

# DUNGEON CRAWL CLASSICS

## HORROR

### THE SINISTER SUTURES OF THE SEMPSTRESS

A LEVEL 6 ADVENTURE  
BY MACABRE MICHAEL CURTIS





# THE SINISTER SUTURES OF THE SEMPSTRESS

## A LEVEL 6 ADVENTURE

Writer: Michael Curtis • Cover artist: Stefan Poag  
Cartographer: Doug Kovacs • Editor: Jen Brinkman  
Interior Artists: Doug Kovacs, William McAusland,  
Stefan Poag • Art Direction: Joseph Goodman  
Original Layout: Lester B. Portly • Revised Layout:  
Matt Hildebrand

**Playtesters:** Tim Deschene, the Dill, Brian Donahue,  
Jeffrey Laluc, and Michael Webster; Michael Bolam,  
Josef Bookert, Dave Grimm, Allen Hitchens, John Shortino,  
Jonathan Snodgrass, and Christopher Woodford

SECOND PRINTING

DCC RPG and this adventure are copyright © 2016 Goodman Games. Dungeon  
Crawl Classics is a trademark of Goodman Games. DCC RPG is published under the  
Open Game License. Refer to the OGL in this work for additional information.

[www.goodman-games.com](http://www.goodman-games.com)



SBP  
MMXIX

# INTRODUCTION



*The Sinister Sutures of the Sempstress* is a horror-themed adventure for Dungeon Crawl Classics RPG. It is intended for a group of four to six 6th-level characters and can either be played in a single session—preferably on October 31st—or incorporated into an ongoing campaign. The PCs will face off against a terrible entity seeking her revenge on the PCs for a crime their ancestors committed long ago. This entity, known in lore as the Sempstress, dwells in a pocket dimension outside the ken of humanity and is capable of striking at her foes through mundane doors and furniture. The PCs will find no solace—even in their own homes!

## BACKGROUND



The Sempstress was born from mankind's subconscious fear, fashioning herself whole cloth from the terrors and phobias of a hundred cultures. She is the mother of horrors, the thing that lurks in the closet, and the fashioner of nightmares. For millennia, she tormented man and demi-humankind, feeding on their fear and blood.

A thousand years ago, a band of brave souls assembled to defeat the Sempstress and drive her deep into the cosmic netherworld. They failed to destroy her utterly, but inflicted terrible wounds that forced her to retreat into the spaces between the planes of existence. Temporarily safe, but grievously injured, the Sempstress wove a pocket dimension around her, fashioning it from physical places her power once extended to: eerie houses and abandoned structures. This small dimensional cocoon became known as the House of Tattered Remnants. She has remained in the House for the past millennium, imprisoned while she slowly regains her strength. Only recently has the Sempstress become strong enough to begin extricating herself from the House and look beyond its confines.

Her incarceration at an end, the Sempstress plans to terrorize the world once more. But first, she has a personal vendetta to pursue: the elimination of the descendants of those who entrapped her 10 centuries ago. Unfortunately for the PCs, they are part of that hated bloodline and are about to find themselves facing the fury of the Sempstress!



## THE HOUSE OF TATTERED REMNANTS

The cocoon and erstwhile prison of the Sempstress is a horrible patchwork realm known as the House of Tattered Remnants, a place pieced together from stolen rooms of the places she once terrorized and subjected to abject horror. In the thousand years she has been imprisoned there, the Sempstress has made it her demesne, populating it with her handcrafted horrors and stitched-together nightmares. Now that her incarceration is over, the Sempstress has woven pathways across the multiverse, connecting her realm with the physical plane.

These pathways can appear anywhere garments are stored, meaning doors to the House are typically found in closets, wardrobes, and chests of drawers. The common nature of these containers means the House can link to places where the inhabitants would not normally anticipate danger to appear: their very bedchamber, for example. The childhood superstition of “monsters in the closet” owes itself to nearly-forgotten cultural memories from when the Sempstress plagued mankind.

Any patchwork stalker (see below) can create a doorway between the House of Tattered Remnants and the physical world once per night. This doorway must connect to the physical world and end in a vessel, chamber, container, or similar object used to hold clothing, cloth, and/or tailoring supplies. Additionally, the object or location must be able to be closed in some manner. For example, the doorway could appear in a closet or wardrobe, but not on an open shelf where clothing was stored. The doorway to and from the House can only be employed when the physical location is shut and during the hours of darkness.

## UNRAVELING

The House of Tattered Remnants and the creatures inhabiting it are not fit for the minds of men and demihumans to comprehend. Their patchwork nature offends the eye and brain, and prolonged exposure to either the realm or its residents results in a horrible breakdown of personal realities. This process is known as *unraveling*.

Each PC can withstand a number of blows to her psyche equal to her Personality score. This mental fortitude is called *stability*. Exposure to the House of Tattered Remnant's bizarre environment or experiencing some that realm's horrors forces a PC to make an unraveling check. This is a DC 10 Will save which, if failed, causes the PC to lose 1 point of stability. Each player must keep track of her current stability. When her stability reaches zero, she has unraveled and falls to pieces like a swatch of abruptly unwoven cloth. Unraveled characters immediately vanish and are forever lost to the House of Tattered Remnants, where they likely will come under the sway of the Sempstress or be devoured by her horrors. Stability recovers at a rate of 1 point per month spent away from the House or its inhabitants.

