

CRYPTS & THINGS

A SWORDS & SORCERY ROLEPLAYING GAME



A SWORDS &
WIZARDRY
VARIANT

D101
GAMES

CRYPTS & THINGS

THE CHRONICLES OF ZARTH

NOVEMBER 2011 FIRST PRINTING

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With Akrasia

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Based on Swords & Wizardry Core Rules

By Matthew J. Finch

Original System and Rules Authors: Dave Arneson and Gary Gygax

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ROLL OF HONOUR

THEY THAT HELPED THE MAKING

Jon Hodgson for the cover and so getting it.

Ben Monroe and Sacha Ratcliffe for suffering my awful production process and nailing the proofing,

John Ossoway, arguably the most busy man in the world, for repeatedly answering my plea of

“I just need one more piece to illustrate this”.

Steven Austin for arriving at the last moment with those last few vital pieces that really make the book hang together.

Arkrasia for being so cool and writing the OGL S&S variant rules that C&T includes, inspirational stuff.

Tom Zunder for some 11th Hour nitpicking that saved the game, max respect for being brutally honest.

Matt Finch for writting the original Swords and Sorcery game, you truly Sir stand tall in...

The Hall of MIGHTY Heroes.

PLAYTEST CRYPT KEEPERS

José Luiz F. Cardoso (The Chosen of Bronkor) , Darren Graham (Cheese Guild), David Howard (Oh Look Squirrels!) and Newt Newport (Black Horse County Troop)

THEIR VICTIMS PLAYERS

(The Chosen of Bronkor) Leozílio França, Eraldo de Castro Filho, and Vitor Oliveira

(Cheese Guild) Ann, Nikki, Paul and Chris.

(Oh Look Squirrels!)Keith McMillan, Kendra McMillan, and Scott Neil (aka the High King of Ireland)

(Black Horse County Troop) Mr C, Stephen Elves and Guy Milner.

Cover: “Assault of the Serpent Lords” by Jon Hodgson.

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OGL STATEMENT

Crypts and Things, C&T, all examples, descriptions, flavour text, and the chapters “The Continent of Terror” & “The Halls of Nizun Thun” all the Appendices (except Appendix G) in their entirety are declared Product Indenti.

All names, statblocks, and rules explanations, of new spells and creatures (not already included in Swords & Wizardry), and the new rules material (not already found in Swords & Wizardry) found in Character Generation, How to Play and Appendix G. Akrasia's Alternative Experience System, are declared Open Game Content.

Please see <http://d101games.co.uk/crypts-and-things> for a 'Compatiblity Logo' that publishers can use freely.

A NOTE TO PIRATES

If you have obtained this game illegally please consider purchasing a legal copy from us. D101 Games is a very small press and without the small amounts of income generated by the sale of this game, we can not afford to carry on publishing games like this one.

WELCOME TO ZARTH!

“ONE SWORD AGAINST
THE DARK IS ENOUGH,
WHEN THE THAT SWORD
IS WIELDED IN THE NAME
OF FREEDOM!”

WHAT IS THIS GAME ABOUT?

It's about exploring the ruins of the dying world of Zarth. Fighting off the Others, alien monstrosities from outside of your reality. Making your mark on the world before it dives into the sun Nemesis.

WHAT IS THE SWORDS AND WIZARDRY SYSTEM?

It is a 'retroclone' of the original edition of the world's favourite role playing game system.

The rules are simple and streamlined which keeps rulings and dice rolls down to a minimum and encourages imaginative play on both side of the Crypt Keeper's screen.

Crypts and Things uses the *Swords and Wizardry* system modified to better suit the Swords and Sorcery genre. When ever the rule system is referred to it is as Swords & Wizardry. Specifically the game uses the Swords & Wizardry Core (2nd Printing) that is available in word doc format from the Swords & Wizardry web site (<http://www.swordsandwizardry.com>)

THE DICE

SWORDS & WIZARDRY uses several different kinds of dice, and we abbreviate them according to how many sides they have. So, the four-sided die is called a d4, and if we're telling you to roll 3 of them, we say to roll 3d4. The six-sided die is a d6, the eight-sided die is a d8, the ten-sided die is a d10, the twelve-sided die is a d12, and the twenty-sided die is a d20. There is no die with 100 sides—what you do to roll a d100 is to roll two ten-sided dice, treating the first roll as the “tens” and the second roll as the “ones.” So, if you were to roll a 7 and then a 3, that would mean a 73. A roll of 0 and 0 means a result of “100”.

HOW IS CRYPTS & THINGS DIFFERENT FROM SWORDS & WIZARDRY CORE?

CHARACTERS

The Fighter has optional fighting styles, to add more options and fun and to differentiate between fighter characters.

Adds the Barbarian character class based off the version of the class originally published in *White Dwarf* 2 in 1977.

Adds the Thief class. This is a more martially-inclined version of the Thief, inspired by the Grey Mouser from Fritz Leiber's *Lankhmar* stories.

Adds the Magician class, which combines the spell lists of the Magic-User and Cleric, and then separates them into White/Grey and Black magic spell lists.

Higher Ability bonuses (+1 to +3) to highlight exceptional characters.

Removes the Cleric and Magic-user Class

No Elves, Dwarfs or Halflings..

No Turning the Undead either as a class ability or spell.

Life events. This takes the form of a simple table where characters roll a single D20 three times for starting characters to learn some of the events that occurred before they started adventuring and the benefits that they caused.

RULES SYSTEMS

A simple skill system based off the Saving Throw number. Used for class skills (such as the Thieves' skills and Barbarian's abilities) and other skills that the character may have picked up along the way.

Sanity rules. Wisdom is used as a measure of mental stability. This system is used for both taking mental damage for witnessing horror and for magicians casting Black Magic.

Altered damage rules. Hit points become a measure of exhaustion and fatigue – and are lost as a Magician casts spells. Constitution is used as a measure of physical health, and is lost once Hit points have been exhausted.

BACKGROUND AND SETTING

Crypts & Things is based more upon the Sword and Sorcery works of Clark Ashton Smith, Fritz Leiber and Robert E Howard, than the more traditional Tolkiensque fantasy.

UPON SUICIDAL WINDS THEY COME...

Treygor, Elda and Morstor trudged over the sands. They were tired and hungry. Treygor ever the canny barbarian feared that his companions were beginning to suffer adversely the effects of the journey thorough the never ending desert. Elda in particular was still shaky after the fight with the blasphemous giant thing that had ambushed them at the oasis a couple of hours ago. This adventure had taken the thief well beyond her comfort zone of lifting purses and threatening shop keepers in the nearby city of Arestor. Morstor, the magician, remained cold and unreadable. Certainly the worm hadn't fazed him. After Treygor and Elda had slain the beast, he had calmly stepped forward and harvested various body parts for his "magical researches". The stench had been terrible and Treygor hoped that the sorcerer would be more use when they reached their destination.

Then the wind whipped up again. A blasting wind that grinded razor sharp sand and shards of rock into their exposed flesh. These evil winds had hounded them ever since they had set out over desert towards their goal. Morstor said they were the "Suicidal Winds of Zondos", an ancient curse that was invoked by even setting out towards the temple. After loosing the mules and a suffering a myriad of small cuts they had learnt to wrap up "desert style". Treygor saw them as yet another evil magic that he could physically beat. Elda merely cowered under her cloak and muttered something about the payout being worth it. This time the winds lasted but a brief but savage moment, like a final goodbye, for they had reached the summit of the last ridge of sand before their destination.

The ancient temple squatted on the plain before them. A baleful magnificence of vast ruined splendor wrecked in some magical battle millennia ago, untouched by the viscous winds, . Treygor re-examined his motives for coming here and wondered once more if Morstor had cast some malign magic which had befuddled his reasoning. Previously he had hooked up with Elda in Arestor and was busy engaging in a mini-crime spree across the city, when

they had broken into Morstor's house in the dead of night. They had heard tales of a local sorcerer and his ill gotten gold, and decided in to liberate it. Instead they found the dread sorcerer aware and ready for them and found themselves trapped in a magic circle like some demon summoned from the Otherworld. Morstor had heard of the infamous duo and had deliberately lured them to his mansion to make them a proposition. Treygor was still hazy about the specifics of the deal, but it involved the magician guiding them to the lost temple of Zondos and them being able to take the gold and riches of that place, while Morstor was after 'something' lost in that pit of hell many thousands of years ago. What that 'something' was Treygor had decided to deal with when the time came. What little he knew of Morstor, indicated it would not be a good thing.

Ever the man of action, he stilled his thoughts as they traversed the shattered slabs of stone that surrounded the temple. What ever happened in that ancient battle, it was like some giant fist had descended from the sky and repeatedly pounded the structure into the ground. Morstor took the lead, and the map inscribed upon a piece of cured human flesh was consulted again, as he led them through the maze of broken stones. Eventually they came to it. An large arch of ancient construction, with demonic frescos of Serpentmen whipping, slaying and eating apemen in a scene of savage joy. "You never told me this was a temple of Serpentmen" Tregor rumbled. "You never asked" Morstor evilly smiled back. "Lets get this over with; I don't feel good about this place" Elda pleaded breaking the deadlock between the two men.

With swords and spell readied they entered the gapping maw of the black portal.

Something in the darkness shifted in anticipation.





SCROLLS OF WONDEROUS REVELATION



THE PLAYERS HANDBOOK

CREATING A CHARACTER

Unless you're going to be the Crypt Keeper, you start by creating a character. You'll roll some dice to determine your character's strength and other basic attributes, pick a character class, create some life events which tell you what happened to the character before play started, use the character's game money to buy equipment, and then start to play. If you're the Crypt Keeper, you've got a bit more preparation to do—that's covered later in a section especially for you.

SETTING UP YOUR CHARACTER SHEET

Information about your character goes on a character sheet, which can be as simple as an index card. See the back page of this book for an example character sheet that may be printed out and filled in.

STEP BY STEP

1. Roll Ability Scores p8
2. Choose a Character Class p9
3. Generate Life Events p19
4. Buy Equipment p20



1. ROLL ABILITY SCORES

The basic attributes of a character are numbers representing Strength, Dexterity (quickness and coordination), Constitution (general health and hardiness), Intelligence (education and IQ), Wisdom (common sense), and Charisma (leadership). The first step needed to create a character is to roll dice for these six ability scores.

STRENGTH

Roll 3d6 for your Strength score, and write it on your character sheet. A high Strength gives your character bonuses when attacking with a sword or other hand-held weapon (called a “melee weapon”). The table below shows you the effects of your Strength score. For convenience, you may want to write down these bonuses on your character sheet next to the Strength score. Strength is the Prime Attribute for the Fighter class.

TABLE 1: STRENGTH

Score	Hit Modifiers	Damage Bonus
3–8	-1	-1
9–12	+0	+0
13–15	+1	+1
16–17	+2	+2
18	+3	+3

DEXTERITY

Roll 3d6 for your Dexterity score. A high Dexterity score gives your character bonuses when attacking with a bow or other missile weapon (usually called a “ranged weapon”), and improves your “armour class,” making you harder to hit. Dexterity is the Prime Attribute for the Thief class.

TABLE 2: DEXTERITY

Score	Hit Modifiers	AC Adjustment
3–8	-1	+1 [-1]
9–12	+0	+0
13–15	+1	-1 [+1]
16–17	+2	-2 [+2]
18	+3	-3 [+3]

CONSTITUTION

Roll 3d6 for your Constitution score. A high Constitution gives your character extra hit points, which are gained as the character gains experience levels and are the measure of the character's energy levels. When Hit Points are zero, a character is fatigued and exhausted and can not act. Hit points are lost during combat and through casting spells. Constitution is also directly the measure against which life threatening damage is deducted once hit points are exhausted. If Constitution is reduced to zero the character is dead (see page 32 Damage and Death) Constitution is the Prime Attribute for the Barbarian class.

TABLE 3: CONSTITUTION

Score	Hit Point Modifier
3-8	-1
9-12	+0
13-15	+1
16-17	+2
18	+3

INTELLIGENCE

Roll 3d6 for your Intelligence score. A high Intelligence is the Prime Attribute for Magician characters, and only Magician with high Intelligence are able to learn the highest-level spells. Those Magician with an Intelligence over 15 earn an extra first level spell. When the character comes across any language that is not their mother tongue the Crypt Keeper may require them to roll a D100 against their % Chance to understand language.

TABLE 4: INTELLIGENCE

Score	% Chance to understand Language	Max. Spell Level
3-7	0	-
8	05	-
9	10	5
10	20	5
11	25	6
12	30	6
13	35	6
14	40	6
15	45	6
16	50	6
17	60	6
18	75	6

WISDOM

Roll 3d6 for your Wisdom score. Wisdom is the measure of how sane a character is (see p 26 Sanity Rules). As your character gradually cracks under the strain of using or encountering dark sorcery that 'man was not meant to know' you loose Wisdom. Drop below two points and your character becomes permanently insane. Wisdom is not the Prime Attribute for any class.

CHARISMA

Roll 3d6 for your Charisma score. A highly charismatic character has a better chance to charm his way out of trouble, and can lead more followers than characters with a low Charisma. The character's Charm % is the chance that they can fast talk their way out of danger, seduce the opposite sex, or otherwise gain a favourable reaction from an Non-Player Character at the Crypt Keeper's discretion. Use of the Charm % is intended to support roleplaying not eliminate it.

Any character with a Charisma score of 13 or higher receives a bonus of 5% to all experience point awards.

TABLE 5: CHARISMA

Score	Charm %	Max. Hirelings
3-4	10%	1
5-6	20%	2
7-8	30%	3
9-12	40%	4
13-15	50%	5
16-17	60%	6
18	75%	7

2. CHOOSE A CHARACTER CLASS

Once you've rolled up your ability scores, the next step is to choose a character "class." There are four character classes: Barbarian, Fighter, Thief, and Magician.. After choosing your character class, make sure to write down your experience point (XP) bonus. It's based on your Wisdom (possible +5%), your Charisma (possible +5%), and the Prime Attribute for the character class you choose (possible +5%), with a total possible +15%. See the class descriptions for information about their Prime Attribute.

PRIME ATTRIBUTES BY CHARACTER CLASS

Barbarian: Constitution

Fighter: Strength

Magician: Intelligence

Thief: Dexterity

BARBARIAN

They come from the lands of the ice, the wind and the snow, dense jungles and other wilderness areas untouched by civilization. Barbarians are a superstitious lot, hardened by a savage life and always ready to pick up the sword to settle any argument.

Prime Attribute: Constitution, 13+ (5% experience)

Hit Dice: 1d6+1/level (Gains 2 hp/level after 9th)

Armour/Shield Permitted: Any except platemail.

Weapons Permitted: Any except, sophisticated weapons like arquebus, compound bows and cross bows are forever outside of the understanding of the Barbarian.

TABLE 6: BARBARIAN ADVANCEMENT

Level	Experience	Hit Dice	Saving Throw
1	0	1d6+1	14
2	1,500	2d6+2	13
3	3,500	3d6+3	12
4	6,500	4d6+4	11
5	14,000	5d6+5	10
6	30,000	6d6+6	9
7	60,000	7d6+7	8
8	110,000	8d6+8	7
9	165,000	9d6+9	6
10	225,000	+2 hp	5
11	290,000	+4 hp	4
12	360,000	+6 hp	4
13	430,000	+8 hp	4
14	500,000	+10 hp	4
15	570,000	+12 hp	4
16	640,000	+14 hp	4
17	710,000	+16 hp	4
18	780,000	+18 hp	4
19	850,000	+20 hp	4
20	920,000	+22 hp	4
21+	+70,000	+2 hp/level	4

“SAVAGE, WHO IS SAVAGE?

TAKE YOUR CORRUPT CIVILISATION
AND YOUR DAMNED CITIES.

I WANT ONLY THE FREEDOM OF THE
WILDERNESS!”

BARBARIAN CLASS ABILITIES

ESTABLISH A HORDE (9TH)

At ninth level a Barbarian attracts a body of loyal men loosely under his command known as a ‘Horde’. These warriors may be countrymen or mercenaries attracted by reputation and will expect the character to lead them in a campaign of conquest, provide for their needs and give them a fair share of booty.

HIGH RESISTANCE TO HARM

Gets a +3 Bonus to Saving Throws when resisting disease or Poison.

NATURAL INSTINCT FOR SELF-PRESERVATION

As a result always treated as one armour class higher.

FEARLESSNESS

Spells and magic items causing Fear will cause Barbarians to become wild and fight like berserkers instead of fleeing or succumbing to the effect.

FIRST-ATTACK FEROCITY

The first blow of any combat in which the Barbarian has the initiative, is always conducted in such frenzy that the character gains a bonus to hit and a damage bonus if they connect. Subsequent blows in the combat are at normal levels to hit and damage for the character.



TABLE 7: BARBARIAN FIRST ATTACK FEROCITY

Level	Attack bonus	Damage bonus
1-4	+2	Double damage
5-8	+3	Triple damage
9 and up	+4	Quadruple damage

CLASS SKILLS

The Barbarian enjoys a +3 bonus to any roll involving the following categories of tasks, with the exception of Sense Danger which is never modified (using the Skills system described in How to Run the Game on page 22).

CLIMB WALLS

This ability covers attempts by characters to scale sheer surfaces, including walls and cliffs. If a rope and grappling hook are available, though, the character normally need not make a roll in order to climb (although if the situation is very stressful, e.g. the character is being pursued by trolls, then the Crypt Keeper may judge that a roll is necessary).

PERCEPTION

This category covers attempts by characters to notice hidden or concealed objects (e.g. secret doors or traps) or creatures (e.g. brigands waiting in ambush).

STEALTH

This ability covers attempts by characters to remain unnoticed, including hiding and/or moving silently. Dark shadows or dense foliage may give characters a bonus to their saving throws, while bright lights or clear ground may give them a penalty (or even make an attempt at stealth impossible). Wearing armour heavier than leather normally prohibits a character from moving silently. Carrying a torch or other light source prohibits a character from hiding.

SENSE DANGER

Although this skill does not tell the character the specifics of the danger, such as what it is or where it is, but it does give him a gut feeling that something is wrong. It has a range of twenty foot. A barbarian who fails to sense danger in a given situation may not try again. The base chance for the skill is the Barbarian's Saving Throw, which is never modified (see the Skills system described in How To Run the Game on page 22).

SIGN LANGUAGE

All Barbarians learn a Sign Language that they use while hunting.

TRACKING

This ability covers attempts by the Barbarian to track prey animals and pursue creatures by following their tracks, though both the wilderness and the underground. The following table gives common modifiers for the ability check.

TABLE 8: TRACKING MODIFIERS

Conditions	Modifier
<i>Outdoors</i>	
Hard ground	-4
Raining or snowing	-6
Quarry crosses water	-8
<i>Underground</i>	
Trail runs through normal passage	-5
Trail runs through normal door	-6
Trail runs through a trapdoor	-8
Trail runs up/down a chimney	-10
Trail runs through a secret door	-11



FIGHTER

Fighters are always in the forefront of any combat. Assassins, Solders, Mercenaries, Bodyguards, Pirates; what ever role you play you do it through force of arms. Fighters earn their living though violence, and the world is full of conflict to provide these rough sorts with coin.

Prime Attribute: Strength, 13+ (5% experience)

Hit Dice: 1d6+2/level (Gains 3 hp/level after 9th.)

Armour/Shield Permitted: Any.

Weapons Permitted: Any.

FIGHTER CLASS ABILITIES ESTABLISH STRONGHOLD (9TH)

At ninth level, a Fighter may establish a stronghold and attract a body of loyal men-at-arms who will swear fealty to him. Most likely, the protection of a castle will attract villagers, and the Fighter will become a feudal Lord or even a Baron.



TABLE 9: FIGHTER ADVANCEMENT

Level	Experience	Hit Dice	Saving Throw
1	0	1d6+2	16
2	2,000	2d6+4	15
3	4,000	3d6+6	14
4	8,000	4d6+8	13
5	16,000	5d6+10	12
6	32,000	6d6+12	11
7	64,000	7d6+14	10
8	128,000	8d6+16	9
9	256,000	9d6+18	8
10	350,000	+3 hp	7
11	450,000	+6 hp	6
12	550,000	+9 hp	6
13	650,000	+12 hp	6
14	750,000	+15 hp	6
15	850,000	+18 hp	6
16	950,000	+21 hp	6
17	1,050,000	+24 hp	6
18	1,150,000	+27 hp	6
19	1,250,000	+30 hp	6
20	1,350,000	+33 hp	6
21+	+100,000	+3 hp/level	6

MULTIPLE ATTACKS

Against creatures with one hit die or less, a Fighter makes one attack per level each round.

“PUT DOWN
YOUR SWORD
SIR!

IF YOU WANT
TO DIE
LATER.”

SPECIALIST COMBAT STYLES

Whether a player's fighter character is like Aragorn, Conan, Robin Hood, or Sinbad the Sailor is determined primarily through role-playing. Nonetheless, some groups may wish for some way to distinguish their fighter characters in game terms. This system of 'fighting styles' for fighters is intended to satisfy this desire, while remaining easy and fast. Using this system, not only will a Conan-like character differ from a Robin Hood-like character by means of role-playing, but also, as a tactical matter, through those characters' somewhat different combat abilities.

A first level a fighter can choose two different fighting styles. The 'berserker,' 'shield master,' and 'swashbuckler,' styles can be chosen only once each. The 'unarmed combat' style can be chosen only twice. The 'weapon mastery' and 'weapon grandmastery' options can be chosen multiple times, but only once per weapon type (so a fighter could not choose weapon mastery in spears twice in order to gain a +2 bonus to hit with spears).

An additional fighting style can be chosen by a fighter character once he/she reaches level 4, level 8, and level 12 (so a 12th level fighter will have five fighting styles in total).

Six fighting styles are available (although, of course, the Game Master is free to design others for players to select):

1. Berserker. The fighter gains a +2 bonus to hit and damage for the duration of one combat (melee weapon only), but suffers a +2 [-2] penalty to his/her AC while berserk. Afterwards, the character is exhausted, taking a -2 penalty to all actions. One hour of complete rest (no walking) eliminates the exhaustion.
2. Shield Master. The fighter gains an extra -1 [+1] bonus to his/her AC when using a shield.
3. Swashbuckler. So long as the fighter is wearing 'light' armour (no heavier than leather), is not using a shield, and is not using a large weapon, he/she gains a -2 [+2] bonus to his/her AC. Also, when using two weapons the fighter gains a +2 to hit (instead of +1).
4. Unarmed Combat. The fighter can do 1d6 of normal damage with only his/her fists and feet. If he/she takes this fighting style a second time, this damage increases to 1d8.
5. Weapon Master. The fighter gains a +1 to hit with any one type of weapon (axes, bows, broad & long swords, clubs, crossbows, daggers, darts, flails, great swords, halberds, hammers, javelins & spears, maces, quarterstaves, short swords, slings, etc.). Each type of weapon may be chosen only once by a character.
6. Weapon Grandmaster. If a fighter is already a weapon master of a particular type of weapon (axes, bows, broad & long swords, clubs, crossbows, daggers, darts, flails, great swords, halberds, hammers, javelins & spears, maces, quarterstaves, short swords, slings, etc.), he/she may become a 'grandmaster' of that weapon type. A grandmaster gains a +1 bonus to damage in addition to the +1 to hit he/she already enjoys as a master of the weapon type in question. Each type of weapon may be chosen only once by a character.



MAGICIAN

Magicians may be benevolent witches, reclusive shamans, eccentric sages, enigmatic priests, malevolent necromancers, or megalomaniacal sorcerers – their exact nature depends on their background, goals, spells, and sanity.

Spells are categorized as ‘white,’ ‘grey,’ or ‘black’ (as explained below). Magicians may learn and cast any kind of spell. Magicians who focus on white magic tend to be called wizards, savants, or thaumaturges. Magicians who focus on grey magic often are called enchanter, mages, or illusionists. Magicians who focus on black magic tend to be called sorcerers, warlocks, or necromancers. Magicians of any focus who are associated with a cult or religious order might be called priests, seers, or acolytes.

Prime Attribute: Intelligence, 13+ (5% experience)

Hit Dice: 1d6 (Gains 1 hp/level after 9th level.)

Armour/Shield Permitted: They typically eschew armour, although they may wear leather armour without interfering with their spell casting, and are not trained in the use of shields.

Weapons Permitted: Any, but does less damage with certain weapons (see below)

Magicians may use any weapon, although they receive a -1 to all damage rolls (but always do a minimum of ‘1’ point of damage), unless they are using daggers, darts, quarterstaves, or slings.

Since magicians normally need at least one hand free in order to cast their spells, they rarely will use two-handed weapons (except for quarterstaves, which are easily held in one hand when necessary). If using any two-handed weapon, except a staff, Magicians can not cast spells.

“LOGIC?

FORGET LOGIC , AND
ITS BASTARD OFFSPRING
REASON.

THIS IS A WORLD OF
MADNESS AND CHAOS.”

MAGICIAN CLASS ABILITIES

SPELL CASTING

A Magician owns a book of spells, which does not necessarily include all of the spells on the standard lists. Reading from the Spellbook, the Magic-user presses his chosen spell formulae into his mind, “preparing” these spells. Once a prepared spell is cast, it disappears from the Magician’s ability to cast (until it is prepared again). It is possible to prepare a spell multiple times using the available “slots” in the Magician’s memory/capability. If the Magician finds scrolls of spells while adventuring, he can copy them into his spell book.

First-level magicians start with a spellbook that contains three first-level spells (player’s choice) and one second-level spell (player’s choice). These initial spells may be of any colour. All other spells must be found, learned from a tutor (usually for a steep fee), or purchased (also usually for a steep fee).

Magicians can prepare a number of spells as determined by their level (see the spell chart; as noted earlier, magicians with an Intelligence score of 15 or greater may prepare an additional first-level spell). A magician



may change the spells that he/she has prepared with two uninterrupted hours of study (the magician's spellbook must be available).

Magicians can write their own scrolls, copying the spells from their spellbooks, at the cost of 200 gold pieces per spell level for supplies (special ink and parchment). It takes one full day per spell level of careful work to copy a scroll (one has to be very careful when dealing with the mystical powers!). Thus writing a scroll of a fourth-level spell would cost 800 gold pieces and take four full days of work. Spells cast from scrolls, whether prepared by the magician or found, cause exhaustion if the spell is Grey and, if the spell is classified as 'black magic,' Sanity loss – just as if the magician had cast the spell normally. Scrolls increase the range of spells available to a magician; they do not reduce the physical costs of casting spells. (Exhaustion and Sanity are explained below.)

Magician Spells are divided into White Magic, Grey Magic, and Black Magic.

SPELL TYPES: WHITE, GREY AND BLACK MAGIC

WHITE MAGIC

White spells promote or maintain life, protect against harm, and generally are 'in tune' with the natural laws and forces of the universe. As such they place no additional strain on the Magician to cast.

GREY MAGIC

Grey spells typically involve the manipulation and/or alteration of objects and/or minds. When magicians cast 'grey magic' spells they suffer exhaustion damage equal to twice the level of the spell cast. For example a magician who casts a third level grey magic spell would suffer six hit points of damage.

BLACK MAGIC

Black spells that typically are destructive and/or 'contrary to nature,' say, by being necromantic in character or by drawing on forces beyond this universe)

Black Magic comes from the Dark Powers of Zarth, such as the Others and the Elemental Lords, who demand blood sacrifice for their favour. When memorising 'black

TABLE 10: MAGICIAN ADVANCEMENT

Level	Experience	Hit Dice	Saving Throw	Spells					
				1	2	3	4	5	6
1	0	1d6	15	1	–	–	–	–	–
2	2,500	2d6	14	2	–	–	–	–	–
3	5,000	3d6	13	2	1	–	–	–	–
4	10,000	4d6	12	3	2	–	–	–	–
5	20,000	5d6	11	4	2	1	–	–	–
6	40,000	6d6	10	4	2	2	–	–	–
7	65,000	7d6	9	4	3	2	1	–	–
8	95,000	8d6	8	4	3	3	2	–	–
9	135,000	9d6	7	4	3	3	2	1	–
10	190,000	+1 hp	6	4	4	3	2	2	–
11	285,000	+2 hp	5	4	4	4	3	3	–
12	385,000	+3 hp	5	4	4	4	4	4	1
13	515,000	+4 hp	5	5	5	5	4	4	2
14	645,000	+5 hp	5	5	5	5	4	4	3
15	775,000	+6 hp	5	5	5	5	5	4	4
16	905,000	+7 hp	5	5	5	5	5	5	5
17	1,035,000	+8 hp	5	6	6	6	5	5	5
18	1,165,000	+9 hp	5	6	6	6	6	6	5
19	1,295,000	+10 hp	5	7	7	7	6	6	6
20	1,425,000	+11 hp	5	7	7	7	7	7	7
21+	+130,000	+1 hp/level	5	7	7	7	7	7	7

magic' spells they must either sacrifice one sentient creature per spell being memorised or take the level of the spell being memorised in CON damage. Such damage can not be healed using magic spells as Cure Light Wounds or Cure Serious Wounds.

In addition, magicians casting 'black magic' spells must make a Saving Throw. If this saving roll is failed, the magician is corrupted slightly and suffers a loss of Sanity points equal to the spell level (e.g. 3 points of Sanity for a third-level spell). These lost points of Sanity can be recovered at a rate of one point per complete day of rest and meditation (no other action possible). The spell 'Restoration' will restore instantly all Sanity points. See Sanity (page 26 in How to Play) on the further effects of loosing sanity points.

WIZARD'S TOWER (11TH)

At 11th level, a Magician gains the title of "Wizard," and can build a stronghold for himself to house his libraries and laboratories. He will attract a mixed bag of mercenaries, strange servants (some with odd abilities and deformities), and even a few monsters, perhaps. This motley crew will swear fealty to him and serve him with whatever loyalty he can inspire in them.

MAGICIAN CLASS SKILLS

READ MAGIC

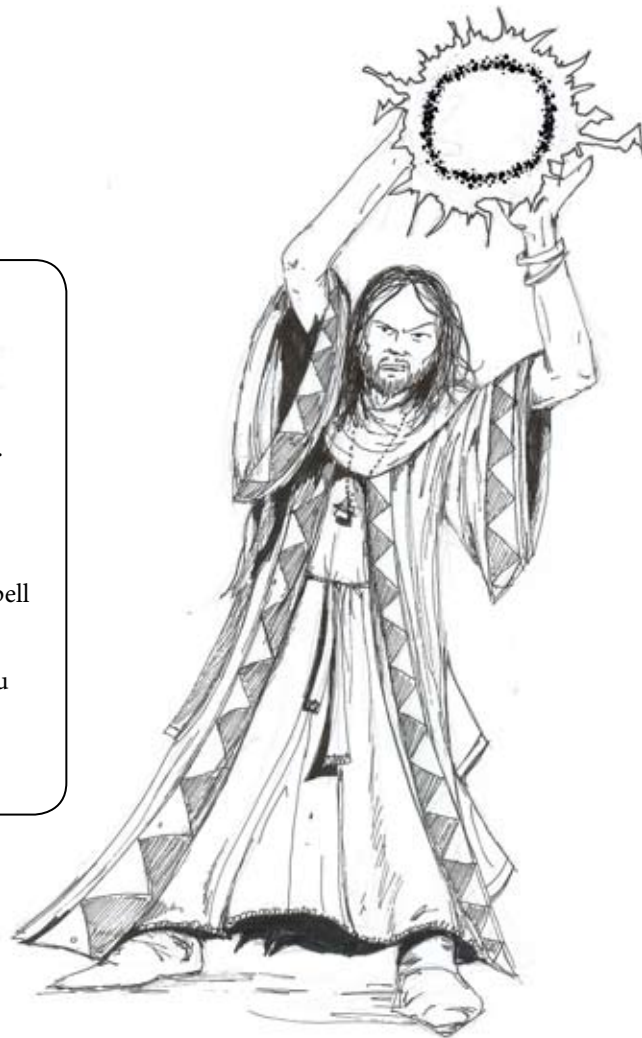
All magicians have the ability to read Arcane languages, with a +3 to the dice roll vs their Saving Throw number (see p25 in How to Play). This roll may be further modified at the Crypt Keeper's discretion for especially hard to read texts, texts that are fragmented and texts that are especially obscure in nature.

SPELL CASTING EFFECTS SUMMARY

EXHAUSTION FOR GREY MAGIC
2 Hit Points/Spell Level lost when spell cast.

SANITY LOSS FOR BLACK MAGIC
On failed Saving throw, lose Sanity equal to Spell Level.

If you rolled a '1' on your Saving Throw, you loose 1 permanent Wisdom point.



THIEF

Crafty rogues, sly assassins, brutal bandits and notorious cutpurses all belong to this class. Thieves make their livings through the use of their light fingers and the occasional application of violence.

Prime Attribute: Dexterity, 13+ (5% experience)

Hit Dice: 1d6+1/level (Gains 2 hp/level after 9th)

Armour/Shield Permitted: Thieves may use their special abilities only when wearing leather armour or no armour, and not using a shield. When wearing armour heavier than leather and/or using a shield, they may fight as normal, but may not use their unique abilities and advantages (including their combat advantages, as described below).

Weapons Permitted: When using two-handed weapons, thieves may not use their special abilities and advantages. They may use any one-handed weapon without penalty, including a weapon in each hand (more information on this below, in the description of thieves' special abilities). The one exception to this rule is short bows, which thieves may use without penalty.

"I'M MY OWN MASTER.

I LIKE THE TASTE OF
HONEST FREEDOM."



TABLE II:THIEF ADVANCEMENT

Level	Experience	Hit Dice	Saving Throw
1	0	1d6+1	14
2	1,500	2d6+2	13
3	3,500	3d6+3	12
4	6,500	4d6+4	11
5	14,000	5d6+5	10
6	30,000	6d6+6	9
7	60,000	7d6+7	8
8	110,000	8d6+8	7
9	165,000	9d6+9	6
10	225,000	+2 hp	5
11	290,000	+4 hp	4
12	360,000	+6 hp	4
13	430,000	+8 hp	4
14	500,000	+10 hp	4
15	570,000	+12 hp	4
16	640,000	+14 hp	4
17	710,000	+16 hp	4
18	780,000	+18 hp	4
19	850,000	+20 hp	4
20	920,000	+22 hp	4
21+	+70,000	+2 hp/level	4

THIEF SPECIAL ABILITIES

ARTFUL DODGING

So long as the thief is wearing leather armour or no armour, is not using a shield, and is not wielding a 'large' (i.e., two-handed) weapon, he/she receives a -2 [+2] bonus to his/her armour class.

ESTABLISH THIEVES GUILD (9TH LEVEL)

A thief upon reaching ninth level may establish a guild in any urban area of appropriate size (population 3,000 or greater). Upon establishing such a guild, the thief typically will attract 4+1d6 thieves as followers (levels 1-4; roll separately for each thief). (The Crypt Keeper may decide that additional thieves will join the guild in very large cities, e.g., cities with populations of 20,000 or greater, and that fewer thieves will join the guild in smaller settlements, e.g., towns with populations less than 8,000.) Additional thieves may join the guild later, if it proves to be successful (Crypt Keeper's discretion). However, if the town or city in which a thief establishes a guild already has a well-organized thieves guild in it, the Crypt Keeper may want to role-play the subsequent conflict between the two guilds (or negotiations over 'territory,' etc.).

LANGUAGES

The thief is assumed to have seen a fair bit of the world and therefore gains a +25% bonus to understanding other Languages.

READING SCROLLS

At level 6, thieves with an intelligence of 12 or greater may read and use Magician scrolls as though they were Magician five levels lower than their thief level (thus a 10th level thief may use magic-user scrolls as though he/she were a 5th level magic-user). There is always a chance that a thief's attempt to use a scroll will fail. The chance of failure = $5\% + (2 \times \text{spell level}) - \text{intelligence bonus}$. (Example: a thief with 14 intelligence attempts to use a magic-user 'fireball' scroll. Her chance of failure is $10\% [5 + 6 - 1]$.) If a thief's attempt to use a magic-user scroll fails, he/she must make a saving throw. If the thief fails that saving throw, the scroll 'backfires' in a manner to be determined by the Crypt Keeper. (For instance, if the thief in the previous example failed in her attempt to use the fireball scroll, and then failed her saving throw, the Crypt Keeper may decide that the fireball explodes right in her hands!)

TWO WEAPON FIGHTING

So long as the thief is wearing 'light' armour (no heavier than leather), and is not using a shield, he/she gains a +2 to hit (instead of the standard +1) when using two weapons.

THIEF CLASS SKILLS

Thieving 'Tasks' – Climbing, Legerdemain, Opening Locks, Perception, Stealth, and Traps

The thief enjoys a +3 bonus to any roll involving the following categories of tasks (using the Skills system described in How to Run the Game on page 25).

CLIMBING

This category covers attempts by characters to scale sheer surfaces, including walls and cliffs. If a rope and grappling hook are available, though, the character normally need not make a roll in order to climb (although if the situation is very stressful, e.g., the character is being pursued by trolls, then the Crypt Keeper may judge that a roll is necessary).

LEGERDEMAIN

This category covers tasks involving the skilful use of one's hands when performing tricks (e.g., hiding a dagger from a guard), as well as attempts to pick the pockets of others without attracting notice.

OPENING LOCKS

This category covers attempts to pick locks. If the thief lacks a proper set of lock picks, he/she suffers a penalty of -2 or greater (as the Crypt Keeper judges) to his/her attempt. Especially well crafted lock picks may give the thief a bonus to his/her attempts. Legends speak of magical lock picks that enable thieves to overcome even the most difficult of locks.

PERCEPTION

This category covers attempts by characters to notice hidden or concealed objects (e.g., secret doors or traps) or creatures (e.g., brigands waiting in ambush).

STEALTH

This category covers attempts by characters to remain unnoticed, including hiding and/or moving silently. Dark shadows or dense foliage may give characters a bonus to their saving throws, while bright lights or clear ground may give them a penalty (or even make an attempt at stealth impossible). Wearing armour heavier than leather normally prohibits a character from moving silently. Carrying a torch or other light source prohibits a character from hiding.

TRAPS

This category covers attempts by characters to disable or set traps.

Note about Thief skills.

1. *When to roll and when not to roll.* The Crypt Keeper may sometimes judge a roll unnecessary, if the player describes his/her character's actions in such a way that the Crypt Keeper thinks guarantees success or failure.

2. *Other classes.* It is important to keep in mind that any character of any class may attempt any of the above kinds of tasks – if the Crypt Keeper judges that it is possible for that character. Non-thief characters, however, simply do not receive the same bonus (+3) that the thief does. Thus it is possible for a fighter with a good dexterity, and not wearing armour (or only leather armour), to be quite good at the 'thief-like' tasks summarized above, despite not enjoying the special bonus that thieves do.

3. GENERATE LIFE EVENTS

Starting characters roll three of these. When creating more experienced characters may at the Crypt Keeper's discretion gain an additional Life event every three levels. As well as immediate bonuses to attack rolls and Ability scores (max 18), Life events also add a bonus when relevant to skill rolls (see How to Play p25).

TABLE 12: LIFE EVENTS

Roll 1D20.

1. "When I was very young, Demons came and took me away into the Dark". +1 vs Demons, always can damage even if normally need a magic weapon.
2. "I was press ganged into a Tyrant's Army". +1 to hit from combat training.
3. "I was press ganged into a Pirate crew". Gain the ability to confidently sail boats or ships.
4. "I was made a Temple Slave". Speak the dark tongue of the Others.
5. "I was a slave at a royal court" +2 CHA.
6. "I was caught up in a Street gang War". +2 to Hit, +2 to Damage when brawling.
7. "I served a mighty Sorcerer" Gains the ability to recognise magic even if not a Magician.
8. "I lost my freedom and became a Gladiator" +1 to hit from combat training.
9. "I spent a year exploring the Jagmani Jungles" Never gets lost in Jungles
10. "I lost all my wealth and spent some time living on the streets". Never gets lost in Urban cities.
11. "I joined the Vlad Brok Cross Continent Trade Caravan" always gain a 1D6 x 5% reduction in prices
12. "I was a load bearer with the Black Ziggurat War Masters" +1 Strength
13. "I spent a season disarming death traps left by the Ulmari Trapmasters" +2 finding and disarming traps (note this adds to any bonuses already gained from being a Thief)
14. "I was forced into a life of thieving by extreme poverty" +2 to Stealth skill.
15. "I was chained to the Pillar of Judgment, and had to avoid the pendulum of peril" -2 [+2] AC
16. "I survived an epidemic of the Bone Melting Plague" +2 to Save vs disease.
17. "I was a slave making the old Tyrant's Tomb" +3 to any Crafting skill roll.
18. "I survived a battle of wits with the Mentalist of the underground cities" + 1 save vs Mind Control magics.
19. "I was captured and forced to play in the Ball Games" +1 to hit with Spears and Slings.
20. "I was a slave with the Five Winds Theatre". Is expert in one performing art +2 CHA when performing.



4. BUY EQUIPMENT

Each character starts with some gold pieces at the beginning of the game, used to buy equipment. One gold piece (gp) is worth 10 silver pieces (sp) or 100 copper pieces (cp). Prices for equipment are listed on the tables below.

STARTING GOLD

Roll 3d6 and multiply by 10. This represents the number of gold pieces (gp) that your character gets to have at the start of the campaign.

TABLE 12: GENERAL EQUIPMENT

Item	Cost
Backpack (30 pound capacity)	5 gp
Barrel	2 gp
Bedroll	2 sp
Bell	1 gp
Block and tackle	5 gp
Bottle (wine), glass	2 gp
Candle	1 cp
Canvas (sq. yd)	1 sp
Case (map or scroll)	1 gp
Chain (10 ft)	30 gp
Chalk, 1 piece	5 cp
Chest	2 gp
Crowbar	2 sp
Fishing net (25 sq feet)	4 gp
Flask (leather)	3 cp
Flint & Steel	1 gp
Garlic (1 pound)	1 sp
Grappling Hook	1 gp
Hammer	5 sp
Ink (1 oz)	1 gp
Ladder (10 ft)	5 cp
Lamp (bronze)	1 sp
Lantern, bullseye	12 gp
Lantern, hooded	7 gp
Lock	20+ gp
Manacles	15 gp
Mirror (small steel)	20 gp
Musical Instrument	5 gp
Oil (lamp), 1 pint	1 sp
Parchment (sheet)	2 sp
Pole, 10 ft	2 sp
Pot, iron	5 sp
Rations, trail (day)	5 sp

Item	Cost
Rations, dried (day)	1 gp
Rope, hemp (50 ft)	1 gp
Rope, silk (50 ft)	10 gp
Sack (15 pounds capacity)	1 gp
Sack (30 pounds capacity)	2 gp
Shovel	2 gp
Signal Whistle	5 sp
Spellbook (blank)	25 gp
Spike, iron	5 cp
Tent	10 gp
Torch	1 cp
Waterskin	1 gp

ITEM DESCRIPTIONS

Torches burn for one hour and create a 30 ft radius of light. A pint of oil in a lantern burns for 4 hours. Normal lanterns create a 30 ft radius of light, and bullseye lanterns create a beam of light 60 ft long but only 10 ft wide.

