

CRYPTS & THINGS &

A SWORDS AND SORCERY ROLEPLAYING GAME



D101 GAMES

CRYPTS & THINGS &

THE CHRONICLES OF ZARTH

REMASTERED

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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 from the effects of the journey through 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 sorcerer, 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 ground 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 losing the mules and 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 ruins 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 been busy engaging

in a mini-crime spree across the city, when he had hooked up with Elda in Arestor. Together they had broken into Morstor's house in the dead of night. The pair had heard tales of a local sorcerer and his ill-gotten gold and decided to liberate it. Instead they found the dread sorcerer aware and ready for them. Soon they 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 Sorcerer 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. Whatever happened in that ancient final 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. A large arch of ancient construction, with demonic frescos of Serpent Men whipping, slaying and eating apemen in a scene of savage joy. "You never told me this was a temple of Serpent men" Treygor 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 gaping maw of the black portal.

Something in the darkness shifted in anticipation.

WELCOME TO ZARTH!

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 reality, while making your mark on the world before it dives into the sun Nemesis.

The Game is played as a collective exercise in make believe, which involves the Players who play the Characters their alter egos in Zarth, who may belong to one of nine classes (such as savage Barbarians, wily Thieves and dark Sorcerers), and the Crypt Keeper who acts both as a rules referee and narrator for the adventures that unfold. See page 86 for an example of play.

The Dice

Crypts and Things 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”.

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 sides of the Crypt Keeper's screen.

Crypts and Things uses the Swords and Wizardry system modified to better suit the Swords and Sorcery genre. In this book a reference to the rule system means the core rules as presented in Swords & Wizardry.



WHAT IS IN THIS BOOK?

This main rule book is split into two parts.

The Scrolls of Wonder

This first part of the book contains everything that the Players need to know to play their alter-egos in their adventures in the dying world of Zarth.

The first chapter details the process of *Creating a Character* using the information included in the next few reference Chapters.

Crypts and Things has nine *Character Classes* detailed in the second chapter including the Core Character Classes of character types immediately familiar to fans Swords and Sorcery literature (Barbarians, Fighters, Sorcerers and Thieves) and the Exotic Character Classes (Beast Hybrid, Disciple, Elementalist, Lizard People and Serpent Noble) which are more widely inspired by Swords and Sorcery literature and the setting of Zarth.

Life Events has all the random tables needed to create characters with backgrounds and special abilities relevant to their life history before they started adventuring.

If you are spell casting class (Sorcerer or Elementalist) you'll want to refer to the *Spell Lists* chapter to see what magical powers your character has access to.

How to Play contains all the rules, such as Combat and Sanity, you'll need to play the game. It outlines how the dice are used to resolve in game situations, when common sense roleplaying doesn't quite get there.

The Continent of Terror is the Player's overview of the world of Zarth. It may not be exactly what their characters know, since most of the characters come from areas which are isolated from the rest of the world, but it's a quick orientation for the Players so they have an idea of what the adventuring opportunities their characters may have.

The final chapter is *What My Elder Told Me*. These are questions and answers for each of the eight human cultures that the Player Characters typically come from. They are intended to give Players a better understanding on how to roleplay their characters and to provide hints of the wider setting background their characters come from.

The Book of Doom

This second part of the book is a collection of reference articles that helps the referee of the game, *The Crypt Keeper*, run the game.

The first five chapters deal with setting information about Zarth's Continent of Terror.

Secrets of the Continent of Terror is the Crypt Keeper's setting chapter, which gives more details about what is happening in the various lands. A quick list of adventure ideas and an general encounter table for each region, should help the harried Crypt Keeper come up with adventures quickly.

Dealing with Others is a short chapter on how the Crypt Keeper should deal with the theme of summoning the Demonic Others to Zarth.

The Greater Others and their Works details three of the Godlike Demons, their servants, cultists and associated Religions.

The five *Scourges of the Dying World* are player character Nemeses who can be used as recurring villains in your adventures.

Snake Dance is a chapter which details the Serpent Men, the major antagonists of the Continent of Terror, including their history, society and the ways that they attempt to enslave mankind.

The next two Chapters deal with various in-game objects that the Crypt Keeper can use to populate their adventures.

A Compendium of Fiends is full bestiary containing creatures, monsters and opponents that crawl, gibber and slither under the Locust Sun of Zarth.

Ill Gotten Gains of Dark Desire starts off with a short article on Treasure generation and then goes on to detail fifty magical items of dubious power and dangerous nature.

The next three chapters present three different types of Adventure as working examples.

The Halls of Nizār-Thun is an introductory underground adventure taking place in an old sorcerer's palace for beginning adventurers.

The Haunted Lands is a Weird Lands adventure, where the characters explore a dark and twisted land in search of a kidnapped child.

Port Black Mire is a setting for city based adventures. This city state ruled by the pirate captain of a demonic pirate fleet, can be used by the characters as a place to rest up and sell treasure gained on adventures as well as being a source of its own adventures.

Finally *Notes from the Abyss* is a collection of short articles, random tables and lists of inspirational reading and listening material to help the Crypt Keeper in their job of running entertaining adventures for both themselves and the Players.

THANK YOU TO THE FOLLOWING

Matt Finch for writing Swords and Wizardry, the bedrock of this game and still my go-to rules for when I want to play the Worlds Favourite Fantasy Roleplaying game.