Once a PC's stability is reduced to 10 or less (including the first time she loses stability if her Personality is normally 10 or less), each time she loses a point, her body begins mani-

festing physical signs of her deterioration, affected by the power of the House. Each time stability is lost, the judge rolls or chooses an effect from the table below. Reroll repeated unraveling manifestations.

| <b>Roll 1d10</b> | <b>Unraveling Manifestation</b>  |
|------------------|--|
| 1                | Tiny stitch marks appear in the PC's flesh.  |
| 2                | The PC experiences double-vision as if witnessing two realities overlapping. This condition might impart a -1 penalty to delicate work like picking locks at the judge's discretion.                     |
| 3                | Strands of the character's hair are replaced with another substance (yarn, veins, cobwebs, etc.).  |
| 4                | One of the PC's eyes takes on a doll-like appearance (a glass orb, a sewn-on button, etc.).  |
| 5                | The PC's skin becomes slightly translucent, giving a clear view of the veins and arteries under her flesh.   |
| 6                | Patches of skin begin peeling away, revealing what appears to be a wooden armature under the flesh.  |
| 7                | One article of the PC's clothing becomes part of her body, seemingly growing from her body. It can be removed by cutting it away, but doing so inflicts 1d6 damage and 1d3 points of Stamina loss.       |
| 8                | One of the PC's orifices begins peeling away from her body. An ear hangs askew, her mouth flutters like a flag when she talks, her nose is attached to her face by a few loose threads, etc.             |
| 9                | The character's voice acquires a faint, ghostly echo when she speaks.  |
| 10               | One of the character's limbs is replaced with a stuffed doll's appendage. Determine the limb randomly. A leg reduces speed by -10' and a -2 penalty to Agility. An arm imparts a -4 penalty to Strength. |

## ADVENTURE START



*he Sinister Sutures of the Sempstress* begins at night anytime the PCs are resting safely indoors. Preferably, the adventure should begin when the characters are in their own home(s), making the invasion of their personal lives much more horrific, but starting the scenario during an overnight stay at an inn or other lodgings is also a possibility.

While the PCs are sleeping, the Sempstress dispatches her patchworks to deal with the descendants of her prisoners. The minions create pathways to appropriate places in the physical world and slip out of them, weapons in hand and intent on spilling blood.

Unless a PC is on guard duty (improbable but not impossi-

ble), the patchwork stalkers slip out of their closets and drawers and skulk to the PCs' bedsides. Each character is allowed a DC 12 Fort save. If successful, they are awakened by the soft tread of the patchworks and can roll initiative to react as normal. The patchworks gain +2 to their initiative rolls due to the PCs' groggy state, however.

Read the following:

*The soft creaking of an opening door stirs you from your sleep...or so it seems. Your eyes open slowly, their corners caked with sleep. An overwhelming sense of weariness grips your body. It is difficult to move among your bedclothes; torpor grips your muscles like rigor mortis.*

*From the corner of your eye, you spy movement in your dream. The door to the old wardrobe in the corner [or closet or chest of drawers, etc. depending on the location of the PC(s) and the room's contents] grinds open slowly on squeaking hinges. You see a hand emerge from the around the door, a hand that seems stitched together from the appendages of many. The fingers are of different hues, even different races and genders, held together with thick black threads. The tinge of gangrene lingers about the stitches.*

*A similar patchwork face appears from behind the door, revealing a rictus grin filed with long sewing needles that gleam in the darkness. The rest of this nightmare is equally grotesque, fashioned from the discarded parts of men, women, and even children, recently dead. The creature slips from the closet, lurching and scuttling across the floor, a long knife of sharpened bone in its hand. Its eyes are fixed on you with murderous intent. Thank the gods this is all just a dream...isn't it?*

**Patchwork Stalker (1 per PC):** Init +3 (+5 if PC has just awoken); Atk bone knife +3 melee (1d6+1 or 1d12+1 plus critical if sneak attack); AC 14; HD 3d6; hp 15 each; MV 30'; Act 1d20; SP create House of Tattered Remnants doorway, sneak attack (d16/IV crit against sleeping or surprised opponents); SV Fort +2, Ref +4, Will +3; AL C.

Fashioned together from discarded bits of flesh by the Custodian of Parts (see area 2-3 below), patchwork stalkers are excellent assassins, inflicting horrible wounds if they take their enemies unaware. They cannot speak and fight to the death, blindly obeying their orders to kill the PCs.

## TRAVELING TO THE HOUSE OF TATTERED REMNANTS

If the PC witnessed the creature emerge from its arrival point, she knows how the creature entered the room — if not how they got into the closet, wardrobe, etc. Investigating the piece of furniture reveals nothing out of the ordinary such as secret passages or magical portal, but clothing is disturbed, dirt and blood stain the floor, and there are similar signs that the assailant originated from this place or piece of furniture. How they got in there is not clear, however.

A PC who enters the place or object housing the doorway to the House of Tattered Remnants can activate the passage (either wittingly or not) by closing the lid, door, drawer, etc., and sealing herself inside. Note that because of the weird otherworldly nature of the doorway, the PC can enter the object or place even if it would normally be physically im-