TABLE 13: TRANSPORTATION

Type	Cost
Cart, Hand	10 gp
Galley, Small (50 rowers)	2,000 gp
Galley, Large (100 rowers)	4,000 gp
Horse, Riding	40 gp
Horse, War	200 gp
Mule	20gp
Rowboat	20 gp
Wagon	50 gp



TABLE 14: MELEE WEAPONS

Weapon	Damage	Weight	Cost
Axe, battle ^{1, 2}	1d8	15	5 gp
Axe, hand ³	1d6	10	1 gp
Club	1d4	10	0 gp
Dagger	1d4	2	2 gp
Hammer, war	1d4+1	10	1 gp
Lance	2d4+1	15	6 gp
Mace, heavy	1d6+1	10	10 gp
Mace, light	1d4+1	5	4 gp
Scimitar	1d8	10	15 gp
Spear ^{1, 2, 3}	1d6	10	1 gp
Staff	1d6	10	0 gp
Sword, bastard ^{1, 2}	1d8	10	20 gp
Sword, long	1d8	10	15 gp
Sword, short	1d6	5	8 gp
Sword, two-handed	1d10	15	30 gp

¹ Weapon can be used either one or two-handed

² When wielded two-handed, gain +1 damage bonus

³ Can be used as both a melee and a missile weapon

TABLE 15 MISSILE WEAPONS

Weapon	Damage	Weight	Cost
Arrows (20)	1d6	1	2 gp
Axe, hand	1d6	5	1 gp
Bolt, heavy (20)	1d6+1	1	2 gp
Bolt, light (20)	1d4+1	1	4 gp
Bow, long	–	5	60 gp
Bow, short	–	5	15 gp
Crossbow, heavy	–	5	20 gp
Crossbow, light	–	5	12 gp
Dart	1d3	1	2 sp
Javelin	1d6	5	5 sp
Sling	–	5	2 sp
Spear	1d6	10	1 gp
Stones, sling (20)	1d4	5	0 gp
Whip	1d4	5	10 gp

TABLE 16: MISSILE WEAPONS RATE OF FIRE AND RANGE

Weapon	Rate of Fire	Range ¹
Axe, hand	1	10 ft
Bow, long	2	70 ft
Bow, short	2	50 ft
Crossbow, heavy	1/2	80 ft
Crossbow, light	1	60 ft
Dart	3	15 ft
Javelin	1	20 ft
Sling	1	40 ft
Spear	1	20 ft
Whip	1	10 ft

¹ -2 “to-hit” per increment





TABLE 17: ARMOUR

Armour Type	Effect on AC	Weight ¹	Cost
Chainmail	-4 [+4]	50	75 gp
Leather	-2 [+2]	25	5 gp
Platemail	-6 [+6]	70	100 gp
Ringmail	-3 [+3]	40	30 gp
Shield	-1 [+1]	10	15 gp
¹ Magical armour weighs half normal			

“A THOUSAND SWORDS
AT THE BATTLE OF LAST
STAND COULD NOT STOP
THEM. HOW DO YOU
EXPECT ONE SWORD TO
PREVAIL?”

CALCULATING ARMOUR CLASS

Important Note: Your Crypt Keeper will decide whether your game is using the “Descending” armour class system, where a lower AC is harder to hit, or the “Ascending AC” system, where a higher AC is harder to hit. Numbers for the “Ascending AC” system are set off in brackets.

Descending AC System: In the Descending AC System, an unarmoured human is armour class 9. The armour you buy lowers your armour class, and the lower the armour class, the harder you are to hit. To calculate your armour class, look at the Armour Table above, in the “Effect on AC” column. For whatever type of armour you bought, subtract the number shown from your base armour class of 9. That’s your new armour class.

Ascending AC System: For the Ascending AC system, an unarmoured person is armour class [10]. Your armour adds to your AC, so the higher your AC, the harder it is for enemies to hit you. To calculate your armour class, look at the Armour Table above, in the “Effect on AC” column. For whatever type of armour you bought, add the number shown in brackets to your base armour class of 10. That’s your new armour class.

HOW MUCH YOU CAN CARRY?

Weight is listed in pounds. A “normal” level of miscellaneous equipment (not including armour and weapons) is assumed to weigh 10 pounds. Treasure is added to this, with each coin and gem weighing 0.1 pound. These are big, heavy coins and gems, but that’s just the way of things in a fantasy world. Coins should clink, and gems should be the size of dice.

MOVEMENT

All characters, depending on what sort of armour they’re wearing and what they’re carrying, have a base movement rate as follows:

TABLE 18: MOVEMENT RATE

Weight Carried	Rate
Up to 75 pounds	12
76–100 pounds	9
101–150 pounds	6
151–300 pounds (300 pound maximum)	3

TABLE 19: INDOOR/SUBTERRANEAN/CITY MOVEMENT

Description	Speed	Results
Careful	Base movement rate times 10 ft/turn	Mapping is permitted, and normal chances for surprise exist
Walking	Base movement rate times 20 ft/turn (x2 per round)	No mapping or careful observation is allowed
Running	Base movement rate times 40 ft/turn (x4 per round)	No mapping permitted, characters are automatically surprised, and have no chance to surprise others. The sound of their running may attract enemies
Combat	Base movement rate in ft/round (e.g., 12 ft/round for an unencumbered human)	This may also be interpreted as the distance a character can move in combat without suffering free attacks from enemies or consequences a retreating character might incur

TABLE 20: OUTDOOR MOVEMENT

Description	Speed	Results
Hiking	Base movement rate in miles/day	No forced march checks required
Forced March	Base movement (x2) in miles/day	Forced march checks required (4d6 vs. Strength)
Combat	Base movement rate in yards/round (e.g., 12 yds/round for an unencumbered human)	This may also be interpreted as the distance a character can move in combat without suffering free attacks from enemies or consequences a retreating character might incur

HOW TO PLAY

Once you've got a character, the Crypt Keeper will describe where the character is, and what he sees. The game might start in a rural peasant village, in a vast and teeming city spiked with towers and minarets, in a castle, a tavern, or at the gates of an ancient tomb—that's up to the Crypt Keeper. But from that point on, you describe what your character does. Going down stairs, attacking a dragon, talking to the people you meet: all of these sorts of things are your decisions. The Crypt Keeper tells you what happens as a result: maybe those stairs lead down to a huge tomb, or that dragon attacks your character. That's for the Crypt Keeper to decide. The rules below are guidelines for how to handle certain events: combat, movement, healing, dying, and other important parts of the game.

Basically, you and the Crypt Keeper work together, with the Crypt Keeper handling the details of a dangerous fantasy world, and you handling what your character does in it. The epic story of your character's rise to greatness (or of his unfortunate death) is yours to create in the Crypt Keeper's world.

GAINING EXPERIENCE

Characters are awarded experience points (XP) for killing monsters and accumulating treasure. Monsters have a set experience point value (in the monster descriptions), and one gold piece is equal to one XP. It may seem odd to award experience for treasure, but keep in mind that every gold piece gained by the character is an index of the player's skill. Awarding experience only for killing monsters fails to reward a party of adventurers that successfully lures a dragon away from its hoard so that its treasure can be stolen without a fight, and it fails to reward characters that operate by intelligence, stealth, trickery and misdirection.

Each character class has a Prime Attribute listed in the character class description. If this Prime Attribute is 13 or higher, all experience point awards to the character are increased by 5%. Additionally, if the character

has a charisma score of 13 or more, experience point awards are increased by 5%. Finally, if the character has a wisdom score of 13+, the character gains a third 5% bonus. It is possible for a character to gain as many as three 5% bonuses to experience point awards.

When your character has accumulated enough experience points to reach a new level, you will roll another hit die and gain new spells if you're a Magician. Your combat skills may also increase. In other words, you've become more powerful and can pursue greater challenges!

See Appendix G (p141) for an alternative experience system, more based on mission goals and objectives.

TIME

Sometimes the Crypt Keeper will rule that "an hour passes," or even "a month passes," in the lives of our intrepid adventurers, but two important time measurements need a quick explanation. These are the "turn," and the "combat round." A turn represents ten minutes, and a combat round is 1 minute.

Turns are used to measure normal movement when the adventurers are in a dangerous place; combat rounds are used to measure time when the party is in combat.

SAVING THROWS

From time to time, a spell or some other kind of hazard requires you to make a "saving throw." A successful saving throw means that the character (or monster) avoids the threat or lessens its effect. Each character class has a "Saving Throw" target number, which gets lower and lower as the character gains levels. To make a saving throw, roll a d20. If the result is equal to or higher than the character's saving throw target number, the saving throw succeeds. Monsters can also make saving throws (a monster's saving throw target number is listed in the monster's description).



SAVING THROWS AS A GENERAL TASK RESOLUTION SYSTEM

All classes in Crypts & Things have a single saving throw that may be used as a general 'task resolution' mechanism. Under this system, when attempting a particular task, the player rolls 1d20, applies any relevant attribute modifiers (e.g. a bonus of +1 to +3, a penalty of -1 to -3, or no modifier, depending on the attribute score), and any additional modifiers that the Crypt Keeper judges appropriate. Very easy, but not automatically successful, tasks might receive a bonus of +10, while extremely difficult, but not impossible, tasks might receive a penalty of -10. Less extreme modifiers should apply to rolls involving tasks of intermediate ease or difficulty. The difficulty modifier is applied to the character's saving throw roll. (It is up to the Crypt Keeper to determine whether the player has knowledge of this modifier.) If the modified roll equals or exceeds the character's saving throw number, the task is successful. An unmodified roll of a 20 always indicates success, and an unmodified roll of a 1 always indicates failure (otherwise, there is no point in making the roll in the first place, and the Crypt Keeper should simply decide that the character automatically succeeds or fails).

For example, Nibold the Purple, a bold roguish warrior, is attempting to swim across a dangerous rushing river. Because Nibold is a fifth level fighter, his base saving throw number is 12. The Crypt Keeper judges that superior strength would assist anyone attempting such a feat, and thus allows the player to apply Nibold's strength bonus, in this case +1, to the roll. Because the river is flowing swiftly, and contains dangerous rocks and currents, the Crypt Keeper assigns a -2 penalty to the player's roll. Finally, the Crypt Keeper notes that Nibold's background is that of a sailor, and therefore grants the character a +4 bonus to the roll. This leaves the player with a net +3 bonus to his roll for Nibold. The player rolls a 10 and adds 3 for a total of 13. Since that exceeds Nibold's saving throw number of 12, Nibold successfully swims across the river. If the player had failed his roll, the Crypt Keeper may have decided that Nibold suffered 1d6 points of damage from being bashed about the rocks by the stream's strong currents. A roll of a natural 1 may have resulted in Nibold being knocked unconscious, and likely drowning to death, unless rescued by his compatriots (assuming that he has some nearby!).

Finally, Crypt Keepers should always exercise discretion when using this system. It should not replace common sense or player creativity. If the task in question is one that any normal human being would typically succeed at accomplishing, then a roll should be unnecessary. Avoid having players roll to determine if their characters can climb a ladder, jump across a three foot crevice, or

swim across a calm pond. Moreover, if a player comes up with an ingenious plan to overcome some difficulty or challenge, the Crypt Keeper may want to reward that player by allowing the plan to succeed without a roll, or, if the Crypt Keeper thinks that the plan is risky enough to require a roll, with a positive modifier. Interesting and daring plans make the game more exciting for everyone, and thus generally should be rewarded by Crypt Keepers. Foolish plans, on the other hand, are rightfully mocked!



“BEWARE THE
WORM GOD!
IT DWELLS BENEATH
THE CITIES, DEVOURING
THOSE THAT GET LOST
IN THE CATACOMBS AND
SEWERS.”

SANITY

Witnessing unspeakable supernatural horrors – always a professional risk for any protagonist in a ‘swords and sorcery’ adventure – can drive a mortal man or woman mad. Deliberately delving into ancient eldritch secrets for the purposes of unleashing unnatural forces or contacting demonic intelligences radically increases this risk. Insane sorcerers and men whose minds have been broken by ancient evils are standard staples in ‘swords and sorcery’ tales.

In order to simulate this aspect of the ‘swords and sorcery’ genre, these rules treat a character’s Wisdom score as a measurement of his/her sanity. A character with a Wisdom score of 18 has a firm grasp of the nature of reality, considerable self-discipline, and remarkable strength of will. In contrast, a character with a Wisdom score of 3 is barely lucid, easily confuses reality with fantasy, and is on the border of lapsing into madness. Characters with Wisdom scores of 0 or lower are utterly insane, and must be treated as non-player characters.

Sanity Points act as a measure of a character’s temporary buffer against madness. They are reduced by failing to resist mind bending horrors and when ever they expose their mind to the horrors of black magic. They start at a value equal to Wisdom.

If a character witnesses an unspeakable horror, the Game Master may require the player to make a saving throw . The saving throw should be modified by the severity of the horror in question. If the character fails his or her saving throw, he or she loses points of Sanity. The exact amount should be determined by rolling 1d6.

If Sanity is reduced to zero the character is under the control of the Game Master until he/she regains his/her sanity , as explained below. If the character’s Sanity is reduced below zero, those lost points are taken off Wisdom. On a failed Saving Throw the character also falls unconscious for 1d6 hours as the mind shuts down to protect itself.

Lost points of Sanity may be regained at a rate of one point per day of complete rest. The spell ‘Restoration’ (a 6th level spell of ‘white magic’) instantly restores temporarily lost Sanity points, but will *not* restore any permanently lost Wisdom points.

Characters may also lose Sanity Points by casting spells that are characterized as ‘black magic’ in nature, as explained on page 16

A Character whose permanent wisdom score is lowered to 0 becomes insane, and possibly the thrall of an extra-planar demonic force. He/she henceforth is a non-player character!

See *Appendix H: Heroism and Horror* (p142) for more Crypt Keeper Guidance on Sanity

SANITY SUMMARY

Sanity starts equal to Wisdom

Sanity lower than zero, your character is under the control of the Crypt Keeper until recovered. Any further Sanity loss is taken off Wisdom score permanently

If Wisdom reduced to zero or lower, your character is permanently insane.

Saving throw when

Seeing unspeakable horror, 1d6 Sanity loss on failed save.

Casting black magic, loose Sanity equal to level of spell on failed save.



COMBAT

When the party of adventurers comes into contact with enemies, the order of events is as follows:

1. The Crypt Keeper determines if one side or the other is entitled to a free attack or move as a result of surprise—this is either a judgment or a die roll of some kind, depending on the circumstances.
2. Declare Spells.
3. Determine Initiative (d6, highest result is the winner). One roll is made for each side, not for each individual.
4. Party with Initiative acts first (casting spells, attacking, etc.) and results take effect.
5. Party that lost initiative acts; results take effect.
6. Anyone who “held” initiative acts, and results take effect (both sides simultaneously).
7. The round is complete; roll initiative for the next round if the battle has not been resolved.

SURPRISE

The Crypt Keeper determines if one side gets a free initiative phase before the first initiative roll. This is either through common sense (adventurers or monsters are not alert), or it can be a range of probability (e.g., a particular ambush has only a 50% chance of succeeding when the victims are alert and watchful).

DECLARE SPELLS

Any player whose character is going to cast a spell must say so before the initiative roll. Spell casting begins at the beginning of the round. Thus, if the enemies win the initiative roll and damage the spell caster, the spell's casting may be disturbed.

DECLARE INITIATIVE

At the beginning of a combat round, each side rolls initiative on a d6. The winning side acts first: moving, attacking, and casting spells. The other side takes damage and casualties, and then gets its turn.

Initiative rolls may result in a tie. When this happens, both sides are considered to be acting simultaneously unless the Crypt Keeper decides to allow another die roll to break the tie. When both sides are acting simultaneously, it is possible for two combatants to kill each other in the same round!

FIRST INITIATIVE PHASE

Winners of the initiative roll take their actions, including moving, attacking, and anything else such as climbing onto tables, swinging from ropes, pushing boulders off cliffs, etc. Characters can move and attack in the same round.

THE ATTACK ROLL

The most important rule to understand about combat is the attack roll.

To attack with a weapon, the player rolls a d20 and adds any bonuses to the result. These “to-hit” bonuses may include a strength bonus (for attacks with hand held weapons), a dexterity bonus (for attacks with missile weapons), and any bonuses for magic weapons. The player then subtracts any “to-hit” penalties they might have from their roll.

The attack roll is then compared to a table to see if the attack hits. If the attack roll is equal to or higher than the number on the table, the attack hits. If you are using the Ascending AC system, rather than refer to these tables, there is a quick formula presented at the end of this chapter that you can use (See Ascending AC Combat, Page 22). Your Crypt Keeper will determine whether or not your game will use Descending AC or Ascending AC.

If an attack hits, it inflicts damage (a number of hit points). The damage is subtracted from the defender's hit point total (See Damage and Death, Page 32).



TABLE 21: BARBARIAN/THIEF ATTACK ROLLS

	Target Armour Class																		
	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
	[10]	[11]	[12]	[13]	[14]	[15]	[16]	[17]	[18]	[19]	[20]	[21]	[22]	[23]	[24]	[25]	[26]	[27]	[28]
Level	Attack Roll (d20) Required to hit Opponent's Armour Class																		
1-2	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
3-4	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
5-6	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
7-8	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
9	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
10-11	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
12	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
13-14	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
15-16	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
17	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
18-19	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
20	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17

TABLE 22: FIGHTER ATTACK ROLLS

	Target Armour Class																		
	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
	[10]	[11]	[12]	[13]	[14]	[15]	[16]	[17]	[18]	[19]	[20]	[21]	[22]	[23]	[24]	[25]	[26]	[27]	[28]
Level	Attack Roll (d20) Required to hit Opponent's Armour Class																		
1-2	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
3	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
4-5	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
7	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
8	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
9	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
10-11	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
12	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
13-14	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
15	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
16	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
17-18	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
19-20	1	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15

TABLE22: MAGICIAN ATTACK ROLLS

	Target Armour Class																		
	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
	[10]	[11]	[12]	[13]	[14]	[15]	[16]	[17]	[18]	[19]	[20]	[21]	[22]	[23]	[24]	[25]	[26]	[27]	[28]
Level	Attack Roll (d20) Required to hit Opponent's Armour Class																		
1-3	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
4-5	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
6-7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
8-9	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
10	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
11-13	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
14-15	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
16-19	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
20	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20



SPECIFIC SITUATIONS

The following guidelines and instructions are for handling certain, situations that might arise during combat.

EVERYONE CAN BACKSTAB ...

... because everyone is a rogue!

In a classic 'swords and sorcery' setting -- such as R. E. Howard's "Hyboria" or F. Leiber's "Nehwon" -- pretty much every protagonist is a 'rogue' in the broad sense of the word. That is, either you're a charming rogue, capable of overcoming foes and surmounting dangers that would defeat a lesser mortal, or you're a soon-to-be-dead-or-forgotten pleb.

Adventurers like Conan and the Gray Mouser don't fight nice. They use every advantage at their disposal to overcome their foes.

Any character of any permitted class -- fighter, thief, or magician -- to 'backstab' an opponent, should the opportunity arise. If the character can attack from behind, or without being noticed, that character enjoys a bonus to hit (+2 to +4, depending on the circumstances, as the Game Master decides), and rolls two damage dice upon a successful hit (e.g., if a fighter were to backstab a brutish oaf with a longsword, and that fighter successfully hit the brutish oaf, the player would roll 2d8 for damage).

Good guys finish last in the world of 'swords and sorcery'!

CRITICAL HITS AND FUMBLES

There is no official system for handling critical hits or fumbles, but many Crypt Keeper's have rules that state that a "natural" roll of 20 is an automatic hit or that it inflicts double damage, and/or that a natural roll of 1 is an automatic miss and may result in the attacker dropping their weapon or suffering some other kind of problem. A strained muscle might give a -1 penalty to damage rolls for the rest of a combat, or a helmet knocked awry might cover a character's eyes until a round is taken to fix it. This is up to the Crypt Keeper.

INVISIBLE OPPONENTS

Attacks against an invisible opponent have a -4 penalty. Powerful magical monsters, or those with more than 11 hit dice, will usually be able to see invisible creatures normally.

MELEE ATTACKS

A melee attack is an attack with hand-held weapons such as a sword, spear, or dagger. Attacks in general are described above (See The Attack Roll, Page 16). In addition to all other bonuses, a character's strength bonuses to hit and on damage (See Strength, Page 8) are added to melee attacks. It's only possible to make a melee attack when the two combatants are within 10 feet of each other. Two combatants within ten feet of each other are considered to be "in combat."

MISSILE ATTACKS

Missile attacks are attacks with ranged weapons such as a crossbow, sling, or thrown axe. A character's dexterity bonus for missile attacks is added to the to-hit roll when the character is using missile weapons. When using missiles to attack into a melee, it usually isn't possible to choose which opponent (or friend) will receive the attack.

MOVEMENT WITHIN MELEE

A defender effectively blocks an area about three feet to either side, and enemies cannot move through this area. Alternatively, the Crypt Keeper might allow such movement but grant a free attack to the defender(s) who cover these areas.

NEGOTIATION AND DIPLOMACY

Some combats can be averted with a few well-chosen words (including lies). If the party is out matched, or the monsters don't seem to be carrying much in the way of loot, the party might elect to brazen their way through, in an attempt to avoid combat—or at least delay it until conditions get more favourable. Striking bargains, persuading monsters or non-player characters to do things, and getting out of trouble by using your wits are an important part of the game.

Most of the time this can be roleplayed out. However there might be times that the players acting skills desert him, or it is felt that a charismatic player can not properly represent an uncharismatic character (and vice versa). Then use the % Charm as given on Table 5 on page 9 as final arbiter.

RETREATING

It is up to the Crypt Keeper to decide if there will be any special rules for retreating away from a melee combat. Most Crypt Keepers allow the enemy a free attack if the character (or monster) moves away by more than its "combat" movement of base movement rate in feet.

SPACING

Because most movement and combat increments are divisible by three, it is easiest to assume that a character "occupies" an area about three feet across for purposes of marching and fighting.

SPEARS AND POLEARMS

Spears and polearms in the second rank of a battle formation can attack by reaching through the first rank of Fighting-men.

SPELLS

Spell casting begins at the beginning of the round. It is possible to cast a spell while within melee range of an opponent (10 ft), but if the spell caster suffers damage while casting a spell, the spell is lost. Unless the spell description states otherwise, the spell takes effect in the caster's initiative phase.

SUBDUAL DAMAGE

A weapon may be used to beat down, rather than kill, an opponent. When the player desires, damage inflicted can be composed of half "real" damage and half "subdual" damage that does not kill, and such points are recovered at a rate of 1 hp per hour. If the opponent's hit points, including the subdual damage, fall to zero, the opponent is knocked unconscious rather than killed (unless the real damage actually reduces real hit points to zero, in which case the opponent is accidentally killed).

Not all monsters may be subdued. Generally only humanoids and special creatures such as dragons will be subject to such attacks.



TERRAIN FEATURES

Characters and monsters will hide behind things, stand on things, lie prone, fight from higher ground, shoot arrows from within concealing mists or tree branches, and take every possible advantage of the combat terrain. The Crypt Keeper will assign bonuses and penalties for terrain features. Most such bonuses will only be a +/-1 or 2, depending on the degree of cover or the benefit of higher ground. Trying to hit someone through an arrow slit in a castle wall might have a penalty of -3. Remember, however, that the penalty to hit an invisible opponent is only -4, so a +/- 4 is about the outside limit for terrain adjustments on the to-hit roll.

TWO-WEAPON FIGHTING

Using two weapons, one in each hand, does not grant an additional attack roll; you gain +1 to hit on your attack roll. The off-hand weapon must be a dagger, and the damage is the average of the two weapons used.

UNARMED COMBAT

Brawling attacks, such as those conducted with fist, foot or dagger pommel, will normally inflict 1d2 points of damage, plus the attacker's Strength bonus to damage (if any). If the damage from the attack inflicts more than half of the defender's remaining hit points, the defender is stunned. Anyone who is already stunned will be knocked unconscious by the next successful attack for 1d4 rounds.

Example: A fist deals 3 hit points of damage, and the defender has 4 hit points. The defender is stunned and suffers the penalties for being stunned. If the blow had only inflicted 2 points of damage (exactly half), the defender would not be stunned. If the stunned character is hit a second time, he will be knocked unconscious.

If unarmed combat is an important part of the Crypt Keeper's game, he is encouraged to create more complicated rules to reflect unarmed combat.

Attempts to wrestle an opponent to the ground and pin him down, or attempts to smash into an opponent and push him backward, will be determined by the Crypt Keeper's common sense (dragons aren't easily wrestled to the ground, unlike Nemons). A good rule of thumb is to require a successful attack roll.

DAMAGE AND DEATH

When a typical non-player character (or creature) is hit, the amount of damage is deducted from his hit points. When hit points reach 0, the character is dead.

The protagonists of classic 'swords and sorcery' tales are a remarkable lot. They are a 'cut above' the common stock of humanity, physically and mentally superior to most people, although perhaps sometimes less prudent. Even this occasional lack of prudence, however, is compensated with superior luck and drive. Characters such as Conan, Kull, Fafhrd, and the Gray Mouser are capable of overcoming foes and surviving challenges that would easily defeat most common men. Classic 'swords and sorcery' tales focus on highly exceptional and powerful individuals, not the 'little guys' of the world. Even as neophytes, most 'swords and sorcery' characters are exceptionally tough and capable.

To reflect this aspect of the 'swords and sorcery' genre, it is recommended that first-level player characters start with the maximum number of hit points possible for their class, (modified by their constitution scores, as appropriate). Hit points should be rolled normally after first level.

Only player characters and important non-player characters (namely, noteworthy allies and antagonists) should use this system for determining hit points. The Game Master should roll normally for the hit points of 'regular' non-player characters, as well as most 'monsters.'

Player characters' hit points represent only 'superficial' damage (i.e., exhaustion, light bruises, minor scrapes, and so forth.). Because of this, all lost hit points may be recovered by sleeping without interruption for eight full hours. Resting (not sleeping), or sleeping for less than eight hours, will enable a player character to recover one hit point per full hour of rest or sleep.

Cure Wounds spells and potions of Healing do not heal hit points, but only lost points of Constitution (as explained below). However, a draught of 'strong drink' (ale, wine, liquor) can 'invigorate' a character, enabling him/her to recover immediately 1d4 hit points. Game Masters may also want to allow alchemists to sell 'Elixirs of Invigoration' for 200 to 300 gold pieces. Drinking such an elixir might enable a player character to recover instantly 1d6 + 2 hit points. Only one such draught, whether of strong drink or an elixir, will have this effect per day.

Once a player character's hit points have been depleted, any further damage is done to the character's constitution score. Damage to a character's constitution score represents 'serious' damage. Every time a character takes

damage to his/her constitution, he/she must make a saving throw or fall unconscious. In addition, a character that has taken damage to his/her constitution suffers a -2 penalty to all actions (including attack rolls and saving throws). If a character's constitution score is reduced to 0 or lower that character is dead.

Characters who have suffered damage to their constitution and have fallen unconscious regain consciousness after eight hours of rest. If that character's constitution is still reduced, he/she continues to have 0 hit points and suffers the -2 penalty to all actions until he/she can rest and recover. Characters subsequently can recover one constitution point for every two days of complete rest (i.e., no travelling or adventuring). The care of a doctor or other non-magical healer can improve the rate of healing to one constitution point per day of rest. A character cannot recover any hit points until all constitution points have been recovered.

Game Masters should assume that most non-player characters and monsters are dead or unconscious when they reach 0 hit points or lower. Only player characters and special non-player characters – important figures in the world, whether allies or antagonists of the player characters – should use the complete rules outlined above.



DAMAGE SUMMARY

Hit points for Non-Player Characters and Monsters.

- Represent actual physical damage
- When reduced to zero or lower means that they are dead.

Hit points for Player characters or Important NPCs

- Represent superficial damage .
- All hit points regained through sleeping eight hours, or one hit point per full hour of sleep.
- Once per day a 'strong drink' immediately restores 1d4 hit points.
- When Hit points reduced to zero any further damage taken off Constitution.
- Every time Constitution damage taken, make a Saving Throw or fall unconscious for Eight hours.
- Characters who have suffered Constitution loss, are at -2 for all rolls.
- When Constitution at Zero, character dead.
- Lost constitution regained at rate of 1 per two days of complete rest.
- Character cannot regain HP until all Constitution recovered.
- Cure Wounds spells and Magical potions only heal lost Constitution not Hit Points.

MORALE

Certain monsters, such as mindless or undead creatures, are fearless and always fight to the death. The majority, however, will not continue to fight a hopeless battle, seeking to retreat, surrender or flee. The Crypt Keeper decides when monsters abandon the battle and retreat, based on the situation and the monster's intelligence. Keep in mind that the party's own NPC allies might decide to flee if their prospects of survival look grim.

ASCENDING AC COMBAT

If you're using the Ascending AC system, it may be easier to calculate your "to-hit" rolls according to a simple formula. The numbers are the same as the Descending AC tables—this is just a different way of calculating the results. Here's how it's done: each character class gains a base "to-hit" bonus as their levels increase. Add this bonus to your attack roll, and if the result is equal to or greater than the opponent's AC, the attack hits.

Note: The same "bonuses" apply to the Descending AC system, but they don't quite match up to the descending armour classes, so this quick system only works for the ascending AC system.

In order to use this system, you'll need to write down your "base to hit" bonus, and adjust it as you gain levels, but after doing that, you won't have to check the table to see if you score a hit.

MAGICAL RESEARCH

Magical research is another area in which higher-level characters will begin to grow beyond the scope of the rules. Even fairly low-level Magicians may want to develop new spells, and higher-level Magicians might become involved in all kinds of research from potion formulae to creating magical items, to creating golems, to breeding monsters. In general, the details of such projects are left to the Crypt Keeper; they will certainly be expensive, and will probably involve finding books of lost lore (yup, in dungeons, although perhaps the Magician has henchmen to retrieve them by this point) and strange components ranging from eye of newt up to the heart of a dragon. Special laboratories might be required, as might the services of a hired alchemist or sage. Remember that new spells should be carefully reviewed to make sure they aren't too powerful—the spell's level should reflect the spell's power. If a spell turns out to be unexpectedly powerful to the point where it endangers the game, it is always the Crypt Keeper's prerogative to protect the game by adjusting the level of the new spell.



HIRING ASSISTANTS

When the adventurers are just starting out, they will find it very beneficial to bring along a few hirelings—if they can find anyone willing to risk life and limb in the sorts of places adventurers go. As the characters gain levels, although it may no longer be so important to bring along men-at-arms or torchbearers (who likely wouldn't survive in the deeper levels of dungeons), they may begin routinely employing spies, servants, and guards while outside of the dungeon, and at higher levels yet they may find themselves needing the services of small armies of sailors, soldiers, and servants for their ships, caravans, or castles.

As a general rule, the upkeep for a single person in a rural community such as a castle or village is about 1gp per month and perhaps twice that in a city. This "upkeep" covers food and incidentals, and does not include lodging, wages, or the purchase of equipment. Note that for some professions the "incidental" cost can be quite high: blacksmiths use up a quantity of supplies just to keep a forge running. The cost of lodging (assuming the character does not own a stronghold where he can house his servants and followers at no cost) is up to the referee, but staying in an inn, even in a stable, will cost at least 1 sp per night. Purchase of equipment should be calculated using the equipment tables, and if the hireling requires a great deal of initial equipment such as a forge or a library, the Referee will adjust the costs as needed. Wages depend upon the type of services being sought.

Unless noted otherwise all hirelings have 1 Hit Dice, AC 9 [10], Att 1 improvised or appropriate weapon(1d6). Assassins, Men at Arms use the Human: Soldier stats as given on page 95.



ALCHEMIST

Upkeep Cost: 1,000 gp/month

Wage: 500 gp/month if the alchemist maintains his own laboratory. Half that cost if the character provides one for the alchemist.

Initial Equipment: Fully equipped lab costs 1,000 gp.

ANIMAL TRAINER

Upkeep Cost: 500 gp/month

Wage: No cost if he is a part of the character's stronghold retinue; 20 gp/month otherwise.

Initial Equipment: This depends on the animal.

ARMOURER

Upkeep Cost: 100 gp/month

Wage: None, if the armourer is a follower of a character with a stronghold. If not, wages are 100 gp/month, over and above the cost of upkeep.

Initial Equipment: A fully equipped forge costs around 100 gp.

ASSASSIN

Upkeep Cost: N/A

Wage: 2,000 per mission

Initial Equipment: None.

BLACKSMITH

Upkeep Cost: 25 gp/month

Wage: 10 gp/month

Initial Equipment: A fully equipped forge costs around 100 gp.

MAN-AT-ARMS (BATTLES/WAR)

Upkeep Cost: 1 gp/month in camp or castle. Standard costs of rations if operating in the field (reduced to 10 gp/month if the character is fielding an army with adequate wagons to purchase in bulk).

Wage: If the man-at-arms is a part of the character's stronghold retinue, he costs nothing. Mercenary infantry cost around 2 gp/month, archers 4 gp/month, and cavalry costs 8 gp/month. Sergeants (one required for every 10 men-at-arms) cost twice as normal. Lieutenants (required for every 20), cost three times as normal, and Captains (required for every 60), cost four times as normal.

Initial Equipment: Determine from equipment list.

MAN-AT-ARMS (DUNGEON ADVENTURING)

Upkeep Cost: Cost of rations.

Wage: 2 gp/day or upwards of 5 gp/day

Initial Equipment: Determine from equipment list.

SAGE

Upkeep Cost: 2,000 gp/month

Wage: N/A

Initial Equipment: Small library costs 2,000 gp.

SAILOR

Upkeep Cost: 10 gp/month

Wage: 2 gp/month

Initial Equipment: None.

SERVANT (DOMESTIC)

Upkeep Cost: 1 gp/month

Wage: 5 gp/month

Initial Equipment: None.

SHIP CAPTAIN

Upkeep Cost: 50 gp/month

Wage: 250 gp/month

Initial Equipment: A ship.

SIEGE OR CONSTRUCTION ENGINEER

Upkeep Cost: 750 gp/month

Wage: 250 gp/month

Initial Equipment: None.

SPY

Upkeep Cost: 10 gp/month

Wage: 500 gp per mission

Initial Equipment: None.

TORCHBEARER/BAGGAGE HANDLER /OTHER NON-COMBATANT

Upkeep Cost: Cost of rations.

Wage: 1 gp/day

Initial Equipment: Determine from equipment list.



AN EXAMPLE OF PLAY

Amongst the endless ruins of the City of Eternal Damnation a group of three characters pause to regard a roughly drawn map of the city bought from a local trader which purports to show the location of a great treasure.

The adventuring party made up of :

Trolos – a 2nd Level Thief, a solid working type out for treasure and the material comforts of life played by Guy

Nochem of the Bloody Hands – a 2nd Level Magician, a dubious sort known to dabble in black magic to achieve his ends played by Steve.

Jostar the Magnificent – a 2nd Level Barbarian, a thoughtful quiet type always getting into fights played by Mr C.



Jostar points to a ruined tower a top of the hill and grunts "There be the treasure, X marks the spot".

"Off you trot Trolos, your job to scout it out" Nochem snivels.

"Alright but you pair don't linger too far behind. I don't want a repeat of last time, I'm still a bit bruised from that fall", replies the thief before swiftly and quietly running through the low bushes on the hill.

CryptKeeper (CK): "Guy can I have a Skill roll for moving quietly?"

Guy: Ok, base Save is 13 for a 2nd Level thief

Guy rolls a d20 adds 3 for being a Thief, moving quietly is one of that class's areas of expertise, and gets a total of 16, which is higher than the Saving Throw number and therefore a success.

Guy: "Did it! I snuck up to the tower, nobody should have seen Trolos".

CryptKeeper (CK): The tower is a shattered shell, around a deep pit of at least 30 feet. Because it daylight Trolos can see a group of three figures, who are completely unaware of him. Around a fire roasting something"

Guy: I look closer at the figures

CK: They are not human! They are blasphemous humanoid fish like things, with long claws and mouths agape with vicious bloody teeth. On the spit over the fire is a human, still alive, and he hungry things are taking bites out of him as he slowly roasts. You hear the blood curdling screams. Guy make a Sanity check for Trolos.

Guy: ok I make a Saving Throw vs. 13?

CK: Yes

Guy rolls a D20 and gets a 14, again higher than the Saving Throw number so a success.

Guy: Phew close, but I made it! Ok lets bring some of the tower wall down on their heads!

Stephen: Ok I let off a Magic Missile spell on the first thing.

CK: Steve, sorry but both Nochem and Jostar are still at the base of the tower and it will take a combat round for them to reach where Trolos is.

Stephen: Ok, but Nochem's readies his spell

Mr C: and Jostar readies his axe.

CK: ok Nochem and Jostar are cautiously coming up the hill, and Trolos is about to bring a section of the wall down on the heads of the Things. Ok Guy give me a roll vs Trolos's Strength on 3d6. Equal or lower he brings the wall crashing down, higher and he's just huffing and puffing next to a rather wobbly wall.

Guy rolls 3D6 and comes up with a total of 5.

CK: Hurrah the wall falls down, each Thing has a Saving Throw of 16, if it fails it will be hit by a chunk of falling masonry and take 2D6 damage.

The CK now makes a Saving Throw for each Thing. Thing 1 & 2 succeed, but Thing 3 fails. The CK rolls 2d6 for damage, and gets 9 which is over the Thing's HP of 7 so it is crushed to death.

CK: Splat the third Thing is crushed under falling masonry. Only his clawed hands stick up from underneath the bloody pile of stones. His colleagues, who leapt out of the way, now look up at Trolos with anger blazing in their lidless eyes.

Ok Guy roll for initiative, we'll now keep track of time in combat rounds.

Guy picks up a d6 and rolls it, while simultaneously the CK does the same for the surviving Things.

Guy: Woohoo a 6!

CK: Damn a 2. Ok

Guy: Hurrah I've got the initiative. I let loose another arrow at the fish things.

Guy rolls a 18.

Guy: 18?

CK: Yes that's a hit!

Guy rolls a D6 for damage.

Guy: Only a 2 I'm afraid.

Crypt Keeper, looks at the stat block for Thing 2 on the adventure write up and sees that has 7 Hit points, so its down to five.

CK: its now got an arrow sticking out of its shoulder. It howls in pain, but it and its companion start scrambling out of the pit towards Trolos.

CK: Next round roll for initiative.

The players roll for their characters. Guy gets a 5 as does Steve, the CK gets 4 for Thing 1 & Thing 2 and Mr C gets a one so goes last.

Steve: Are we there yet?

CK: Yes.

Steve: Nochem unleashes his Magic Missile at Thing 2. A blaze of green sickly light envelopes it.

Steve notes that its a first level spell so Nochem losses 2 Hit points (level 1 x 2 for being a Black magic spell)

CK: Magic Missile that's a Black Magic spell, make a Saving Throw for the mind bending Sanity effects of the magic.

Steve rolls a d20, gets a 1, which is an automatic fail. Steve rolls a d6 for Sanity loss, and gets a 3 and marks off a point of Wisdom permanently.

Steve: Oh woops he fumbles his Sanity check, so loses 3 points of Sanity and loses one point of Wisdom, which takes Nochem down to 9 Wisdom.

REMEMBER

CRYPTS & THINGS is a free-form roleplaying game, meaning that there aren't very many rules. The Crypt Keeper is responsible for handling situations that aren't covered by the rules, making fair evaluations of what the characters do and deciding what happens as a result. This is not a game in which the players are "against" the Crypt Keeper, even though the Crypt Keeper is responsible for creating tricky traps, dangerous situations, and running the monsters and other foes the PCs will encounter during the game. In fact, the players and the Crypt Keeper cooperate with each other to create a fantasy epic, with the Crypt Keeper creating the setting and the players developing the story of the heroes. If they aren't skillful and smart, the epic might be very short. But it's not the Crypt Keeper's job to defeat the players—it's his job to provide interesting (and dangerous) challenges, and then guide the story fairly.

CK: That's what you get for playing around with Black Magic, what damage does he do?

Steve rolls a d8 for the Magic Missile's damage and gets a four.

Steve: Four points.

CK: Ok Thing 2 engulfed in a unnatural green aura of pain and that shoots from Nochem's outstretched hand. Its visibly shake but still climbing up.

The CK notes down that Thing 2 is now down to 3 hit points.

CK: Thing 2 has reached Trolos and angrily claws at him.

CK rolls a d20 for the Thing 2 and gets a 19, Trolos is wearing Leather armour (AC 7) modified for a high dexterity of 18 (-3) , and a -2 modifier for being a Thief in light armour gives him a AC of 2, so the cross referencing that on the Monster To hit table (page 126) the Thing with its 1 HD needs to get a 17 to hit. So rolling a D8 for damage, gets a 6. Normally if Trolos was at full health, he would have 9 Hit Points, but in a previous encounter Trolos fell down a rotting set of stairs and was badly bruised, so is currently at 5. This means that all Trolos' hit point are gone.

CK: It connects raking Trolos' right arm with its claws. 6 points of damage, ouch!

Guy: Ouch indeed that puts Trolos at 0 Hit Points and he loses a point of Con.

CK: Make a Saving Throw.

Guy rolls an 17 on a d20, a success!

Guy: Despite feeling dizzy from the loss of blood, Trolos fires again at Thing 2. I roll X a hit, which even with the -3 for the CON loss is a hit! I roll six damage. Whoo! its dead.

CK: OK Thing 2, limply falls down dead in to the pit, a pin cushion for Trolos' arrows but angered by the death of its comrade Thing 1 is climbing straight out of the pit at Trolos.

Mr C: I hit it with my axe.