Akrasia for the original Swords & Sorcery rules that were the basis of many of the rules tweaks that I made to the Swords and Wizardry Rules.

John Holmes for nagging me to tidy up 1st Edition and helping me get the Remastering process off the ground.

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ROLL OF HONOUR

The following people backed this book on Kickstarter and have my eternal gratitude.

The God Emperor of Zarth!

MORGAN HAZEL

All Hail the Conquerors!

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SCROLLS OF WONDER



THE PLAYERS HANDBOOK

CREATING A CHARACTER

Unless you're going to be the Crypt Keeper, you will start by creating a Player Character. You'll roll some dice to determine your Character's basic abilities and attributes and you'll pick a Character Class based on what type of Character you want to play. Finally, you'll create some life events which tell you what happened to the Character before play started and then use the Character's available game money to buy equipment. You'll 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, the Book of Doom and the chapter Notes from the Abyss.

This chapter covers the procedure of creating a Player Character and has a certain amount of reference material. You'll also need to refer to the Character Classes (see page 17) and Life Events (see page 38) chapters for information to complete your Character.

YOUR CHARACTER SHEET

Information about your Character goes on a Character Sheet. See the back page of this book for an example Character Sheet that may be printed out and filled in. Downloadable versions are available at D101games.com

1. ROLL ABILITY SCORES

The basic attributes of a Character are numbers representing Strength (physical prowess), 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.

Roll 3D6 for each score, and write it on your character sheet.

Strength

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

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 and Disciple classes.

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

A high Constitution gives your Character extra Hit Points, which are gained as the Character increases experience levels and are the measure of the Character's energy levels. When Hit Points are zero, a Character is fatigued and exhausted and cannot act. 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 82). Constitution is the Prime Attribute for the Barbarian, Beast Hybrid and Lizard People classes.

Table 3: Constitution

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

Intelligence

A high Intelligence is the Prime Attribute for the Sorcerer and Elementalist classes, and only Sorcerers with high Intelligence are able to learn the highest-level spells. 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
3-8	0	-
9-12	10	5
13-15	25	6
16-17	50	6
18	75	6

Wisdom

Wisdom is the measure of how sane a Character is (see Sanity page 72). As your Character gradually cracks under the strain of encountering dark forces that ‘man was not meant to know’ you lose Wisdom. If you drop below zero Wisdom your Character becomes permanently insane. Wisdom is not the Prime Attribute for any class. Characters with a Wisdom of 13 or higher gain a +5% bonus to all experience point awards.

Charisma

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 a Non-player Character (NPC) at the Crypt Keeper’s discretion. The use of Charm % is intended to support role-playing not eliminate it.

Any Character with a Charisma score of 13 or higher receives a bonus of 5% to all experience point awards.
Charisma is the Prime Attribute for Serpent Nobles.

Table 5: Charisma

Score	Charm %	Max. Henchmen
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. DETERMINE SKILL & LUCK

Luck

This is a measure of the Character’s innate quality to avoid trouble, stumble across useful items and have just the right thing happen at the right time. It is tested over the course of the adventure and decreases as the Character gets fatigued or injured. Eventually even the most Lucky Character will run out of Luck. To generate Luck roll 1D6 and add six (giving starting range of a range of 7-12). Every three Class levels add one point of Luck to the Characters Luck score. See “Testing Luck” on page 70 for more details.

Skill

The Skill score is used when it is not clear cut if a Character will succeed in something that requires skill to do, outside of the Combat and Magic systems. See How to Play page 71 for more detail about how to Test your Skill.

Table 6: Skill

Level	Skill
1	15
2	14
3	13
4	12
5	11
6	10
7	9
8	6
9	5
10 +	4 *
* Minimum Value, does not decrease after 10th	

3. CALCULATE SANITY

Sanity is a measure of how strong the Character is mentally. As they encounter the unsettling horrors of Zarth it is tested and may be gradually eroded away. See page 72 in the How to Play chapter for more details. At this point note that the Character's Sanity is equal to their Wisdom and make a note of it on the Character Sheet.

4. CHOOSE A CLASS

There are nine Character Classes: Barbarian, Beast Hybrid, Disciple, Elementalist, Fighter, Lizard Man, Thief, and Serpent Noble, Sorcerer. 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 Prime Attribute. Also write down your starting *Hit Points*, determined by rolling the number of Hit Dice determined by your Character's starting Level (usually 1st).

See "Character Classes" on page 17, for complete reference of all nine Character classes.

5. GENERATE LIFE EVENTS

At Character generation the player makes two rolls for Life Events, which represent two phases of the character's life.

Phase 1 Origin, provides the character's early origins, their homeland and gives them a significant event in their early years and a characteristic bonus.

Phase 2 Learning your Trade, tells the player about the formative years of the character in their chosen profession before they became an adventurer.

Non-Human Character Classes (Beast Hybrid, Lizard Man and Serpent Noble) use a different method. These Classes roll once on their own Non-Human Life Events table (see end of that section on page 47).

See "Life Events" on page 38 for the tables that you need to use.

Core vs Exotic Character Classes

The four *Core Character Classes* are Barbarian, Fighter, Thief and Sorcerer. These are the commonly encountered types of Characters in the Swords and Sorcery genre.



