Soon you shall have your very own Whispering Homunculus!

\$14.99

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