Mr C rolls a d20 to hit and gets a 18 a hit! He rolls for a d8 for the Axe's damage and gets a 8. Thing 3 only has 7 Hit points, so it's instantly killed.

CK: Thing 3's head is neatly severed from its body, which falls limply to the bottom of the pit.

Cheering all round from the players.

CK: What do you do next?

Steve: Jump into the pit and search the bodies for treasure.

Guy: What about the poor bloke on the spit?

Mr C: What about him?

Steve: Oh yes and we search the bloke on the spit just in case he's got any treasure too.

CK groans.

Guy: Trolos has a stiff drink and heals 3 points of Hit points, he binds the cuts on his arms.

CK: Remember you'll need a good day of rest to heal that lost point of CON and will be at -3 on all hit, Save and Skill rolls until you do [check this in rules]

Mr C: Jostar will look at the map and see if there's the entrance to a crypt nearby.

Play progresses as Jostar does indeed find a trapdoor covering a tunnel down into the earth, into which the characters descend after resting a couple of hours to get Trolos' hit points back up to a decent amount.



SPELL LISTS

Spells are divided into White Magic (spells that promote or maintain life, protect against harm, and generally are 'in tune' with the natural laws and forces of the universe), Grey Magic (spells that typically involve the manipulation and/or alteration of objects and/or minds), and Black Magic (spells that typically are destructive and/or 'contrary to nature,' say, by being necromantic in character or by drawing on forces beyond this universe).

WHITE MAGIC

FIRST LEVEL

1. Animal friend
2. Cure Light Wounds
3. Detect Evil
4. Detect Magic
5. Light
6. Luck
7. Protection from Evil
8. Purify Food and Drink
9. Read Languages
10. Shield

SECOND LEVEL

1. Bless
2. Continual Light
3. Detect Invisibility
4. Find Traps
5. Speak with Animals
6. Strength

THIRD LEVEL

1. Cure Disease
2. Dispel Magic
3. Prayer
4. Protection from Evil (10 ft radius)
5. Protection from Normal Missiles
6. Remove Curse
7. Water Breathing
8. Harmony

FOURTH LEVEL

1. Create Water
2. Cure Serious Wounds
3. Escape from Evil
4. Neutralize Poison
5. Plant Growth
6. Protection from Evil (10 ft radius)
7. Remove Curse
8. Speak with Plants

FIFTH LEVEL

1. Animal Growth
2. Create Food
3. Dispel Evil
4. Flesh to Stone
5. Joy
6. Rejuvenate

SIXTH LEVEL

1. Anti-Magic Shell
2. Call the Kindly Ones
3. Control Weather
4. Conjure Animals
5. Legend Lore
6. Restoration



GREY MAGIC

FIRST LEVEL

1. Divination
2. Entangle
3. Hold Portal
4. Make Small Item
5. Repair
6. Sleep

SECOND LEVEL

1. ESP
2. Knock
3. Levitate
4. Magic Mouth
5. Mirror Image
6. Pyrotechnics
7. Silence (15 ft radius)
8. Wizard Lock

THIRD LEVEL

1. Clairaudience
2. Clairvoyance
3. Fly
4. Haste
5. Hold Person
6. Rope Trick
7. Slow
8. Suggestion.

FOURTH LEVEL

1. Hallucinatory Terrain
2. Massmorph
3. Polymorph Other
4. Polymorph Self
5. Wall of Fire
6. Wall of Ice

FIFTH LEVEL

1. Feeblemind
2. Hold Monster
3. Magic Jar
4. Quest
5. Telekinesis
6. Transmute Rock to Mud
7. Wall of Iron
8. Wall of Stone

SIXTH LEVEL

1. Animate Object
2. Enchant Item
3. Find the Path
4. Lower water
5. Move Earth
6. Part Water
7. Project Image
8. Repulsion

SPELL NOTES FOR PLAYERS/REFEREES COMING FROM NORMAL SWORDS & WIZARDRY AND OTHER ORIGINAL/ FIRST EDITION GAMES

There is no division between 'Magic-User' and 'Clerical' spells – all spells can be learned by magicians in the same way that Magic-User do (i.e., by recording them in spellbooks, and 'preparing' them to be cast later). If a spell has both a 'Magic-User' and a 'Clerical' version, use the 'Magic-User' version.

No spells above level 6 exist, although powerful but costly 'rituals' may be created by the Crypt Keeper in order to simulate the powers of higher-level spells – including especially the summoning of vile demons!

There is no 'read magic' spell. Instead, all magicians know the ancient eldritch language in which all magic is written.

In addition to all 7th-9th level spells (except for 'Restoration,' which I have made a 6th level spell), I have removed the spells 'raise dead' and 'reincarnation,' as they seem inappropriate for a 'swords and sorcery' flavoured magic system. To ameliorate the consequences of 'permanent death,' the modified rules concerning hit points and damage presented earlier should make character death somewhat less frequent.

The 'Extension' spells (I-III) do not belong to a particular colour (white/grey/black). Rather, they belong to the same colour as the spell they are used to 'extend.' So using Extension I to extend the duration of a 'fly' spell means that the magician in question has cast two 'grey magic' spells (and thus would suffer 12 points of exhaustion damage, as explained below).

Remember that the 'cure wounds' spells only heal lost constitution points – not hit points!

BLACK MAGIC

FIRST LEVEL

1. Cause Light Wounds
2. Charm Person
3. Hex
4. Hide Magic
5. Magic Missile
6. Oppression
7. Soul Blast
8. Wailing Lament

SECOND LEVEL

1. Curse
2. Darkness (15 ft radius)
3. Invisibility
4. Phantasmal Force
5. Stinking Cloud
6. Snake Charm
7. Weakness
8. Web

THIRD LEVEL

1. Blight
2. Darkvision
3. Fireball
4. Invisibility (10 ft radius)
5. Lightning Bolt
6. Monster Summoning I
7. Snake Charm
8. Speak with Dead

FOURTH LEVEL

1. Cauldron of Blood
2. Charm Monster
3. Confusion
4. Dimension Door
5. Fear
6. Ice Storm
7. Monster Summoning II
8. Pit of Pain
9. Sticks to Snakes
10. Wizard Eye

FIFTH LEVEL

1. Animate Dead
2. Cloudkill
3. Commune
4. Conjure Elemental
5. Contact Other Plane
6. Finger of Death
7. Insect Plague
8. Passwall
9. Monster Summoning III
10. Teleport

SIXTH LEVEL

1. Blade Barrier
2. Death Spell
3. Disintegrate
4. Drain
5. Geas
6. Invisible Stalker
7. Monster Summoning IV
8. Speak with Monsters
9. Stone to Flesh
10. Word of Recall



SPELL DESCRIPTIONS

Contained herein are all of the Magician spells presented in alphabetical order.

ANIMAL FRIEND (WHITE)

Spell Level: 1st Level

Range: 120 ft

Duration: 2 Hours

This spell befriends a nearby small animal like a Charm Person spell, without the Saving Throw. This animal will do tasks for the caster that are within its ability.

ANIMAL GROWTH (WHITE)

Spell Level: 5th Level

Range: 120 ft

Duration: 2 hours

This spell causes 1d6 normal creatures to grow immediately to giant size. While the spell lasts, the affected creatures can attack as per a giant version of themselves.

ANIMATE DEAD

Spell Level: 5th Level

Range: Crypt Keeper's Discretion

Duration: Permanent

This spell animates skeletons or zombies from dead bodies. 1d6 undead are animated per level of the caster above 8th. The corpses remain animated until slain.

ANIMATE OBJECT

Spell Level: 6th Level

Range: 60 ft

Duration: 1 hour

The Magician "brings to life" inanimate objects such as statues, chairs, carpets, and tables. The objects follow the Magician's commands, attacking his foes or performing other actions on his behalf. The Crypt Keeper must determine the combat attributes of the objects, such as armour class, speed, hit dice, and to-hit bonuses on the spur of the moment. A stone statue, as a basic example, might have AC of 1 [18], attack as a creature with 7-9

HD, and inflict 2d8 points of damage. Wooden furniture would be considerably less dangerous.

ANTI-MAGIC SHELL

Spell Level: 6th Level

Range: Caster

Duration: 2 hours

An invisible bubble of force surrounds the caster, impenetrable to magic. Spells and other magical effects cannot pass into or out of the shell.

BLADE BARRIER

Spell Level: 6th Level

Range: 60 ft

Duration: 12 turns

Mystical blades, whirling and thrusting, form a lethal circle around the spell's recipient, at a radius of 15 ft. The barrier inflicts 7d10 points of damage to anyone trying to pass through.

PIT OF PAIN

Spell Level: 4th Level

Range: 120 ft

Duration: 3 hours

On a failed Saving Throw the victim, mentally falls into their own worst nightmare. During the duration of the spell, the victim is unable to do anything but clutch themselves in pain. All skill and Saving Throws are reduced by -3 during the spell

BLESS/CURSE

Spell Level: 2nd Level

Range: Only upon a character not in combat.

Duration: 1 hour (6 turns)

This spell grants its recipient a +1 to attack rolls (and improves morale, if the recipient is not a player character). The recipient cannot already be in combat when the spell is cast. Evil magicians cast a reverse version of this spell called Curse.

BLIGHT

Spell Level: 3rd Level

Range: 100 ft diameter

Duration: Permanent

This spell automatically withers plants with its range. Livestock within range also takes 1d8 damage.

CALL THE KINDLY ONES

Spell Level: 6th Level

Range: 200 ft

Duration: Immediate

This spell calls on the aid of the minor benevolent spirits and deities that haven't deserted Zarth in the face of the overwhelming invasion of evil that is the Others, who collectively are known as the Kindly Ones. By calling on the Kindly ones the caster invokes a minor miracle.

Examples of miracles that can be

- Complete healing of one person.
- Curing of all disease of one person.
- Immediate removal of all the effects of poison.
- Banishing of one Other up to Challenge Level of 5.
- Safe passage through the Shroud, hiding the caster and anyone within 20ft from the attentions of any Others.
- Immediate return of the caster and any one of their party standing within 20ft back to a safe sanctuary the caster knows up to five miles away.
- Immediate dispel Black Magic up to 4th Level.

Despite their good intentions, the Kindly Ones are unable to return items or persons that have been destroyed, or nullify Black magic higher than 4th Level, and restore lost Wisdom points.

Casting this spell can attract the attentions of the High Others and each time it is cast there is a 10% cumulative chance within a Year period that some sort of retribution will be brought down onto the casters head. At the end of the year this chance drops down to zero again.

CAULDRON OF BLOOD

Spell Level: 4th Level

Range: Touch

Duration: Six hours.

This spell causes a normal large cauldron to become the gate between Zarth and a particularly nasty Other World. Any undead placed in the cauldron are repaired back to full health. Any creature drinking or eating the blood found within the cauldron regains 2d6 Hit Points or 1d6 Constitution at the expense of an immediate Sanity Test.

CHARM MONSTER

Spell Level: 4th Level

Range: 60 ft

Duration: See below

This spell operates in the same manner as Charm Person, but can affect any one living creature, including powerful monsters. For monsters of fewer than 3 hit dice, up to 3d6 can be affected. Monsters can break free of the charm, (one chance per week) based on their hit dice (as shown on the following table).

Table 23: Charm Monster

Hit Dice	Chance to Break Charm ¹
Fewer than 2	5%
2-4	10%
5-7	20%
8-10	40%
11+	80%
¹ Per week	

Note this spell does not work on Undead or the demonic Others.



CHARM PERSON

Spell Level: 1st Level

Range: 120 ft

Duration: Until dispelled

This spell affects living bipeds of human size or smaller, such as goblins or dryads. If the spell succeeds (saving throw allowed), the unfortunate creature falls under the caster's influence.

Note this spell does not work on Undead or the demonic Others.

CLAIRAUDIENCE

Spell Level: 3rd Level

Range: 60 ft

Duration: 2 hours

Clairaudience allows the caster to hear through solid stone (limiting range to 2 ft or so) and other obstacles, any sounds within a range of 60 ft. The spell's effect cannot pass through even a thin sheeting of lead, however, for this metal blocks it utterly. The spell can be cast through a crystal ball.

CLAIRVOYANCE

Spell Level: 3rd Level

Range: 60 ft

Duration: 2 hours

Clairvoyance allows the caster to see through solid stone (limiting range to 2 ft or so) and other obstacles, any sounds within a range of 60 ft. The spell's effect cannot pass through even a thin sheeting of lead, however, for this metal blocks it completely.

CLOUDKILL

Spell Level: 5th Level

Range: Moves 6 ft per minute

Duration: 1 hour

Foul and poisonous vapors boil from the thin air, forming a cloud 15 ft in radius. The cloud moves directly forward at a rate of 6ft per minute unless its direction or speed is affected by winds. Unusually strong gusts can dissipate and destroy it. Poison-laden, the horrid mist is heavier than air, and thus sinks down any pits or stairs in its path. Even touching the cloud (much less breathing it) requires a saving throw to avoid immediate death.

COMMUNE

Spell Level: 5th Level

Range: Caster

Duration: 3 questions

Higher powers grant an answer to three questions the caster poses to them. Higher powers don't like constantly being interrogated by mere mortals, so the spell should be limited to once per week or so by the Crypt Keeper.

CONFUSION

Spell Level: 4th Level

Range: 120 ft

Duration: 2 hours

This spell confuses people and monsters, making them act randomly. On a roll of 2d6, the creatures will do the following:

TABLE 25: CONFUSION

Die Roll	Reaction
2–5	Attack caster & his allies
6–8	Stand baffled and inactive
9–12	Attack each other

The effects of the confusion may shift every ten minutes or so, and the dice are once again rolled.

The spell affects 2d6 creatures, plus an additional creature for every caster level above 8th. Creatures of 3 hit dice or fewer are automatically affected by the spell, and it takes effect instantly. Creatures of 4 hit dice or more automatically overcome the confusion effect as it builds up to its full power (1d12 minutes, minus the caster's level), and only then are they permitted a saving throw. Eventually, these creatures are likely to succumb to the confusion, for they must continue to make another saving throw every 10 minutes until the spell's two-hour duration has run its course.

CONJURE ANIMALS

Spell Level: 6th Level

Range: 30 ft

Duration: 1 hour

The Magician conjures up normal animals to serve as his allies: 1 creature larger than a man (such as an elephant), 3 animals the size of a man or horse (such as a lion), or 6 animals smaller than a man (such as a wolf). The animals obey the caster's commands.

CONJURE ELEMENTAL

Spell Level: 5th Level

Range: 240 ft

Duration: Until dispelled

The caster summons a 16 HD elemental (any kind) from the elemental planes of existence, and binds it to his commands. The elemental obeys the caster only for as long as the caster concentrates on it; and when the caster ceases to concentrate, even for a moment, the elemental is released and will attack him.

CONTACT OTHER PLANE

Spell Level: 5th Level

Range: None

Duration: Number of “Yes/No” questions

The caster creates a mental contact with the planes, forces, powers, and geometries of the beyond, in order to gain affirmative or negative answers to the questions he contemplates. The spell’s effects depend upon how deeply into the caster quests into the various planes of existence. The caster must decide how “far” into the planes of existence he wishes to make contact. The number of planes in “depth” that he chooses will affect the number of yes or no questions he can ask, the chance that the knowledge is available at that level, the chance of receiving a wrong answer, and the chance that he will become temporarily insane from the experience. Temporary insanity lasts for as many weeks as the “number” of the plane where the caster’s sanity failed (or was deliberately removed).

CONTINUAL LIGHT

Spell Level: 2nd Level

Range: 120 ft

Duration: Permanent until dispelled

The targeted person or object produces light as bright as sunlight (and with the same effects as sunlight), to a radius of 120 ft.

CONTROL WEATHER

Spell Level: 6th Level;

Range: Crypt Keeper’s discretion

Duration: Crypt Keeper’s discretion

The caster can summon or stop rainfall, create unusually high or low temperatures, summon or disperse a tornado, clear the sky of clouds, or summon clouds into being.

CREATE WATER

Spell Level: 4th Level

Range: Close

Duration: Immediate

This spell creates a one-day supply of drinking water for 24 men (or, for game purposes, horses). At 9th level, the amount of water doubles, and doubles again at every level thereafter.

TABLE 24: CONTACT OTHER PLANE

Plane of Existence	Max. # Questions	Available Knowledge	Wrong Result	Temporary Insanity ¹
3rd	3	25	70%	1%
4th	4	30	60%	10%
5th	5	40	50%	20%
6th	6	50	40%	30%
7th	7	60	30%	40%
8th	8	70	25%	45%
9th	9	80	20%	55%
10th	10	85	15%	65%
11th	11	90	10%	75%
12th	12	95	1%	85%

¹ This is reduced by 5% for every level above 11th

CREATE FOOD

Spell Level: 5th Level

Range: Close

Duration: Immediate

This spell creates a one-day supply of food for 24 humans (or the like). At 9th level, the amount of water doubles, and doubles again at every level thereafter.

CURE DISEASE

Spell Level: 3rd Level

Range: Touch

Duration: Immediate

Cures the spell's recipient of any diseases, including magically inflicted ones. An evil reversal of this spell allows an evil Magician to cause disease.

CURE LIGHT WOUNDS/CAUSE LIGHT WOUNDS

Spell Level: 1st Level

Range: Touch

Duration: Immediate

Cures 1d6+1 of Constitution damage. An evil reversal of this spell allows an evil Magician to cause light wounds.

CURE SERIOUS WOUNDS/CAUSE SERIOUS WOUNDS

Spell Level: 4th Level

Range: Touch

Duration: Immediate

Cures 2d6+2 of Constitution damage. An evil reversal of this spell allows an evil Magician to cause serious wounds.

DARKNESS 15 FT RADIUS

Spell Level: 2nd Level

Range: 120 ft

Duration: 1 hour

Darkness falls within the spell's radius, impenetrable even to darkvision. A Light spell or Dispel Magic can be used to counteract the darkness.

DARKVISION

Spell Level: 3rd Level

Range: 40 ft

Duration: 1 day

The recipient of the spell can see in total darkness for the length of the spell's duration.

DEATH SPELL

Spell Level: 6th Level

Range: 240 ft

Duration: Causes normal death

Within a 60 ft radius, up to 2d8 creatures with fewer than 7 hit dice perish.

DETECT EVIL

Spell Level: 1st Level

Range: 120 ft

Duration: 1 hour

The caster detects any evil enchantments, evil intentions, evil thoughts, or evil auras within the spell's range. Poison is not inherently evil, and cannot be detected by means of this spell.

DETECT INVISIBILITY

Spell Level: 2nd Level

Range: 10 ft per caster level

Duration: 1 hour

The caster can perceive invisible objects and creatures (even those lurking in another plane of existence?).

DETECT MAGIC

Spell Level: Magician; 1st Level

Range: 60 ft

Duration: 20 minutes

The caster can perceive, in places, people, or things, the presence of a magical spell or enchantment. As examples: magical items may be discovered in this fashion, as can the presence of a charm secretly laid upon a person.

DIMENSION DOOR

Spell Level: 4th Level

Range: 10 ft (360 ft teleport distance)

Duration: 1 hour

Dimension door is a weak form of teleportation, a spell that can be managed by lesser magicians who cannot yet manage the Teleportation spell. The caster can teleport himself, an object, or another person with perfect accuracy to the stated location, as long as it is within the spell's range.

DISINTEGRATE

Spell Level: 6th Level

Range: 60 ft

Duration: Permanent—cannot be dispelled

The caster defines one specific target such as a door, a peasant, or a statue, and it disintegrates into dust. Magical materials are not disintegrated, and living creatures (such as the aforementioned peasant) are permitted a saving throw.

DISPEL EVIL

Spell Level: 5th Level

Range: 30 ft

Duration: 10 minutes against an item

This spell is similar to the Magician spell Dispel Magic, but affects only evil magic. Also unlike the Dispel Magic spell, Dispel Evil functions (temporarily) against evil "sendings," possibly including dreams or supernatural hunting-beasts. The power of an evil magic item is held in abeyance for 10 minutes rather than being permanently dispelled. Evil spells are completely destroyed.

As with the Magician spell, the chance of successfully dispelling evil is a percentage based on the ratio of the level of the dispelling caster over the level of original caster (or HD of the monster). Thus, a 6th level Magician attempting to dispel an evil charm cast by a 12th level Magician has a 50% chance of success ($6/12 = 1/2$, or, 50%). If the 12th level Magician were dispelling the 6th level Magician's charm, the chance would be 200% ($12/6 = 2$, or, 200%).

DISPEL MAGIC

Spell Level: 3rd Level

Range: 120 ft

Duration: 10 minutes against an item

Dispel magic, although it is not powerful enough to permanently disenchant a magic item (nullifies for 10 minutes), it can be used to completely dispel most other spells and enchantments.

The chance of successfully dispelling magic is a percentage based on the ratio of the level of the Magician trying to dispel over the level of the Magician (or HD of the monster) who cast the original magic. Thus, a 6th level Magician attempting to dispel a charm cast by a 12th level Magician has a 50% chance of success ($6/12 = 1/2$, or, 50%). If the 12th level Magic- user were dispelling the 6th level Magician's charm, the chance would be 200% ($12/6 = 2$, or, 200%).

DIVINATION

Spell Level: 1st Level

Range: 30 ft

Duration: Immediate

By consulting the cards, the entrails of a sacrifice, or from looking at the stars, this spell gives the answer to one question in an obscure and cryptic manner. The questioner then must roll equal or lower than their Wisdom to see if they understand the answer and can make any sense of it.

ENCHANT ITEM

Spell Level: 6th Level

Range: Touch

Duration: Permanent

This spell is used in the creation of a magical item, in addition to whatever research, special ingredients, and other efforts the Crypt Keeper may determine are necessary for the task.

ENTANGLE

Spell Level: 1st Level

Range: 90 ft

Duration: 1 hour

This spell effects one target , who upon a failed Saving Throw is ensnared in illusionary bonds. They then get a Save at the beginning of every combat round to disbelieve the bonds and break free.

ESCAPE FROM EVIL (WHITE)

Spell Level: 4th Level

Range: 20ft radius

Duration: Immediate

When threatened by malice and violence this spell whisks the caster and anyone of their party within a twenty foot radius to a safe spot up to half a mile away. This safe spot may be somewhere the caster already knows or if not familiar with the area as determined by the Crypt Keeper.

ESP (DETECT THOUGHTS)

Spell Level: 2nd Level

Range: 60 ft

Duration: 2 hours

The caster can detect the thoughts of other beings at a distance of 60 ft. The spell cannot penetrate more than two feet of stone, and is blocked by even a thin sheet of lead.

Note this spell does not work on Undead or the demonic Others.

EXTENSION I

Spell Level: 4th Level

Range: Same as the spell being extended

Duration: See below

Extension I lengthens the duration of another spell by 50%. Only spells of level 1–3 can be affected by Extension I.

EXTENSION II

Spell Level: 5th Level

Range: Same as the spell being extended

Duration: See below

Extension II lengthens the duration of another spell by 50%. Only spells of level 1–4 can be affected by Extension II.

EXTENSION III

Spell Level: 6th Level

Range: Same as the spell being extended

Duration: See below

Extension III lengthens the duration of another spell by 50%. Only spells of level 1–4 can be affected by Extension III.

FEAR

Spell Level: 4th Level

Range: 240 ft

Duration: 1 hour

This spell causes the creatures in its cone-shaped path to flee in horror (if they fail the saving throw). There is a 60% chance that they will drop whatever they are holding. The cone extends 240 ft to a base 120 ft across.

FEEBLEMIND

Spell Level: 5th Level

Range: 240 ft

Duration: Permanent until dispelled

Feeblemind is a spell that affects only Magicians. The saving throw against the spell is made at a -4 penalty, and if the saving throw fails, the targeted Magician becomes feeble of mind until the magic is dispelled.

FIND THE PATH

Spell Level: 6th Level

Range: Caster

Duration: 1 hour (+10 minutes/level), 1 day outdoors

The caster perceives the fastest way out of an area, even if the area is designed to be difficult to navigate (such as a labyrinth). In the outdoors, the spell has greater power, lasting a full day.

FIND TRAPS

Spell Level: 2nd Level

Range: 30 ft

Duration: 20 minutes (2 turns)

The caster can perceive both magical and non-magical traps at a distance of 30 ft.

FINGER OF DEATH

Spell Level: 5th Level

Range: 120 ft

Duration: Immediate

This spell kills a single creature (saving throw applies). Misusing the spell is an evil act that will likely invoke divine retribution of some kind.

FIREBALL

Spell Level: 3rd Level

Range: 240 ft

Duration: Instantaneous

A bead-like missile shoots from the caster's finger, to explode, at the targeted location, in a furnace-like blast of fire. The burst radius is 20 ft, and damage is 1d6 per level of the caster. The blast shapes itself to the available volume (33,000 cubic feet), filling 33 ten-by-ten-by-ten cubical areas. A successful saving throw means that the target only takes half damage.

FLY

Spell Level: 3rd Level

Range: Touch

Duration: 1d6 turns (+1 turn/level)

This spell imbues the Magician with the power of flight, with a movement rate of 120 ft per round. The Crypt Keeper secretly rolls the 1d6 additional turns; the player does not know exactly how long the power of flight will last.

GEAS

Spell Level: 6th Level

Range: 30 ft

Duration: Until task is completed

If the spell succeeds (saving throw), the caster may set a task for the spell's victim. If the victim does not diligently work at performing the task, he will suffer weakness (50% reduction in strength), and trying to ignore the geas causes death.

HALLUCINATORY TERRAIN

Spell Level: 4th Level

Range: 240 ft

Duration: Until touched (other than by ally) or dispelled

This spell changes the appearance of the terrain into the semblance of what the caster desires. A hill can be made to disappear, or could be replaced with an illusory forest, for example.

HARMONY (WHITE)

Spell Level: 3rd Level

Range: 50 ft radius

Duration: Immediate

This spell restores calm and order in a 50ft radius. Any berserkers or similarly enraged characters must make a Saving Throw, or be calmed losing any bonuses they received due to their rage.

HASTE

Spell Level: 3rd Level

Range: 240 ft

Duration: 30 minutes

In an area of radius of 60 ft around the point where the spell is targeted, as many as 24 creatures become able to move and attack at double normal speed.

“BY FIRE I RELEASE
YOUR SOUL!”

HOLD MONSTER

Spell Level: 5th Level

Range: 120 ft

Duration: 1 hour (+10 minutes/level)

The caster targets 1d4 creatures, which are completely immobilized (saving throw applies). The caster may also target a single creature, in which case the saving throw is made with a penalty of -2.

HOLD PERSON

Spell Level: 2nd Level

Range: 180 ft

Duration: 9 turns

The caster targets 1d4 persons (the same parameters as the Charm Person spell), who are completely immobilized (saving throw applies). The caster may also target a single person, in which case the saving throw is made with a penalty of -2.

Note this spell does not work on Undead or the demonic Others.

HOLD PORTAL

Spell Level: 1st Level

Range: Crypt Keeper's Discretion

Duration: 2d6 turns

This spell holds a door closed for the spell's duration (or until dispelled). Creatures with magic resistance can shatter the spell without effort.

ICE STORM

Spell Level: 4th Level

Range: 120 ft

Duration: 1 round

A whirling vortex of ice, snow, and hail forms in a cube roughly thirty feet across. Massive hailstones inflict 3d10 hit points of damage (no saving throw applies) to all within the area.

INSECT PLAGUE

Spell Level: 5th Level

Range: 480 ft

Duration: 1 day

This spell only works outdoors. A storm of insects gathers, and goes wherever the caster directs. The cloud is approximately 400 sq. feet (20 ft by 20 ft, with roughly corresponding height). Any creature of 2 HD or fewer that is exposed to the cloud of insects flees in terror (no saving throw).

INVISIBILITY

Spell Level: 2th Level

Range: 240 ft

Duration: Until dispelled or an attack is made

The object of this spell, whether a person or a thing, becomes invisible (to both normal vision and to darkvision). If the Crypt Keeper is using the invisibility rules unchanged, the result is that an invisible creature cannot be attacked unless its approximate location is known, and all attacks are made at -4 to hit. If the invisible creature makes an attack, the spell is broken. Otherwise, it lasts until dispelled or removed by the caster.

INVISIBILITY 10 FT RADIUS

Spell Level: 3rd Level

Range: 240 ft

Duration: Until dispelled or an attack is made

Like the Invisibility spell, Invisibility 10 ft Radius makes the target creature or object invisible to normal sight and to darkvision. It also, however, throws a radius of invisibility around the recipient, which moves with him/it. If the Crypt Keeper uses the game's invisibility rules unchanged, the invisible creature cannot be attacked unless its approximate location is known, and all attacks against him/it are made at -4 to hit. If the invisible creature makes an attack, the spell is broken. Otherwise, it lasts until dispelled or removed by the caster.

INVISIBLE STALKER

Spell Level: 6th Level

Range: Close

Duration: Until mission is completed

This spell summons (or perhaps creates) an invisible stalker, an invisible being with 8 HD. The stalker will perform one task as commanded by the caster, regardless of how long the task may take or how far the stalker may have to travel. The stalker cannot be banished by means of Dispel Magic; it must be killed in order to deter it from its mission.

KNOCK

Spell Level: 2nd Level

Range: 60 ft

Duration: Immediate

This spell unlocks and unbars all doors, gates, and portals within its range, including those held or locked by normal magic.

LEGEND LORE

Spell Level: 6th Level

Range: Caster

Duration: See below

Over the course of long and arduous magical efforts (1d100 days), the caster gains knowledge about some legendary person, place, or thing. The spell's final result may be no more than a cryptic phrase or riddle, or it might be quite specific.

LEVITATE

Spell Level: 2nd Level

Range: 20 ft/level

Duration: 1 turn/level

This spell allows the magic user to levitate himself, moving vertically up or down, but the spell itself provides no assistance with lateral movement. A wall, cliff side or ceiling could, of course, be used to pull along hand-over-hand. Levitation allows up or downward movement at a rate of up to 6 ft per minute (60 ft per turn), and the caster cannot levitate more than 20 ft per level from the ground level where the spell was cast (such range being applied both to movement into the air, and to downward movement into a pit or chasm).

LIGHT

Spell Level: 1st Level

Range: 60 ft

Duration: 1 hour (+10 minutes/level)

The target person or object (at a range of up to 120 ft) produces light about as bright as a torch, to a radius of 20 ft.

LIGHTNING BOLT

Spell Level: 3rd Level

Range: 240 ft (maximum distance)

Duration: Instantaneous

A bolt of lightning extends 60 ft from the targeted point, almost ten feet wide. Anyone in its path suffers 1d6 points of damage per level of the caster (half with a successful saving throw). The bolt always extends 60 ft, even if this means that it ricochets backward from something that blocks its path.

JOY

Spell Level: 5th Level

Range: 50ft radius

Duration: 3 hours

This spell boosts the morale, energy and spirits of any allied creature within a 50ft radius of the caster for the duration of the spell. Recipients receive -1[+1] AC, healing of +2d6 Hit Points, and the effects of any type of Fear, magical or non-magical, are removed.

LOCATE OBJECT

Spell Level: 2nd Level

Range: 60 ft (+10 ft/level)

Duration: 1 round/level

This spell gives the caster the correct direction (as the crow flies) toward an object the casters specifies with a description. The object cannot be something the caster has never seen, although the spell can detect an object in a general class of items known to the caster: stairs, gold, etc.

LOWER WATER

Spell Level: 6th Level

Range: 240 ft

Duration: 2 hours

This spell lowers the depth and water level of lakes, rivers, wells, and other bodies of water to 1/2 normal.

LUCK / HEX

Spell Level: 1st Level

Range: Touch

Duration: 2 hours

The recipient of this spell may re-roll one dice roll made during the duration of this spell, taking the best result. The reverse of this spell is called 'Hex'.

MAGIC JAR

Spell Level: 5th Level

Range: See below

Duration: See below

This spell relocates the caster's life essence, intelligence, and soul into an object (of virtually any kind). The jar must be within 30 ft of the caster's body for the transition to succeed. Once within the magic jar, the caster can possess the bodies of other creatures and people, provided that they are within 120 ft of the jar and fail a saving throw. The caster can return his soul to the magic jar at any time, and if a body he controls is slain, his life essence returns immediately to the jar. If the caster's body is destroyed while his soul is in the magic jar, the soul no longer has a home other than within the magic jar (although the disembodied wizard can still possess other bodies as before). If the jar itself is destroyed while the Magician's soul is within, the soul is lost. The magic user can return from the jar to his own body whenever desired, thus ending the spell.

MAGIC MISSILE

Spell Level: 1st Level

Range: 150 ft

Duration: Immediate

A magical missile flies where the caster directs, with a range of 150 ft. The missile hits automatically, doing 1d8 points of damage.

The magic user casts an additional two missiles for every

5 levels of experience. Thus, at fifth level, the caster is able to hurl 3 magic missiles, and 5 missiles at 10th level.

MAGIC MOUTH

Spell Level: 2nd Level

Range: Touch

Duration: Permanent until triggered or dispelled

This enchantment is set upon an object, and the magic is triggered when certain conditions established by the caster are met. When that happens, a mouth appears in the object and speaks the message it has been commanded to speak. The message may be up to thirty words long.

MASS INVISIBILITY

Spell Level: 7th Level

Range: 240 ft

Duration: See below

This spell makes 1d3 hundred man or horse-sized creatures (or objects) invisible, as if they had been affected by a single invisibility spell. The spell can also affect up to 6 creatures of dragon size. As with the invisibility spell, the enchantment lasts until dispelled or until the creature makes an attack.

MASSMORPH

Spell Level: 4th Level

Range: 240 ft

Duration: Until negated by the caster or dispelled

One hundred or fewer man or horse-sized creatures are changed to appear like innocent trees. The illusion is so perfect that creatures moving through the "forest" will not detect the deception.

MIRROR IMAGE

Spell Level: 2nd Level

Range: Around caster

Duration: 1 hour or until destroyed

The spell creates 1d4 images of the caster, acting in perfect synchronization with him like mirror images. Attackers cannot distinguish the images from the caster, and may attack one of the images instead of the caster himself (determined randomly). When a hit is scored upon one of the images, it disappears.

MAKE SMALL ITEM

Spell Level: 1st Level

Range: Touch

Duration: 1 day

This spell conjures up a common every day item, that can be comfortably held in one hand. So items like a sword, a torch or a single portion of food are viable under this spell. Pole arms, complete set of armour, and a house are not. Items with complex moving parts are also not viable. Since the item is essentially an illusion it can be dispelled using Dispel Magic.

MONSTER SUMMONING I

Spell Level: 3rd Level

Range: N/A

Duration: 6 rounds (minutes)

The caster summons allies, who serve him until slain (or until the duration of the spell expires). The allies do not appear immediately; there is a delay of 1 turn (10 minutes) before they appear.

Table 26: Monster Summoning I

Die Roll	Monster Summoned ¹
1	1d6 Giant Rats
2	1d3 Nemons
3	1d3 Fungus Men
4	1d6 Razor Runners
5	1d6 Death Crows
6	1d3 Skeletons
¹ Evil casters may get the monster in parenthesis, at the Crypt Keeper's discretion	

MONSTER SUMMONING II

Spell Level: 4th Level

Range: N/A

Duration: 6 rounds (minutes)

The caster summons allies, who serve him until slain (or until the duration of the spell expires). The allies do not appear immediately; there is a delay of 1 turn (10 minutes) before they appear.

Table 27: Monster Summoning II

Die Roll	Monster Summoned
1	1d2 B'soth
2	1d2 Zombies
3	1d2 Spore Zombie
4	1d6 Fungus Men
5	1d6 Nemons
6	1d6 Skeletons

MONSTER SUMMONING III

Spell Level: 5th Level

Range: N/A

Duration: 6 rounds (minutes)

The caster summons allies, who serve him until slain (or until the duration of the spell expires). The allies do not appear immediately; there is a delay of 1 turn (10 minutes) before they appear.

Table 28: Monster Summoning III

Die Roll	Monster Summoned
1	1d4 B'soth
2	1d2 Harpies
3	1d2 Red Zombies
4	1d2 Slither
5	1d2 Wights
6	1d2 Xnark warriors

MONSTER SUMMONING IV

Spell Level: 6th Level

Range: N/A

Duration: 6 rounds (minutes)

The caster summons allies, who serve him until slain (or until the duration of the spell expires). The allies do not appear immediately; there is a delay of 1 turn (10 minutes) before they appear.

Table 29: Monster Summoning IV

Die Roll	Monster Summoned
1	1 Gargoyle
2	1 Golgoth
3	1 Spore Fiend
4	1d2 Bull Roarers
5	1d4 Head Hands
6	1 Tick Beast

MOVE EARTH

Spell Level: 6th Level

Range: 240 ft

Duration: 1 hour, effects permanent

This spell can only be used above ground. It allows the caster to move hills and other raised land or stone at a rate of 6 ft per minute (60 ft per turn).

NEUTRALIZE POISON

Spell Level: 4th Level

Range: Touch

Duration: Immediate

This spell counteracts poison if used promptly, but can't be used to bring the dead back to life later on.

OPPRESSION

Spell Level: 1st Level

Range: 10 ft

Duration: 1 hour.

This spell makes the target feel oppressed and downtrodden and that they have no chance against the caster. On a failed Saving throw the target will immediately surrender.

PART WATER

Spell Level: 6th Level

Range: 120 ft

Duration: 1 hour

This spell creates a gap through water, but only to a depth of 10 ft.

PASSWALL

Spell Level: 5th Level

Range: 30 ft

Duration: 3 turns (30 minutes)

This spell creates a hole through solid rock, about 7 ft high, 10 ft wide, and 10 ft deep (possibly deeper at the discretion of the Crypt Keeper). The hole closes again at the end of the spell's duration.

PHANTASMAL FORCE

Spell Level: 2nd Level

Range: 240 ft

Duration: Until concentration ends

This spell creates a realistic illusion in the sight of all who view it. The illusion disappears when it is touched, but if the viewer believes the illusion is real, he can take damage from it. Unless the Crypt Keeper rules otherwise, victims of the spell are permitted a saving throw, and the illusion cannot cause more than 2d6 points of damage per victim.

PLANT GROWTH

Spell Level: 4th Level

Range: 240 ft

Duration: Permanent until dispelled

Up to 300 square feet of ground can be affected by this spell; undergrowth in the area suddenly grows into an impassable forest of thorns and vines. The caster can decide the shape of the area to be enchanted. An alternate version (Crypt Keeper's decision) would allow the spell to affect an area of 300x300 ft, for a total of 90,000 square feet).

POLYMORPH OTHER

Spell Level: 4th Level

Range: 240 ft

Duration: Permanent until dispelled

This spell allows the caster to turn another being into a different type of creature (such as a dragon, a garden slug, and of course, a frog or newt). The polymorphed creature gains all the abilities of the new form, but retains its own mind and hit points.

POLYMORPH SELF

Spell Level: 4th Level

Range: Caster

Duration: 1 hour or Crypt Keeper's discretion

The caster assumes the form of any object or creature, gaining the new form's attributes (the use of wings, for example), but not its hit points or combat abilities. The Crypt Keeper might allow the benefit of the new form's armour class, if it is due to heavily armoured skin. A great deal of the spell's effect is left to the Crypt Keeper to decide.

PRAYER

Spell Level: 3rd Level

Range: 30 ft

Duration: Following melee round

The prayer spell seeks short-term favour from the gods to help some other spell or attack to succeed. Prayer affects a 20x20 ft area, causing a saving throw penalty to all creatures in that area. The penalty is a -1, plus an additional -1 for every ten caster levels. Thus, a 10th level Magician causes a saving throw penalty of -2. The penalty actually takes effect in the melee round following the one in which it was cast.

PROJECT IMAGE

Spell Level: 6th Level

Range: 240 ft sphere

Duration: 1 hour

The caster projects an image of himself, to a maximum range of 240 ft. Not only does the projected image mimic the caster's sounds and gestures, but also any spells he casts will appear to originate from the image.

PROTECTION FROM EVIL

Spell Level: 1st Level

Range: Caster

Duration: 2 hours

Creates a magical field of protection around the caster, blocking out all enchanted monsters (e.g., elementals and demons). Evil monsters suffer a -1 penalty to hit the caster, and the caster gains +1 on all saving throws against such attacks. If the caster already has any magical bonuses to his saving throws or armour class, the bonus from the magic circle has no effect (although the protective circle still functions against enchanted creatures).

PROTECTION FROM EVIL, 10 FT RADIUS

Spell Level: 4th Level

Range: 240 ft sphere

Duration: 1 hour

The spell creates a magical field of protection, ten feet in radius, around the caster. The field blocks out all enchanted monsters (e.g., elementals and demons). Evil monsters suffer a -1 penalty to hit anyone within the protective globe, and these shielded individuals gain +1 on all saving throws against such attacks. If a person in the circle already has any magical bonuses to his saving throws or armour class, the bonus from the magic circle has no effect (although the protective circle still functions against enchanted creatures).

PROTECTION FROM NORMAL MISSILES

Spell Level: 3rd Level

Range: Caster

Duration: 2 hours

The caster becomes invulnerable to non-magical missiles, although larger missiles such as boulders will overcome the spell's magic.

PURIFY FOOD AND DRINK

Spell Level: 1st Level

Range: Close/Touch (Crypt Keeper's discretion)

Duration: Immediate

Enough food and water for up to a dozen people is made pure, removing spoilage and poisons.

PYROTECHNICS

Spell Level: 2nd Level

Range: 240 ft

Duration: 1 hour

The caster creates either fireworks or blinding smoke from a normal fire source such as a torch or campfire. The Crypt Keeper will decide exactly how much smoke is produced, what effect it has, and what happens to it as it's produced, but the amount of smoke will definitely be more than 20 cubic feet.

QUEST

Spell Level: 5th Level

Range: Speaking range

Duration: Until completed

If the spell succeeds (saving throw), the caster may set a task for the spell's victim. If the victim does not diligently work at performing the task, he will suffer weakness (50% reduction in Strength), and an attempt to entirely abandon the quest incurs a curse set by the caster (details to be approved by the Crypt Keeper).

READ LANGUAGES

Spell Level: 1st Level

Range: Normal reading distance

Duration: One or two readings

This spell allows the caster to decipher directions, instructions, and formulae in languages unknown to the caster. Particularly useful for treasure maps; doesn't solve codes.