The *Exotic Character Classes* are Beast Hybrid, Disciple, Elementalist, Lizard Man and Serpent Noble. As the name suggests these are more fanciful character types, inspired by the Genre but not normally encountered as leading Characters. These Character Classes also take their inspiration from Crypts and Things default dying world setting of Zarth, so they may require a stretch of the imagination for players who are used to more straightforward Swords & Sorcery fare.



6. BUY EQUIPMENT

Each Character starts with some gold pieces at the beginning of the game. This can be 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 the result by 10. This represents the number of gold pieces (gp) that your Character gets to have at the start of the campaign.

Table 7: 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, bulls eye	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
Spell book (blank)	25 gp
Spike, iron	5 cp
Tent	10 gp
Torch	1 cp
Waterskin	1 gp

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 bulls eye lanterns create a beam of light 60 ft long but only 10 ft wide.

Table 8: 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 9 : 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 10 Missile Weapons

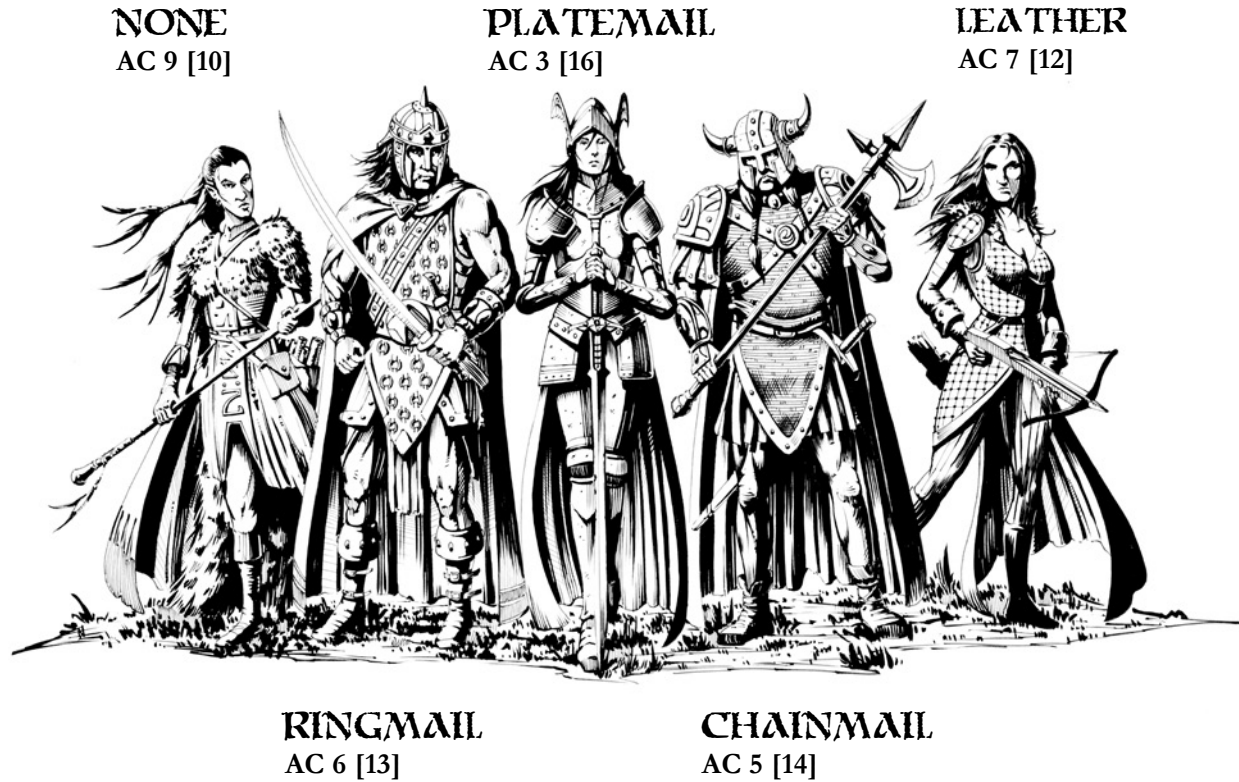
Weapon	Damage	Weight	Cost
Arrows (20)	1D6	1	2 gp
Axe, hand	1D6	5	1 gp
Bolt, heavy (20)	1D6+1	1	2 gp
Bolt, light (20)	1D4+1	1	4 gp
Bow, long	–	5	60 gp
Bow, short	–	5	15 gp
Crossbow, heavy	–	5	20 gp
Crossbow, light	–	5	12 gp
Dart	1D3	1	2 sp
Javelin	1D6	5	5 sp
Sling	–	5	2 sp
Spear	1D6	10	1 gp
Stones, sling (20)	1D4	5	0 gp
Whip	1D4	5	10 gp

Table 11: 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 -Shooting or throwing beyond this range is at a –2 penalty to hit. The weapon cannot reach farther than twice this range. Outdoors, these range increments are tripled.

Rate of fire is the number of times that a missile weapon can be fired during a single combat round. Some bows, such as a short bow, can be fired two times during a combat round, while a heavy crossbow can only be fired once in a round and must then be reloaded for a full round before it can be fired again.



Calculating Armour Class (AC)

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 (AC 9). Your armour lowers your AC, and the lower your ACs, the harder you are to hit. To calculate your AC, look at the Armour Table above, in the “Effect on AC” column. For whatever type of armour you use, subtract the number shown from your base AC of 9. That’s your new Armour Class.

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

Table 12: Armour

Armour Type	Effect on AC	Weight ¹	Cost
Chain mail	-4 [+4]	50	75 gp
Leather	-2 [+2]	25	5 gp
Plate mail	-6 [+6]	70	100 gp
Ring mail	-3 [+3]	40	30 gp
Shield	-1 [+1]	10	15 gp

¹ *Magical armour weighs half normal*

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 13: 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 14: Indoor/Subterranean/City Movement

Description	Speed	Results
Walking	Base movement rate times 20 ft/turn.	Mapping and careful observation of the surroundings are possible.
Running	Base movement rate times 40 ft/turn.	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 divided by 3, times ten feet, is how far the Character can move in one round. Thus: Base movement of 6 = 20ft. Base movement of 9 = 30ft. Base movement of 12 = 40ft.	Dashing around, battling your foes. Alternatively, running for your life.

Table 15: 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 once per day. (4D6 vs. Strength)
Combat	Base movement rate divided by 3, times ten yards (not feet), is how far the Character can move in one round.	Battling your foes, or running for your life.

CHARACTER CLASSES

BARBARIAN

They come from the lands of the ice, wind and snow, dense jungles and other wilderness areas untouched by civilization. Barbarians typically live in small clans and occasionally a strong leader will unite them into Tribes with attendant towns and cities. Such unions are short lived and marked by quarrels. Barbarians are a superstitious lot, hardened by a savage life and always ready to pick up the sword to settle any argument.

Barbarians are fierce warriors that excel at overpowering their enemies by unleashing the force of their savage natures in a single all out strike at the start of a fight. They are at home in the wilderness, where they are free to climb cliffs, stalk prey and track game. They are naturally rugged and tough, and their mistrust of magic gives them a resistance to spells and items that cause fear.



Table 16: Barbarian Advancement

Level	Experience	Hit Dice
1	0	1D6+1
2	1,500	2D6+2
3	3,500	3D6+3
4	6,500	4D6+4
5	14,000	5D6+5
6	30,000	6D6+6
7	60,000	7D6+7
8	110,000	8D6+8
9	165,000	9D6+9
10	225,000	+2 HP
11	290,000	+4 HP
12	360,000	+6 HP
13	430,000	+8 HP
14	500,000	+10 HP
15	570,000	+12 HP
16	640,000	+14 HP
17	710,000	+16 HP
18	780,000	+18 HP
19	850,000	+20 HP
20	920,000	+22 HP
21+	+70,000	+2 HP/level

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

Hit Dice: 1D6+1/level (Gains 2 HP/level after 9th).

Armour/Shield Permitted: Any except plate mail.

Weapons Permitted: Any, except sophisticated weapons like crossbows.

**SAVAGE, WHO IS SAVAGE?
TAKE YOUR CORRUPT
CIVILISATION AND YOUR
DAMNED CITIES.
I WANT ONLY THE
FREEDOM OF THE
WILDERNESS!**

Barbarian 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 the character’s 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

The character gets a -3 Dice Modifier to Testing their Luck when resisting disease or poison.

Instinct For Self-Preservation

Barbarians benefit from a natural +1 [-1] bonus to Armour Class.

Fearlessness

Spells, spell like monster powers or magic items that cause fear will cause Barbarians to become wild and fight like berserkers (+2 bonus to hit but suffers a +2 [-2] penalty to their AC while berserk) instead of fleeing or succumbing to the effect.

First-Attack Ferocity

The Barbarian’s first blow in any combat is always delivered in such a frenzy that the Character gains a bonus to hit and a bonus to damage if they hit (see table 17). Subsequent attacks are resolved normally.

Table 17: First Attack Ferocity

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

Barbarian Skills

With the exception of Sense Danger which is never modified, the Barbarian enjoys a +3 bonus to any roll involving the following categories of tasks:

Climb Walls

This skill covers attempts by characters to scale sheer surfaces, including walls and cliffs. If a rope and grappling hook are available, the character normally need not make a roll in order to climb, unless the situation is very stressful. For example if the character is being pursued by cannibals, then the Crypt Keeper may judge that a roll is necessary.

Perception

This skill covers attempts by the character to notice hidden or concealed objects (e.g. Secret doors or traps) or creatures (e.g. Brigands waiting in ambush).

Stealth

This skill covers attempts by the character to remain unnoticed. It includes attempts at hiding in shadows and moving silently. Dark shadows or dense foliage may give characters a bonus to their Skill Tests, while bright lights or clear ground may give them a penalty (or even make an attempt at stealth impossible). Wearing armour heavier than leather will normally prohibit 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 or where it is, it does give him a gut feeling that something is wrong. It has a range of twenty feet. A barbarian who fails to Sense Danger in a given situation may not try again. Skill Tests for Sense Danger always use the Barbarians unmodified Skill Number.

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, through both the wilderness and the underground. The following table gives common modifiers for the Skill Test.

Table 18: Tracking Modifiers

Conditions	Modifier
Outdoors	
Hard ground	-4
Raining or snowing	-6
Quarry crosses water	-8
Underground	
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

See the Skills system in How To Play the Game on “Testing Skill” on page 71 for more information on how Skills work in the game.

FIGHTER

These warriors are seasoned veterans of countless battles fought for the sake of the pride and vanity of the Tyrants. Their bodies are a patchwork of scars, each with a harrowing story to tell. Tales of youth spent press ganged into the army or perhaps fighting in the pits. Tales of careers rising through the ranks to captain of the guard, or of champions of the Gladiatorial Arena or of becoming the chief body guard of the Tyrant. Tales of falling from favour and making hasty escapes from the palace to a life as a sell sword.