REJUVENATE (WHITE)

Spell Level: 5th Level

Range: 20 ft radius

Duration: Immediate

This spell instantly restores all lost hit points of the caster and anyone of their party within a twenty foot radius.

REMOVE CURSE

Spell Level: 3rd Level;

Range: Very close

Duration: Immediate

This spell removes one curse from a person or object.

REPAIR

Spell Level: 1st Level

Range: Touch

Duration: Immediate

This spell mends instantly a non-complex item that has been broken or corroded beyond use.

REPULSION

Spell Level: 6th Level

Range: 120 ft

Duration: 1 hour

Any creature trying to move toward the caster finds itself moving away, instead.

RESTORATION

Spell Level: 6th Level

Range: Crypt Keeper's discretion

Duration: Immediate

This spell restores levels lost to such horrible creatures as wraiths and shadows. An evil reversal of the spell allows an evil Magician to drain a level from his target. The "good" version of the spell is exhausting to the caster, incapacitating him for 2d10 days. It is in the discretion of the Crypt Keeper to allow this spell to restore lost points of ability scores as well as lost levels.

ROPE TRICK

Spell Level: 3rd Level

Range: As far as you can throw a rope

Duration: 1 hour (+1 turn/level)

The caster tosses a rope into the air, and it hangs there, waiting to be climbed. The caster and up to three others can climb the rope and disappear into a small other dimension. The rope itself can be pulled into the pocket dimension, or left outside. If it's left outside, someone may steal it, though.

SHIELD

Spell Level: 1st Level

Range: Caster

Duration: 2 turns

The caster conjures up an invisible shield that interposes itself in front of attacks. The shield improves the caster's armour class to 2 [17] against missile attacks and to 4 [15] against other (melee) attacks. If the caster's armour class is already better than the spell would grant, the spell has no effect.

SILENCE, 15 FT RADIUS

Spell Level: 2nd Level

Range: 180 ft

Duration: 12 turns

Magical silence falls in an area 15 ft around the targeted creature or object, and moves with it. Nothing from this area can be heard outside, no matter how loud.

SLEEP

Spell Level: 1st Level

Range: 240 ft

Duration: 1 hour

This spell puts enemies into an enchanted slumber (if they fail their saving throw) for d6 rounds. The spell affects up to 4HD of characters, the lowest first. For example four Nemons (1HD) are accompanied by a Priest (3HD). Rather than target the Nemon Priest and then take down another Nemon, the spell affects four Nemons.

Note this spell does not work on Undead or the demonic Others.

Table 30: Sleep

SLOW

Spell Level: 3rd Level

Range: 240 ft

Duration: 3 turns (30 minutes)

In an area of radius of 60 ft around the point where the spell is targeted, as many as 24 creatures failing a saving throw can only move and attack at half speed.

SNAKE CHARM

Spell Level: 2nd Level

Range: 60 ft

Duration: 1d4+2 turns

One hit die (1 HD) of snakes can be charmed per level of the caster. The snakes obey the caster's commands.

SPEAK WITH ANIMALS

Spell Level: 2nd Level

Range: Caster

Duration: 6 turns

The caster can speak with normal animals. There is a chance that the animals will assist him, and they will not attack him or his party (unless he's got something particularly offensive to say).

SPEAK WITH THE DEAD

Spell Level: 3rd Level

Range: Close/Touch (Crypt Keeper's discretion)

Duration: 3 questions

The caster can ask three questions to a corpse, and it will answer, although the answers might be cryptic. Only higher-level Magicians have enough spiritual power to command answers of long-dead corpses. Magicians lower than 8th level can only gain answers from bodies that have been dead 1d4 days. Magicians level 8–14 can speak to corpses that have been dead 1d4 months. Magicians of level 15+ can gain answers from a corpse of any age, including thousand-year old relics (as long as the body is still relatively intact). Take note that there's a die roll involved here: for example, a seventh level Magician attempting to speak with a 2 day old corpse might still fail—his d4 roll might indicate that he can only to a 1 day old corpse with this attempt at the spell.

“GAZE INTO THESE
DEAD EYES AND SAY
WHAT THAT TELLS
YOU ABOUT ZARTH?”

SPEAK WITH MONSTERS

Spell Level: 6th Level

Range: Speaking range

Duration: 3d4 questions

The caster can speak with any type of monster, for the duration of a certain number of questions. The monster is not forced to answer.

SPEAK WITH PLANTS

Spell Level: 4th Level

Range: Speaking range

Duration: 6 turns

The caster can speak with and understand the speech of plants. Plants smaller than trees will obey his commands, moving aside when requested, etc.

STRENGTH

Spell Level: 2nd Level

Range: Touch

Duration: 8 hours (80 turns)

This spell may be cast upon a Fighter or a Magician. For the duration of the spell, a Fighter gains 2d4 points of Strength, and a Magician gains 1d6 points of Strength. Strength cannot exceed 18 unless the Crypt Keeper chooses to allow additional bonuses resulting from the additional strength.

STICKS TO SNAKES

Spell Level: 4th Level

Range: 120 ft

Duration: 1 hour

The caster may turn as many as 2d8 normal sticks into snakes, each one having a 50% chance of being venomous. The snakes follow his commands, but turn back into sticks at the end of the spell (or when killed).

STONE TO FLESH

Spell Level: 6th Level

Range: 120 ft

Duration: Permanent until reversed

This spell transforms flesh into stone or stone into flesh, as desired by the caster. A saving throw is permitted to avoid being turned into stone, but if the spell succeeds the victim is transformed into a statue (until the stone-to-flesh version of the spell is cast).

SOUL BURN

Spell Level: 1st Level

Range: 150 ft

Duration: Immediate

A Soul Burn flies where the caster directs, with a range of 150 ft. The missile hits automatically, doing 1d8 points of Sanity damage.

The magic user casts an additional two missiles for every 5 levels of experience. Thus, at fifth level, the caster is able to hurl 3 Soul Burns, and 5 Soul Burns at 10th level.

SUGGESTION

Spell Level: 3rd Level

Range: Shouting distance

Duration: 1 week

The caster speaks a hypnotic suggestion to his intended victim. If the victim fails a saving throw, he will carry out the suggestion (as long as it can be performed within a week). The suggestion might not call for the action to be carried out immediately. A suggestion that the victim kill himself is only 1% likely to be obeyed.

TELEKINESIS

Spell Level: 5th Level

Range: 120 ft

Duration: 6 turns (1 hour)

The caster can move objects using mental power alone. The amount of weight he can lift and move is 20 pounds per level. It is up to the Crypt Keeper's interpretation of the spell whether the objects can be thrown and at what speed.

TELEPORT

Spell Level: 5th Level

Range: Touch

Duration: Instantaneous

This spell transports the caster or another person to a destination that the caster knows (at least knowing what it looks like from a picture or a map). Success depends on how well the caster knows the targeted location, as follows:

1. If the caster has only seen the location in a picture or through a map (i.e., his knowledge is not based on direct experience), there is only a 25% chance of success, and failure means death, for the traveller's soul is lost in the spaces between realities.
2. If the caster has seen but not studied the location, there is a 20% chance of error. If there is an error, there is a 50% chance that the traveller arrives low, 1d10 x10 feet below the intended location (with death resulting from arrival within a solid substance). If the error is high (over the 50% chance for a "low" arrival), the traveller arrives 1d10 x10 ft over the targeted location—probably resulting in a deadly fall.
3. If the caster is well familiar with the location, or has studied it carefully, there is only a 5% chance of error—a 1 in 6 chance of teleporting low, otherwise high. In either case, the arrival is 1d4 x10 ft high or low.

TRANSMUTE ROCK TO MUD

Spell Level: 5th Level

Range: 120 ft

Duration: 3d6 days, unless reversed

This spell transmutes rock (and any other form of earth, including sand) into mud. An area of roughly 300x300 ft becomes a deep mire, reducing movement to 10% of normal.

WAILING LAMENT

Spell Level: 1st Level

Range: 90ft

Duration: 1 hour

This spell upon a failed Saving Throw causes the target to wail and sob uncontrollably for the duration of the spell. During the duration the target can do nothing else except sob uncontrollably. Any members of the characters party within earshot become demoralised on a failed Saving Throw and are at -2 to all Attack, Skill and Saving Throws.

WALL OF FIRE

Spell Level: 4th Level

Range: 60 ft

Duration: Concentration

A wall of fire flares into being and burns for as long as the caster concentrates upon it. Creatures with 3 or fewer hit dice cannot pass through it, and no creature can see through it to the other side. Passing through the fire inflicts 1d6 hit points of damage (no saving throw) and undead creatures sustain twice the normal damage. The caster may choose to create a straight wall 60 ft long and 20 ft high, or a circular wall with a 15 ft radius, also 20 ft high.

WALL OF ICE

Spell Level: 4th Level

Range: 60 ft

Duration: Concentration

The caster conjures up a wall of ice, six feet thick and nontransparent. The caster may choose to create a straight wall 60 ft long and 20 ft high, or a circular wall with a 15 ft radius, also 20 ft high. Creatures with 3 or fewer hit dice cannot affect the wall, but creatures of 4+ hit dice are able to smash through it, taking 1d6 points of damage in the process. Creatures with fire-based metabolisms take 2d6 instead of the normal 1d6. Fire spells and magical effects are negated in the vicinity of the wall.

WALL OF IRON

Spell Level: 5th Level

Range: 60 ft

Duration: 2 hours

The caster conjures an iron wall from thin air. The wall is 3 ft thick, 50 ft tall, and 50 ft long.

WALL OF STONE

Spell Level: 5th Level

Range: 60 ft

Duration: Permanent until dispelled

The wall of stone conjured by this spell is two feet thick, with a surface area of 1,000 square feet. The caster might choose to make the wall 50 ft long (in which case it would be 20 ft tall), or 100 ft long (in which case it would be only 20 ft tall).

Water Breathing

Spell Level: 3rd Level

Range: 30 ft

Duration: 2 hours

The recipient of the spell is able to breathe underwater until the spell's duration expires.

WEB

Spell Level: 2nd Level

Range: 30 ft

Duration: 8 hours

Fibrous, sticky webs fill an area up to 10x10x20 ft. It is extremely difficult to get through the mass of strands—it takes one turn if a torch and sword (or a flaming sword) are used, and creatures larger than a horse can break through in 2 turns. Humans take longer to break through—perhaps 3–4 turns or longer at the Crypt Keeper's discretion.

WIZARD EYE

Spell Level: 4th Level

Range: 240 ft

Duration: 1 hour

The caster conjures up an invisible, magical “eye,” that can move a maximum of 240 ft from its creator. It floats along as directed by the caster, at a rate of 120 ft per turn (12 ft per minute).

WIZARD LOCK

Spell Level: 2nd Level

Range: Close

Duration: Permanent until dispelled

As with a Hold Portal spell, Wizard Lock holds a door closed, but it is permanent until dispelled. Creatures with magic resistance can shatter the spell without effort. Any Magician three levels or higher than the caster can open the portal, and a Knock spell will open it as well (although the spell is not permanently destroyed in these cases).

WORD OF RECALL

Spell Level: Cleric, 6th Level

Range: Indefinite

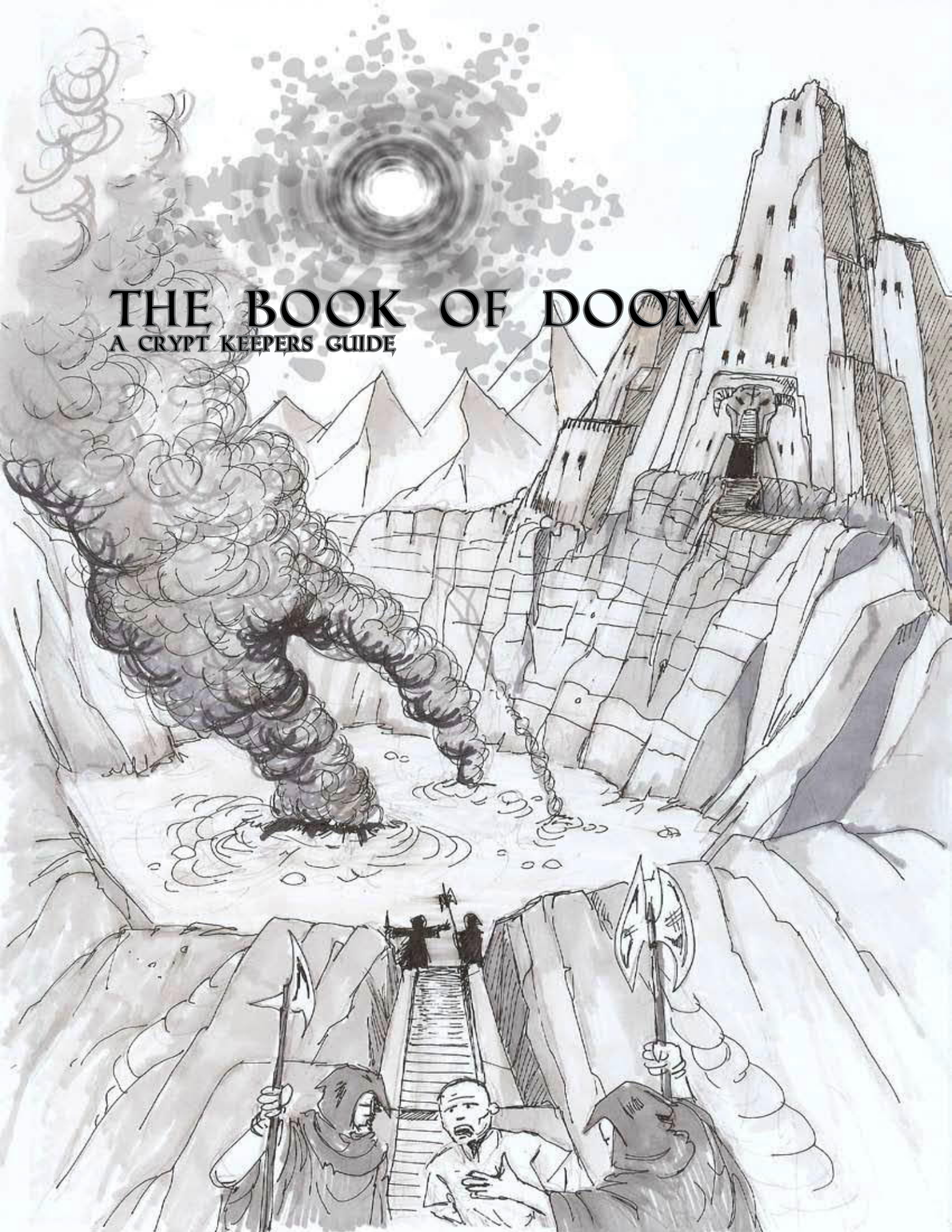
Duration: Immediate

The Magician teleports without error back to his prepared sanctuary.

“FROM THE LOCUST STAR THEY CAME, AND TO
THAT ABYSS WE WILL HURL THEM BACK,
WE SHALL BE **FREE!**”

THE BOOK OF DOOM

A CRYPT KEEPERS GUIDE



THE CONTINENT OF TERROR

FROM MAGUS MAGNAR'S "INSTRUCTION ON THE NATURE OF REALITY"

Sit quiet and still as I instruct ye, oh apprentice, of matters of great import about the nature of the reality we find ourselves in.

OF THE PLANET ZARTH

Zarth is the physical world which we can touch, smell, hear and feel. It is a flat lozenge of earth, water and fire. Surrounded by a bubble of air, Zarth floats on black inky seas of infinity. It is an ancient and dying world, nearing the end of its energies. A great bloody star—Nemesis -- hangs malignly in the night sky and astronomers have observed that every year its diameter gets a big bigger. They deduce that Zarth is going to meet its fiery end there, but argue about the number of years that the doomed planet has left. Optimistic estimates put it at a hundred score, while pessimists put it as low as fifty years. Both sides, however, say there is a great margin of error, due to the incursion of the Others into reality.

OF THE OTHER WORLDS & OTHERS

There are Other Worlds and dimensions outside our own reality. All Other Worlds without mention are savage, foul and hostile to life. The inhabitants of these worlds are known as Others, or demons. They are foul, evil creatures that feed off the suffering and pain of humans. Many millennia ago our ancestors fled the Doomed Dimensions which had become overrun with invading Others and stepped through a vast gate. The ancient Magi of our Founding Fathers while wise and powerful beyond measure did not seal the gate correctly, for it is an alien artefact that has its origin in the alien mind of the Serpent People. There have always been cracks in the Shroud, a dark and unfathomable magical netherworld that separates our Reality from the Other Worlds. Unscrupulous sorcerers exploit these cracks, bringing forth the insidious Others for their own twisted ends. However these cracks became a gaping hole in reality when the gate our Founding Fathers had used to enter the world blew wide open and unleashed the Others into our reality like a plague of locusts. The gate is still open, and while the numbers of Others coming through it has been reduced to a trickle, it blazes in unholy glory in the sky above Mount Terror. It is known as the "Locust Star".

"I DRANK, ATE AND WHORED MY SELF INTO A STATE OF HAPPY OBLIVION IN PEOPOLIS, AND STILL THEY BROUGHT ME MORE DELIGHTS"

OF THE SHROUD

Think of the Shroud as an invisible energy skin around Zarth that is the barrier between worlds. When you step into the Shroud through use of Black Magic (see spells below) or through one of the portals left by the Ancients, you enter a twilight world that exists along side our own. Dark and nebulous, glimpses of the architecture and features of our own reality exist there. Time and space is fluid and by travelling though the Shroud, a magician can appear to Teleport from place to place in the real world or go invisible. It is also possible via cracks and gates in the Shroud to travel to the Other Worlds.

SPELLS AND THE SHROUD

The following spells are a direct result of interaction with the Shroud. A Magician casting any of these spells moves into this malign twilight world to undertake their dark magical deeds. Recipients of any of these spells are also transported to the Shroud, a deeply unsettling place to those untrained in the Arcane arts, and must immediately make Sanity roll. Because of the Other Worldly nature of the Shroud all the spells that follow are considered Black Magic.

- Invisibility
- Invisibility (10 ft radius)
- Dimension Door
- Contact other Plane
- Teleport
- Word of Recall

Upon casting any of these spells roll a D6. If the result is a one roll on the table of an appropriate Summon Monster spell, to see which awful denizen has been attracted to the magician's life force.

Table 31 Encounter in the Shroud

Magician's level	Spell to use
1-3	Monster Summoning I
4-6	Monster Summoning II
7-8	Monster Summoning III
9-10	Monster Summoning IV

Higher than Level 10, the Others sense that the character is abnormally powerful and will leave them and their companions alone.

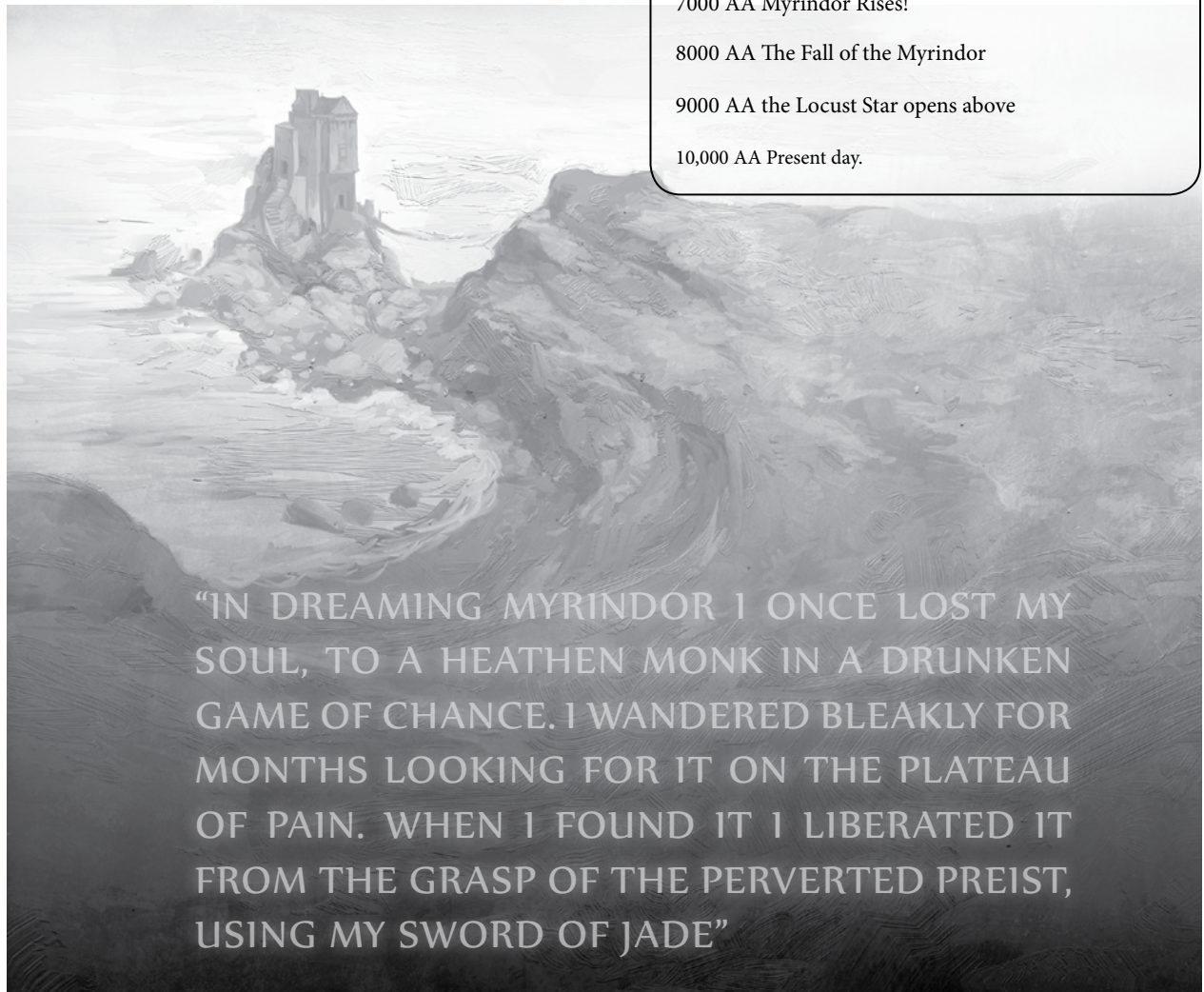
OF LIFE AND DEATH AND RELIGION

The ancient gods abandoned mankind, and in their stead stand a variety of parasitic deities who only answer prayers when given blood sacrifice. Most Priests are charlatans and the gods they worship a hollow lie.

A dark few worship the Greater Others, spilling vast quantities of sacrificial blood to their masters in return for temporal power and an eternity of damnation. The priests of Mount Terror are such a group, but the cults of the terrible Greater Others are spreading like a disease through the decadent decaying cities.

This is why we practice the arts of Sorcery, sacred mathematics, holy gnosis that transcends the lies of the priest.

And with that here ends the lesson.



“IN DREAMING MYRINDOR I ONCE LOST MY SOUL, TO A HEATHEN MONK IN A DRUNKEN GAME OF CHANCE. I WANDERED BLEAKLY FOR MONTHS LOOKING FOR IT ON THE PLATEAU OF PAIN. WHEN I FOUND IT I LIBERATED IT FROM THE GRASP OF THE PERVERTED PREIST, USING MY SWORD OF JADE”

A TIMELINE OF ZARTH

Human history is reckoned in years either before the arrival of humans (BA) or after the arrival of humans (AA) from the Doomed Dimensions from Zarth.

Prehistoric

The Elemental Lords combine to create the world

Reign of the Serpent People

500 BA. First Other incursion

History

0 AA. Humans Arrive from the Doomed Dimensions

1000-2000 AA. The Great Serpent War.

3000 AA. Second Other incursion

4000 AA – 6000AA Age of a hundred Empires

7000 AA Myrindor Rises!

8000 AA The Fall of the Myrindor

9000 AA the Locust Star opens above

10,000 AA Present day.

A GUIDE TO THE CONTINENT OF TERROR

The Continent of Terror is typical of Zarth's huge land masses. It has seen numerous empires rise and fall, that of the Serpent People in prehistory, the Empire now buried under the Ash Plains and most recently the Tyranny of Myrindor which only ended when the enslaved Elemental Lords slipped free of their bonds. Now the men of the Free Territories seek to remain free, while the Others from the Locust Star plot with their foul human priesthood to bring the whole of Zarth under their Domain for one last feast before oblivion.

ASH PLAINS

In ancient times the Gods destroyed an entire civilisation that opposed them, by causing Mount Terror to erupt violently. The ruins are buried deep below this plain of volcanic ash.

BLOOD STEAD (CITY)

Originally this city had much in common with Bulwulf and Longren, until a hundred years ago when the Sorceress Rula seized control and brought the city under her dominion. Now its fearsome berserkers raid the surrounding countryside and neighbouring cities for sacrifices in her name.

BONE MILL

Made entirely from the Bones of sacrificial victims, this Mill is dedicated to the cruel gods that the nomads of the steppe revere.

BULWULF (CITY)

A confederation of Free Men, whose governing body meets regularly and in public.

COLD LAKE

From its perpetually cold waters the frozen hands of the victims of a sunken temple of terror reach up to feel the warmth of the living.

DEATH WIND STEPPE

Here Fragen the Ice Lord battles with the Elemental Lord of Air, causing deathly cold winds to sweep the steppe. The nomads who live in this unforgiving environment mirror the weather, being harsh and quick of bow and dinosaur stead.

DESERTED COAST (LOCATION, MYRINDOR)

When the Elemental lords were released from their bonds to the Myrindor, they wreaked a terrible vengeance. This area, which used to be the major population centre, was reduced to ruin by a series of tornadoes, tidal waves, earth-quakes and volcanic activity.

DROWNED CITY

No one knows what caused this magnificent city to be swallowed by the sea. Amongst the pillared avenues and submerged dome buildings live a colony of Fish-people.

FAR COAST CAVES

A labyrinth of natural caverns, whose depths contain many an ancient horror that has crawled down there to get away from the sun.

FIVE TENT CAMP

The traditional site of the tribal meetings of the nomads of the steppes.

FORGOTTEN PLACE

One thing is known about this place; if you come here you will be forgotten.

FOUR CITY ALLIANCE (NATION)

A theocracy of deadly intent, built upon the enslaved worship of the Elemental Lords. Blood and sacrifice fuel the spiritual domination that the Alliance forges. At sanctioned times of the year organised warfare erupts between the cities to provide fresh sacrifices to the gods.

- City of Water – Floats upon artificial lakes and its inhabitant's boat around the city using canals. Razorfish keep the canals clean of the rotting flesh of drowned sacrificial victims.
- City of Air – Sails and windmills catch the air for its inhabitants use.
- City of Fire – The fire pits here never go out, fuelled by a constant supply of sacrifices.
- City of Earth – Blood sacrifices feeds the fertile fields of this city.
- Temple of Elemental Harmony – here the elite priesthood of the Alliance maintain the fragile balance between the cities using sacred mathematics.

“I REPEAT THEY DO NOT HUNT
THUNDER LIZARDS ON THE SLOPES
OF MOUNT TERROR!
EVEN IF THOSE BLACK BEASTS LIVED
THERE, THE INHABITANTS WOULD
STILL BE TOO BUSY SACIFICING TO
THEIR GODS”



FREE TERRITORIES (NATION)

'Free' only in the sense that they are no longer dominated by Myrindor, this grouping of petty city states each toil under a yoke of their own tyrants. Some brave souls dream of true freedom and sharpen their swords and wits accordingly.

HALL OF MIRRORS

This ghostly hall is either an elaborate trap for the unwary or a fiendish prison for its inhabitants.

ICE COAST

Harsh winters roll off the Wolfhead mountains leaving this coastline frozen and snowbound for a good part of the year. When the ice melt the savage barbarians who make this land theirs, set off in their long ships to raid the more civilised southern city states. Isolated steads dot the broken landscape, with the occasional trading town. Three cities lay claim to the lands of the Ice Coast, but their petty kings have a hard time controlling the free spirited men.

IRONHOLD (CITY)

A city made for war with weapons of iron. It holds the regular 'Trial of the Strong' to select its War Leader from potential candidates.

ISLE OF SKULLS

This is a necromancer's isle, where the undead outnumber the living. It is home to the cult of Tysos, the God of Death. In vast and ancient crypts, the Liches of the Island plot the downfall of their rivals in Myrindor.

Much ancient and foul blasphemous arcane knowledge is to be found in the ruined pleasure palaces and cities of the Deserted Coast. Abandoned when the survivors retreated to Stinhar, and forgotten by their descendants. Enterprising treasure seekers brave the magical sentinels left behind to guard their owner's troves and the wrath of the current day Myrindorians, who now keep a cursory view on the ruins.

JAGMANI JUNGLE

Writhing with Serpent men, whose Empire once radiated from this green hell, this Jungle is filled with man eating insects and plants.

LAST STAND

This ancient battlefield saw the last defiant stand of the civilisation that now lies beneath the Ash Plains. The warriors' arms and armour still lie where they fell and it is said that a curse hangs heavy over the battlefield.

THE LOCUST STAR

Hovering high in the sky above Mount Terror, the Locust Star is a massive gate to the Other Worlds

LONGREN (CITY)

Named after its adventurer founder, this 'Jewel of the North' is ruled by his heirs.

MONASTERY OF TRIBULATION (LOCATION, MYRINDOR)

This is a large temple complex where Myrindor's elite Sorcerers train in the blasphemous arts of Black Magic. Traditionally a place where Nobles send troublesome younger sons without any inheritance to make good as the family sorcerer or die in the homicidal tests that pave the way to that exalted status. The Emperor of Myrindor used to be trained here, something the last five Emperor's have declined to undertake. Rumour has it that the Abbott of the Monastery is training an usurper with royal blood to take the throne and bring Myrindor back to its rightful place in the world.

MOUNT TERROR

This living volcano is the focus of the gods on this plane. Its molten lava receives countless sacrifices to them. When they are displeased, the volcano erupts with devastating fury. Myrindor (Island Nation)

Once the Lords of the Continent, until they lost the terrible bindings that they held the elemental Lords. Now a faded and somewhat jaded version of their former glory, Myrindor dreams of restoring its domination while its remaining territory falls into disrepair and neglect.

MURI

This Ash-choked town acts as a base for treasure-hunting expeditions heading into the Ash Fields and to pilgrim trains heading towards Mount Terror.

OBSIDIAN THRONE

This giant stone throne sits on a lonely hillside. It is said that whoever sits on it will rule the entire continent; an ancient army will unearth itself and make itself available to their new king. Several warlike tribes that live in the surrounding area, prevent any suitable candidates visiting the throne.

PEOPOLIS

"The Shining City" may have shone brightly once but now its dusty streets are littered with all manner of human detritus. The Beggar King of Peopolis rules the city through a network of Beggar Gangs, who he hands out 'pitches' to and punishes those who break the 'code of poverty'.

PORT BLACK MIRE

This is an ancient and vile city, ruled by the Pirate King Xanos. Corruption is rife, murder is common, and only Xanos' blood chilling pacts with Demons keep the numerous gangs under his total control.

It is surrounded by "The Black Mire". This vast and festering swamp is choked with the ruins of a civilisation that predates even that of Myrindor. It is said the gods choked it with its own bile for some slight against them. It is home to pirates and gangs of cutthroats, who use the swamps to mount raids against the rest of the Free Territories.

PLATEAU OF PAIN (LOCATION, MYRINDOR)

Howling winds, dark shadows that flicker menacingly across a blasted landscape of barren rock, and a general feeling of malaise and horror dissuade any casual visitor to this cursed place. Legend has it was the original site of the Myrindorian capital until the gods blasted it into oblivion for some sin against them.

RAZOR FISH

A small lake side fishing town with a sinister secret.

REAPER'S SEA

This is Tysos' Sea, and his galleys of the dead ply the sea lanes, an unpleasant hazard to any honest mariner.

SHAMUTI

This bustling metropolis thrives on trade of all manner of goods. Its slave markets are legend and its relative freedom from the attentions of more powerful neighbours is down to its ability to source stock of any type. The Slave-Guild of Shamuti, assisted by an alliance with the Assassin's Guild, 'rules' the city keeping the other guilds in line.

STAR FALL

Once a star fell here from the sky at the behest of a god, who was jealous of its beauty.

STINHAR (CITY/CAPITAL OF MYRINDOR)

A vast slum, ruled by gangs of nobles, neglected by the true Emperor who is holed up in the Monastery of Tribulation. This is the state of affairs in Stinhar, the last major population of the Myrindor.

SUNLESS CITY

A vast underground city built in ancient times by a tyrant who was afraid of the sky falling on his head.

TERROR LIZARD RUN

This place has an abundance of Terror Lizards, from the

giant King Terror to the small and deadly Razor Lizards. Only tough hunters and foolhardy glory seekers venture here.

THUNDER PEAKS

These mountains that rise into the sky are home of the Hawkmen, who fly free of the tyranny of the Gods who created them. Their Aviary-cities float over the mountains.

TUR (TOWN, MYRINDOR)

This town exists purely to deal with the earthly needs and lusts of the Monastery of Tribulation. Food, clothes, equipment and slaves all pass through this Town which is protected by the Monastery. Several attempts have been made by outsiders to use Tur to access the Monastery. All have failed because of the total loyalty of the town's people to the Sorcerers of that vile place.

UNKNOWN CITY

Of all the ruins that dot the continent, this is the most unspeakable and dangerous.

VLAD BROK

This city is named after the charming adventurer who won this place from its previous Lord.

WOLFHEAD MOUNTAINS

The domain of Fragen the Ice Lord and home to the savage Wolf tribesmen.

ZARN

Men do not speak of the doom that befell Zarn. Even fewer venture to visit this vast, wasted city.

ZARAN'S TOWER

A tall powerful place, not unlike its owner who casts an evil over the world from this northern vantage point.

"LOOK UP AT THE STARS,
SEE THAT RED ONE?
THAT'S NEMESIS.
ONE DAY ZARTH WILL
PLUNGE INTO ITS FIREY
DEPTHS"

ILL GOTTEN GAINS OF DARK DESIRE

TREASURE

The amount of treasure a monster owns or guards is usually related to the monster's Challenge Level. Treasure is one of the ways the game reflects what a character has done: it's used in awarding experience points. Too many large treasures and the characters will become powerful without actually having done very much. Too many monsters with small treasures, and the characters won't gain levels to reflect their achievements.

As a general guideline, the monetary value of a treasure in Gold Pieces ought to be about 2–3 times the monster's value in experience points, and keep in mind that hunting and patrolling monsters likely won't be carting their treasure around with them. If the characters can't find the monster's lair, they may not find the treasure. Also, it obviously doesn't make sense for every wild boar and wolf to have a cache of treasure hidden away somewhere. Averaging the treasure out over several of the monsters in an adventure is a good way of making sure the characters get the right amount of experience points from treasure. Perhaps the goblin treasure hoard contains some "extra" treasure to account for the wolves in the area; if the characters avoid the wolves and kill the goblins, so much the better. If they have to fight the wolves and never find the goblins, they get no rewards (either XP or GP) for the encounter. You can't make the game perfectly fair; trying too hard isn't worth your time, and too much fairness feels artificial to the players.

"TRADING" GP VALUE FOR TREASURES

In addition to coins, treasures might contain gems, jewellery, and magical items. Treasures have got to be interesting: endless series of, "another treasure worth 100 gp in total" is a surefire recipe for boring your players.

- For every 100gp in value, there is a 10% chance of a 100gp trade-out.
- For every 1,000 gp in value, there is a 10% chance of a 1,000gp trade-out.
- For every 5,000 gp in value, there is a 10% chance of a 5,000gp trade-out.

It is suggested that the Crypt Keeper begin with the major GP values first and work down to the lesser ones. "Jewellery" refers to a single item of jewellery.

100 GP TRADE OUT

A roll of 1–19 on a d20 means a roll on the Minor Gem/Jewellery table. A roll of 20 results in rolling on the Magic Item table.

1,000 GP TRADE OUT

A roll of 1–19 on a d20 means a roll on the Minor Gem/Jewellery table. A roll of 20 results in rolling on the Magic Item table.

5,000 GP TRADE OUT

A roll of 1–19 on a d20 means a roll on the Major Gem/Jewellery table. A roll of 20 results in rolling on the Magic Item table.

TABLE 32: MINOR GEM/JEWELLERY

Die Roll (1d4)	Result
1	Gem or jewellery worth 1d6 gp
2	Gem or jewellery worth 1d100 + 25 gp
3	Gem or jewellery worth 1d100 + 75 gp
4	Gem or jewellery worth 1d1,000 gp

TABLE 33: MEDIUM GEM/JEWELLERY

Die Roll (1d4)	Result
1	Gem or jewellery worth 1d100 gp
2	Gem or jewellery worth 1d1,000 + 250 gp
3	Gem or jewellery worth 1d1,000 + 750 gp
4	Gem or jewellery worth 1d10,000 gp

TABLE 34: MAJOR GEM/JEWELLERY

Die Roll (1d4)	Result
1	Gem or jewellery worth 1d1,000 gp
2	Gem or jewellery worth 1d1,000 x8 gp
3	Gem or jewellery worth 1d1,000 x12 gp
4	Gem or jewellery worth 1d1,000 x20 gp

MAGIC ITEMS

"Begone Satan! Never tempt me with your vanities! What you offer me is evil. Drink the poison yourself!"

Inscription on the Saint Benedict Medal.

Magic items in Crypts and Things are rare and special items. They are artefacts of ancient wars and demonic summonings, and as a result their purpose is always malign. At most only one is found in a particular Crypt or adventure and they are the stuff of legend and renown. A figurative double-edged sword, magic treasures always endow at least one curse for each blessing they bestow. Often their long-term use is hazardous to the mental and physical well being of the character that possesses them. If for nothing else that other powerful jealous sorcerers and villains desire them, making the character the target of theft and assassination.

A note on Game Balance: In this area Crypts and Things mocks and throws out the window the concept of game balance. Although Magic items can be randomly found in the hordes of dead fiends, care should be taken in placing them in the game. In short if the Crypt Keeper feels that adding a certain magic item will be detrimental to the lasting fun of the game, they should not include the item in a treasure hoard.

The Crypt Keeper is encouraged to think up more wondrous items. The following is merely a list of examples and should not be considered exhaustive.



TABLE 35: MAGIC ITEMS

Die Roll (1d20)	Result
1	The Robe of many eyes
2	Robe of Black dread wings
3	Slave Ring
4	The Slaver's Head band
5	Temple Ball
6	Sword of the Green Dragon
7	Spear of the One-Eyed Titan
8	Horn of the Bull God
9	The Corrosion of Conformity
10	The Sword of Widow making
11	The Lamp of the Otherworld
12	Dagger of sacrifice
13	Black Tear of the Drowned Lands
14	Brain Jar
15	Hand of Doom
16	Claws of Tearing
17	Velvet glove
18	Blood Money
19	Crystals of Malignant evil (Full or Empty)
20	Black Lotus brew

THE ROBE OF MANY EYES

The wearer of this robe can never be crept up on. The eyes sewn onto the outside of the robe alert the wearer each time an assassin or thief tries to creep up on them. Barbs on the robe's inside pierce the wearer's flesh causing 1d4 damage, not healable until the robe is removed. These barbs deliver minute shocks when the robes sense impending peril.. Unfortunately the robe is obvious and bulky and gives a -3 to the dice roll for any stealth tests.

BLACK DREAD WINGS

These black leathery wings with a ten foot wingspan are alive and demonic. They attach by grabbing into the character's flesh, causing 1d4 damage when attached or unattached. The wings allow the wearer to fly at a rate of 18. Their use terrifies the innocent, -4 charisma when dealing with NPCs and hiring retainers.

SLAVE RING

These simple black-grey rings of iron were created during the reign of the serpent men to control humans which they captured and enslaved. In fact the arcane writing on the outside of the ring is merely the name of the original owner of the ring in Serpent tongue.

When worn the Ring immediately makes the wearer vulnerable to mental enslavement by any Serpent Man within one hundred feet. The wearer of a Slave Ring gets no Saving Throw against the mental domination attempt of either Serpent Priests or Serpent Tyrants and must obey all direct vocal commands from Serpent men warriors. The Slaver's Headband (q.v) is the 'companion' item of this and if worn the wearer is treated as a Serpent man for purposes of domination.

THE SLAVER'S HEADBAND

This iron-green head band, with a head of a cobra as centre piece, is an evil magical item from the days of the Serpent Man Empire. This item was created to turn loyal humans into Serpent Men. Initially it gives the wearer the ability to mentally enslave human or primitive targets within fifty foot, as long as the target fails a Saving Throw, for up to twenty four hours. Each time the wearer uses this power they must make a Saving Throw vs Corruption as if it was a third Level spell. Once the wearer's Wisdom is reduced to 0, the wearer painfully transforms into turns into a Serpent Man of the Priest caste.

TEMPLE BALL

The viscous game of Temple Ball is tame compared to how it was played in ancient days. While the bone crunching, no-holds-barred element of the game remains, the solid jade balls that are flung around the court are no substitute for the rune enchanted magic balls which were once used.

When a temple ball is found in a cache of treasure roll 1D6 and consult the following table.

1. Fireball - upon contact explodes as if a 5th Level fireball spell.
2. Thunderball - Upon hitting a target deafens all in a twenty foot radius on a failed Saving Throw.
3. Shatterball - Upon contact with a target shatters bones, causing 2D6 damage
4. Spiderball - Upon contact with a target entraps them in Spider Webs. Victim may attempt a Saving Throw each round to escape.
5. Black ball - Transports the victim to another world for D6 combat rounds.
6. Mad ball - Make an instant Sanity Roll. Failure not only causes Wisdom Loss as normal, but

drives the victim mad for D6 combat rounds.

SWORD OF THE GREEN DRAGON

This evil-looking sword of green tinged steel gives the wielder a +2 to hit and damage. However as soon as it successfully hits and does damage, it sends out a cloud of green poisonous gas in a ten foot radius. Characters who fail a Saving Throw take 2d10 damage.

SPEAR OF THE ONE EYED TITAN

Allows the wielder upon command to see into the future, allowing them to detect enemies, ambushes, know their opponent's tactics. However once in the predicted situation, the wielder of the spear is unable to act to escape it. They are stuck numb with paralyzation while the events play out.

HORN OF THE BULL GOD

Blowing the Horn once a day summons an uncontrollable army of 2D20 Minotaurs.