Fighters are at the front of every crypt raid, taking on the hardest of fiends and overcoming them with might of arms. They are the best warriors of all the Classes, and each Fighter takes a specialist option, so no two fighters are the same. Fighters also excel at leading men from their time in the guards or the army. They can also quickly assess a situation and understand what tactics their opponents are going to use.

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

Hit Dice: 1D6+2/level (Gains 3 HP/level after 9th).

Armour/Shield Permitted: Any.

Weapons Permitted: Any.

“PUT DOWN YOUR
SWORD SIR!
IF YOU WANT TO
DIE OF OLD AGE!”

Table 19: Fighter Advancement

Level	Experience	Hit Dice
1	0	1D6+2
2	2,000	2D6+4
3	4,000	3D6+6
4	8,000	4D6+8
5	16,000	5D6+10
6	32,000	6D6+12
7	64,000	7D6+14
8	128,000	8D6+16
9	256,000	9D6+18
10	350,000	+3 HP
11	450,000	+6 HP
12	550,000	+9 HP
13	650,000	+12 HP
14	750,000	+15 HP
15	850,000	+18 HP
16	950,000	+21 HP
17	1,050,000	+24 HP
18	1,150,000	+27 HP
19	1,250,000	+30 HP
20	1,350,000	+33 HP
21+	+100,000	+3 HP/level



Fighter 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 local Warlord.

Multiple Attacks

A Fighter may make one attack per Fighter level he possesses each round against creatures with 1 HD or less.

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' 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 tactically, by using different combat abilities.

At first Level a Fighter can choose two different fighting styles. The 'Berserker,' 'Shield Master,' and 'Swashbuckler,' styles can be chosen only once. The 'Unarmed Combat' style can be chosen up to twice. The 'Weapon Mastery' and 'Weapon Grand Mastery' 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 once they reach 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 Crypt Keeper 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 their 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 their 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, they gain a -2 [+2] bonus to their 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 their fists and feet. If they take 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 only be chosen once.

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.) they may become a 'Grandmaster' of that weapon type. A grandmaster gains a +1 bonus to damage in addition to the +1 to hit they already enjoys as a master of the weapon type in question. Each type of weapon may only be chosen once.

Fighter Skills

The Fighter enjoys a +3 bonus to any roll involving the following categories of tasks (using the Skills system described in How to Play the Game on "Testing Skill" on page 71).

Tactics

On a successful Skill Test a Fighter can work out the general tactics that an opponent or group of opponents are currently employing. As well as the practical knowledge they gain from this, they are +1 to Hit in Combat. If they subsequently change their tactics the Fighter will need to reassess the situation by testing their Skill again. Tactics can also be used to assess the advantages or disadvantages that a particular location, indoor or outdoor, provides.

Leadership

This is the skill of motivating and directing other people in combat. On successful Skill Test a Fighter can inspire soldiers to fight for their cause, attack a particularly scary position, rally routing troops, and sway the indecisive to their side.

SORCERER

Sorcerers are characters who use magic to bend reality to their will. They cast spells, memorised from dusty tomes, to perform such wondrous feats as summoning demons, healing wounds using the words of the Kindly Ones (the hidden gods of Good), fly through the air and throw fireballs from their hands at their foes. Normal people shun and fear Sorcerers, even those that practise only kindly White Magic, because the ability to weave magic is misunderstood and much maligned.

Sorcerers have seen the Other Side, that which lies beyond the Shroud. They have seen the unnatural things that would tear into this reality and suck out its life force. They have played the Dark Game either willingly or when forced. Most Sorcerers are trained from childhood by an older Master. As a result they have usually been exposed to the dark arts, summoning unnatural entities for their Master's 'profit' and gain. Inevitably they escape their Master's suffocating influence, winning their freedom! Sorcerers express this freedom by being able to learn a wide variety of spells (see Spell Casting below).

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

Hit Dice: 1D6 (Gains 1 HP/level after 9th level).

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

Weapons Permitted: Any, but Sorcerers less capable when using certain weapons (see below)

Sorcerers 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, quarter staves, or slings.

Since Sorcerers normally need at least one hand free in order to cast their spells, they rarely use two-handed weapons (except for quarter staves, which are easily held in one hand when necessary). If using any two-handed weapon, except a staff, Sorcerers cannot cast spells.

**"LOGIC?
FORGET LOGIC AND ITS
BASTARD OFFSPRING REASON.
THIS IS A WORLD OF MADNESS
AND CHAOS."**

Sorcerer Abilities

Spell Casting

Sorcerer's magic spells fall into three colour categories: White, Black and Grey.

White Magic is rare in the world of Zarth. It is the magic of long forgotten benevolent deities who left Zarth's sphere of influence when the Others invaded. Healing spells are the most obvious members of this category. As well as being rare each time a White magic spell is cast there is a chance that it will attract the attention of an Other, attracted by the life giving energies that the spell releases (See "The Summons of Evil" on page 85).

Black Magic is what people commonly think of as magic. It is harmful, coercive and ultimately corrupting to the Sorcerer who depends upon its evil power. (See "Corruption" on page 84)



Grey Magic falls between the two extremes. It's the power of illusions, spells that have simple utility to enhance other magic or change reality in ways that are not overly malicious or beneficial. It neither corrupts the user nor attracts the attention of evil creatures.

Player Character Sorcerers may use and learn spells of any of the three colours, from a teacher or from finding a scroll.

Most Player Character Sorcerers will have mainly Grey spells that they cast without fear of consequence, a few rare White magic spells that they cast in private away from the gaze of the Dark Others, and a couple of Black Magic spells that they cast as an absolute last resort risking their own humanity to do so.

Starting Spells

First-level Sorcerers start with a spell book 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.

Table 20: Sorcerer Advancement

Level	Experience	Hit Dice	Spells					
			1	2	3	4	5	6
1	0	1D6	1	–	–	–	–	–
2	2,500	2D6	2	–	–	–	–	–
3	5,000	3D6	2	1	–	–	–	–
4	10,000	4D6	3	2	–	–	–	–
5	20,000	5D6	4	2	1	–	–	–
6	40,000	6D6	4	2	2	–	–	–
7	65,000	7D6	4	3	2	1	–	–
8	95,000	8D6	4	3	3	2	–	–
9	135,000	9D6	4	3	3	2	1	–
10	190,000	+1 HP	4	4	3	2	2	–
11	285,000	+2 HP	4	4	4	3	3	–
12	385,000	+3 HP	4	4	4	4	4	1
13	515,000	+4 HP	5	5	5	4	4	2
14	645,000	+5 HP	5	5	5	4	4	3
15	775,000	+6 HP	5	5	5	5	4	4
16	905,000	+7 HP	5	5	5	5	5	5
17	1,035,000	+8 HP	6	6	6	5	5	5
18	1,165,000	+9 HP	6	6	6	6	6	5
19	1,295,000	+10 HP	7	7	7	6	6	6
20	1,425,000	+11 HP	7	7	7	7	7	7
21+	+130,000	+1 HP/level	7	7	7	7	7	7

Learning New Spells

If the Sorcerer finds scrolls of spells while adventuring, they can copy them into their spell book. It takes one full day of uninterrupted work (per spell level) to carefully copy a spell into a spell book. Copying a Black magic spell causes Corruption as if the Sorcerer had cast the spell.

Spells can also be learnt from a tutor, usually at great cost, determined by the Crypt Keeper, in the form of a service or treasures.

Preparing Spells

A Sorcerer's spell book, does not necessarily include all of the spells on the standard lists.

Reading from the spell book, the Sorcerer presses his chosen spell formulae into his mind, "preparing" those spells. Sorcerers can prepare a number of spells at once, determined by their level (see Table 20 Sorcerer Advancement). Sorcerers with an Intelligence score of 15 or higher may prepare one additional first-level spell. It takes one full hour of quiet contemplation and meditation on the open spell book to prepare the spells.

A Sorcerer may change the spells that they have prepared with two uninterrupted hours of study (the Sorcerer's spell book must be available).

It is possible to prepare a spell multiple times using the available "slots" in the Sorcerer's memory.

Casting spells

Sorcerers cast spells in a great flourish of hand gestures and words spoken in ancient arcane languages. Magical energies glow and engulf the Sorcerer during the act.

Therefore to cast a spell the sorcerer must have freedom of speech and motion. It is also obvious to all onlookers that a spell is being cast. However, once the target of certain types of spell has fallen under it (such as Sleep and Charm), they lose all memory of the spell being cast.

Casting starts at the beginning of a combat round and ends upon the character's initiative. So it is possible to interrupt a spell's casting before it happens.

Once a prepared spell is cast, it disappears from the Sorcerer's memory until it is prepared again. A Sorcerer may Test their Luck to see if they retain the spell. If successful, the spell remains memorised and can be cast again (see "Testing Luck" on page 70).

Regaining Spells

After a full eight hours of uninterrupted sleep, a Sorcerer may regain their full complement of spell slots.

Creating Scrolls

A scroll enables a spell to be cast without using a slot and is consumed in the process. Sorcerers can write their own scrolls, copying the spells from their spell books, 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 sorcerer or found, still cause Corruption (if the spell was Black) or have a chance cause the Summons of Evil (for White magic) – just as if the Sorcerer had cast the spell normally.

Sorcerer's Tower (11th)

At 11th level, a Sorcerer gains the title of “Grand Mage” 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.

Blood Magic

Black Magic comes from the Dark Powers of Zarth, the Greater Others, who are quite happy to receive blood sacrifice for their favour.

Therefore a Sorcerer may regain cast Black Magic spells, up to their normal memorization limit by:

- The sacrifice of one sentient creature for each spell level of spell being regained.
- Shedding their own blood and taking the level of the spell being memorised in CON damage. Such damage cannot be healed using magic spells as Cure Light Wounds or Cure Serious Wounds.

Both methods are a particularly gruesome and require an immediate Sanity roll on the part of the Sorcerer, with a failure losing 1d6 Sanity Points.

Other ‘High Magic’ rituals and spells (as discussed in “Magical Research” on page 85) of an evil bent may require copious amounts of blood and human sacrifice, and result in Sanity Tests because of the harrowing methods as well as the outcome of the magic.

Sorcerer Skills

The sorcerer enjoys a +3 bonus to any roll involving the following categories of tasks (using the Skills system described in How to Play the Game on “Testing Skill” on page 71).

Read Magic

All sorcerers have the ability to read arcane languages, with a +3 bonus when Testing their Skill (see “Testing Skill” on page 71 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.