THE CORROSION OF CONFORMITY

A black acid that brings chaos where once there was order. It eats through locks and chains almost instantly. If used dilute as a potion it drives those who are committed to Law and Order instantly mad. Even possessing it gradually eats away at the sanity of the owner. Make a Sanity check every week (or portion thereof), in which the character has the potion in their possession.

THE SWORD OF WIDOW MAKING

This blood thirsty sword, +2 to hit and damage, slays creatures of 3 HD or less if they fail a Saving Throw. The drawback is that it must kill one living creature each day, or takes control of wielder on a failed Saving Throw and forces them to attack the nearest creature, friend or foe, unto death.

THE LAMP OF THE OTHERWORLD

When the shutters of this lamp are opened a sickly green light passes out, illuminating fractures in reality where the Others can pass through. It allows the character to see into the Shroud, seeing the invisible characters and monsters there. However the light of the lamp attracts creatures in the Shroud like moths to a flame. For each hour the lamp is illuminated, roll one D6: on a roll of 5-6 a malign Other is attracted to the character as per a Summon Monster Spell (roll D6, 1-5 is the grade of spell, 6 roll twice).

DAGGER OF SACRIFICE

This evil curved dagger thirsts for the blood of sacrificed victims. It restores 2d6 Hit Points or Constitution for each sacrificed victim, but causes the user to make an immediate Sanity Roll.

BLACK TEAR OF THE DROWNED LANDS

These black glass tears hold the condensed sorrow of the lands of Kartasa which sank to the bottom of the ocean five Millenia ago. Breaking one (and they break when thrown or dropped) unleashes the unmentionable heartache of that tragic event in a ten foot radius, causing all living creatures to make a Saving Throw or be reduced to a blubbing mess for 2d6 rounds. If a 1 was rolled for the Saving Throw the victim also loses 1d4 permanent Wisdom, due to Sanity loss from the experience. NPCs without detailed Wisdom, such as Henchmen, are sent insane immediately on a rolled 1.

BRAIN JAR

In ancient times a race of insect sorcerers foresaw the doom of their civilisation. They transplanted their brains into jars made of sorcerously-indestructible glass and suspended their bodies in vats of magical preserving fluid. In this state they sat out the destruction that befell their civilisation in large communal vaults underground. Their intention was to dominate and possess the weaker races that they foresaw arising after their downfall. Over time the Brain Jars were scattered after the vaults were broken open by thieves and natural disasters.

Powers of the Brain Jar are as follows:

1. Possess one individual within 50 feet on a failed Saving Throw.
2. Mind control individuals up to 50 away for one day on a failed Saving Throw.
3. Electric discharge 2d4 damage if Jar shocked, halved on a successful Saving Throw.
4. Telepathic ability to speak tongues.
5. Telekinetic control of objects up to twenty pounds within fifty feet.

To find out the condition and personality of the Brain Jar, roll a D6.

1. Insane - malignant
2. Insane - benevolent
3. Egocentric
4. Advisor
5. Scared
6. Outraged

HAND OF DOOM

This magic weapon is created from the preserved hand of a necromancer.

For the powers of the hand (roll 1d4)

1. Death ray - Sends out a beam of death energy up to 50 feet. On a failed Saving Throw the victim is instantly slain.
2. Corrosive ray - Sends out a blast of corrosive energy which causes 3d6 damage in a beam up to 50 feet.
3. Command - the Hand can be used to command 2d6 Undead for one day, if they fail their Saving Throw.
4. Grasping flight - Hand can fly and attack victims at its master's behest as a 5HD Monster for D8 damage.

Of course there is nothing to say that the Necromancer who the hand of Doom was taken from is not still around, possibly as a Lich, and wants his hand back.

CLAWS OF TEARING

These lizard skin gloves have black nailed claws that do d8 damage and give a +2 to hit. The downside is that once put on they can't be taken off without the wearer taking d4 damage as they attach themselves to their hands using barbs.

VELVET GLOVE

These purple velvet gloves give the wearer access to the Charm Person spell whenever they want. The downside is that anyone who successfully resists the spell, hates the wearer forever!

BLOOD MONEY

These blood tainted gold pieces summon a single assassin of Hit Dice equal to the value divided by 10. The souls of those killed by such assassins are taken to hell and the person who paid the blood money has their hands stained with blood for a number of years equal to the Hit Dice of the assassin.

CRYSTALS OF MALIGNANT EVIL (FULL OR EMPTY)

An ancient race, now extinct, learnt how to capture evil thoughts and desires in magic crystals. They mass produced the crystals and then used them on themselves. It is said the race died out because it was not ruthless enough to protect itself against its more malignant neighbours. The crystals persisted and are scattered across Zarth.

There are two types, full and empty. Both types are held in ornate copper lidded tubes, and expose their powers

when taken out.

- Empty crystals suck the evil out of any creature which touches it and fails a Saving Throw. Each crystal can hold the evil of one creature.
- Full crystals transfers the evil contained within the crystal to any target that touches them and fails a Saving Throw. If the creature affected is not irredeemably evil, they must make an instant Sanity roll. The crystal then shatters.

BLACK LOTUS BREW

Drinking this strange brew induces a feeling of euphoria for one day, granting the drinker a +2 bonus on a successful Sanity Check. However on a failed Sanity Check it induces a feeling of despair and paranoia, causing a -2 to all rolls, in addition to the normal penalties of a failed Sanity check, for a day.

OTHER MAGICAL ITEMS

The spell books of fallen Magicians are available for characters to learn spells from. If these spells are Black Magic, the character must make a Sanity test for each spell that they attempt to learn.

TREASURE TROVES

One feature of Sword and Sorcery story, even when treasure hunting is the key theme, is that that you don't have individuals holding treasure, with the hero picking up a gold piece or two here and there as he cuts a bloody swathe through the ranks of the minions.

Instead treasure troves of indescribable wealth and myriad glittering gems are placed in one place, usually to be seized in triumph once the main opponent has fallen.

So one option when when designing Crypts and Things adventures, calculate the total treasure for creatures that are encountered and place it all in a well defended and guarded location at the end of the Crypt. This will help the up the pace of the adventure as the players stop searching bodies of every slain minor opponent.



A COMPENDIUM OF FIENDS

The following is a quick reference guide for how to read monster descriptions:

Armour Class is explained in the rules for combat. If you're using the descending AC system (where a lower AC is better), disregard the numbers in brackets. If you're using the ascending system (where a high AC is better) use the numbers in brackets.

Hit Dice is the number of dice (d8) rolled to determine an individual creature's hit points. If there is a plus or minus next to the number, you add or subtract that number from the total, only once. For example: for a creature with 4+1 hit dice, you'd roll 4d8, and then add one more hit point. Note: in *Swords & Wizardry*, the monster's normal "to-hit" bonus is equal to its number of hit dice (capped at +15). A monster with 3 HD attacks with a +3 bonus to its roll on the "to-hit" chart. When using the Ascending AC system, the monster would attack by rolling a d20, adding its hit dice, and comparing the result to the opponent's AC—if the result is equal to or higher than AC, the attack hits. When using the descending AC system, the 3 HD monster would roll d20, add 3 for its hit dice, and compare the result to the target number on the chart.

Attacks is the number of attacks the monster has, and the damage they inflict. Monsters get a separate attack roll for each attack. A monster's attack bonus is the same as its hit dice, up to a maximum bonus of +15.

Saving throw means the target number (on a d20) the monster needs to meet or beat in order to make a successful saving throw.

Special is usually just a "flag" for the Crypt Keeper, to remind him that the monster has a special ability.

Move is the monster's movement rate, and it's handled just as movement rates are handled for characters.

Challenge Level is used to separate the monsters into "difficulty levels," so when you're creating an adventure you've got some guidelines about what the characters can handle and what they can't. XP tells you how many experience points the adventuring party gains for killing the creature. In some cases, you may choose to award experience points for defeating a creature without killing it (circumventing it by creative means, or capturing it to bring home are two examples of when such an award might be made).

Magic Resistance: This isn't one of the entries, but some creatures may have "magic resistance." The given percentage chance is the likelihood that any magic used against the creature (other than bonuses from weapons) will fail to take effect. Roll a d100, and if the result is less than the given percentage, the magic will fail.

There's not a lot of detail given about the monsters, because the more detail given, the more your own mental image of the fantasy world is going to be locked into a single track. We're not going to say that giant ants are red, nocturnal, three feet long, and fond of eating Nemons. Because in your mind, they might be blue, diurnal, five feet long, and eat only plants unless they're attacked. Details about monsters toss roadblocks in front of your imagination. Yes, details can also inspire the imagination, but we're making the assumption that if you're interested in fantasy gaming in the first place, you've got a good imagination that doesn't need details about the size of a giant ant.

That be said each monster description starts with a short colourful narrative that places the creature in the context of the setting of Zarth and perhaps gives the Crypt Keeper some inspiration on how to use the creature in game.



ANGEL OF OBLIVION

"It is said the Angels were once of protection. No more it seems. Upon black wings she flies and lays down oblivion to all that cross her path."

A black winged angel of death, the Angel of Oblivion is an other that feeds on the negative energies that are released by destruction and death.

Her cursed sword of annihilation immediately kills any creature with less than five hit dice, and causes creatures with more than 5 HD to make a Saving Roll or die.

With a gesture of her hand she is able to send out a shock wave that explodes rock, earth and other nonliving matter.

Type: Other

Armour Class: -2 [21]

Hit Dice:13

Attacks: 1 Sword (1d10 + Death)

Saving throw: 3

Special: Death attack/Annihilate nonliving matter.

Move: 12 ground/18 fly

Challenge Level/XP: 15/2,900



ANTS, GIANT

"We entered the ruin looking for the riches of long dead civilizations, but ended up running from these horrible insects. We attacked a small gang of workers at the entrance to their complex, which we falsely assumed was a old mine. A couple of them raised the alarm. We where quickly swamped by warriors and it was a fighting retreat all the way to the river from there."

Giant ants live in vast subterranean hives tunnelled through soil and even stone. A hive can hold as many as 100 ants, in a worker-to-warrior ratio of 1:5.

ANT, GIANT (WORKER)

Type: Monstrous Animal

Armour Class: 3 [16]

Hit Dice: 2

Attacks: Bite (1d6 + poison)

Saving Throw: 16

Special: None

Move: 18

Challenge Level/XP: 2/30

A hive can hold as many as 100 ants, in a worker-to-warrior ratio of 1:5. The poison of a warrior ant does 2d6 points of damage if a saving throw is failed, 1d4 points of damage if the saving throw succeeds.

ANT, GIANT (WARRIOR)

Type: Monstrous Animal

Armour Class: 3 [16]

Hit Dice: 3

Attacks: Bite (1d6 + poison)

Saving Throw: 14

Special: None

Move: 18

Challenge Level/XP: 2/30

The queen of a giant ant colony is larger, tougher, and slower than the average giant ant.

ANT, GIANT (QUEEN)

Type: Monstrous Animal

Armour Class: 3 [16]

Hit Dice: 10

Attacks: Bite (1d6)

Saving Throw: 5

Special: None

Move: 3

Challenge Level/XP: 8/800

BASHER APE

"Oh how we wearied of these black apes' constant attacks as we moved along the trail to Mount Doom. Out of the jungle they came charging in groups of not less than ten. Those that made it through our rain of missiles, would first attack using their bony head and then follow this up by frenzied pummelling from bony fists."

Basher apes are insanely territorial and attack any human that enters their lands. They are from giant ape stock magically altered by the Serpentmen during antiquity; to be more vicious with bone covered heads and boney knuckles. It is no surprise that Bashers are often found in the vicinity of Serpent men lairs.

Type: Monstrous Animal

Armour Class: 7 [12]

Hit Dice:1

Attacks: 1 head butt (1d8) or 2 fists (1d4)

Saving throw: 17

Move: 18

Challenge Level/XP:1/15

BASILISK

"The product of Black magic, this sorcerer's fiend is often manufactured to guard the most terrible of secrets."

Basilisks are great lizards whose gaze turns to stone anyone meeting its eye (one way of resolving this: fighting without looking incurs a -4 penalty to hit). If the basilisk's own gaze is reflected back at it, it has a 10% chance to force the basilisk into a saving throw against being turned to stone itself.

Type: Construct

Armour Class: 4 [15]

Hit Dice: 6

Attacks: Bite (2d6)

Saving Throw: 11

Special: Petrifying gaze

Move: 12

Challenge Level/XP: 8/800

BASHAN (FLYING SERPENT)

"We opened the tomb door and it slid out and flew into the air before we could blink, grabbing Yinna in its coils"

Pets of the Serpent Men, they are used as guards and scouts. Semi-intelligent they share a mind link with their Serpent Men masters. They defy gravity and move through the air, winding and sliding as they would on the ground. They grab their prey and coil round them, doing 1d12 damage per combat round. A victim may escape by rolling under their Strength on a d20.

Type: Serpentine

Armour Class 4 [15]

Hit Dice: 4

Attacks: 1 Bite (1d12)

Saving Throw

Special: Crushing Coils

Move 23 fly.

Challenge Level/Xp: 5/240

BATS, GIANT (VAMPIRE BAT)

"These evil animals came from the Other worlds, they flew in through the cracks to our reality, to feast on blood. "

These bats suck blood for automatic damage of 1d6 after a successful bite. They are the size of a falcon.

Type: Monstrous Animal

Armour Class: 8 [11]

Hit Dice: 1

Attacks: Bite (1d6)

Saving Throw: 17

Special: Sucks blood

Move: 4/18 (when flying)

Challenge Level/XP: 3/60

BATS, GIANT (GREATER BAT)

"We initially mistook them for some sort of cave man as they clung to the cave walls in the dim lit darkness. This illusion was dispelled as they swooped down and attacked"

These massive, man-sized cousins of the bat do not suck blood, but their bite is nonetheless deadly.

Type: Monstrous Animal

Armour Class: 7 [12] Hit Dice: 4

Attacks: Bite (1d10)

Saving Throw: 13

Special: None

Move: 4/18 (when flying)

Challenge Level/XP: 5/240



BLOOM OF DEATH

"What a pretty flower I thought. Some days I'm slow to catch on and as I bent over to better appreciate its delicate odour, it unravelled more blooms before my eyes. What a marvellous thing! Suddenly one of the flower heads darted forward and bit my hand! In shock I looked at my assailant and lo discovered it had teeth where its stamen should have been. I hacked at it with my sword and it was as tough as iron. I was hindered by the fact that it grew new flower heads as quickly as I hacked them off. Eventually I decided to run away. In retrospect the Skulls and bones gathered round its base should have been a dead giveaway."

This deadly flora originates from an Otherworld. It feeds on living creatures and has teeth in its flower heads which it can grow at rapid rate in response to the approach of a victim within five feet of it. To lure its victims it has a alluring scent which acts as a charm persons spell, the effect of which compels the victim on a failed Saving throw to investigate the source of the scent. Charmed victims will also prevent others from causing harm to the plant.

Type: Other

Armour Class: 7 [12]

Hit Dice:3

Attacks: One bite attack per Flower (1d4)

Saving throw: 14

Special: Charm by odour, grow d6 flower heads per round, can reach up to 10 feet

Move: 0.

Challenge Level/XP:4/120

BONE HEAD

"It looks like a placid reptilian cow, but beware get within twenty feet of this monster and it will charge you with that boney head of it."

Although herbivores these grazing dinosaurs are insanely territorial and will attack any perceived threat that enters its short range of sight (20ft). They have a knobby lumped head of bone that they use to bludgeon their victims into submission.

Type: Dinosaur

Armour Class: 6 [13]

Hit Dice: 5

Attacks: 1 head butt (1d10)

Saving throw: 12

Special: None

Move: 12, 18 when charging.

Challenge Level/XP:5/240

B'SOTH

"A black ball, shimmering in the darkness, it moved fluidly towards me rolling across the lower floor. When it was within spitting distance of my 'safe' position up on the cliff head, it unfurled revealing a dreadful array of legs, and a mouth full of razor sharp teeth. I have heard these creatures can attack, but I wasn't prepared for the awful sight of it springing up at least twenty feet. Fortunately I had presence of mind to set my spear and it duly landed on its end with a sickening crunch."

This fiend from the Other Worlds is an insectoid horror that is covered in black chitin and is able to collapse into a ball and roll on the ground. Its typical response when attacked and losing its to roll into a ball and escape. When attacking it bites with a maw of teeth after springing up to one hundred feet in one go!

Type: Other

Armour Class: 2 [17] when unrolled, 0 [19] when rolled up.

Hit Dice:1

Attacks: 1 bite (1d6)

Saving throw: 16

Special: Spring

Move: 12, 18 roll

Challenge Level/XP:2/30

BATS, GIANT (BAT MONSTER)

"The bat monster is the most terrifying of its kin. Not natural to this world, they are often used by Others as fearsome mounts."

These creatures attack with claws as well as a bite. They are twice the size of a man, with a tremendous wingspan.

Type: Monstrous Animal

Armour Class: 6 [13]

Hit Dice: 8

Attacks: Bite (2d8), claws (1d6)

Saving Throw: 8

Special: None

Move: 4/18 (when flying)

Challenge Level/XP: 9/1,100

BEETLES, GIANT (FIRE)

"My studies into nature conclude that the Giant Fire Beetle must be the result of some foul Vivimancer's experiment back in Antiquity."

A giant fire beetle's oily light-glands glow a reddish colour, and continue to give off light for 1d6 days after they are removed (shedding light in a 10 ft radius).

Type: Monstrous Animal

Armour Class: 4 [15]

Hit Dice: 1+3

Attacks: Bite (1d4+2)

Saving Throw: 18

Special: None

Move: 12

Challenge Level/XP: 1/15

BLACK PUDDINGS

"Its name is such a misnomer for it, for there is nothing culinary or comedic about it. This creature that has its origin from the Otherworlds or all too successful Black Magic creation spell, slides around the underworld consuming all mater it finds. I am thankful that it chooses to stay in the deep dark places where the sun never shines."

Black puddings are amorphous globs with an acidic surface. They are subterranean predators and scavengers. Any weapon or armour contacting a black pudding will be eaten away by the acid as follows: weapon (1 hit by weapon), chain mail or lesser armour (1 hit by pudding), plate mail (2 hits by pudding). If a weapon or armour is magical, it can take an additional hit per +1 before being dissolved.

Type: Construct

Armour Class: 6 [13]

Hit Dice: 10

Attacks: Attack (3d8)

Saving Throw: 5

Special: Acidic surface, immune to cold, divides when hit with lightning

Move: 6

Challenge Level/XP: 11/1,700

“THOSE ‘THINGS’ THAT
LURKED IN THE DARK
PLACES OF THE NOW
DESERTED CITY HAD BEEN
ITS DOWN FALL. SOME
SAID THEY WERE ONCE
THE MAD INHABITANTS OF
THAT PLACE, MADE THAT
WAY BY THEIR WORSHIP
OF THE GOD OUTSIDE OF
SPACE. “

BULL ROARER

"All teeth and a slab of grey muscled quadruped body, it came charging out of the darkness. Ulgress the Shield Bearer didn't stand a chance and disappeared under its bulk. It then bellowed fiercely and my baggage handlers all dropped their gear and ran screaming. I set my spear against its foul slobbering bulk and prayed to the Gods."

Bull Roarers are violent aggressive other world creatures, who attack other creatures on sight often with little regard for their own safety. Their main mode of attack is to charge their victims, doing 2d6 damage upon a successful hit. They then start viciously biting them with their large over sized teeth.

Type: Other

Armour Class: 6 [13]

Hit Dice:3

Attacks: 1 bite (1d8)

Saving throw: 14

Special: Charge attack!

Move: 12, 18 when charging

Challenge Level/XP:4/120

CENTIPEDE, GIANT (SMALL, LETHAL)

"Once upon a time a Black Magician decided to play with the simple centipede, producing a myriad of lethal forms for his amusement"

Giant lethal centipedes of the small size inflict a lethal bite with a +4 saving throw, but inflict no damage if the saving throw is successful.

Type: Monstrous Animal

Armour Class: 9 [10]

Hit Dice: 1d2

Attacks: Bite (deals 0 damage)

Saving Throw: 18

Special: Lethal poison, +4 save

Move: 13

Challenge Level/XP: 2/30

The nonlethal variety has larger pincers but its poison is not lethal (though it is deadly). Failing a saving throw (at +4) against the poison of the nonlethal variety causes 1d4 rounds of crippling pain (the victim is helpless, as if asleep). Additionally, the limb (roll 1d4) is temporarily crippled (treat as a disease) for 2d4 days. A crippled leg reduces movement by 50%; a crippled shield arm cannot use weapon or shield; a crippled sword arm can only attack at -4. A second bite on a leg reduces movement to one quarter normal, and a third bite to the legs reduces movement to 1 ft per minute (prone, dragging oneself by the arms).



CENTIPEDES, GIANT (SMALL, NON-LETHAL)

Type: Monstrous Animal

Armour Class: 9 [10]

Hit Dice: 1d2

Attacks: Bite (1 hp damage)

Saving Throw: 18

Special: Nonlethal poison, +4 save

Move: 13

Challenge Level/XP: 1/15

The man-sized giant centipede is a deadly predator with armoured segments, a deadly bite, and a lethal (though relatively weak) poison.

CENTIPEDE, GIANT (MAN-SIZED)

Type: Monstrous Animal

Armour Class: 5 [14]

Hit Dice: 2

Attacks: Bite (1d8)

Saving Throw: 16

Special: Lethal poison, +6 save

Move: 15

Challenge Level/XP: 4/240

A twenty-foot long horror of chitin, multiple legs, and clashing pincers dripping with venom.

CENTIPEDE, GIANT (LARGE, 20 FT LONG)

Type: Monstrous Animal

Armour Class: 0 [20]

Hit Dice: 4

Attacks: Bite (3d8)

Saving Throw: 13

Special: Lethal poison, +4 save

Move: 18

Challenge Level/XP: 6/400

CHIMERA

"I was shocked and stunned by its appearance. A fearful amalgamation of goat, lion and dragon. Legend has it that it is a creature that is a spontaneous expression of the chaos of these end times, but I fear that once more it is a product of Black magic that has escaped the laboratory."

The chimera has three heads; one is the head of a goat, one the head of a lion, and one the head of a dragon. Great wings rise from its lion-like body. The dragon head can breathe fire (3 times per day) with a range of 50 ft, causing 3d8 damage to anyone caught within the fiery blast (saving throw for half damage).

Type: Construct

Armour Class: Goat 6 [13], Lion 5 [14], Dragon 2 [17]

Hit Dice: 9

Attacks: 2 claws (1d3), 2 goat horns (1d4), 1 lion bite (2d4), and 1 dragon bite (3d4)

Saving Throw: 6

Special: Breathes fire, flies

Move: 9/18 (when flying)

Challenge Level/XP: 11/1,700

COCKATRICE

"We found it in the Sorcerer's accursed laboratory. This blasphemous thing was nesting in the crucible that had birthed it. Out of blood, foul black liquids and the parts of many living creatures. I recognized it for what it was when I saw the many statues arranged haphazardly around the room, and shielded my eyes before it turned its baleful eye towards mine."

Resembles a bat-winged rooster with a long, serpentine tail. Its bite turns enemies to stone unless a successful saving throw is made.

Type: Construct

Armour Class: 6 [13]

Hit Dice: 5

Attacks: Bite (1d3+ turn to stone)

Saving Throw: 12

Special: Bite turns to stone

Move: 6/18 (when flying)

Challenge Level/XP: 7/600

CORPSE COLOSSUS

"I watched in horror as the necromancer's acolytes set about their master's grisly work in that hellish ruined castle. From the great pile of bodies gathered from local graveyards, they stripped the flesh from them and tossed them into giant cauldrons. The bones were ground up and similarly prepared. Great black magics were cast that night, and in the light of a fearful and hesitant dawn the rotting Giant stood there, eyes burning like fire ready to terrorize the lands of the living."

Made of a small mountain of freshly dead bodies, that are reanimated by ancient and powerful magics in a long and expensive ritual, Corpse Colossus usually serve the evil will of an necromancer. They attack in close combat with two massive pummeling fists and can shake the ground with a massive stomp, that knocks anyone off their feet (requiring them to take a round getting up) on a failed save.

Type: Construct

Armour Class: 6 [13]

Hit Dice:10

Attacks: 2 fist (1d10 each)

Saving throw: 5

Special: Stomp attack.

Move: 9

Challenge Level/XP:11/1,700

CRAWLING CORRUPTION

"Initially I thought it was a pile of rubbish just sitting there in the corner. Then it started to move, a shuddering mass of foul mess, which gave off the most noxious of vapours. I was shocked by the sheer novelty of it. I raised up in front of me, a heavy bulk of sickening revulsion. Nauseated I attempted to run, only to find that it had slithered over my leg. It was then the teeth on its underside started to tear through flesh and crunch through bone. I was lucky my companions heard my screams and rescued what was left of me."

This monster comes from the Otherworld to feed. Its ravenous appetite lays waste to cities and desolates the countryside. It is immune to disease, poison and magic that controls the mind. It can only be hacked apart, spewing sick chunks of rotting decay as it disintegrates.

Type: Other

Armour Class: 2 [17]

Hit Dice: 8

Attacks: 1 bite (2d6)

Saving throw: 8

Special: Immune to mind control magics, poison and disease.

Move: 12

Challenge Level/XP:8/800

**"HEAVY IS THE STENCH
OF CORRUPTION IN
THAT FOUL PLACE. I
HAVE BEEN UNABLE
TO WASH IT OFF, OR
FORGET WHAT I'VE SEEN
FIVE YEARS AFTER MY
VISIT".**



CRYPT FIEND

"We found it there, coolly sitting on a stone throne in the heart of what must have been its tomb. It regarded our drawn weapons red eyes blazing in its exposed skull. With a wave of its hand, our attendant slaves all choked and fell dead immediately. It laughed mockingly. Discretion we decided was the better part of valour as we ran from its chamber. I looked back one final time to see the Fiend raise its right hand and our dead slaves pick themselves up. It pointed and the slaves started shuffling towards us. As we fled through the dusty halls all we could hear was its awful mocking laughter and the scraping footsteps of our dead slaves."

A commander of the undead, the Fiend is found in old tombs, where there are multiple corpses for it to animate and command. It kills all living things under 5 hit Dice with a simple gesture of its left hand and raises 2d6 of the dead as Zombies per round with its right hand. In addition it is a Black Magician of 5th Level.

Type: Undead

Armour Class: 2 [17]

Hit Dice:8

Attacks: 2 boney claws (1d6)

Saving throw:

Special: Death gesture, raise 2d6 dead as Zombies or skeletons per round.

Move: 12

Challenge Level/XP:10/1,400

DEATH CROW

"These birds are an increasingly common sight around the battlefields and graveyards. it is whispered that they feed on the souls of the recently departed"

Others which take the form of giant black crows and feed upon the souls of the recently departed.

Type: Other

Armour Class: 8 [11]

Hit Dice:1-1

Attacks: 1 peak (1d4)

Saving throw: 18

Special: None

Move: 18 fly/9 hop on ground

Challenge Level/XP:B/10



DRAGON

"Dragons are an ancient race that predates even the Empire of the Serpent People, who it is said they spawned. Now they seek the downfall of men and their works, to return Zarth to their rule."

The size of a dragon is roughly 5 ft of body length per age category, up to the adult size of 20 ft. Dragons have double normal treasure (i.e., with a gold piece value of four times the dragon's XP value).

Do not roll hit points for dragons as normal. Instead, determine the age category of the dragon, and that will tell you both the dragon's hit points per die and how many points of damage per hit die the dragon's breath inflicts:

Very young dragon: 1 hit point per hit die, 1 hit point per die inflicted by breath weapon.

Young: 2 hit points per hit die, 2 hit points per die inflicted by breath weapon.

Immature: 3 hit points per hit die, 3 hit points per die inflicted by breath weapon.

Adult: 4 hit points per hit die, 4 hit points per die inflicted by breath weapon.

Old: 5 hit points per hit die, 5 hit points per die inflicted by breath weapon.

Very old (100 years old): 6 hit points per hit die, 6 hit points per die inflicted by breath weapon.

Aged (100-400 years old): 7 hit points per die, 7 hit points per die inflicted by breath weapon.

Ancient (400+ years old): 8 hit points per die, 8 hit points per die inflicted by breath weapon.

Note that dragons, while they are dangerous opponents, are not by any means invincible. The Dragon of Zarth are a common problem rather than a godlike creature of legend—so the statistics for dragons reflect a deadly but not mythical foe. The Crypt Keeper is, of course, free to create stats for a more "mythical" conception of dragons. Since dice aren't rolled for dragon hit points, it is possible for a truly mythical dragon to have more "numbers" per die than it's actually possible to roll on a hit die.

Breath Weapons: All dragons have a breath weapon of some kind, which can be used three times in a day. The Crypt Keeper chooses when a dragon will use the breath weapon, or may roll a 60% chance in any given round. Damage inflicted by a dragon's breath weapon is indicated under the age category. Breath weapons come in three different types:

Cloud-shape for gaseous exhalations

Cone shape for fiery-type breath

A line for spitting dragons.



Roll to determine what type of breath weapon a particular dragon has.

1. Acid breath. These dragons spit a deadly, corrosive acid rather than breathing fire. The acid covers everything in a line 5 ft wide and 60 ft long.
2. Electric bolt. A blast of electric lightning in a line 5 ft wide and 100 ft long, affecting everything in its path. A saving throw indicates half damage.
3. A cloud of poisonous gas, 50 ft in diameter (successful saving throw indicates half damage)
4. Breathe fire in a cone-shape 90 feet long and roughly 30 ft wide at the base.
5. A cone of intensely cold air and frost, with a length of 70 ft and a base of 30 ft.
6. Roll twice.

If a dragon is beaten down by subdual damage (see rules for combat), the dragon will surrender and serve its masters, even to the point of allowing itself to be sold. However, subdued dragons are only loyal while they are impressed by and frightened of their masters— signs of weakness may cause the dragon to escape or even attack its master.

All dragons speak Draconic and each Hit Dice gives a 10% chance that the Dragon is a Black Magician of a level equal to its Hit Dice.

Dragons generally have a challenge level of its (hit points/4) +2.

Type: Dragon

Armour Class: 2 [17]

Hit Dice: 6–12

Attacks: 2 claws (1d4), bite (3d6)

Saving Throw: 11, 9, 8,

Special: Breath weapon

Move: 9/24 (when flying)

Challenge Level/XP: 6 HD (8/800), 7 HD (9/1,100),

8 HD (10/1,400), 9 HD (11/1,700), 10 HD (12/2,000)

11 HD (13/2,300), 12 HD (14/2,600)

ELEMENTALS

“The Elemental lords created the world of Zarth. Though their cosmic dance they defined the world and through interplay, sometimes gentle, sometimes savage continue to do so. They are vulnerable to Sorcery and at different times have been enslaved by the Serpent People, the people of Myrindor and now the peoples of the Four City Alliance. This is not good for Zarth’s weather, which suffers from extremes, and terrible is the Four Lords vengeance when they escape their eldritch bonds. Witness the Deserted Coast, wrecked by the Four Lords when they escaped the thrall of Myrindor, as proof. The lesser elementals like their lords are susceptible to the idle summons of Sorcerers, and many are found bound in pacts ancient or modern. Otherwise they are all around us; you can see them in flames of the fire pit, the howling wind, the raging tides, and the angry movement of the earth”

Elementals are living manifestations of the basic forms of matter; earth, air, fire, and water. They are usually summoned from their more passive form of existence as ambient forces of nature to do the bidding of a powerful wizard. These beings can also be “chained” within objects or structures to give the objects magical properties. Elementals are barely intelligent at all, but they are as powerful as the forces of nature that they actually are.

ELEMENTAL, AIR



ELEMENTAL, AIR

Type: Elemental

Armour Class: 2 [17]

Hit Dice: 8, 12, or 16

Attacks: Strike (2d8)

Saving Throw: 8, 3, or 3

Special: Whirlwind

Move: 36 (Flying)

Challenge Level/XP: 8 HD (9/1,100),

12 HD (13/2,300), 16 HD (17/3,400)

Air elementals can turn into a whirlwind of air with a diameter of 30 ft, hurling any creature of 1 HD or less for great distances (and almost certainly killing them). These elemental whirlwinds are approximately 100 ft in height.

ELEMENTAL, EARTH

Type: Elemental

Armour Class: 2 [17]

Hit Dice: 8, 12, or 16

Attacks: Fist (3d6)

Saving Throw: 8, 3, or 3

Special: Tear down stone

Move: 6

Challenge Level/XP: 8 HD (9/1,100),

12 HD (13/2,300), 16 HD (17/3,400)



Earth elementals are hulking man-shapes of rock and earth. They batter opponents with their great fists, although damage is reduced by 1d6 if the opponent is not standing upon earth or rock. Earth elementals can tear apart stone structures, able to rip down even a castle wall in a matter of 1d4+4 rounds (minutes).

ELEMENTAL, FIRE

Type: Elemental

Armour Class: 2 [17]

Hit Dice: 8, 12, or 16

Attacks: Strike (2d6)

Saving Throw: 8, 3, or 3

Special: Ignite materials

Move: 12

Challenge Level/XP: 8 HD (9/1,100),

12 HD (13/2,300), 16 HD (17/3,400)

Fire elementals are formless masses of flame, perhaps with a vaguely human shape. Their attacks cause flammable materials (including wood) to ignite if the material fails a saving throw (as determined by the Crypt Keeper).



ELEMENTAL, WATER

Type: Elemental

Armour Class: 2 [17]

Hit Dice: 8, 12, or 16

Attacks: Strike (3d6)

Saving Throw: 8, 3, or 3

Special: Can overturn boats

Move: 6 (swim 18)

Challenge Level/XP: 8 HD (9/1,100),

12 HD (13/2,300), 16 HD (17/3,400)

Water elementals cannot move more than 60 ft from a large body of water, and their damage is reduced by 1d6 if the opponent is not standing in water (or swimming, etc). These powerful beings can overturn small boats, and can overturn a ship if given 1d4+4 rounds to work at it. On water, they can attack ships, battering them to pieces within 1 hour if not prevented or distracted.



FACE RIPPER

"It stood there upright the height of a small child, making an infernal clicking sound with its teeth and thumping the ground impatiently with its serpentine tail for what seemed like an age. Hurek our hunter motioned us to keep perfectly still. We all did except Xanthai, who made the mistake of slightly adjusting her stance. Almost instantly the fiend jumped at her, a blur of scales and claws. It landed on her face, and with its razor like claws skinned her within seconds. Xanthai stood there a screaming bloody mess while the lizard regarded its grisly trophy of her mask."

Face Rippers are a fiendish hunting dinosaur with a distressing mode of attack. They can spring distances of up to thirty foot, and if attack hits they are attached to the victims face, doing 2d6 damage per round as they slash with both claws.

Type: Other

Armour Class: 7 [12]

Hit Dice:3

Attacks: 2 Claws (1d6)

Saving throw: 14

Special: Jumping face attack

Move: 12

Challenge Level/XP:4/120

FACE STEALER

"It came in the night while I slept and took my face and form. It then committed acts of gross mayhem and murder, which the local townspeople then blamed me for. Eyewitnesses saw me at the scene of the crimes. I had no alternative but to flee the town after that."

This type of demon, also known as the Fiend without a Face, appears as a tall gaunt grey skinned humanoid with completely blank face. It comes to the real world at night and takes on the form of its usually sleeping victim. Once it has form and identity it goes on a murderous rampage to satisfy its innate bloodlust. It melts away back to the Outside World, once its hunger is satisfied, leaving its victim to face the wrath of any witnesses.

While it possesses the victim's Face, its hit dice and abilities are exactly the same as its victim. It takes one round to absorb the identity of a victim. The stats below

is the Face Stealer in its natural “unmasked” form., during which time the Face stealer returns to its natural form.

Type: Other

Armour Class: 6 [13]

Hit Dice: 3

Attacks: In natural form Claw (1d8+1) otherwise as weapon of imitated victim.

Saving throw: 14

Special: Imitates perfectly anyone who it touches, taking on their form and abilities.

Move: 15

Challenge Level/XP: 5/240

FUNGUS MAN

“What I’d had initially thought to be a patch of mould on the floor raised it self up in the shape of a man. So did several other mould patches and soon there was about six of them, green man shapes reaching out towards me.”

Fungus men are other world creatures that upon their arrival on Zarth mimicked humanoid form. As well as being able to physically punch their victims, they can attack by enveloping their target. On a successful attack roll the Fungus man smothers its target which takes 1d10 damage at the end of each combat round they are trapped. To escape the victim must roll under or equal to their Strength on a D20. They may roll once at the beginning of the combat round. The Fungus man holds its victim so tight that use of weapons while held is impossible.

Type: Other

Armour Class: 8 [11]

Hit Dice:1

Attacks: 1 Fist 1d6

Saving throw: 17

Special: Enveloping attack 1d10

Move: 12

Challenge Level/XP: 1/15

GARGOYLE

“When the gate within the Locust Star opened, the race know as Gargoyles were first to come streaming out in vast squadrons on leathery wings. Like a plague they have spread across the world, making the desolate places of the world their hunting grounds.”

Gargoyles are winged beings resembling the craven monstrosities that bedeck the walls of temples and many subterranean dungeons. They are terribly vicious predators.

Type: Other

Armour Class: 5 [14]

Hit Dice: 4+4

Attacks: 2 claws (1d3), 1 bite (1d4), 1 horn (1d6)

Saving Throw: 13

Special: Flight

Move: 9/15 (when flying)

Challenge Level/XP: 6/400

GHOUL

“That thing from the crypt liked to play with its food. My muscles frozen in place by its vile touch, I was forced to watch as it made a meal out of poor Trom. With gore still dripping from its maw it turned to face me its expressions saying “Your next!”. Fortunately motion had returned to my body and I was able to scramble away from the fiend and that awful place”.

Ghouls are pack-hunting undead, corpse eaters. They are immune, like most undead, to charms and sleep spells. The most dangerous feature of these horrid, cunning creatures, is their paralyzing touch: any hit from a ghoul requires a saving throw or the victim becomes paralyzed for 3d6 turns.

Type: Undead

Armour Class: 6 [13]

Hit Dice: 2

Attacks: 2 claws (1d3), 1 bite (1d4)

Saving Throw: 16

Special: Immunities, paralysis

Move: 9

Challenge Level/XP: 3/60

GOLEMS

Golems are man-shaped creatures built to serve their masters, usually powerful wizards or high priests. They are often used as guardians. Golems cannot be hit with non-magical weapons, and are immune to the sorts of spells used to create them (iron golems being immune to fire, for instance). You can find the details in the specific monster descriptions.

GOLEM, FLESH

“In ancient times the Serpent People left no part of their slain enemies unused. After using the internal organs for potions, the remaining limbs and flesh where meddled together by a sect of sorcerers called the ‘Body weavers’, and through great grizzly magic brought back under the Serpent sect’s control. Alas this magic knowledge has not died with that culture and has found its way into the hands of those less able to use it for benign benefit”

A creation stitched together from human limbs and other parts, like a Frankenstein monster. Damage inflicted by lightning heals the golem (per the movie), and it is slowed by fire and cold spells. No other type of spell than lightning, fire, or cold affects a flesh golem. Only +1 or better magic weapons can harm a flesh golem.

Type: Construct

Armour Class: 9 [10]

Hit Dice: 45 hit points

Attacks: 2 fists (2d8)

Saving Throw: 4

Special: Healed by lightning, hit only by magic weapons, slowed by fire and cold, immune to most spells

Move: 8

Challenge Level/XP: 12/2,000

GOLEM, IRON

“The Colossus of Grag was created by the very gods they say to guard some ancient secret. We went to Grag with the intention of breaking it up and melting it down for profit. Little did we know how cruel the ancient forgotten gods were. For the life that flowed through its metal body it was the very secret it was guarding!”

Iron golems are huge moving statues of iron. They can breathe a 10 ft radius cloud of poison gas as well as attacking with great power. Weapons of +2 or less do not

affect them. These hulking statues are slowed by lightning spells, but fire-based spells actually restore hit points to them. No other type of spell affects them.

Type: Construct

Armour Class: 3 [16]

Hit Dice: 80 hit points

Attacks: Weapon or fist (4d10)

Saving Throw: 3

Special: Poison gas, immune to all weapons +2 or less, slowed by lightning, healed by fire, immune to most magic

Move: 6

Challenge Level/XP: 17/3,500

GOLEM, STONE

“It sits there in total silence on its ancient throne guarding the mountain pass. If it was some effigy of a King the elementals have long since taken away its face and other distinguishing features. The locals in fact call it “Silence” and talk about how even when it awakens to crushes all that try to enter the lost valley of the Kings, it does so without making a sound.”

Stone golems are massive stone statues animated by very powerful magics (much more than just animate object, in other words). They are slowed by fire spells, and damaged/healed by rock to mud spells and the reverse. Spells that affect rock (and fire spells) are the only magic that affects them. They can only be hit by +2 or better weapons.

Type: Construct

Armour Class: 5 [14]

Hit Dice: 60 hit points

Attacks: Fist (3d8)

Saving Throw: 3

Special: Unaffected by +1 or lesser weapons, immune to most magic

Move: 6

Challenge Level/XP: 16/3,200

GOLGOTH (DEMON KNIGHT)

"Never have I seen a creature move so confidently, so convinced of its own might and strength. I saw a small group of them inflict bloody mayhem upon a seasoned battalion of the Duke's soldiers. They took one prisoner, inflicted terrible torture upon him and returned him to the Duke as a mocking gesture."

Golgoths are a martial race of Others who have come to Zarth to feast on violence for their own amusement. They are clad head to toe in black plate mail and typically wield two handed weapons.

Type: Other

Hit Dice:5

Armour Class: 1 [18]

Attacks: 1 Great Sword (1d10)

Saving throw: 12

Special: None

Move: 12

Challenge Level/XP: 5/240



GORGON

"It came charging out of the Ancient Lab where it had been kept for thousands of years as Hurek opened the iron doors. Some strange copper apparatus attached to its 'udders', filled with green liquid. Obviously an evil potion being collected by its Serpent men masters. It pawed the floor as it regarded us, steam billowing from its nostrils, a mass of scaled bovine monster about to let rip with mayhem."

Gorgons are bull-like creatures with dragon-like scales. Their breath turns people to stone (60 ft range, saving throw applies).