Magic Sensitivity

All Sorcerers are naturally sensitive to the presence of magic. Unlike normal folk, they are constantly aware of the ebbs and flows of magical energy around them. They may Test their Skill when they suspect that magic is at work in the immediate vicinity (thirty foot radius). On a successful roll they can tell that magic is present.



THIEF

In Zarth's teeming cities many fall well below the poverty line and turn to a life of crime to feed themselves. Those who graduate from their early adventures in a city street gang are apprenticed to a master criminal and start a life of crime where riches are just there for the taking. From the houses of the opulent rich, the ancient tombs of long forgotten kings and even from dishonest merchants that charge a bit too much for goods that are well below standard. At a certain point it becomes less about the money and more about the thrill of the chase.

Thieves are professional criminals who are well connected in their city's underworld, knowing the best places to off load stolen goods, where to get help in tricky situations and whose toes not to tread on. They are competent fighters, having survived countless street fights and bar room brawls. They hold dear the maxim "Get them before they get you" and prefer to attack from the shadows or from a distance, being lightly armoured enough to quickly run away. Thieves excel in a variety of skills that allow them to quickly and quietly liberate the wealth of those too stupid to hold onto it.

Table 21: Thief Advancement

Level	Experience	Hit Dice
1	0	1D6+1
2	1,500	2D6+2
3	3,500	3D6+3
4	6,500	4D6+4
5	14,000	5D6+5
6	30,000	6D6+6
7	60,000	7D6+7
8	110,000	8D6+8
9	165,000	9D6+9
10	225,000	+2 HP
11	290,000	+4 HP
12	360,000	+6 HP
13	430,000	+8 HP
14	500,000	+10 HP
15	570,000	+12 HP
16	640,000	+14 HP
17	710,000	+16 HP
18	780,000	+18 HP
19	850,000	+20 HP
20	920,000	+22 HP
21+	+70,000	+2 HP/level

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

Hit Dice: 1D6+1/level (Gains 2 HP/level after 9th).

Armour/Shield Permitted: Thieves may use any type of armour and shields. However, Thieves may only use their special abilities (including their combat advantages, as described below) when unarmoured or wearing leather armour. Using shields also prevents the use of Thief abilities.

Weapons Permitted: Thieves may use any type of weapon but favour light one handed weapons, often using one in each hand (see below). Thieves cannot use their special abilities and combat advantages with two handed weapons, except for short bows which may be used without penalty.



"I'M MY OWN MASTER.
I LIKE THE TASTE OF
HONEST FREEDOM."

Thief Abilities

Artful Dodging

Thieves receive a -2 [+2] bonus to their armour class.

Establish Thieves Guild (9th level)

A Thief may, upon reaching ninth level, establish a guild in any urban area of appropriate size (population 3,000 or greater). A Thief will typically 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 more), 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

A Thief is assumed to have seen a fair bit of the world and therefore gains a +25% bonus to understanding other languages.

Reading Scrolls (6th Level)

At level 6, Thieves with an intelligence of 12 or higher may read and use Sorcerer scrolls as though they were Sorcerer five levels lower than their thief level (thus a 10th level thief may use Sorcerer scrolls as though they were a 5th level Sorcerer). There is always a chance that a thief's attempt to use a scroll will fail. The chance of failure = 5% + (2 x spell level) - intelligence bonus. (Example: a thief with 14 intelligence attempts to use a Sorcerer 'fireball' scroll. Her chance of failure is 10% [5 + 6 - 1]). If a thief's attempt to use a Sorcerer scroll fails, they must Test their Luck. If the thief is Unlucky, 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 Luck Test the Crypt Keeper may decide that the fireball explodes right in her hands!)

Two Weapon Fighting

Thieves gain a +2 to hit (instead of the standard +1) when using two weapons.

Thief skills

Thieves benefit from a +3 bonus to any roll involving the following categories of tasks (using the Skills system described in "Testing Skill" on page 71).

Climbing

This skill covers attempts by characters to scale sheer surfaces, including walls and cliffs. If a rope and grappling hook are available, the character normally need not make a roll in order to climb, unless the situation is very stressful. For example if the character is being pursued by assassins, then the Crypt Keeper may judge that a roll is necessary.

Legerdemain

This category covers tasks involving the skilful use of the character'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, they suffer a penalty of -2 or more (as the Crypt Keeper judges) to the attempt. Especially well crafted lock picks may give the thief a bonus to their rolls. 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 moving silently. Dark shadows or dense foliage may give characters a bonus to their Skill Test while bright lights or clear ground may give them a penalty (or even make an attempt at stealth impossible). Wearing armour heavier than leather will normally prohibit 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.

BEAST HYBRID

Members of this character class are a hideous hybrid of human and various beasts, from a bloodline which was created in antiquity by the Serpent Men using foul sorcery known as Vivimancy. Normally the Hybrid lives in a human form, but can under stress change into a form that is a hideous mix of human and beast. Many of them live peacefully in human society until puberty when their true nature starts appearing. Fur or scales grow in place of hair and skin; eyes develop slit pupils and yellow irises like a snake. While the Beast form is still humanoid and bipedal the sudden eruption of the Beast within can lead to the young adult being expelled from human society and forced to live outside of society in the wilderness, moving from place to place or just living on the outskirts of society.