Type: Construct

Armour Class: 2 [17]

Hit Dice: 8

Attacks: Gore (2d6)

Saving Throw: 8

Special: Breath turns to stone

Move: 12

Challenge Level/XP: 10/1,400

GRIFFON

"The noble Griffon took to the sky, to escape the less than noble attentions of our nest raiders. One of them placed a hand on an egg, and its mother-bird took it straight off diving from the sky and cleanly striking it with a claw. The other lost his head as the father-bird dropped as quickly and tore off his head with his beak. At this point I decided to cut my losses and quietly climb down the mountain."

Griffons have the body of a lion, with the wings, head, and fore-talons of an eagle. These creatures can be tamed and ridden as mounts. They usually nest in high mountain aeries, where they lay their eggs and hunt their prey. Because the fledglings can be tamed, young griffons and griffon eggs command a very high price in the marketplaces of the great cities, or to barons and wizards.

Type: Monstrous Animal

Armour Class: 3 [16]

Hit Dice: 7

Attacks: 2 claws (1d4), 1 bite (2d8)

Saving Throw: 9

Special: Flies

Move: 12/27 (when flying)

Challenge Level/XP: 8/800

HANGED MAN

"In my travels across the continent of Terror I have become numb to the sight of dead bodies being displayed in public, left splayed across forgotten battle fields and impaled on stakes as a warning to others. Had I an ounce of shock left in me that day I would have stopped to regard the two bodies hanging from the trees instead of urging my caravan on. I would not be mourning the death of five of my best guards cut down by those sneaky undead villains, who slipped down unnoticed from their nooses as we passed."

These Undead assassins are created by foul black magic that reanimates thieves after their death by hanging. They retain all their powers as in life, and typically have the abilities of a 5th Level Thief. They are intelligent, cunning and slightly faster moving than an average human. Often they serve the foul sorcerers who brought them into being.

Type: Undead

Armour Class: 2 [17]

Hit Dice: 5

Attacks: 1

Saving throw: 12

Special: Thieves abilities at 5th Level

Move: 15

Challenge Level/XP: 6/400

HARPY

"Foul wenches of the desolate places. Cursed by the ancient god in an Otherworld of pain and loathing, on the wings of vultures they fly spreading their filth. Block your ears as you near them for it will beguile you with beauty, clouding your mind to the world of pestilence that they will bring you into"

Harpies have the upper body of a human female and the lower body and wings of a vulture. Their song is a charm that draws its victims to the harpy (saving throw applies), and the harpy's touch casts the equivalent of a charm person spell (again, saving throw applies).

Type: Other

Armour Class: 7 [12]

Hit Dice: 3

Attacks: 2 talons (1d3) and weapon (1d6)

Saving Throw: 14

Special: Flies, siren-song

Move: 6/18 (when flying)

Challenge Level/XP: 4/120

HEAD DEVOURER

“At first I mistook it for some triangular piece of rock just sitting there in the cave. The a single twenty foot long tentacle with a claw at the end darted out of its apex, neatly spearing my companion Axrox in the head. Then another shot out, spearing Justinus to my left. As quickly as it had struck, the tentacles were retracted taking the victim’s heads as food. The tentacles slid into the main trunk of the thing, and there started a sickening crunching and squelching sounds. I stood there horrified, until I realized that the headless companions had somehow picked themselves up. Its snack over, the tentacles slid out and regarded me as my former comrades tried to grab me. At this point I made a run for it, hoping I could get far away from the reach of the deadly tentacles.”

A strange beast it attacks its victims, with darting tentacle attack which has a thirty foot range. Once it has slain its victims it eats the heads, and then gains the ability to raise them and control them as headless zombies!

Despite looking like a static object, suckers on the underside of its triangular torso allow it to move around like a slug.

Type: Other

Armour Class: 4 [15]

Hit Dice:6

Attacks: 2 tentacles (1d8)

Saving throw: 11

Special: Able to raise any slain victim whose head it has devoured and control as a Headless Zombie.

Move: 6

Challenge Level/XP: 7/600

HEAD HAND

“I was chained to the wall of the cell and they had locked the heavy door behind them. Safe at last I thought. Then I heard the guards chuckle from beyond the iron cell door, the grind of a lever being pulled and suddenly a previously hidden trap door opened up in the floor. There was a damnable scuttling noise from some chamber below. Then a horrible scratching noise as something climbed up from that pit. I expected some ghoul to rise up from the open door, but my mouth dropped wide open when I saw the monstrosity before me. A human hand with, what I first thought was a large cyst on the back, stood there balanced on its claw like nails. Then it turned to ‘face’ me and I saw it was not a lump but a grotesque small head that sat on that terrible claw. “

The product of some foul vivimancy experiment on an Otherworld that consumed that world entirely, the Head hands came streaming through the Locust Star and have crawled into this dimension. Their appetite for flesh is ravenous, and upon reaching a certain critical mass they magically split into 2d4 copies of themselves. They scuttle rapidly across the ground, sheer walls and ceilings. They are capable of leaping twenty foot from standing. They either attack with their claw or bite.

Type: Other

Armour Class: 4 [15]

Hit Dice:1

Attacks: 1 claw (1d4) or 1 bite (1d6)

Saving throw: 17

Special: Leap (20 ft) attack

Move: 18

Challenge Level/XP:2/30

“THE PRIESTS OF THE
ABANDONED SUMMIT
WOULD MAKE YOUR
SISTER FAMOUS.....
NOT IN A GOOD WAY”

HELL HOUNDS

"From the Other worlds they come baying. Some fire drenched world was their home. Consumed by their evil. Jumping though the unlocked portals, they come bathe the world in fire."

Hell hounds are fire-breathing dogs from some fiery Other world. In addition to biting, they can breathe fire each round, inflicting 2 hp damage per hit die (10 ft range, saving throw for half damage).

Type: Other

Armour Class: 4 [15]

Hit Dice: 4–7

Attacks: Bite (1d6)

Saving Throw: 13, 12, 11, or 9

Special: Breathe fire

Move: 12

Challenge Level/XP: 4 HD (5/240), 5 HD (6/400),

6 HD (7/600), 7 HD (8/800)

HORSES

Horses are AC 7 [12], with riding horses having 2 HD and war horses having 3 HD. Horses have a movement speed of 18.

HOWLER APE

"It stood there in the jungle clearing. It raised itself up as tall and proud as a man, and then let out an unnerving deafening shriek. My slaves immediately dropped their spears and baggage and ran screaming. It seemed to smile evilly at me. Then it charged"

Howler apes are man sized semi-intelligent animals. Although omnivores they do not seem to be averse to supplementing their diets with human flesh when opportunity arises. They are completely fearless and automatically resist all attempts to scare them. They gain their name from their Howling attack, which affects all within earshot and upon a failed save causes the victim to run away in fear for 1d6 x 10 minutes.

Type: Monstrous Animal

Armour Class: 4 [15]

Hit Dice:5

Attacks: 2 Claws (1d4)

Saving throw: 12

Special: Totally Fearless, Howling attack

Move: 18

Challenge Level/XP:6/400

HUMANS

"We are of course our own worst enemy. Traitors have sided with the Others, worshiping them as long lost Gods, blood sacrificing to them, expanding their odious influence in return for power in the new disorder. Hence the end is accelerated by those who betray their fellow man".

Humans are such a versatile race that any number of "monsters" and NPCs can be made from them. Berserker warriors, tribesmen, cavemen, princesses, evil high priests, captains of the guard, foot-soldiers, and tavern-keepers are all different human "monsters." Don't try to build your non-player characters according to the rules for player characters. Just make up their stats and abilities as you see fit.

HUMAN, BANDIT

"With law and order breaking down so comprehensively after the Tyrant's death, it is no wonder so many of the young lads are taking to the hills to make an 'easy' living as bandits."

Bandits lurk in the wild places of the world and prey on passing travellers. More bold bands will extract tribute from villages nearby their camp.

Type: Human

Armour Class: 7 [12]

Hit Dice:1

Attacks: 1 Short Bow (1d6) or Shortsword (1d6)

Saving throw: 17

Special: None

Move: 12

Challenge Level/XP: 1/15

HUMAN, BERSERKER

"What happens to them that are driven mad by the horrors of the world? They pick up their swords and take out their pain on others, fighting without any regard for their own personal safety. I have heard that there is a wandering army of such madmen. I pray it does not visit my home city in my lifetime."

Berserkers are humans driven insane who fight with astounding ferocity. A bonus of +2 is added to their attack rolls. They do not wear armour heavier than leather armour.

Armour Class: 7 [12]

Hit Dice: 1

Attacks: Weapon (1d8)

Saving Throw: 17

Special: Berserking

Move: 12

Challenge Level/XP: 2/30

HUMAN - CULTIST

"They meet in secret, worshipping blasphemous gods, but they are everywhere. Trading their very souls for temporal power. In plain sight, they might be your neighbour, a member of your guild, your closest friend. Slipping ever further from normalcy and sanity, until a line is crossed and all hell breaks loose"

Cultists worship the more powerful Others as gods. Enslaved by their lust for power they do their foul bidding.

Type: Human

Armour Class: 9 [10]

Hit Dice:1

Attacks: 1 Dagger (1d4) or Shortsword (1d6)

Saving throw: 17

Special: None

Move: 12

Challenge Level/XP:1/15

HUMAN - EVIL PRIEST

"The commune with the Underlords to aid their congregations or their own savage lusts. The price of such diabolical commerce is flesh and blood. These men and women ensure that the altars are well visited by those enslaved by their followers. For they are well aware of the consequences if the pact is not paid in full."

These Priests communicate with the more powerful Others gaining power and favour from beyond the shroud that separates the Other worlds from Zarth.

They cast the following spells as a 4th Level Magician:

Magic Missile, Charm Person, Sleep, Snake Charm, Suggestion,

Other powers that require blood soaked rituals to invoke are

- Summoning Others from the Otherworld
- Raising the undead
- Divining the future

Type: Human

Armour Class: 8 [13]

Hit Dice:4

Attacks: 1 Dagger (1d4)

Saving throw: 13

Special: Spells

Move: 12

Challenge Level/XP:5/240

HUMAN - NECROMANCER

"Into the realm of death, these sorcerers have passed. Either from morbid curiosity or through depraved lust, beyond the pale and into the lands where the dead walk and the spirits moan. Here they wield power enslaving the poor souls of those trapped between worlds."

Necromancers automatically control any non-sentient undead they encounter (such as Zombies and skeletons) and any intelligent undead if they fail a saving throw.

They can automatically raise any bodies as skeletons or zombies depending on their decomposition, at a rate of 1D6 per round. Given time and ritual conditions they can create higher forms of undead, such as Ghouls and Wights, at the rate of one per night.

They also can cast a Hand of Death on any living being, causing 1d12 points of damage upon touch.

Type: Human

Armour Class: 8 [13]

Hit Dice: 6

Attacks: 1 touch (1d12)

Saving throw: 11

Special: Control Undead, Raise Undead, Hand of Death.

Move: 12

Challenge Level/XP:7/600

HUMAN - SCREAMING WITCH

"Half naked and covered in filth, this obscene gesture of womankind came shrieking out of the cave that was her lair. We stood firm for we were resolved to stop the reign of evil, the child deaths, the wasting of the crops, that this witch was responsible for. Even the hardest amongst us was shaken to our very being when she started that unearthly scream"

Powers of the Witch are ;

- A terrifying scream - A failed saving throw means you run in fear directly away from the witch for D6 rounds. All creatures not allied to the witch within fifty feet are affected.
- The ability to curse - to blight crops, make women infertile, afflict with warts, make hair drop out permanently etc.
- To divine the future from the bloody entrails of a sacrificial victim.

In addition the witch is able to cast the following Magician spells as a 5th Level Magician :

Magic Missile, Charm Person, Monster Summoning I, Fireball.

Type: Human

Armour Class: 8 [13]

Hit Dice:5

Attacks: 1 Dagger (1d4)

Saving throw: 12

Special: Scream, Curse, Divine, Spell casting

Move: 12

Challenge Level/XP:7/600

HUMAN, SERGEANT-AT-ARMS

Human sergeants are normally found in command of 1d6+5 human soldiers. These are the leaders of city guard units and other small military groups.

Type: Human

Armour Class: 5 [14]

Hit Dice: 3

Attacks: Weapon (1d8)

Saving Throw: 17

Special: None

Move: 12

Challenge Level/XP: 1/15

HUMAN, SOLDIER

Human soldiers serve as city guardsmen, mercenaries, and men-at-arms. They are generally armed with leather armour and a mace, sword, or spear.

Armour Class: 7 [12]

Hit Dice: 1

Attacks: Weapon (1d8)

Saving Throw: 14

Special: None

Move: 12

Challenge Level/XP: 3/60



HYDRA

"It is said that foul ancient magics created the Mother of all Hydras to protect the Treasure of all the Worlds. The cabal of sorcerers responsible for its creation never meant for it to spawn, but the gods had a vile joke at its expense allowing it to lay eggs and propagate itself without a mate. Now these serpentine horrors prowl the dark places of the world."

Hydra are great lizard-like or snake-like creatures with multiple heads. Each head has one hit die of its own, and when the head is killed, that head dies. The body has as many hit dice as the total of the heads, so it is a matter of good strategy for adventurers to focus either on killing heads (when all the heads are dead the body dies) or killing the creature by attacking the body (in which case the heads die, too). Hydra that breathe fire or regenerate their heads are also known to exist.

Type: Monstrous Animal

Armour Class: 5 [14]

Hit Dice: 5—12 (equal to the number of heads)

Attacks: 5—12 bites (1d6)

Saving Throw: 12, 11, 9, 8, 7, 6, 5, 4, or 3

Special: None

Move: 9

Challenge Level/XP: 5 HD (7/600), 6 HD (8/800),

7 HD (9/1,000), 8 HD (10/1,400), 9 HD (11/1,700),

10 HD (12/2,000), 11 HD (13/2,300), 12 HD (14/2,600)

HYPNOTIZER

"I was lucky to get away with my life. First there was the illusions which lead our party down the wrong path and had us fighting against imaginary foes. The when we were reduced in numbers 'it' appeared as a seductive lady, who completely charmed everyone but me and Mepkin. We saw its true form, a disgusting giant floating brain with many tentacles on its underside. When we argued against blindly following the fiend, it manipulated our comrades emotions and turned them against us. We ran quickly, but Mepkin was cut down by our befuddled friends, before he made it to the surface"

In its natural form a giant floating brain with tentacle like appendages which lie limply from this body and

end with vicious looking claws. However it is usually hided with an illusionary form, that requires a successful Saving Throw to see through. Once it has fooled its onlookers it is able to hypnotize them, as long as they are within a twenty foot radius, again on a failed Saving Throw. This effect lasts D6 hours when they gain another Saving Throw to throw off the creature's mental control. The Hypnotizer can also summon up to 10 HD worth of illusionary monsters which exist in a 100 foot radius of it. Either to protect itself, or to dupe would be 'rescuers' (one of its favourite tricks is to pose as a maiden in distress guarded by savage monsters). Again if any of the characters suspect anything is amiss they may throw off the illusion on a successful Saving Throw.

Type: Other

Armour Class: 3 [16]

Hit Dice: 8

Attacks: 6 clawed tentacles (1d8 each)

Saving throw: 8

Special: Illusionary form, Illusionary creatures, Hypnotic mind control,

Move: 12 if maintaining convincing human form, 18 if floating in natural form.

Challenge Level/XP: 10/1,400

INFERNAL SCRIBE

"It sat there cross legged with its writing tablet across its lap and pen in hand. It looked like a scrawny old man, but with blazing red eyes. It was recording deaths in the town, each named person would mysteriously die the next day. I peered through the darkness to see if my name was on the list. It saw me and started writing magic on the tablet which leapt off the page to smite me."

Infernal Scribes come from an Otherworld where they keep track of death and gain magical energy for doing so. Now they have slipped or been summoned into Reality, they methodically go about their business of collecting souls.

The Infernal scribe is a magician of 5th Level and is able to cast any spell by writing it quickly on its tablet, which takes it one level. Once written the spell fires off. If the scribe is killed before the spell is cast, but when it is written on the tablet, the new owner of the tablet can either cast the spell or learn it as if it was a scroll.

Infernal scribes steal any being's soul that is killed in a 500 yard radius. This immediately regenerates 2D6 Hit

points for the fiend.

They can attack using their writing instrument as if it was a dagger.

Type: Other

Armour Class: 5 [14]

Hit Dice:6

Attacks: 1 Pen (1d4)

Saving throw: 11

Special: Magic spells, Soul Steal/Regeneration,

Move: 12

Challenge Level/XP:8/800

INVISIBLE STALKER

“Not everything that sneaks in from the Other Worlds becomes visible in its evil design. Fear the thing from across the threshold that stalks the night unseen, looking for victims at its Sorcerous master’s bidding”.

Invisible stalkers are generally only found as a result of the spell “Invisible Stalker.” They are invisible flying beings created to follow a single command made by the caster.

Type: Other

Armour Class: 3 [16]

Hit Dice: 8

Attacks: “Bite” (4d4)

Saving Throw: 8

Special: Invisible, flies

Move: 12

Challenge Level/XP: 9/1,100

KNIGHT OF DEATH

“Those damned black knights of hell itself! I once fought a battle against two of those infernal warriors. I destroyed one of their armies in the first half of the battle, only to be pinned down by the zombies led by the first Knight while the second (the commander of the annihilated army) raised a new army from my slain warriors. I was lucky to escape with my life. The Knights then raised the remaining dead and continued their campaign of destruction.”

These black-armoured warriors are the leader of the forces of the Others. They are often mistaken for undead due to the large numbers of undead troops they

commonly command, but beneath the plate Armour they are gaunt almost skeletal six foot tall purple skinned humanoids with blazing red eyes. These eyes can shoot out to a range of 100 foot a blazing red magical death ray that causes 2d10 damage upon a failed Save roll. They are also able to raise 2d6 undead (skeletons or Zombies depending on state of decay) every round.

Type: Other

Armour Class: 0 [19]

Hit Dice:7/8/9

Attacks: 1 weapon (typically a two handed sword)

Saving throw: 9/8/6

Special: Death Gaze, Raise Undead troops.

Move: 12

Challenge Level/XP: 11/1,700, 12/2,000 , 13/2300

LICH

“The priests of the Isle of the Dead, have formed an unholy pact with their master the Silent One. In return for perpetual life, they form and act out plans to bring the whole of Zarth under the Silent One’s Eternal Night.”

A Lich is the undead remnants of a wizard, either made undead by their own deliberate acts during life, or as the result of other magical forces (possibly including their own magics gone awry). A lich has the same spell-casting powers as the original Magic-user (the same level as the lich’s hit dice). A lich’s touch causes paralysis with no saving throw, and the very sight of one of these dread creatures causes paralysis in any being of 4 HD or below. Liches are highly malign and intelligent.

Type: Undead

Armour Class: 0 [20]

Hit Dice: 12+

Attacks: Hand (1d10 + automatic paralysis)

Saving Throw: 3

Special: Appearance causes paralytic fear, touch causes automatic paralysis, spells

Move: 6

Challenge Level/XP: 12 HD (15/2,900),

13 HD (16/3,200), 14 HD (17/3,500), 15 HD (18,3800), 16 HD (19/4,100), 17 HD (20/4,400), 18 HD (21/4,700)

MAGGOT MASTER

“So I sliced and gutted the priest Tosoc, and only then I saw the ‘thing’ that had been controlling him. The ‘thing’ that had driven him to such acts of depraved perversion that my axe had been raised in anger against him. White and bulbous, the size of a small child, it slithered out of the dead man’s stomach cavity. It looked at me with a feature less face, an evil manipulative intelligence. Steeling my nerves I raised my axe again”

These white wormlike aliens have come to Zarth to feed upon the foul and black emotions, the raw distress of those trapped in the doomed world. It takes control of its victims upon death, forcing its way into their stomach using a black slicing barb on its tail. This barb is also used in self defence if the Maggot Master is attacked outside a host body. The stinger also releases a psychotropic poison that charms any victim that fails its saving throw. The maggot master then uses such charmed victims to secure a new host. Once it is in a host it can pull off more of this poison, and uses it to control its servants and bodyguards, by regularly dosing them in their food or drink. Each dose lasts one day and has a euphoric effect on the recipient. The presence of the maggot master prevents decay and regenerates any damage that the host has already taken. In game terms this means that the host body regenerates 3 Hit Points per round.

The following stats, are for a maggot master outside of a host body. While in the host body it has stats and magical powers of its host as in life.

Type: Other

Armour Class: 9 [10]

Hit Dice:3

Attacks: Barb (1d6+ poison)

Saving throw: 14

Special: Charming poison

Move: 90

Challenge Level/XP:4/120

“YOUR BLOOD,
MY BLOOD, IS
THEIR BLOOD”



MANTICORE

"I pity the poor stupid Sorcerer who bred the first Manticore. It must have been a gruesome death at the hands of his 'pet' "

A horrid monster with bat wings, the face of a feral human, the body of a lion, and a tail tipped with 24 iron spikes. The manticore can hurl up to 6 of the iron spikes from its tail per round, at a maximum range of 180 ft.

Type: Monstrous Animal

Armour Class: 4 [15]

Hit Dice: 6+4

Attacks: 2 claws (1d3), 1 bite (1d8), 6 tail spikes (1d6)

Saving Throw: 11

Special: Flies

Move: 12/18 (when flying)

Challenge Level/XP: 8/800

MEDUSA

"The Queens of Elana, were pretty beyond all measure and the leaders of one of the Tribes of the Humans fleeing the Doomed Dimensions. That was until the Serpent Kings got their claws and turned them into their cold-blooded kin using vile sorcery. Now the Gardens of Elana are filed with the petrified statues of the Queen's subjects."

Medusa are horrid creatures with a female face but hair of writhing snakes; they have no legs, but the body of a serpent. The gaze of a medusa turns anyone looking upon it into stone. In addition to the medusa's relatively weak melee-weapon attack, the snake-hair makes one attack per round, causing no damage but lethally poisonous with a successful hit (saving throw applies).

Type: Construct

Armour Class: 5 [14]

Hit Dice: 6

Attacks: Weapon (1d4)

Saving Throw: 11

Special: Gaze turns to stone

Move: 9

Challenge Level/XP: 8/800

MINOTAUR

"Finally the Humans of the Twilight Stone had encircled the last Serpent Tyrant's City. With fearsome war machines they set about the final siege that would bring the war of extermination to an end. An impressive array of walls and stakes was created. For several years the Serpents fermented foul magic in their city; The Minotaurs were their response to the siege. Bestial and half-thinking they burst through walls, topped Siege Towers and gored foot soldiers to death."

The minotaur is a man-eating predator, with the head of a bull and the body of a massive human, covered in shaggy hair. Most are not particularly intelligent.

Armour Class: 6 [13]

Hit Dice: 6+4

Attacks: Head butt (2d4), bite (1d3) and weapon (1d8)

Saving Throw: 11

Special: Never get lost in labyrinths

Move: 12

Challenge Level/XP: 6/400



MIST MAIDS

"They took the girls of the village and ritually killed them on their foul altars the night before the attack. The next day with in the early morning mist, they returned initially a ghostly visage of innocence. Then suddenly with a screaming wail their sweet countenance turned grim and they attacked the homes of their fathers!"

These female sacrificial victims, are magically turned into howling floating monsters, possessed by other world beings upon their deaths. Typically used as guardians and advance scouts of the evil Armies.

They attack with a deathly scream, which scares their victims to death causing 2D6 Hit points damage upon a failed Saving Throw. They also are insubstantial and can only be harmed by magical attacks.

Type: Other

Armour Class: 0 [19]

Hit Dice: 6

Attacks: Spectral claw 1d6

Saving throw: 11

Special: Death Scream

Move: 24

Challenge Level/XP: 7/600

MOUTH WORM

"It was buried in the earth. Most expected was it when it exploded in front of Zomas. I half expected it to eat our lead warrior in one gulp. Instead the shocked swordsman stood there looking into a mouth full of razor sharp death"

Vicious carnivorous giant worms a good five feet in length, that slide across the floor and bury through the earth looking for prey.

Type: Monstrous Animal

Armour Class: 4 [15]

Hit Dice:4

Attacks: 1 bit (1d8)

Saving throw: 13

Special: Burrow through earth at a move of 9.

Move: 12

Challenge Level/XP:4/120

MUMMIES

"Some Kings and High-Priests are rich enough and powerful enough to cheat death. In ancient dusty tombs they lurk, plotting the down fall and dominion of the living"

Mummies cannot be hit by normal weapons, and even magical weapons inflict only half damage against them. Their touch also inflicts a rotting disease which prevents magical healing and causes wounds to heal at one-tenth of the normal rate. A cure disease spell can increase healing rate to half normal, but a remove curse spell is required to completely lift the mummy's curse.

Type: Undead

Armour Class: 3 [16]

Hit Dice: 6+4

Attacks: Fist (1d12)

Saving Throw: 11

Special: Rot, hit only by magic weapons

Move: 6

Challenge Level/XP: 7/600



NEMON

"The Nemon is a slippery type, quite literally. Blindly fast, with viscous claws one has to be glad its relatively weak and easily felled by the sword"

Nemons are amphibious six foot tall humanoids with fish like heads and green skin. As Others they entered reality via the cracks in the sunken temples of the Ancients in the drowned cities at the bottom of the Sea. From those bases they have rapidly moved into coastal areas and into the Underworld. They seem to be intent on dominating the areas they move into, a vivacious need to breed leads to violence as the native inhabitants are attacked for food and space. A Nemon invasion will start with the establishment of an outpost, which will in secret at first start increasing its numbers, kidnapping local people for food and information. It will take the Nemons 1d6 months to build up their numbers in vast spawning pools in their lair. Then once the base is established they will



then challenge the local forces, attacking suddenly from the shadows, using the element of surprise and sheer numbers to overcome. Nemons are often helped by those they kidnap since Nemon Chiefs (4HD) have the ability to hypnotize their victims for 1d6 months on a failed saving throw. The fearsome Nemon Priests (5HD) are even more effective having the ability to mass hypnotise anyone in a 50 foot area as well as being accomplished Black Magicians of 5th Level. This often leads to the establishment of the "Frog God Cult", which the cunning Nemons will use as a patsy to hide their own nefarious activities.

NEMON

Armour Class: 5 [14]

Type: Other

Hit Dice:1

Attacks: 1 Claw (1d6)

Saving throw: 17

Special: None

Move: 12 /24 swim

Challenge Level/XP: 1/15

NEMON CHIEF

Armour Class: 4 [15]

Type: Other

Hit Dice:3

Attacks: 1 Claw (1d8)

Saving throw: 14

Special: Hypnotise on failed saving throw for 1d6 months

Move: 12 /24 swim

Challenge Level/XP: 4/120

NEMON PRIEST

Type: Other

Armour Class: 3 [16]

Hit Dice:5

Attacks: 1 Claw (1d10)

Saving throw:12

Special: Mass hypnotise anyone within 50 foot radius on a failed Save for 1d12 months. + Spells as 5th Level Magician.

Move: 12 /24 swim

Challenge Level/XP:8/800

NKARTH (AKA CORPSE REANIMATOR)

"It wasn't bad enough that the Razor Swarms and Red Zombies killed off my soldiers, but then that foul bloated headless thing somehow shambled onto the scene, raised them up under its will and had them turn against the very village they were protecting!"

A NkARTH appears as a two metre morbidly obese man, without a head, and giant crab claws in place of hands. They exist to cause destruction and annihilation, using controlled Red Zombies and Razor Swarms. The latter seem to have a symbiotic relationship with the NkARTH, living in its sizable gut. The former are created by the NkARTH, which are carriers of the Red Death.

It has the following powers:

- Reanimates any dead within 20 foot radius as a Zombie.
- Its touch carries the red death, victims become under its will
- Automatically controls any Skeletons/Zombies in a 20 foot radius.
- Controls at least 1d4 Razor swarms - which live in its bloated gut (keeps one inside for defense, which it belches out at attackers). Roaming swarms can operate up to a hundred feet away, before it loses control.

Type: Other

Armour Class: 4 [15]

Hit Dice:6

Attacks: 2 Claws (1d8 each)

Saving throw: 11

Special: Reanimate & Control dead in 20 foot radius, Carries Red Death, Control Razor swarm.

Move: 9

Challenge Level/XP:8/800

POISON TREE

"I had heard of the awful rumours of the cursed grove from the local foresters. Feckless curiosity and greed got the better of me. For I had heard that sacrifices of gold had also been made, as well as flesh, to the inhabit of the grove. Taking my father's sword I headed off into the dark wood, striking boldly towards the grove. The evil of the place hit me several strides ahead of reaching its dark confines. The place was liberally strewn with bones of both animals and humans. At the centre of all the death it rose, a gnarled trunk with whip like branches, which dripped green poisonous sap from evil thorns which ran along their length. All courage deserted me as I saw its 'face' and its awful bloody eyes open with a jolt and its baleful gaze regard me. I dropped my sword and ran away from its grove as fast as my legs could carry me."

These fearsome trees originate in some hellish forest in the Otherworlds. Their seeds came through the Locust Star when it originally opened into ZARTH, and spread through the air and via the sea. Evil magicians also summon the Trees to act as guardians.

The trees typically stand twenty foot high and have between six and twenty tentacle like branches that are



covered with poisonous thorns. The green sap poison that covers the thorns is deadly, and causes 2d10 damage which is halved on a successful Saving throw. Although it looks rooted to the ground the tree is able to slowly shamble at half pace. It has a fully formed face and a maw full of viscous teeth that it uses to eat its victims. It can regenerate 1D6 Hit points per round by taking root and draining the life from the surrounding land.

Type: Other

Armour Class: 4 [15]

Hit Dice:7

Attacks: 4 branches (1d10 + Poison)

Saving throw: 9

Special: Poison thorns, regenerate 1d6 HP per round if rooted.

Move: 6

Challenge Level/XP:9/1,1000

PRIMITIVE

"They say these grunting hairy things are our ancestors. That the gods in their infinite wisdom raised us up from this primitive stock and gave us a mind and the tools of civilisation. I'm inclined to disagree. I see no similarities between us. The bleeding heart liberals say that these poor unfortunates must be preserved. Little do they know the hatred and murderous envy they hold us in and that they would wipe us from the face of Xarth given half the chance. I recommend to the Council that an immediate cull of these half-men be enforced."

Bred from giant ape stock to be slaves of the Serpent Men, Primitives gained their manumission from their reptilian masters when their overlords numbers dwindled. They immediately fall under the sway of Serpent Men Priests or Tyrants (no save allowed) . They are genetically disposed to brutal strength and hatred of human kind. They live in the wilder places of the world not claimed by men, in tribal groups.

Type: Proto-Human

Armour Class: 8 [11]

Hit Dice:1

Attacks: 1 club (1d6)

Saving throw: 17

Special: None

Move: 12

Challenge Level/XP: 1/15

RAZOR RUNNER

"I never seen anything move that fast, and shred a fully armed man with its lithe reptilian claws. Beware the Razor runners of the desolation of Urk. Foul reptilian fiends that feast on blood. they might be the size of a chicken but they are tough to put down."

Small lizards who often move in packs, and sprint at explosive speeds when hunting their prey.

Type: Dinosaur

Armour Class: 2 [17]

Hit Dice:1-1

Attacks: 2 claws (1d4) or 1 Bite

Saving throw: 18

Special: None

Move: 24

Challenge Level/XP: B/10



RAZOR SWARM

"It came out of nowhere, fast and very furious. At first I thought it was a swarm of bees, but then I saw it was a mass of silver creatures which looked tiny razor blades. I blinked and the next thing I saw the swarm cut down five of my men. Lucky for me I was on the other side of the door looking through a sliding panel. Doubly lucky for me that i had the sense to shut the panel and run like the wind!"

These Infernal insect-like creatures were the first creatures to come through the Locust Star into Reality. They ripped to shreds the assistants and guards of the Priests who summoned the Star, before they where captured and contained by strong magics. Warbands are often issued with pots containing Razor Swarms to unleash against their enemies. Also a number of swarms are at large in the world, from the initial incursion of the Locust Star and through Cracks in Reality.

Razor Swarms feed off the blood of living creatures. They seem to favour that of sentient creatures, so the ploy of using an animal to distract them will not work. Their body is like a sharpened piece of silver, delicately suspended on gossamer wings. They attack as a group slashing their victims to pieces. Each swarm when attacking condenses into a 10 foot volume and any living creature within that may be attacked. After their victim is killed, they will rest for ten minutes to absorb its blood, leaving a desiccated corpse behind.

Type: Other

Armour Class: 4 [15]

Hit Dice: 3

Attacks: 2D10 razor cuts

Saving throw: 14

Special: Area attack 10 foot volume.

Move: 24 flying.

Challenge Level/XP:4/120

RED ROCK WARRIOR

"I hesitantly opened the double doors to the crypt. A series of traps has already convinced me of the ancient tomb builders' intent to prevent their dead warlord's tomb being looted. I was not prepared from the sight that greeted me. A vast hall filled with man sized statues of the dead soldiers of the warlord. The detail was amazing. Each statue was an individual with different clothes, armament, even hairstyle. Then I remember the grizzly legends of these warriors' creation. How master sculptures got the men to pose for the statues, before the Warlords fearful sorcerers sacrificed whole battalions at a time and trapped their unfortunate souls in their stone portrait. In the dusty vault I heard the creak of movement and decided to quickly and quietly depart before the army awoke to defend its master."

These animated statues were created in antiquity by Sorcerers to defend their master's person and wealth both in life and death. They are also found ancient old temples. The soul of the warrior that the statue is modelled on is trapped within. Depending on the relationship of the soldier in life to the master or temple it is defending, the statue will either be a highly intelligent foe fighting to the best of its abilities or an insane and hateful thing resentfully defending the area it is bound to.

Type: Construct

Armour Class: 2 [17]

Hit Dice: 2

Attacks: 1 by weapon or fist (1d6)

Saving throw: 16

Special: Immune to mind control magic, extremes of cold, fire, water or air.

Move: 12

Challenge Level/XP:2/30

RED ZOMBIE

"When poor Silus got the Red Death we knew there was no saving him and we locked him in the old jailhouse. I watched his skin burn up over a matter of days and the creeping red rot gradually take him from the infection in his left leg, turning his skin red and tight as it moved up his body. The most awful parts were when he was conscious, screaming in agony amidst the fever. "Darl its taking my soul to an awful place, all red and evil!" he shouted at me once as he tore desperately at his clothes. Eventually he stood there lifeless, his clothes reduced to rags. I would have mistaken him for one of those usual deadies, if it wasn't for the angry red hard skin that covered him from head to toe. The others tried pouring burning oil over it, but the oil just burnt off making it look redder and angrier before. Finally we all grabbed our swords and hacked the poor thing to pieces."

These plague infected Zombies are becoming a distressingly more common sight, as the Red Death spreads outwards from the Locust Star into the world. Primary carriers of the disease are the Red Zombies themselves and they seem to seek out living beings to pass it on. Any victim of their attack will rise two hours after death as one and anyone wounded by them must make a Saving Throw or be infected by the disease. The disease takes 1d6 days to kill an average man, use the Constitution bonus/penalty of the character to modify that amount, during which time the victim will be incapacitated with fever as the hard and angry red skin spreads over the victim. Other Others carry the disease as well (such as the nefarious Nkarth).

Type: Undead

Armour Class: 3 [16]

Hit Dice:2

Attacks: Strike (1d8)

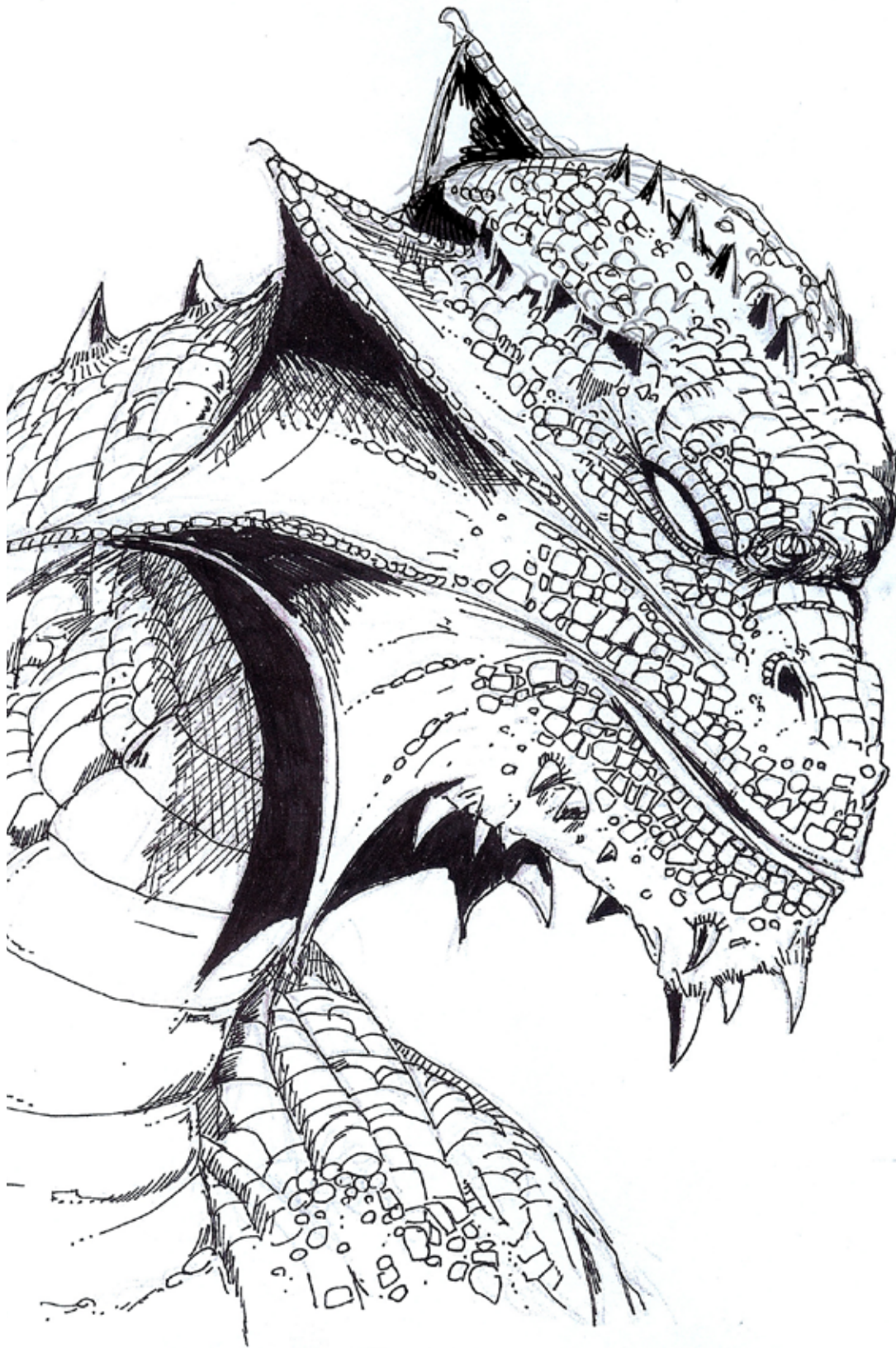
Saving throw: 16

Special: Red death disease.

Move: 6

Challenge Level/XP:3/60





SERPENT MAN

"I hear tales of these Reptilian horrors in the taverns of this debased city. They say they once ruled the world before the ascendancy of man. While they are banished to the shadows, where they plot endlessly to return to power. Fortunately numbers are on our side"

Once they ruled all of Zarth and the primitives and apes where their slaves. When the first men arrived through the Star Gate from the Doomed Dimensions, their absolute rule was challenged and eventually overthrown. Hundreds of years of terrible conflict later these snakeheaded humanoids went into decline and retreated to the dark corners of Zarth.

SERPENT MAN WARRIOR

The most commonly encountered of the race. At least six foot tall and powerfully build, the Warrior caste while lacking the grace, agility and raw cunning of its peers, makes up for it in raw physical power. Typically armed with Scimitar, a weapon the Serpent Folk are credited in creating, shield and scale mail they are a formidable opponent.

Type: Serpentine

Hit Dice:2

Armour Class: 6

Attacks: 1 Scimitar (1d8)

Saving throw: 16

Special: None

Move: 12

Challenge Level/XP: 2/30

SERPENT MAN SCOUT

Small and agile creature standing no taller than five foot, it is quick and agile. Typically armed with a viscous curved 'snake knife'. More worrying it has a chameleon ability which gives it a 3 in 6 chance of hiding in plain sight or 5 in 6 in a darkened/twilight environment. Suckers on its hands and feet allow it to climb sheer surfaces flawlessly.

Type: Serpentine

Hit Dice:2

Armour Class: 6 [13]

Attacks: 1 Knife (1d4)

Saving throw: 16

Special: Chameleon hiding ability. Climb sheer surfaces.

Move: 15

Challenge Level/XP:3/60

SERPENT MAN PRIEST

The scheming ruling class of Serpent kind, black hearted sorcerers of the vilest kind who gleefully sacrifice victims of other races that fall in their grasp. Sometimes those captives that are sacrificed are the lucky ones since the Priests are the inheritors of the ancient arts of Vivimancy. If a serpent lair is left undisturbed these Evil Priests will set up dark and blasphemous laboratories to practice their dark arts.

Serpent Priests are able to change their form into that of any human that they have seen. On a failed Saving Throw the viewer is completely taken in.

Serpent priests know the following spells:

Sleep, Charm Person, Magic Missile, FireBall, Dispel Magic

Type: Serpentine

Armour Class: 7 [12]

Hit Dice:5

Attacks: 1 Dagger (1d4) or 1 Bite (1d6)

Saving throw: 12

Special: Black Magician/Assume human form.

Move: 12

Challenge Level/XP: 8/800

SERPENT MAN TYRANT

The ruler of the Serpent men this creature is thankfully rare, the majority of this elite retiring to sleep thousands of years ago when their grip on the planet was shaken by the rebelling humans. This monstrosity has a long snake tail, the scaled arms and torso of a man and the head of a snake. Its gaze hypnotises its victim on a failed saving throw, enslaving their will for twenty four hours. It lashes out with its large tail, causing 2d6 damage to any creature that is within ten feet of it..

Type: Serpentine

Armour Class: -2 [21]

Hit Dice:10

Attacks: 2 Swords (1d8) + 1 Tail lash (2d6)

Saving throw: 5

Special: Hypnotise

Move: 12

Challenge Level/XP:11/1,700

SICK WEED

"We once landed on an Island that had been taken over by this 'plant' when we landed looking for fresh water. Of course we had found lots of the polluted stuff, where its sickly yellow tendrils had touched the once crystal clear liquid. Those foolish enough to drink that water or unlucky to be touched by the tendrils, ended up puking their guts up. Weakened we rapidly retreated to the long boat and set off to friendlier shores"

Sick weed is an Other World plant. It takes the form of a central bulb covered in thorns, with long persistent roots and three yellow tendrils each ten feet long. It putrefies any living mater it touches over a period of 1d6 hours, and almost instantly pollutes water (which causes vomiting as described bellow if drunk).

If touched in combat a character must make a Saving Throw to avoid Vomiting for 1d4 rounds, during which time character can do nothing. Second time around loses 1 hit point for each round vomiting as character heaves on an empty stomach.

Type: Other

Armour Class: 5 [14]

Hit Dice: 3

Attacks: three tendrils 1d8 each

Saving throw: touch Causes Vomiting. Pollute water by touching it.

Special: 14

Move: 0

Challenge Level/XP: 4/120

SKELETON

"By the bones of the father, may you rise up again. Take your ancestor's rusted weapons. Their discarded Armour. Defend your dead home land against all living things that invade it. I Tulja Rane command it!!"

Skeletons are animated bones of the dead, usually under the control of some evil master.

Armour Class: 8 [11], with shield 7 [12]

Hit Dice: 1

Attacks: Weapon or strike (1d6)

Saving Throw: 17

Special: None

Move: 12

Challenge Level/XP: 1/15



SLITHER

"They 'slithered' up from the Otherworlds, slipping through the cracks in our reality and now hide in the dark places of the world waiting to pounce on unsuspecting travellers"

This inky black Other has the distressing ability to liquefy its form. While in this liquid form it can move rapidly on any surface it can cling to and is immune to physical attacks. However it can not make physical attacks itself while in this form. It has the ability to form tools and weapons, by shifting between liquid and solid forms, and typically attacks with a slashing hand blade. Slithers also hide in the dark, and are completely invisible while in the shadows. Also they give off no heat or cold.

Slithers are commonly summoned from the Otherworld to act as assassins. Individuals and groups also hide in dark underground passages to ambush and slay passers by. Slithers have the ability to quickly consume flesh completely, taking five minutes to eat an average adult human. While they do they make sickening slurping noises.

Type: Other

Armour Class: 3 [16]

Hit Dice: 2

Attacks: Slashing hand blade 1d8

Saving throw: 16

Special: Liquid form, automatically hide in darkness..

Move: 9 in solid form, 24 in liquid form.

Challenge Level/XP: 3/60



GIANT SPIDER

"Gods! Spiders where never designed to be this big!"

SPIDER, GIANT (MAN-SIZED, 4FT DIAMETER)

Giant spiders are aggressive hunters. Man-sized giant spiders surprise on a roll of 1–5 on a d6, being able to hide well in shadows.

Type: Monstrous Animal

Armour Class: 6 [13]

Hit Dice: 2+2

Attacks: Bite (1d6) + poison

Saving Throw: 16

Special: Poison (+1 save or die), surprise

Move: 18

Challenge Level/XP: 5/240

SPIDER, GIANT (GREATER, 6FT DIAMETER)

Giant spiders are aggressive hunters. Only the greater giant spiders are web builders. Webs spun by giant spiders require a saving throw to avoid becoming stuck. Those who make a saving throw can fight in and move (5 ft per round) through the webs.

Type: Monstrous Animal

Armour Class: 4 [15]

Hit Dice: 4+2

Attacks: Bite (1d6+2) + poison

Saving Throw: 13

Special: Poison (save or die), webs

Move: 4

Challenge Level/XP: 7/600

SPIDER, PHASE

"From an Other World now choked with their webs, these demonic arachnids shift into our space to feed."

Giant spiders are aggressive hunters. Phase spiders can shift out of phase with their surroundings (can be attacked only by ethereal creatures), only to come back into phase later for an attack.

Type: Other

Armour Class: 3 [16]

Hit Dice: 2+2

Attacks: Bite (1d6) + poison

Saving Throw: 16

Special: Poison (+1 save or die), phases

Move: 18

Challenge Level/XP: 6/400

SPORE FIEND

"I went collecting mushrooms for my mistresses' potions. I found it in a patch of its terrestrial cousins, the size of a large dog and with a purple hood with yellow spots. I forgot my training and failed to recognize it as a fiend from the other world. Instead overcome with greed at the prospect of a handsome reward I reached forward to pick it. Sentient it flicked its hood up and breathed out hundreds of spores. I failed to close my mouth in time and took in a full lung. Then the nightmarish visions began. I hallucinated solidly for a day, the very limits of my sanity we're tested. I was lucky that I managed to stumble up the stairs and left the crypt before the fiend had chance to feast on my confused self."

Otherworld mushroom monsters, who trap living beings using its spores which cause madding hallucinations on a failed Saving Throw. These hallucinations in turn lead to a Sanity check. While the victim is incapacitated the Spore Fiend moves into kill the victim, sucking its life force out with a bite from a 'mouth' hidden under its hood. A day later the slain victim rises as a Spore Zombie (see below) under control of the Fiend.

Type: Other

Armour Class: 8 [11]

Hit Dice:4

Attacks: 1 Bite (1d6)

Saving throw: 12

Special: Spore attack

Move: 6

Challenge Level/XP:5/240

SPORE ZOMBIE

"In accordance with the mistress's wishes I placed Ozric's corpse in the dungeon with the giant mushroom fiend he had discovered. She was pretty certain he had been infected but wanted to be sure. I was ordered to watch through the door panel. The next day I observed his corpse ridden with mini-mushrooms shambling around the room. At this point the mistress returned and incinerated both the Zombie and its mushroom master."

Spore Zombies are victims of a Spore Fiend (see above) risen under the control of the fiend, to protect it from harm and to gather more food. Spore Zombies are covered with fungal growths, which within a month grow into d6 Spore Fiends.

Type: Undead

Armour Class: 8 [11]

Hit Dice:2

Attacks: 1 fist (1d6)

Saving throw: 15

Special: None

Move: 9

Challenge Level/XP: 2/30



TATTOOED WARRIOR

"Suddenly the mass of screaming primitives stopped as something forced its way to the front ranks. There he stood, "Gremem the Speared One" the hideous tattooed champion of the Ul-Men. A famed warrior, long dead but preserved by black arts to fight on the tribes behalf."

Created by foul black arcane rituals from the dead bodies of tribal champions these are the elite of the undead. Fast, skilled and nearly unstoppable. If fed blood, they regenerate 1d6 hit points instantly.

Type: Undead

Armour Class: 2 [17]

Hit Dice:6

Attacks: 2 by Longsword (1d8)

Saving throw: 11

Special: Regeneration.

Move: 18

Challenge Level/XP:7/600



TERROR LIZARD

"As big as a house, as mean as rabid dog, twice as scaly as a river 'gator, with claws that cut through iron like butter and a mouth brimming with dagger like teeth. This my friends is what they call the "Terror Lizard". Those crazy nomads even ride the damn things. They say they have to eat their own body weight in meat once a week. That's why of all the places on Zarth, I ain't visiting Terror Lizard Run!"

Huge carnivorous dinosaurs, lords of the wild steppes, hunter supreme of the lonely hills in the northern part of the continent. They walk and run on two legs, their small foreclaws slash and rip their prey, while their large jaws swallow men whole.

Type: Dinosaur

Armour Class: 2 [17]

Hit Dice: 9

Attacks: 2 claws (1d6) or 1 Bite (2d6)

Saving throw: 6

Special: None

Move: 18

Challenge Level/XP:9/1,100



TICK BEAST

"I thought it was a cow at first, when I saw it shamble casually over the ridge in the distance. As it wobbled down the ruined street I released this foul animal was not of this world. Its single lidless eye regarded, me as I regarded it. Crawling all over and under its flesh where numerous fist sized purple ticks. As it thundered towards me, the ticks leapt off its back and landed on my arm. While I escaped the beast by leaping over a stone wall, the ticks burrowed furiously under my flesh and only by hacking off the afflicted arm did I save myself."

This large bovine like creature carries hideous fist sized ticks of other world origin. Highly prized by sorcerers for the magical exliars its internal organs can produce and the divinatory potions created from the ichor in its solitary eye. Placid and cow like until disturbed, it charges its victims and gores them to death. When roused 1d4 ticks on its back leap off when within fifteen feet of a victim. They roll to hit like a 2HD monster. If they hit they automatically do 1d4 damage per round as the burrow into the victim's flesh. Only a Cure Disease spell or the application of fire (which also damages the victim) can remove them. An omnivore it usually makes do with grazing on local plants, but seems to have to regularly consume meat - going crazy when they need to feed (+2 to hit and damage when in this state).

Type: Other

Armour Class: 6 [13]

Hit Dice:4

Attacks: 1 Gore (1d8)

Saving throw: 13

Special: Jumping ticks (Burrowing damage 1d4 each)

Move: 12

Challenge Level/XP:5/240

TUNNEL WORM

"Forsk forgot to look up. The worm didn't give him a chance, it came diving out of the darkness its mouth wide open in anticipation of lunch, its tail curled round some rock in the ceiling far above. The jaws clamped like a bear trap onto our scout and he was whisked back up."

Tunnel worms have long almost elastic bodies, which can reach up to 50 foot when extended. They attach their tails firmly to rock formations and then hurl their large mouth towards its victim. Tunnel worms are eyeless but possess some mystic sense that allows them to 'see' in total darkness.

Type: Monstrous Animal

Armour Class: 3 [16]

Hit Dice:6

Attacks: 1 bite (1d10)

Saving throw: 11

Special: Elastic body

Move: 18 when 'flying' through air, 12 when crawling

Challenge Level/XP:7/600



ULGAN

"A being of terrifying might, it towered above me. Big black bat wings, misshapen fists, a bloated body perched upon goat like legs and that terrible maw of some worm like thing in place of where logically a head should be, it oozed vile drool over my prostrate body. I know not what forgotten god saved me that day from its attentions but I offer it eternal thanks"

The Ulgan is one of the mighty Underlords of the Otherworlds. It is an unnatural sight to behold and always requires a Sanity Check at -6 to the dice roll upon viewing. Once per day it is able to issue out a stream of corrosive vomit, in a cone that reaches twenty foot distance and twenty foot across. It does 4D6 damage which is halved by a successful Saving Throw.

Type: Other

Hit Dice:10

Armour Class: 0 [19]

Attacks: 2 Fists (1d12) or Bite (3d6)

Saving throw: 5

Special: vomit attack

Move: 12 ground/18 fly

Challenge Level/XP: 10/1,400



VAMPIRE

“Lords of the Locust Star they came screaming into our world upon black wings. They infiltrate human society and bring about the vampire cult, their thralls bringing them blood. Under the unholy light of the Locust Star they heal damage at an alarming rate. For they are that Star’s High Priests of Terror and its chosen Children

Beware the Vampyri! In these hills they are everywhere. Everyone pays a blood tax and in return the Thralls don’t kill you - or worse. Then the magical power goes up the feeding chain, to the Adepts and then finally all the way to the High Vampyri, inhuman things which rule the lower orders. Fear the knock on the door, or the lingering attention of the cold bloodless one”

The race of Vampires originate from an other world and are amongst the most enthusiastic of all the parasites that have come to Zarth to feed. They create servants known as Thralls who are humans who are seduced by promises of eternal life and sustained by blood that their masters turn into the ‘elixir of life’. Trusted Thralls are transformed into Adepts who are able to process their own elixir and are superhuman in strength. Thus the Vampire cult is formed, Thralls providing victims for the Adepts and High Vampires.

Facts

- Vampirism is an infection which you get from being bitten by one. Human victims are turned initially into Thralls
- Contrary to popular myths drained victims do not return as Vampires. Most victims are killed outright.
- High Vampires are from the Otherworlds and are strange alien creatures.
- Adepts at first glance look human, but are beginning to local alien (elongated ears and canines)
- Thralls look like humans, except when they feed.
- Vampire’s are bloodless. They are therefore immune to diseases and poisons.
- Vampires are not creatures of darkness and are not harmed by sunlight.

POWERS

THRALL

Blood rage: When in combat the fiend gets a +2 to hit and damage.

Super fast – The Vampyri run alarmingly fast at a rate of 18.

Regenerate from drinking blood. Each Hit point of drained blood restores 1 Hit Point or 1 Con point of damage.

ADEPT

As above +

Fly – The fiend can fly through the air at a rate of 18

Drain blood – Each biting attack drains 2d6 points of blood damage.

HIGH VAMPIRE

As above +

Hypnotise – The gaze of a High Vampire when met can on a failed Saving Throw put the victim under the fiend’s control for D6 days.

Mist form – at will the fiend can become an insubstantial mist, invulnerable to physical attacks, that can move at a rate of 42.

VAMPIRE THRALL

Type: Changed Human.

Armour Class: 3 [16]

Hit Dice: 3

Attacks: 1 hand axe (1d6)

Saving throw: 14

Special: Regenerates damage by drinking human blood. Superhuman fast, Blood Rage

Move: 18

Challenge Level/XP:6/400

VAMPIRE ADEPT

Type: Changed Human

Armour Class: 2 [17]

Hit Dice:6

Attacks: 1 claw (1d8)

Saving throw: 11

Special: Regenerates damage by drinking human blood. Superhuman fast, Blood Rage, Fly



Move: 18 by foot or flight

Challenge Level/XP:10/1,400

HIGH VAMPIRE

Type: Other

Armour Class: 0

Hit Dice:8/10/15

Attacks: 1 Claw (1d12)

Saving throw: 8/5/3

Special: Regenerates damage by drinking human blood. Superhuman fast, Blood Rage, Fly, Mist form, Hypnotise

Move: 18 by foot or flight

Challenge Level/XP:15/2,900, 17/3500, 22/5,000

WHIP WEED

"It looked like a normal wall covered by ivy, until suddenly tens of tendrils covered with thorns came shooting out, slashing and blinding my men."

This other world plant, grows in patches blending in with the native planets. It is carnivorous and will attack any living thing that comes within twenty feet of it with thorny tendrils. Any slain creature will be pulled back to a central trunk where sucker fronds digest the body.

Type: Other

Armour Class: 8 [11]

Hit Dice:4

Attacks: six thorn covered tendril (1d4)

Saving throw: 13

Special: Can attack up to twenty feet away.

Move: 0

Challenge Level/XP:5/240

WHITE APE

"In the ice wastes I encountered it. A magnificent specimen standing proudly on the edge of the ice cliff, surveying its territory. As the winter sun reflected off its horn, I preyed to Mitcha that it did not notice me hidden in the snow."

The greatest of the great apes. The White ape stands at least seven foot high, often as tall as ten foot, is covered with white fur. Native to ice wastes the White Horned Ape is immune to cold, and cold based magics. It is carnivorous to an evil extent.

Type: Monstrous Animal

Hit Dice: 7

Armour Class: 4 [12]

Attacks: 2 claws (1d6)

Saving throw: 9

Special: None

Move: 18

Challenge Level/XP:7/600



WIGHT

“The ancient lords of Razkil came to pass from this world. Their evil dominion was at end, razed to the ground by Terror Lizard Riders from the North. All but forgotten the Lords await under the earth, their chill touch stealing life from the living. Till Ancient Armies walk Zarth again, they wait.”

Wights live in tombs, graveyards, and burial mounds (barrows). They are undead, and thus not affected by sleep or charm spells. Wights are immune to all non-magical weapons, with the exception of silver weapons. Any human killed or completely drained of levels by a wight becomes a wight.

Type: Undead

Armour Class: 5 [14]

Hit Dice: 3

Attacks: Claw (1hp + level drain)

Saving Throw: 14

Special: Level drain (1 level), can only be hit by magical or silver weapons

Move: 9

Challenge Level/XP: 5/240

WIND WRAITH

“It is an ill wind that sends these horrors flying into our lands, from blood soaked altars in the wilderness. “

These undead take the form of a skull in a tomb sheet round a spectral body that flies freely on the wind. Wind Wraiths are created by special rituals to act as advanced shock troops for invading armies, or from deaths during server storms. They are particularly deadly because they are only harmed by magical attacks. Often Wind Wraiths are encountered during howling gales, and scholars speculate that they are spirits which normally live in the upper air above the earthly regions of Zarth.

Type: Undead

Hit Dice: 3

Armour Class: 0 [19]

Attacks: Spectral claw 1d8

Saving throw: 14

Special: Only harmed by magical attacks.

Move: fly 24

Challenge Level/XP: 5/ 240

WOLF

Wolves are pack hunters, and may be found in large numbers. Male wolves weigh from 80 to 100 pounds.

Type: Animal

Armour Class: 7 [12]

Hit Dice: 2+2

Attacks: Bite (1d4+1)

Saving Throw: 16

Special: None

Move: 18

Challenge Level/XP: 2/30

WORG

“Touched by the light of the Locust Star this race of Wolves have completely embraced evil”

Worgs are large, intelligent, and evil wolves that have supernatural origins.

Type: Monstrous Animal

Armour Class: 6 [13]

Hit Dice: 4

Attacks: Bite (1d6+1)

Saving Throw: 13

Special: None

Move: 18

Challenge Level/XP: 4/120

W'ZENCTH (HORNED WHIPTAIL DEMON)

"Dread Underlord answer my call. W'zencth! W'zencth! Aye-ai-I W'zencth! Through smoke, through air, you fly from your pertch in dread Tzon. Come W'zencth! Slay my enemies! Rend them limb from limb. Claw them! Gore them! Sting them and turn their blood to poison. Aye-ai-I W'zencth! Aye-ai-I W'zencth! W'zencth!"

W'zencths are evil other world entities which delight in mayhem and slaughter. They are frequently summoned as assassins by Sorcerers, and stick around to cause more suffering after their initial contract is over. They many natural weapons. Claws that rend, Horns that gore and a long serpentine tail with a viscous stinger that oozes deadly venom. Any creature hit by that stinger who fails a saving throw is instantly slain.

Type: Other

Armour Class:0 [19]

Hit Dice: 8

Attacks: Horn attack (1d10) + two claws (1d6) or one Stinger (1d6 +Poison)

Saving throw: 8

Special: Deadly poison stinger

Move: 12

Challenge Level/XP:10/1,400



XNARK

"Poison is synonymous with these reptilian horrors. Each of them takes a form of a humanoid lizard man, with tens of writhing snakes where the head should be. Each of these snakes are incredibly venomous, a bite from one is death for a normal man. They seem to be obsessed with looking for buried artefacts deep in the earth, and that's where my treasure seeking group encountered them and came into unfortunate conflict".

Also known as "Snake heads", the Xnark's fell into Reality through the cracks from the Otherworld, their entire race transported to Zarth. They now are desperately trying to return home, and dig incessantly to achieve this aim. They are constantly invading the ancient underground ruins, the legacy of ancient civilizations that have long since fallen, in search of gateways back to their own world. They will fight without mercy anyone who gets in the way of this quest, but otherwise ignore other races and beings. They are led by fearsome Magicians, who are able to cast magic on their behalf. Their many snake heads bite with deadly venom that causes 2d6 damage on a failed saving throw.

XNARK WARRIOR

Armour Class: 5

Type: Other

Hit Dice:2

Attacks: Weapon, usually Obsidian Axe (1d6) or Snake Bite (1d4+poison)

Saving throw: 16

Special: Poison Bite

Move: 12

Challenge Level/XP:3/60

XNARK MAGICIAN

These are the leaders of the Xnark's and cast the following spells once a day as a 4th Level Magician.

Magic Missile, Dispel Magic, Hold Portal, Charm Person, Sleep.

Type: Other

Armour Class: 5

Hit Dice:4

Attacks: Weapon, usually Obsidian Axe (1d6) or Snake Bite (1d4+poison)

Saving throw: 13

Special: Magician Level 4, Poison Bite.

Move: 12

Challenge Level/XP:7/600

ZOMBIES

"So the southern district of the city has fallen eh? Quick lads, gather yer pikes and your flaming oil. Its time to send your risen loved ones back to the cold grey lands of the dead and not have them shambling around here making a nuisance of themselves."

Zombies are mindless creatures, the walking dead. These are merely animated corpses, not carriers of any sort of undead contagion as ghouls are. If their Undeath is contagious, they should be worth a few more experience points than described here, and if a single hit from a zombie causes contagion or any other sort of disease they should be worth considerably more experience. However, the standard zombie is simply a corpse animated to do its creator's bidding.

Type: Undead

Armour Class: 8 [11], or 7 [12] with shield

Hit Dice: 2

Attacks: Weapon or strike (1d8)

Saving Throw: 16

Special: Immune to sleep and charm

Move: 6

Challenge Level/XP: 2/30

ZONGON (BRAIN MONSTER)

"I regained a sense of myself for a moment and saw it floating there above my head. An alien thing of unspoken malice. A central headlike body with two tentacles snaking up from the crown of the thing, four crab like legs dangling down, a myriad of spider like eyes arranged round a central large eye, and mandibles in its jaws. I perceived a wisp like vapour coming from its crown which terminated in a glowing spot about a foot away. It sensed I had escaped its mental grip, and the eye flashed at me. I instantly slipped back into a hazy sleep. But I was strengthened now. For I knew the face of my enemy!"

Zongons are a otherworld race that has come to Zarth, to dominate and enslave all others to their will.

Their body is a crablike exoskeleton with four crab like

legs which terminate with claws. Two worm like tentacles emerge from the its crown, that are used to grasp and strangle victims. if both tentacles hits then the victim is held and is strangled, taking 1d10 damage at the end of each round they are held. A victim may attempt to break free at the beginning of each round by rolling equal or under their Strength on a D20.

The first attack that Zongon makes in any combat is a mental domination attack against one victim. Bright energy shoots from its central eye towards the victim, who is then enveloped in a field of controlling energy. If they fail they are mentally enslaved by the Zongon for a day, before being able to make an attempt to shake off its control by rolling Wisdom or lower on a D20. Once an individual Zongon has failed to control a character they may not attempt again.

ZONGON

Type: Other

Armour Class: 4 [15]

Hit Dice:5

Attacks: 4 claws (1d4) or Bite (1d6) or 2 Tentacle bash (1d6)

Saving throw: 12

Special: Mental domination attack, strangulation attack.

Move: 12 float

Challenge Level/XP:7/600

ZONGON OVERLORD

Absolute rulers of the race these are bigger nastier version of the normal Zongons. They are able to launch a Mental Domination attack against all opponents every round and their strangulation damage is 3d6.

Type: Other

Armour Class: -2 [21]

Hit Dice:10

Attacks: 4 claws (1d8) or Bite (2d6) or 2 Tentacle bash (1d10)

Saving throw: 5

Special: Mental domination attack, strangulation attack.

Move: 12 float

Challenge Level/XP:12/2,000

ZUNDER CAT

"Zunder! Zunder! Zunder Cat! Ho!"

Traditional Battle cry.

Often the mounts of fearless warriors serve only those battle lords who have proved their integrity, honour and bravery beyond reproach. They are found in the Thunder Mountains, and are often called 'Lords of the Mountains'.

It is a giant sized large cat, which stands five foot high and ten foot long, with a yellow hide with red stripes and viscous foot long protruding carnies.

They are excellent trackers having a 4 in 6 chance of picking up any difficult tracking. In battle they terrify their enemies with a thunderous roar, foes of 3 or less HD having to make a Saving throw or flee for 1d8 rounds in panic.

Type: Intelligent animal

Armour Class: 5 [17]

Hit Dice: 5

Attacks: 2 Claws (1d10 each)

Saving throw: 12

Special: Terrifying Roar

Move: 18

Challenge Level/XP:6/400



CREATING MONSTERS

Monsters are not player characters, and their abilities are not at all determined by the rules for player characters. The Crypt Keeper decides a monster's abilities, and he doesn't have to follow any rules about this! Feel free to add wings, breath weapons, extra hit dice, wounded versions, or whatever suits your adventure and your campaign. Toggle and tweak, imagine and invent! The rules aren't responsible for the quality of the swords and sorcery in your game, you are! So don't try to create monsters according to any sort of power formula. Create monsters based on how they feel and how they play at the gaming table. Create challenges for the players, not headaches for yourself. Your job is to imagine and create, not to slave at rulebooks finding out what you're "allowed" to do.

Table 37: Monster Attack and Saving Throws

Hit Dice	To-hit Bonus	Saving Throw ¹
< 1 HD	+0	18
1 HD	+1	17
2 HD	+2	16
3 HD	+3	14
4 HD	+4	13
5 HD	+5	12
6 HD	+6	11
7 HD	+7	9
8 HD	+8	8
9 HD	+9	6
10 HD	+10	5
11 HD	+11	4
12+ HD	+12, etc.	3

¹ Value does not improve beyond 12 HD

CHALLENGE LEVELS

To help you with determining Challenge Levels and experience point values for monsters, the table below may be helpful. "Challenge Level" determines the experience point value for a monster. To determine a monster's challenge level, take its hit dice and then add to that number if the monster has special abilities that make it harder to kill, or more dangerous to the characters. The Challenge Levels table shows the XP values for challenge levels. The Challenge Level Modifications table contains guidelines for how many additional challenge levels to add to a monster's hit dice, based on special abilities.

TABLE 38: CHALLENGE LEVELS

Challenge Level	XP Value
A (1d4 hit points or less)	5
B (1d6 hit points)	10
1	15
2	30
3	60
4	120
5	240
6	400
7	600
8	800
9	1,100
10	1,400
11	1,700
12	2,000
13	2,300
14	2,600
15	2,900
16+	+300/ HD level



TABLE 39: CHALLENGE LEVEL MODIFICATIONS

Modifications	
4+ attacks per round (minimum d6 or saving throw each)	+1 HD
AC 20 or higher	+1 HD
Automatic damage after hit	+1 HD
Breath weapon 25 points max or below	+1 HD
Breath Weapon 26 points max or more	+1 HD
Disease	+1 HD
Drains level with no save	+3 HD
Drains level with save	+2 HD
Flies, or breathes water	+1 HD
Greater than human intelligence	+1 HD
Immune to blunt/piercing (including half damage)	+1 HD
Immune to energy type (acid, fire, etc)	+1 HD
Immune to non-magic weapons	+1 HD
Magic resistance 50% or below	+1 HD
Magic resistance higher than 50%	+2 HD
Massive attack for 20+ hps	+1 HD
Paralysis, swallows whole, immobilizes enemies (web, etc)	+1 HD
Petrifaction, poison, or death magic	+2 HD
Regenerates	+1 HD
Undead (subject to banishment but immune to sleep, charm, hold)	+0 HD
Uses a spell-like power level 3 equivalent or above	+2 HD
Uses multiple spells level 2 or lower	+1 HD
Uses multiple spells level 3 or above	+2 HD
Uses multiple spells level 5 or higher	+3 HD
Poison	+1 HD
Miscellaneous other	+1 HD

ADVENTURE DESIGN

Most adventures are designed so the players can choose how risky they want to get. The classic dungeon adventure gives the players the choice of whether to “go for it” in a lower, more dangerous level or to be cautious and adventure in areas that aren’t so risky (but have less treasure). I suggest that any adventure ought to give the players some choice about how fast they’re going to go into the riskier areas. It doesn’t matter whether you’re running a wilderness adventure or a classic dungeon—giving the players decisions is part of the fun for them. When you design wilderness areas, try to have some areas that are more dangerous and some that are less—and figure out a way to let the players know where these are. It’s obvious in a dungeon that the lower levels are riskier and richer; in a wilderness adventure, you’ve got to work a little harder to communicate the risk levels to the players, but it’s worth it.

HOW DO CHALLENGE LEVELS WORK?

At each “Level,” whether it’s how deep into a dungeon or how far into a forest they’ve gone, the players ought to know they’re moving into an area where there’s a somewhat predictable level of risk and reward. The first thing to keep in mind is that a monster’s challenge level isn’t the same as the “level” on which it’s found: challenge level is really about calculating experience points. The table below gives you an idea of what might be found in a particular “level” of a dungeon or forest. The table is not a rule; it’s a guideline. Use your judgment.

Level One has the lowest level of risk, and the lowest level of treasure. Players are never guaranteed that every encounter is “beatable” at a particular level, though. Survival depends on knowing when to run and when to get tricky; assuming that every encounter is designed to “fit” the party’s combat capabilities is a sure way to die.

The numbers below are for grouping of rooms known as a ‘Lair’. Each lair has one type of monster and perhaps its associated pets. If using the table to populate individual rooms, half the number of dice being rolled and the dice type, rounding up. For example 3d8 becomes 2d4.

Table 40: Level Generation (Levels 1–5)

Die Roll	Level 1	Level 2	Level 3	Level 4	Level 5
1	3d8 CL A creatures	6d8 CL A creatures	12d8 CL A creatures	2d100 CL A creatures	3d100 CL A creatures
2	3d6 CL B creatures	6d6 CL B creatures	12d6 CL B creatures	1d100 CL B creatures	2d100 CL B creatures
3	2d6 CL 1 creatures	4d6 CL 1 creatures	8d6 CL 1 creatures	16d6 CL 1 creatures	32d6 CL 1 creatures
4	1d6 CL 2 creatures	2d6 CL 2 creatures	4d6 CL 2 creatures	8d6 CL 2 creatures	16d6 CL 2 creatures
5	1 CL 3 creature	1d6 CL 3 creatures	2d6 CL 3 creatures	4d6 CL 3 creatures	8d6 CL 3 creatures
6	1 CL 4 creature	1 CL 4 creature	1d6 CL 4 creatures	2d6 CL 4 creatures	4d6 CL 4 creatures
7	–	1 CL 5 creature	1 CL 5 creature	1d6 CL 5 creatures	2d6 CL 5 creatures
8	–	Roll again	1 CL 6 creature	1 CL 6 creature	1 CL 6 creature
9	–	–	–	1 CL 7 creature	1 CL 7 creature
10	–	–	–	Roll again	Roll again

Table 41 Level Generation (Levels 6–10)

Die Roll	Level 6	Level 7	Level 8	Level 9	Level 10
1	16d6 CL 3 creatures	16d6 CL 4 creatures	16d6 CL 5 creatures	16d6 CL 6 creatures	16d6 CL 7 creatures
2	8d6 CL 4 creatures	8d6 CL 5 creatures	8d6 CL 6 creatures	8d6 CL 7 creatures	8d6 CL 8 creatures
3	4d6 CL 5 creatures	4d6 CL 6 creatures	4d6 CL 7 creatures	4d6 CL 8 creatures	4d6 CL 9 creatures
4	2d6 CL 6 creatures	2d6 CL 7 creatures	2d6 CL 8 creatures	2d6 CL 9 creatures	2d6 CL 10 creatures
5	1d6 CL 7 creatures	1d6 CL 8 creatures	1d6 CL 9 creatures	1d6 CL 10 creatures	1d6 CL 11 creatures
6	1 CL 8 creature	1 CL 9 creature	1 CL 10 creature	1 CL 11 creature	1 CL 12+ creature

FIENDS BY CHALLENGE LEVEL

CHALLENGE LEVEL A-1

1. Basher ape
2. Beetles, Giant (Fire)
3. Death Crow (B)
4. Centipede, Giant (Small, Nonlethal)
5. Fungus man
6. Human - Cultist
7. Human - Sergeant-at-Arms
8. Nemon
9. Primitive
10. Razor runner (B)
11. Skeleton

CHALLENGE LEVEL 2

1. Ants, Giant (Worker)
2. Ants, Giant (Warrior)
3. B'soth
4. Centipede, Giant (Small, Lethal)
5. Human - Berserker
6. Red Rock Warrior
7. Serpent Man Warrior
8. Spore Zombie
9. Wolf
10. Zombie

CHALLENGE LEVEL 3

1. Bats, Giant (Vampire Bat)
2. Ghoul
3. Human - Bandit
4. Human - Solider
5. Red Zombie
6. Serpent Man Scout
7. Slither
8. Xnark warrior

CHALLENGE LEVEL 4

1. Bloom of Death
2. Bull Roarer*
3. Centipede, Giant (Man-sized)
4. Face Ripper
5. Harpy

6. Head Hand
7. Maggot Master*
8. Mouth Worm*
9. Nemon Chief
10. Razor Swarm
11. Sick weed
12. Worg

CHALLENGE LEVEL 5

1. Bats, Giant (Greater Bat)
2. Bashan (Flying Serpent)
3. Bone head
4. Face Stealer
5. Golgoth (Demon Knight)*
6. Human - Evil Priest
7. Spider, Giant (Man-sized, 4ft diameter)
8. Spore Fiend
9. Tick Beast
10. Whip weed
11. Wight
12. Wind Wraith

CHALLENGE LEVEL 6

1. Centipede, Giant (Large, 20 ft long)
2. Gargolye
3. Hanged Man
4. Hell Hound
5. Howler ape
6. Minotaur
7. Spider, Phase
8. Vampire (Thrall)
9. Zunder Cat

CHALLENGE LEVEL 7

1. Cockatrice
2. Head Devourer
3. Hell Hound
4. Human - Necromancer
5. Human - Screaming witch
6. Hydra
7. Mist Maids
8. Mummy

9. Spider, Giant (Greater, 6ft diameter)
10. Tattooed Warrior
11. Tunnel worm*
12. White Ape
13. Xnark magician

14. Zongon (Brain Monster)*

CHALLENGE LEVEL 8

1. Ants, Giant (Queen)
2. Basilisk
3. Crawling corruption
4. Dragon
5. Griffin
6. Hell Hound
7. Hydra
8. Infernal Scribe
9. Manticore
10. Medusa
11. Nemon Preist
12. Nkarth (aka Corpse Reanimator)
13. Serpent Man Priest

CHALLENGE LEVEL 9

1. Bats, Giant (Bat Monster)
2. Dragon
3. Elemental
4. Hydra
5. Invisible Stalker
6. Poison Tree
7. Terror Lizard

CHALLENGE LEVEL 10

1. Crypt fiend
2. Dragon
3. Gorgon
4. Hydra
5. Hypnotiser
6. Ulgan*
7. Vampire (Adept)
8. W'zencth (Horned Whiptail demon)*

CHALLENGE LEVEL 11

1. Black Pudding
2. Chimera
3. Corpse Colossus
4. Dragon
5. Hydra
6. Knight of Death
7. Serpent Man Tyrant

CHALLENGE LEVEL 12

1. Dragon
2. Elemental
3. Golem, Flesh
4. Hydra
5. Knight of Death
6. Zongon Overlord*

CHALLENGE LEVEL 13

1. Dragon
2. Hydra
3. Knight of Death

CHALLENGE LEVEL 14

1. Dragon
2. Hydra

CHALLENGE LEVEL 15

1. Angel of Oblivion
2. Lich
3. Vampire (High)

CHALLENGE LEVEL 16

1. Elemental
2. Golem, Stone
3. Lich

CHALLENGE LEVEL 17

1. Golem, Iron
2. Lich
3. Vampire (High)

CHALLENGE LEVEL 21

- Lich

CHALLENGE LEVEL 22

- Vampire (High)

TABLE 42: MONSTER ATTACK ROLLS

	Target Armour Class [Ascending Armour Class]																		
	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
	[10]	[11]	[12]	[13]	[14]	[15]	[16]	[17]	[18]	[19]	[20]	[21]	[22]	[23]	[24]	[25]	[26]	[27]	[28]
Hit Dice	Attack Roll (d20) Required to hit Opponent's Armour Class ¹																		
<1 HD	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
1 HD	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
2 HD	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
3 HD	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
4 HD	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
5 HD	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
6 HD	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
7 HD	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
8 HD	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
9 HD	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
10 HD	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
11 HD	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
12 HD	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
13 HD	1	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
14 HD	1	1	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14
15+ HD	1	1	1	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13

¹ A monster's base "to-hit" bonus is equal to the number of Hit Dice (HD) it has, up to a maximum of +15.

THE HALLS OF NIZAR-THUN

A CRYPT FOR 4-6 PLAYER CHARACTERS LEVELS 1ST - 2ND

PLAYER'S INTRODUCTION

Thousands of years ago Nizar-Thun was a fearsome Sorcerer, whose name is still used to scare the local children into obedience. High in the mountains is his palace, a complex of rooms and corridors carved into the living rock itself. Here he did his great works of magic, housed his armies and hid his treasures.

Some said he was working on a potion of immortality when a rival brought his reign of terror to an end. Despite looting the palace they never did find the Sorcerer's treasure. Of Nizar-Thun little is said in the legends and his final fate is uncertain.

Your characters have travelled the winding and rocky path up the mountainside far from civilization and find yourself outside the entrance to the Halls of Nizar-Thun.

CRYPT KEEPER'S BACKGROUND

This Crypt is intended as an introductory adventure for 4-6 1st Level characters. While it is quite a straight forward adventure as a result, there are some twists and turns and nasty surprises in store for the players which the Crypt Keeper should be aware of. Therefore it is advised that the Crypt Keeper reads the adventure and digests it's secrets well in advance of play. Much of the description and feel of the Crypt is left to the Crypt Keeper to create during play.

The crypt is broken into three areas, each of which have their own feel and ecology.

THE RECEPTION HALLS (1-9)

This is where Nizar-Thun met visitors to his Palace, entertained and housed guests and generally interacted with the outside world. It's heavily ruined, rubble is everywhere and the forces that brought about Nizar-Thun's downfall left traps to prevent anyone using the complex or finding Nizar-Thun's lost magical laboratories. This part of the crypt is inhabited by various undead creatures, remnants of Nizar-Thun's army of soldiers and servants.

THE CRYSTAL CAVES (10-14)

Completely different from the rest of the crypt, being made of gleaming white crystal. These rooms were created magically from a piece of another world transported to Zarth by Nizar-Thun. Once here the special qualities of the rock allowed Nizar-Thun amplify his summoning/contact spells to Otherworlds. This part

of the crypt is inhabited by Others summoned to Zarth by Nizar-Thun, and left masterless when he fell from power. Unlike the rest of the crypt, which is pitch black, the crystal glows with a sickly, green luminescence.

NIZAR-THUN'S CHAMBERS (15-22)

Beyond the crystal caves lie Nizar-Thun's personal chambers, his inner sanctum. Here the characters would hope that they can find his treasure or some record of his magic power.

EXPANDING THE CRYPT: THE UNDERHALLS

In various locations (8,11,15a & 17) there is an opportunity for the Crypt Keeper to expand the Crypt and create a new Level and draw a new map of locations situated below what is detailed here. If you don't want to expand the Crypt in this way, simply leave the passages and stairwells inaccessible due to collapsed debris.

THE FATE OF NIZAR THUN

What happened to Nizar-Thun is left deliberately open for the Crypt Keeper to tailor this adventure to his needs.

Four possibilities spring to mind.

- He reincarnated into a new body or relocated after the attack on this palace. He is still alive (or undead) in another part of the world. He could be watching the characters, via crystal ball, as they explore his palace. The violation of his old home by them earns his enmity and he becomes their Nemesis.
- He is dead and his body was cast into the pit in location 17. At the Crypt Keeper's option this pit may or may not be bottomless, allowing his demise to be either solved or remain a mystery
- He is skulking about in the Under halls, with his treasure, secrets and a new army of fiends for the characters to overcome.
- He is the mad prisoner in location 22.



CRYPT KEY

1. THE ENTRANCE

Originally a stone statue of Nizur-Thun towered above the entrance, a massive stone double door, now only the ankles remain amongst large piles of rubble of the smashed statue and doors. It is a squeeze to get through the narrow entrance which is half choked with stone. Heavily encumbered characters can not move through the gap.

2. THE COLLAPSED HALL

A large columned hall, which is half filled with rubble.

3. THE CRUSHED BARRACKS

This is where Nizur-Thun's elite guards were once housed. Now the majority of the room is filled in with rubble. In the rubble are the skeletons of the deceased guards, who scratch and claw their way out. Five minutes after the characters enter the room, 2d6 skeletons burst out the rubble, armed with sword and shield. They attack immediately.

Buried in the rubble is 200 GP in an old Tax chest. It takes 1d12 rounds of digging to find it. Each round 1d4 skeletons emerge from the rubble.

Skeletons : AC 7 [11] HD 1 HP 4 Attacks: Short Sword (1d6) Saving Throw: 17 Special: None Move: 12 XP 15

4. THE TRAPPED STAIRS

Near invisible metal wires criss-cross the stairwell its entire height and length. If not detected it triggers darts that fly out of the walls doing 1d6 to each character. A successful saving throw halves damage.

5. THE GUEST ROOM

An empty stone room, where the furnishings have long rotted away.

6. THE RUINED GUEST ROOM

As 5 but covered in rubble as the ceiling has half collapsed. In the rubble lives a nest of Giant Centipedes, one per character.

Centipedes: AC9 HD 1d2 Hp1 Attack: Bite 1 Hp damage Saving Throw: 18 Special: Non-Lethal poison (+4 Save, causes 1d4 rounds of crippling pain) Move 13 XP 13

Treasure: Hidden in the nest is a human skull inside which is a gem worth 50 GP.

7. THE COUNTESS

In this web filled room on a four poster bed, is a woman in a wedding dress eating a freshly severed arm of a tomb

robber (the rest of the body is by the side of the bed). Lurking in the shadows of the room are three Zombie body guards. This is the Countess, would be bride of the Nizur-Thun slain in her sleep before her wedding night day the attack and returned from the grave as a Ghoul. As she is happily snacking she has no interest in attacking the players. Instead she would rather moan on about her death, how much she misses her beloved Nizur-Thun.

The Countess: Ghoul: AC 6 [13] HD 2 HP 10 Attacks 2 claws (1d3) and 1 bite (1d4) Saving Throw 16 Special Immune to Sleep and Charm, paralysis. Move 9 XP 60

Zombie Bodyguard: AC 8 [15] HD 2 HP 6 Attacks: Fist (1d8) Saving Throw: 16 Special Immune to Sleep and Charm Move 6 XP 30.

Treasure: The Countess' diamond Wedding ring. This is worn by the Countess and will have to be taken from her cold undead fingers. It is engraved with "Death shall not part us!" Anyone wearing the ring at the time of death, on a successful Saving Throw will return from the dead as a ghoul 1d6 nights after their death. Of course they must pass another Saving Throw or the character goes insane from the transformation. Further Sanity rolls are required when ever the character feeds, raw sentient flesh, which they need to do at least once a week, or uses their Ghoulish abilities. Furthermore the now Ghoul only heals Hit Points and lost Constitution via feeding (full hit points and 2D6 Constitution per corpse) and must make a Saving Throw whenever passing a fresh corpse or stop and feed. It has a monetary value of 100 gp.

8. THE HALL OF BONES

This was once Nizur-Thun's throne room and it gains its name from the columns where numerous torture/sacrificial victims were chained and their bodies left to rot. Amongst the debris and rubble can be found the shards of his wooden throne which is covered with gold leaf About 100 GP worth can be collected which takes 30 minutes to collect. To the south is a blocked stairwell leading down to the Under halls.

9. ARROW DEATH CORRIDOR

If the characters do not check for traps they will fall foul of a series of Arrow Traps (one every five feet), that do 1d6 damage on a failed Saving Throw.

10. THE PREPARATION ROOM

A geometrically perfect room, with gleaming crystal columns that are polished so they act as a mirror. Look in them and the character will see a twisted and evil version of them-self looking back.

11. THE SHATTERED PORTAL

Behind a large pile of collapsed crystal is a Portal to the Shroud. Where the Portal leads to is up to the Crypt Keeper.

12. THE ROOM OF INKY NIGHT

Don't look up, six Slithers cling to the ceiling and flow around, making it appear like a night sky with twinkling stars. Once the characters are oblivious to their presence they drop down and attack.

6 Slithers: AC 3 HD 2 HP 4 Attacks: 1 Slashing hand blade (1d8) Saving Throw: 16 Special: Liquid form, automatically hide in darkness. Move 9 in solid form 24 in liquid form XP 60

13. THE GREATER SUMMONING ROOM

A large protective circle is carved into the Crystal floor. With strange alien looking runes, it worrying pulsates with multicoloured light. Behind a pile of rocks is a secret door leading to a small passage to location 19.

14. THE CLEANSING CHAMBER

As the characters pass through this room any magics they have cast on them for good or for ill are dispelled.

15. THE DESPOILED GARDEN

An enchanted garden, overgrown and unkempt. Created thousands of years ago by Nizur-Thun its magic is now running out and the plants are dying and rotting. Large piles of rubble dot the garden, making ideal places to hide and find cover.

15A. THE BLOCKED STAIRS

Rubble blocks these stairs down to the next Level and the Underhalls.

16. GUARD ROOM.

Four red clay statues of Soldiers sit against the far wall. Above their heads is a wooden sign which reads "Beyond Death, we shall guard Ye", and on a hook directly underneath is a large iron key. If the characters find a way of getting the key without going with five foot of the soldiers it is theirs. Otherwise the statues awaken and attack.

3 Red Rock Warriors: AC 2 HD 2 HP 12 Attacks 1 Sword (1d8) Saving Throw 16 Special Immune to mind control magic, extremes of cold, fire, water or air. Move 12 XP 30.

17. THE GREAT ABYSS

Halfway across this room the floor gives way, and opens up into an abyss which leads down and down and down and down..... At the Crypt Keeper's option it may not be a bottomless pit and lead down to the Underhalls and Level 2.

18. THE FORGOTTEN ROOM

This room contains some of Nizur-Thun's treasure. However to get here the characters must cross the abyss (see 17 above) and have the large Iron Key from 16 to open the rock solid stone door.

Treasure: 500 GP + A vial of Black Lotus brew in a wooden box with a skull carved on the lid.

19. THE ROOM OF SECRETS

Scrawled on the walls are lines and lines of spider-like script. Hidden amongst the graffiti are 1d4 Level one spells.

20. THE ROOM OF SUBMISSION.

To the south is a locked heavy stone door. On the door is the sign "Kneel before your master and be admitted". If all the characters present in the room kneel before the door, it opens.

21. A PERFECT FACSIMILE

A middle-aged man in long flowing golden robes, with neatly groomed beard and a black skull cap sits peacefully on a stone throne in this room. Surely this must be the great Nizur-Thun himself! The 'facsimile' even naturally talks, mocking the characters in long monologues and threatening to curse them all for all eternity. If the facsimile is attacked it explodes into a cloud of flies.

22. THE PIT AND THE PRISONER.

In this thirty foot deep pit is an old man. He is filthy and half mad. He keeps on chanting "I am Nizur-Thun, I am that man, I AM IAM NIZUR-THUN!!!"* The forces who attacked the Halls imprisoned him in the pit, and their sorcerer cast a curse on him, causing him to become deathless. However the magic runs out if he is taken out of the pit, and he quickly dies and crumbles to dust.

*Whether he is, is up to the Crypt Keeper.

APPENDICES: NOTES FROM THE ABYSS

This series of appendices contain a miscellany of topics that broadly fall into four categories:

1. *Guidance on how to run the game.* In the proceeding chapters I've tried to stay away from giving too much commentary on how to run the game. The old school style that Swords & Wizardry is written in avoids doing this and emphasises a clear and unambiguous presentation of the rules. I've tried to follow this approach in writing Crypts & Things. So these Appendixes give you grounding in some of the assumptions under which I run my own games. Remember none of this is written in stone, I strongly encourage you to take the game and make it your own. Throw in your own house rules, add classes, spells and monsters from other compatible games (see Appendix N for a listing) and run mad with it.
2. *Tables.* Roll on these when inspiration fails. They also serve to give examples of the sort of encounters that occur in Crypts and Things.
3. *Alternate rules.* For example Appendix G. Akrasia's alternative experience system.
4. The final type of appendix features things that do not easily fit within the core of the rules such as a list of inspirational reading and listening.

LIST OF APPENDIXES

Appendix A. The Features of Crypt & Things
Appendix B. The Role of the Crypt keeper
Appendix C. Crypt Creation
Appendix D. Random Objects
Appendix E. Who is Thy Enemy?
Appendix F. City Events
Appendix G. Akrasia's Alternative Experience System
Appendix H. Horror and Heroism
Appendix I. Into the Weird Lands
Appendix J. Descriptive Phrases
Appendix K. Khaos!
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Appendix N. Bibliography
Appendix M. Soundtrack



APPENDIX A. THE FEATURES OF CRYPT & THINGS

The following are intentional features of the game which affect its tone and game play, and may need some explanation to players of other editions of the 'world's favourite role-playing game'.

MINIMAL/IMPLIED SETTING

Most of the setting is implied through the rules and snippets of flavour text throughout the book. There's an extra layer in the Continent of Terror chapter which brings the detail up to a minimal level.

There are two reasons for this:

1. You might want to take the C&T rules and use them for your own Swords & Sorcery setting. I don't want to get in your way by making the rules heavily setting-dependant.
2. This is the approach that old school systems took, and it led to much innovative and imaginative play as groups took the bare bones of the setting and filled in the gaps.

LACK OF ALIGNMENT SYSTEM

The world of Zarth is an intentionally amoral world. While there is much evil in the world, its heroes (following well established literary traditions) are often conflicted. Sometimes they will be forced to fight fire with fire or take actions which are in their own self-interest. Overall I believe that an Alignment system is too restrictive and 'Black and White' to work alongside the morally complex Swords & Sorcery genre.

HUMAN-CENTRIC

The Swords & Sorcery genre is traditionally based upon human protagonists. Non-humans, when they appear, are the enemy; the shadowy serpent men from the Kull stories are a good example. There is no possibility that intelligent non-humans are doing anything more than plotting the downfall of mankind and the resumption of their rulership of the planet. Non-humans are presented as fearful alien creatures in league with monsters and terrifying Deities. There is no room in Swords & Sorcery for the cosy inter-racial friendships that occur in Tolkien.

MAGIC IS ALMOST UNIVERSALLY A BAD THING

The gods have deserted mankind in the dim past and the only magicians left are of the self-serving, amoral or simply just plain bad variety. There is an absence of powerful Wizard Guilds/Schools who police magicians in the field and instil upon their students a code of good ethical behaviour toward their fellow man. Instead you

are left with the choice of serving an apprenticeship with evil and manipulative Sorcerers or joining a cult to grab crumbs of magical power thrown down from the table by the Sorcerer/ Ranking Priest. Students who rise in power under this system are likely to end up disposed of in some gruesome but useful manner so they never challenge their master's power. As a result you have results almost opposite to what a good Wizard Collegiate system would produce. Magicians also have a free choice of what spells they choose, when they find a source, which can lead to some interesting ethical decisions since the most effective spells are in the Black Magic lists. Sure they can restrict themselves to White and Grey Magic, if only to preserve their sanity, but they are occasionally going to have to dabble in the dark arts if only to combat the villainous magicians who have no qualms about using black magic. Magic items in the setting are similarly tainted. Zarth's history is one of bloodshed and war, and the magic items produced reflect this. Add to this that most powerful magics on the planet come either from the demonic Others or the evil Serpent men, and you can soon see why magic items are somewhat of a poisoned chalice.





APPENDIX B. THE ROLE OF THE CRYPT KEEPER

The Crypt Keeper is the central figure in a game of Crypts and Things. He is the hub through which the game flows: he adjudicates the rolls of the dice, and verifies the possibility of PC actions, the world's reaction and back again. As such being the Crypt Keeper requires a bit more attention and effort, than the standard player who is responsible for only their character.

Two overall misconceptions about the Crypt Keeper should be dispelled right here and now.

1. They are NOT the most important player in the game. Crypts & Things is a cooperative experience.
2. Neither are they the only person from whom the setting comes. They are responsible for the world and all the -NPCs that populate it, and often a great deal of care has been put into their creation before the game (see Creating Adventures below), but the players have a large input via their characters.

The following guidelines are to help Crypt Keepers run a smooth and entertaining game.

MAKE SURE EVERYONE IS HAVING FUN (INCLUDING YOU!)

This is a game you are holding in your hands, and the whole purpose of a game is to have fun. That's what you, and the rest of the players, should be aiming for. Granted individuals will pursue different agendas of gaining fun from the game and you should always make sure that no player is having fun at another player's detriment, but this obvious statement often gets forgotten in the heat of the moment.

BE THE PLAYER OF THE MONSTERS/NPCS

The Crypt Keeper does not have a character to play, instead they get to play the entire world. They describe the location that the characters are in at any given moment; its smells, its sounds and how it feels. They also play the NPCs, and the monsters who oppose the PCs in their endeavours. Sometimes it's a bit of a balancing act, as you juggle roles, but this is the ultimate satisfaction of being the Crypt Keeper: of not being pinned down to one character, being able to show the world from multiple viewpoints.

What the Crypt Keeper should bear in mind that they must be prepared to drop their creations as play demands. No hanging on to favourite NPCs, protecting them from death or manipulating the action so the

players stay in a location the Crypt Keeper enjoys. Enjoy the performance then start anew.

MAKE SURE THE PLAYER CHARACTERS ARE THE FOCUS OF THE GAME

While NPCs should be memorable, especially the main opponents, make sure the PCs are not constantly upstaged by your 'pet' NPCs however cool you may feel they are.

BE THE MODERATOR OF DISPUTES

Know the rules because you are going to be the person that the players come to again and again for rules decisions. Be fair, be impartial, deal with disputes quickly and get the game moving again.

MAKE THE GAME CHALLENGING, BUT NOT IMPOSSIBLE

The Swords and Sorcery genre and Zarth in particular are tough unforgiving places. Make sure you throw enough worthwhile challenges in the way of the players, something in keeping with the tone of the setting. PCs can and will die in this game, especially if the players make decisions that put their characters in situations that are beyond their abilities to deal with. Conversely it becomes dispiriting after a while if the players lose all the time, through no fault of their own and it's a never ending cycle of rolling up characters.

AVOID SADISM AND GRUDGE PLAY

It's very tempting to try to inflict pain and damage on the PCs almost arbitrarily and watch the players squirm in discomfort. This is called Crypt Keeper Sadism, and while possibly fun for certain Crypt Keepers, it tends to seriously damage the Players enjoyment. It should be avoided. While the game and setting have plenty of opportunity for cruelty, it should arise as a logical consequence of play, not on the whim of a bored Crypt Keeper.

"Grudge play" is where the Crypt Keeper becomes annoyed with the players and makes them suffer for it in the game. Perhaps they killed off a pet NPC (which is why a Crypt Keeper never becomes attached to NPCs) or real world disputes/resentments have spilled over into the game. Play becomes a ever escalating game of one upmanship, which ultimately the Crypt Keeper wins after dragging the game through the dirt. This is no fun for anyone. Another form of 'Grudge Play' is when it's a case of Player vs Player or even Players vs Player. In this form the Crypt Keeper should intervene, mediate and tactfully ask the participants to resolve the issues outside of play, and make it clear that play will not resume until they agree to play nice. Persistent offenders should be ejected from the group. Make it clear you are here to game and

have fun, not to be mean and petty to other players.

AVOID OVER ARCHING META-PLOT (UNLESS THE PLAYERS INSTIGATE IT)

Let the story emerge from play rather than any predestined plot created by the Crypt Keeper in advance. Create thrilling locations for the characters to explore and then let the players get on with it, without you

Finish each session with the question “what you want to do next?”. This will automatically give you an idea of what to prepare for next session, and make sure its in tune with what the players want.

NOT OVERDO THE RULES

Some players and Crypt Keepers fail in love with rolling the dice and working out situations where the rules can be invoked. Don't overdo Sanity Checks, Skill rolls, or Combat. Doing so lessens the impact (especially for Sanity) when they do come into play. A good rule of thumb is 50-50 roleplaying: rules, even more on the roleplaying if the players are in the mood for it. Remember as well that a good part of the 'game' aspect is the players manoeuvring their character's situation by interacting with the world and its characters through describing their characters' actions, so don't feel that you need to rely on dice rolls to drive the game forward.

THE CRYPT KEEPERS JOB IS TO....

Make sure everyone is having fun (including you!)

Be the player of the monsters/NPCS

Make sure the player characters are the focus of the game

Be the Moderator of Disputes

Make the game challenging, but not impossible

Avoid Sadism and Grudge Play

Avoid overarching meta-plot (unless the players instigate it)

Not overdo the rules



APPENDIX C. CRYPT CREATION

What is a crypt? Classically a Crypt is a series of underground chambers connected by labyrinthine passage ways. Other similar games call them Dungeons. But it doesn't have to fall into this stereotype of darkened Tombs, deadly Ruins or monstrous caverns. Crypts can also be dark forests, the floating palace of a mad sorcerer, in fact any location where the characters can go and have an adventure made up of interconnected encounter areas. It's the unknown, well off the beaten track, far from civilisation, where the risk comes hand in hand with the rewards available.

FEATURES OF A CRYPT

Monsters: Crypts always have their fiends. Foul monsters who want to rip the character's faces off. Who guard the innocents and the pile of treasures that the character's seek. Remember monsters come wrapped up in their own desires and motivations. Some of the most memorable monsters are those that become more than mere sword fodder and are fondly remembered for their fiendish plans and quirky personalities.

Traps: Whoever built the crypt or lives there now definitely does not want the characters stomping around in their home turf, looting their treasures and killing their friends (even if they are technically dead). Traps are the ideal deterrent. Traps come in three broad groups:

1. Mechanical: Collapsing floors covering pits filled with spikes, blades that sweep across the floor when a pressure pad is walked across, pendulums that swing with crushing weights from the ceiling, etc.
2. Magical: Illusory mouths that appear midair and scream at the characters, filling them with fear and causing them to flee, a brass engraving on the floor that when stood on causes the character to teleport to another location and magical missiles that come screaming out of a statue's mouth at the far end of a corridor are examples of magical traps.
3. Monstrous: The pit that is filled with snakes, a chute that falls open above the characters and deposits a crawling corruption upon their heads and serpent men warriors buried in the sand that suicidally jump up when the character's walk over them, etc.

Types 1 & 2 should have Saving throws to either avoid completely or reduce the damage.

Remember Traps need not be instant death, and it's more fun if they are not. Traps can be designed to drive away,

raise the alarm, hurt and slow down, or even imprison and contain. Often, traps are designed where a dedicated team of monsters are ready to pounce once the trap has been sprung.

Twists. Putting the unexpected complication in a Crypt is a good way of shaking things up and bringing entertainment to the table. Just as the players are settling into a tedious pattern of kicking the door in and clearing out the room, a surprise happens. Don't overdo Twists, one or two per adventure is a good number, and think about where you place them in the Crypt, since timing is crucial. For a really fiendish Crypt the whole concept of the Crypt could be a Twist.

Example Twists: *Monsters that turn out to be important allies, Treasure that isn't what it seems, Adventures that turn out to have furthered the goals of the groups' Nemesis (see Appendix E below), and finding that the way out of the Crypt is to actually go deeper in.*

Dressing. A goodly portion of your crypt should be what is called "Dungeon Dressing". This is where you take a plan location, such as a simple ten foot by ten foot room and put some interesting features into it. For example: a strange columned corridor, deserted banquet halls with cobwebs hanging between the candle sticks, an abandoned armoury with rusted arms and armour. If you put monsters, treasure, traps and tricks in every location, the players will soon get overwhelmed and/or bored by the repetitiveness. Having empty but interesting locations sharpens the shock when a monster or a trap does appear and gives your players places to rest up between action encounters.

See Appendix D Random Objects for example Traps, Twists and Dressing.

Safe locations. As cruel and viscous as the world of Crypts and Things is, you want to give your players a fighting chance. Having areas within the crypt where the characters can rest up and heal are a must. Especially tough Crypts should have areas which have special features that assist this refresh, such as magical fountains that provide healing waters.

Examples: *A large room with a stone door bolted from the inside, a secret room that the current inhabitants of the crypt do not know about, or a guard house that once cleared of guards can be made into a safe area by bringing down the portcullises.*

Ecology. Each crypt should have its own rationale to why it was originally created and why the current inhabitants are there. Despite being a fantasy game the more coherent the ecology is the more the players are likely to

suspend their disbelief and buy into your setting.

Use of square graph paper. It is convenient to map out the Crypt on square graph paper, since this gives you an immediate sense of scale (1 square commonly represents five or ten square feet) that you can easily transmit to your players.

Stuck for a location idea to kickstart your Crypt creation?

Roll a D20 on the following table.

1. The ruined temple of the Forgotten Gods
2. The Murky Lake of the Thing Beneath
3. The silent village of them that wait for their Saviour
4. The cast down decadent city of a thousands sins
5. Beneath the feet of the Colossus
6. The Mines of the Tyrant that was Ideon.
7. Pyramids of Star Struck Infinity
8. The partially-sunken city of the Rasa.
9. The Forest of Man Eating plants
10. The Desolation of shards
11. Hunting of the Great One-Eyed Father of the Underworld
12. The Torture Garden of the Priests in Vermilion
13. The Worm Farm of the insidious Silver spinners
14. The Clock tower of time beyond sleep
15. Wall of a thousand Skulls of thine enemies
16. The Tower suspended above Earth on a Heavenly strand of silk.
17. The hideous lair of the five headed Yong-Beast.
18. The Caves of untold peril
19. Shrine of the secrets untold
20. The Fort of The Dancing Warlord

APPENDIX D. RANDOM OBJECTS

Imagine the scene. The characters blunder into a new adventure location and the players ask "What's here?" Suddenly the fertile imagination of the Crypt Keeper deserts him. He grabs the bones of destiny (a D100) rolls them and consults this table.

1. Skull on a stake
2. Skull on a stake with snakes nesting in it
3. Skull on a stake with rats nesting in it
4. Skull on a stake with writing in dried blood
5. Skull on a stake - dart trap (Save or take D4 damage)
6. Skull on a stake with poison trap damage (Save or take 2d4 Damage)
7. Skull in a stake with a fake jewelled crown
8. Crucified corpse
9. Crucified corpse - actually undead of an appropriate challenge level.
10. Crucified corpse with insect swarm nesting inside
11. Crucified corpse explodes (2d6) when touched.
12. Crucified corpse with 10 gold pieces in mouth.
13. Chains hanging from ceiling
14. Chains hanging across corridor
15. Chains with an assortment of skulls and bones on ends hanging from ceiling.
16. Statue of a tormented soul
17. Statue of a voluptuous woman
18. Statue of valiant warrior
19. Statue of a cunning politician
20. Headless statue
21. Statue upside down half buried head down in earth
22. Statue half buried in earth.
23. Talking statue who speaks in ancient long dead language
24. Warning Statue - A guard which shrieks at

- characters when they pass within ten feet of it.
25. Stone circle
 26. Stone circle with stone slab altar
 27. Stone circle with runes inscribed in blood.
 28. Stone circle around pale blue glowing rock, which restores 1d6 Hit points when touched.
 29. Stone circle around pale blue glowing rock, which causes 1d6 Hit points damage when touched.
 30. Stone circle around pale blue glowing rock, which causes anyone who touches it to levitate up to 20 feet in air for 1d6 minutes.
 31. Stone circle around pale blue glowing rock, which causes anyone who touches it to shift into the Shroud for 1d6 minutes.
 32. Portal to the Shroud, hanging 1d20 feet in air
 33. Portal to the Shroud, looks like normal stone door
 34. Portal to the Shroud, in floor hidden by carpet.
 35. Portal to the Shroud, hidden behind mirror which shows dark and evil reflection of viewer.
 36. A large stone urn, filled with earth and D100 gold pieces, that is half buried in the ground.
 37. A large stone urn, filled with poisonous dark green liquid which turns to gas and fills the area at a rate of 10 cubic feet every round. When character comes into contact with the gas make a Saving Throw or lose D10 hit points.
 38. A large stone urn full of snakes
 39. A large stone urn full of cockroaches
 40. A large stone urn that contains a magical vortex, which when released spins around the immediate area at a movement rate of 18. Any character it touches who fails a Saving Throw is transported to the Shroud for D6 hours.
 41. A bench with the words "Traveller's Rest" written on it. Sitting on it heals D6 hit points
 42. A small altar with the words "Pilgrim's rest". Sitting on it automatically drains D6 hit points, and character must make a Saving Throw or fall unconscious.
 43. Blood stained altar
 44. A blood stained altar with a body on it with heart ripped out.
 45. As above but the body is a zombie (or other undead of an appropriate challenge to the character's level)
 46. A stairway to nowhere.
 47. A stone throne
 48. A stone throne, sitting on which increases CHA by five points for one character for a full day.
 49. A stone throne, sitting on which causes D6 damage.
 50. A stone throne which teleports the character to another random location.
 51. A stone throne which teleports the character to the Shroud for D6 hours.
 52. A magic circle
 53. A magic circle which on closer inspection reveals itself to be broken
 54. A magic circle with a bound Other of Challenge Rating appropriate to the character level of the party.
 55. A magic circle with a bound Other of Challenge Rating two levels higher than the character level of the party.
 56. As above, but the circle is broken and the Other is slyly waiting for the characters to get close enough to strike.
 57. A dead tree with 2d6 skeletons hanging from its branches
 58. As above but Skeletons are animated
 59. As above but bodies are those of Hanged Men (see Compendium of Fiends)
 60. A mound of skulls
 61. A mound of freshly severed heads
 62. A large stone door with ancient runes, that stands ajar
 63. As above but the door has been ripped from its hinges.

64. A tree of light from which heavenly singing emerges.
65. A scattering of animal bones
66. A scattering of a mix of human and animal bones
67. A scattering of human bones
68. A scattering of human bones, that assemble themselves into XD6 skeletons (where X is the number of PCs) when the character group gets within two feet of them.
69. An apparatus of dubious usage, made of straps and chains suspended from a metal frame.
70. A large empty cauldron suspended over a fire pit.
71. As above but full of some foul broth
72. As above but the foul broth heals D6 damage
73. As above but uh-oh the broth is poison , Save or take D6 Damage.
74. A mirror just suspended in mid-air
75. As above but the mirror shows the true nature of any character that looks in it.
76. A large pendulum with a blade attached to its end suspended over a table the length of a man with manacles. The pendulum does 2D6 when swinging.
77. As above but instead of a table a pit twenty feet deep, twenty feet diameter. As the pendulum swings the blade gradually gets lower and lower...
78. A pile of 2D6 wooden coffins
79. As above but in each coffin lurks an undead of appropriate Challenge Rating
80. The immediate area is filled with a harmless, but foul smelling, green gas.
81. As above but it's poison. Save or take a lung full of it taking 2D6 damage.
82. Dense white spider webs fill the immediate area.
83. As above but the webs hide something else, pick up dice and roll again.
84. A host of flies and other flesh eating vermin crawl and buzz over a dead body
85. A severed hand clutching a gem worth D100 GP lies on the floor.
86. Graffiti daubed in red paint
87. Ancient graffiti carved into the rock/stone/wood of a nearby wall that vaguely warns of danger ahead
88. As above but cunningly conceals a short lived curse that afflicts the reader with painful warts that make all rolls at -3 for the next D6 hours.
89. A pool of crystal clear water that is pure and drinkable.
90. As 89 above but heals d6 damage once per day to each creature that drinks from it.
91. As 89 above but it's poison that deals d6 damage, no save.
92. As 89 above but as the character bends down they see a vision of a future event. Usable once per day.
93. The character sees a vision of the thing they most want to see as they step into this area.
94. A giant serpent statue rises up from the floor.
95. A unexpected feeling of dread.
96. A foul breeze of decay.
97. Twisted thorn bush with ravens sitting in it.
98. A fresh scene of carnage.
99. A large rune encrusted stone, that eerily glows as any living thing approaches it.
100. Roll twice.



APPENDIX E. WHO IS THY ENEMY?

Swords and Sorcery literature is full of characters who we will call the Nemesis. These are reoccurring characters who--usually from a safe great distance--make the main character's life interesting with an endless stream of minions who antagonize the character. The Nemesis only directly confronts the main character at the end of a series of adventures, usually the climax, and is a very tough opponent that tests them to their limit.

If you want to quickly roll up the character's Nemesis roll a D20 on the table below.

1. Siligra Queen of the Serpent People
2. Krong King of the Battle Apes
3. Visnol the Demi-God in search of his Heart
4. Zilon the Terrible, who marches on his Hands.
5. Ternon the Blind
6. Ulratha, She who Seduces the Innocent and leads them to their Doom.
7. Osk the Bladelord
8. Lady Lithan and her White-veiled Daughters
9. Iosk the Impenetrable
10. Mei and Murg, Bandit Lords of the Waste.
11. Po the Floating Mystic
12. Ziza the Jewelled Lady
13. Fogar the Doglord
14. The Shadow that came to Dornos
15. Kissel, Huntress of Brave Souls
16. The Five Thousand Horde
17. Jop the Head Taker
18. Mskan the Devil's Charioteer
19. Turga the Green Witchmother
20. The Hidden One



APPENDIX F. CITY EVENTS

Cities are beacons of civilisation and its associated comforts and depravities. 21st Century players will expect Cities to be places that their characters can rest up, heal, replenish and let off steam in the various available houses of ill repute. Most of the time this will be the case. Occasionally the Crypt Keeper will want to make the life of the characters more interesting by rolling a d20 on the following table.

1. A local street gang wants protection money off you.
2. You get caught up in a riot. Roll D6 for the cause 1-4 For food, 5. Protesting against some injustice. 6. Engineered by some political faction to target their opponent.
3. Local watch stops you for a quick search. Resist and you'll end up in their gaol.
4. Mistaken for a notorious criminal, the watch, vigilantes and concerned citizens are all out to get you.
5. Somehow a bunch of crazed cultists think you are their god made flesh.
6. A plague hits the city; make a saving throw to avoid the nasty affects.
7. A religious festival hits the city. Carnivals, mass rituals and crazy zealots all hit the city for 1d4 weeks.
8. The local Tyrant has a harsh crackdown against opponents of his rule. Death squads purge political opponents. Proscription lists appear on the doors of the prominent public buildings. Decapitated heads litter the steps of the Tyrant's Palace as the unscrupulous bring heads for the bounty. 1 in 6 chance of the characters ending up on the lists
9. Serpent Man infiltration of the city's rulers. Life starts to get strange and order starts crumbling in preparation for a full scale invasion.
10. A new god arises from the street. Popular amongst the poor who are zealous to the point of violence, the worshippers of the current gods get ready.
11. Famine. Somehow there's not enough grain to go around. Civil unrest ferments.
12. Taxes go up to fund the new wife of the Tyrant. The people are not happy. The city guard finger their swords in anticipation of revolt.
13. Necromancy! The dead walk. The people whisper the old gods are offended, or perhaps a small cabal of Necromancers are behind it.
14. Sorcerer in residence. A dark and evil sorcerer arrives in the city. Under the protection of the tyrant he covertly starts conducting foul magical experiments.
15. The streets are paved with Gold! An immoral Merchant guild has risen to power and its opulence and aggressive trading threatens the status quo. But in the short term it's jobs for all, money for nothing and big payouts as the city enjoys an economic boom.
16. Disappearances. At first it's a few beggars and other ne'er-do-wells, but people start disappearing in greater numbers snatched off the streets at nights (roll again to determine the cause).
17. The Mad Season. With the backing of the tyrant, social norms are turned on their heads. Slaves are served by their masters, political opponents are allowed to speak freely, and the granaries are opened to the poor, for 1d20 weeks. Roll for another event immediately after this.
18. Regime change. The local government collapses suddenly, torn apart by internal bickering. The assassin's blade has more work as the factions within the city fight it out for control.
19. Siege. A barbarian army appears at the city gates, which are quickly shut. Without character intervention the siege lasts for D6 Months. Roll 1d6 outcome. 1. Traitors open the gates and the Barbarians sack the city before departing, 2. Traitors open the gate the Tyrant is killed; after minimal looting and political killings the city has a new king. 3. The city holds out, but is ravaged by a famine and disease. 4. The Tyrant flees the city, the new regime pays tribute to the barbarians who leave. 5. The
20. A god is born. The Tyrant makes a play for divinity. Mass rituals, outrageous celebrations all in the aim of elevating the Tyrant to godhood. The fact that a good portion of the city will be consumed by the new god upon his birth is not widely publicised.

APPENDIX G. AKRASIA'S ALTERNATIVE EXPERIENCE SYSTEM

If the Crypt Keeper is being true to the game's Sword & Sorcery roots there will be a relative dearth of valuable treasure in found during an adventure, experience points are *not* awarded for treasure found (gold pieces, magic items, etc.). Instead, experience points are awarded for opponents and obstacles overcome, missions completed, and clever playing (as outlined below).

1. Experience points are awarded for foes overcome, whether slain, subdued, fooled, dealt with diplomatically, or whatever. (If characters *unnecessarily* fight -NPCs or monsters, experience point awards are reduced or even eliminated.) The amount awarded = $100 \times \text{HD} + \text{bonuses}$ for special abilities (d4 HD creatures = 50 exp; d6 HD = 80 exp). 'Challenges' overcome without combat are assigned a 'hit dice equivalent' by the Game Master.

2. Experience points should also be awarded for traps, tricks, and other life-threatening obstacles overcome. In general, 50-1000 experience points should be awarded, depending on the difficulty of the obstacle in question (a rough guide is $100 \times \text{average character level}$).

3. Finally, experience points are awarded for missions completed (typically $200 \times \text{Party Average Level}$).

The above awards are totalled and divided amongst all characters at the end of an adventure. The Game Master may also provide *individual* experience awards for clever thinking, good ideas, etc. Such awards normally should not exceed $100 \times \text{character level}$.



APPENDIX H. HORROR AND HEROISM

Crypts and Things is a Swords and Sorcery game. As a genre it's a place where bold heroic, but often flawed, heroes constantly fight against vile evil horrors, who in their utter unspeakableness are beyond redemption or simply not of this world.

Inspiring horror is one of the Crypt Keeper's main jobs. It's the red flag to the player's sense of heroism and drives the game on. Without an immediate and very real sense of threat of death, doom, physical and mental hurt to the character's the game will soon dry up.

It's hard to put a finger on what makes good horror and what doesn't, but here's a checklist I use,

- Shift the atmosphere from the familiar to the uneasy and uncomfortable.
- Make villainous non-player-characters genuinely horrific.
- Show don't tell.
- Challenge the character's limits.
- Give the sense that all hell could break loose at any time.
- Feed off the player's paranoia.
- Build up the tension slowly but surely.
- Don't pull punches.

It's up to the players to bring the Heroic to the game via their characters, but as Crypt Keeper you should give opportunities for it to arise. For example there should be innocents to rescue and fiendish plots to thwart. Of course players being players and without an alignment system, they will be tempted to take the dark path themselves. If they do, make sure their characters suffer the consequences of their actions and that there is always a bigger and nastier cosmic horror to put their petty misdeeds in perspective.

Crypts and Things is at its low end of shock and horror is a game for mature teens and when played by knowing players is definitely one for adults. There can be a fine line between what your players find fun and entertaining and what offends their sensibilities. It's your job as Crypt Keeper to moderate the game so it stays within your group's comfort zone. If something crops up in play that is genuinely offensive and upsetting to even one of the players, you should immediately stop, discuss the matter quickly and adjust play before continuing.

It is tempting to see Sanity Checks as a way of inspiring

horror and as a means to an end. They are not, they should only be used as a result of invoking horror. You need to put the work in describing and setting up the situation.

For example you can't really ask for a sanity check for "you see a corpse lying by the side of the road you are travelling on at the moment" but if its presented in a more disturbing manner "there's a headless and mutilated corpse, that has been casually discarded at the side of the road, with vicious looking runes crudely carved into the violated hide of the victim" you can be justified for calling for a Sanity check the first time they come across the body.

You also have to bear in mind that the characters are seasoned veterans in a harsh and cruel world where life is cheap, so what would throw me and you with our comfortable safe lives they would shrug off in a heartbeat. Seeing a pack of ghouls would probably not warrant a Sanity check, but seeing them gang up on an innocent friend of the characters and hearing their screams as they are eaten alive would.

Conversely especially loathsome, or completely incomprehensible life-threatening cosmic terrors should get a -3 or even -6 modifier to the character's save. However do not rob the character's ability to fight the horror, by giving them an automatic sanity loss.

Don't overuse Sanity checks as a device for pushing the game along. Let description and role-play do that.



APPENDIX I. INTO THE WEIRD LANDS

In Sword and Sorcery you don't just have vast swathes of unpopulated wilderness, you also have land which is actively hostile to life as the result of past magical war, divine wrath or just here on the uncharted peripheries of the world in the area of map marked "unknown". Such lands are commonly sparsely inhabited with a few very dangerous, and equally strange denizens.

Roll a d10 on the following table, d4 times for inspiration and quick generation of the Weird Lands.

1. The sky is an unnatural colour and the sun barely shines through.
2. Everywhere there are sharp rocks that can cut bare flesh
3. The ground constantly releases noxious gases in the form of a pale white gas
4. Patches of quicksand are everywhere and lead into a underground tunnel system.
5. The area is full of volcanic activity, the wrath of a dead god made incarnate.
6. All flora is fungi-based.
7. The region is wrecked by viscous whirl winds that on a failed Saving Throw pick up and deposit victims d10 miles away from their original location.
8. Mirages are a common occurrence. Make a Saving Throw or the character is utterly convinced by the illusion that springs up before them.
9. The ghosts of a long-dead empire walk the land.
10. Unnatural physical features, such as rivers that flow backwards and lakes that hang in the sky above the land.

APPENDIX J. DESCRIPTIVE PHRASES

Eyes without life, encrusted with the dust of ages, ancient beyond comprehension, gloomy, eerie mist filled, partially buried ruins, rusted and bloodied blades, an eerie moan echoes, shattered stone, fragments from a forgotten age, blood splattered, rotting corpses, putrid smell of death, scent of sweet temple perfumes, savage bestial lust, Skies of molten fire, rivers of blood, silence of the doomed, expectation of annihilation, gloom-filled room, frenzied savagery, decadent civilisation, depraved servants, death's cold touch, heads on stakes, seas of terror, pale flesh of the long dead, empty eyes of the damned, air heavy with the stench of fear.

APPENDIX K. KHAOS!

Khaos is the crawling corruption that exists outside the order of the world. As Zarth runs out of energy, more Khaos seeps into the world in the form of mutated monsters. Khaos is especially prevalent round the lairs of Black Magicians whose repeated strains upon the nature of reality cause it to break down. Sometimes these evil sorcerers will deliberately create Khaos creatures to act as guardians and pets.

Creatures tainted with Khaos are mutant versions of their normal species. Roll D20 to determine a Khaos feature. Note this list is not comprehensive, and given the nature of Khaos Crypt Keepers are encouraged to create their own features randomly at whim.

1. Extra head +3 to any perception skill check.
2. Extra intelligent – if animal has human intelligence.
3. Magic resistant + 3 Saving Throw
4. Magic just bounces off the creature, which can not use magic itself.
5. Explodes upon death causing +2D6 damage, Saving Throw halves.
6. Extra set of arms which give an extra weapon attack.
7. Extra set of arms with claws, an extra attack doing 1d4 damage
8. Extra tough hide, - 1 AC
9. Gift of Tongues, can speak any language.
10. Babbles incomprehensibly
11. Completely transparent
12. Naturally invisible
13. Eyes in the back of its head and is never surprised.
14. Leaps like a toad, up to 50 foot in the air.
15. Extra set of legs moves an extra +3 and gains a +3 on any Saving Throw where balance is an issue.
16. Large valuable gem (5d20) embedded in its forehead.
17. Extra dumb -3 Intelligence.

18. Extra strong, does one dice type up in damage (e.g. D4 becomes D6) in combat.
19. Extra Tough, Maximum Hit points per Hit Dice.
20. Berserker! + 3 to hit and damage, -2 AC.

(Note: remember to factor in Khaos abilities as extra “Special Abilities” when calculating experience points.)

APPENDIX L. LOVE AND LOSS

Strong passions run high through the pages of Sword and Sorcery stories, and while there is a good dose of magic, fighting and weird locations, the whole adventure is often run through with a lead character’s love interest. Often the hero is fighting to save them from some overwhelming evil, while trying to stay alive in adverse circumstances.

PROCEDURE

When the character encounters a potential Lover, as determined by the Crypt Keeper, make a Saving Throw to see if they fall under their spell and become their lover and suffer the following effects. Note this may not be a mutual affection, depending on the -NPC.

1. Character is under effects equivalent to a permanent Charm Person spell until their Lover dies.
2. Character losses D6 Wisdom permanently when Lover dies, as the result of sanity-threatening heartbreak. The character also spends 2D100 days darkly brooding the death of their lover. During this period if they exact revenge against the murderers they gain double XP.
3. Character gains double XP when performing the wishes of the Lover.
4. The character is +3 to Saving Throws and +2 to attack and damage while fighting to save their Lover.



APPENDIX N. BIBLIOGRAPHY

BOOKS

Conan & Kull Stories by Robert E. Howard

Elric (esp Stormbringer), Corum, Hawkmoon series by Michael Moorcock

Clark Ashton Smith various short stories, in the public domain check out <http://www.eldritchdark.com/> for a complete list and text.

COMICS

The Savage Sword of Kull Volume 1 (Dark Horse Comics)

Slaine (2000AD, Rebellion publishing)

ROLEPLAYING GAMES

AD&D 1st Edition, Esp. Dungeon Masters Guide and the Fiend Folio.

Stormbringer 1st-3rd Ed (Chaosium)

Early White Dwarf (pre issue 90) – see White Dwarf Best of Articles 1-3 / Scenarios 1-3.

Fighting Fantasy – the darker moments of the series esp. Death Trap Dungeon, Island of The Lizard King, and Steve Jackson's *Sorcery* Series.

The Savage North (D101 Games)

Call of Cthulhu (Chaosium)

TSR UK Modules esp. All That Glitters, The Gauntlet and The Sentinel.

Warhammer 1st Edition (Games Workshop)

OLD SCHOOL RENAISSANCE GAMES

OSRIC

<http://www.knights-n-knaves.com/osric/>

Labyrinth Lord

<http://www.goblinoidgames.com/labyrinthlord.html>

Swords and Wizardry

<http://www.swordsandwizardry.com/>

Lamentations of the Flame Princess

<http://www.lotfp.com/RPG/>

BLOGS

Swords against the Outer Dark <http://swordandsanity.blogspot.com/>

Akratic Wizardry <http://akraticwizardry.blogspot.com/>

Grognardia <http://grognardia.blogspot.com/>

Lamentations of the Flame Princess <http://lotfp.blogspot.com/>

APPENDIX M. SOUNDTRACK

The following audio influences make up the soundscape of Crypts & Things

Anthrax “Spreading the Disease”/”Among the Living”

Black Sabbath any with Ozzy singing.

Nuclear Assault “Nuclear Assault”/”Game Over”

Venom “Welcome to Hell”/”Black Metal”

Megadeth “Killing is my business”/”Peace Sells”

Exodus “Bonded by Blood”

Kreator “Flag of Hate”/”Pleasure to Kill”

Metallica “Kill ‘em All”/”Ride the Lightning”/”Master of Puppets”

Motorhead “Bomber”/”Ace of Spades”/”Overkill”/”Orgasmatron”

Celtic Frost “Morbidity Tales”/”To MegaTherion”/”Into the Pandemonium”/”Monolith”

Voivod “Roaaaaaaaaaaaaaaaaaaaaaaar!!”/”War and Pain”/”Killing Technology”/”Dimension Hatross”

Overkill “Feel the Fire”/”Taking Over”

Mastodon “Remission”/”Leviathan”/”Blood Mountain”/”Crack the Skye”/”The Hunter”

Kreator “Endless Pain”/”Pleasure to Kill”

Slayer “Show no Mercy”/”Haunting the Chapel”/”Hell Awaits”/”Reign in Blood”/”South of Heaven”/”Seasons in the Abyss”

The Sword “Age of Winters”/”Gods of the Earth”

Triptykon “Eparistera Daimones”

Play Loud and Proud, and remember Home Taping isn't Killing Music...

VENOM IS!!

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CRYPTS THINGS &

NAME

GENDER

AGE

NATION

CLASS

LEVEL

**XP
BONUS**

STRENGTH

TO HIT

DAMAGE BONUS

HIT POINTS

DEXTERITY

MISSILE BONUS

AC MOD

CONSITUTION

HIT POINT BONUS

ARMOUR CLASS

INTELLIGENCE

**UNDERSTAND
LANGUAGE %**

SAVING THROW

WISDOM

CHARM %

SANITY

CHARISMA

MAX HIRELINGS

EQUIPMENT

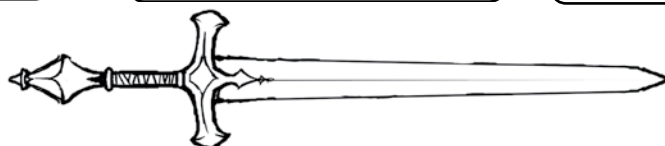


SPELLBOOK



LIFE EVENTS

SKILLS



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