Although, the Beast Hybrid is at its weakest while in human form, its Beast senses make the character a useful scout. This class comes into its own when the enemy is discovered and through rage and fear the Beast within comes out suddenly!

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

Hit Dice: 1D6+1/level (Gains 2 HP/level after 9th).

Armour/Shield Permitted: Any when in human form, none when in Beast form.

Weapons Permitted: Any when in human form, only natural weapons when in Beast form.



Beast Hybrid Abilities

Weak Human Form

Weak Resistance to Damage

At first level the character has one Hit Dice in human form, increasing to two Hit Dice at Level 5 and three Hit Dice at Level 10, with +1 Hit point every level after tenth. Hit points for the human form are rolled separately from the Beast (see below) and kept as a separate tally.

Vulnerable to Serpent Men Hypnotism

While in human form the Beast Hybrid is automatically susceptible to hypnotism attempts by Serpent Men (no Luck roll to avoid).

Improved Senses

While in human form the character still retains some of the super senses of its Beast form. The character cannot be surprised or backstabbed.

Superior Beast Form

Changing Form

The Beast Hybrid has a 10% chance of consciously changing into its Beast form per level, and this can be rolled once per turn. In stressful situations such as in combat or just before combat the chance increases to 20% per Level and it can be attempted once per combat round. If the Beast Hybrid takes damage in human form a +25% modifier is applied to its chance to change into Beast form, and a roll must be made to see if the character changes into Beast form involuntary. Reverting to human form takes the same number of rounds as the character has spent in Beast form.

Immune to Serpent Men Hypnotism

While in Beast form the Beast Hybrid is automatically immune to Serpent Men hypnotism power.

Superior Senses

The Beast Hybrid cannot be surprised or backstabbed and Detects Danger like a Barbarian (see "Sense Danger" on page 18) at +3.

Improved Resistance to Damage

Hit points are calculated normally at a rate of 1D6+1 per level until 9th. The hit points for the Beast form are kept separately from those of the human.

Natural Weapons

The Beast form has claw and bite attacks. The amount of damage depends on its experience; see the character advancement table on the page opposite.

Armour

The Beast relies on its natural armour of scales and fur as well as its instincts to avoid damage. As the character increases in experience the Beast's armour class improves as its sense of self-preservation develops.

Use of Human Weapons and Armour

While in Beast form the character cannot use human arms and armour, instead relying on its natural weapons. Shields are immediately dropped and armour straps break and slip shedding armour.

Jump

The Beast form is able to jump superhuman distances of up to 50 feet from either a running or standing start.

**"BY FANG AND CLAW
I REND MY BLOODY
SWATHE ACROSS
THE WORLD"**

Beast Hybrid Skills

The Beast Hybrid enjoys a +3 bonus to any roll involving the following categories of tasks (using the Skills system described on page 71).

Enhanced Perception

While in Beast form the character gains +3 to all Skill tests that involve Perception.

Tracking

Like a Barbarian of the same Level the character can Track in both human and Beast form.

Climbing

Like the Thief, the Beast Hybrid can climb easily gaining a +3 bonus to climbing Skill Tests, but can only climb sheer surfaces when in the Beast form.

Table 22 Beast Hybrid Advancement

Level	Experience	Hit Dice (As Beast)	Hit Dice (As Human)	Beast form Armour Class	Beast form Natural Weapons Damage
1	0	1D6+1	1D6	7[12]	1D4
2	1,500	2D6+2	1D6	6[13]	1D6
3	3,500	3D6+3	1D6	5[14]	1D6
4	6,500	4D6+4	1D6	4[15]	1D8
5	14,000	5D6+5	2D6	3[16]	1D8
6	30,000	6D6+6	2D6	2[17]	1D10
7	60,000	7D6+7	2D6	1[18]	1D10
8	110,000	8D6+8	2D6	0[19]	1D12
9	165,000	9D6+9	2D6	0[19]	1D12
10	225,000	+2 HP	3D6	0[19]	2D6
11	290,000	+4 HP	+1 HP	0[19]	2D6
12	360,000	+6 HP	+2 HP	-1[20]	2D6
13	430,000	+8 HP	+3 HP	-1[20]	2D6
14	500,000	+10 HP	+4 HP	-1[20]	2D6
15	570,000	+12 HP	+5 HP	-2[21]	2D8
16	640,000	+14 HP	+6 HP	-2[21]	2D8
17	710,000	+16 HP	+7 HP	-2[21]	2D8
18	780,000	+18 HP	+8 HP	-3[22]	2D8
19	850,000	+20 HP	+9 HP	-3[22]	2D8
20	920,000	+22 HP	+10 HP	-3[22]	2D8
21+	+70,000	+2 HP/level	+11 HP/Level	-3[22]	2D8

DISCIPLE

Magical currents of energy flow through the veins of the ruined body that is Zarth. In ancient times Monastic Orders were created to study and preserve this flow of life giving energy. As the wars raged in the outside world, this too was reflected in the secluded retreats of these Disciples. Some orders turned to the Dark, worshipping the Great Others, using their powers to dominate. In response, Light Orders were created to combat their brethren who had fallen to the Dark. Only the most dedicated to their ancient traditions joined the Grey Watch, who observed and occasionally intervened in the affairs of the other Disciples to preserve the very power of the Planet itself and the balance it requires.

The Disciple taps into the energy flows of Zarth in two ways. Firstly they draw personal power cultivated from the strenuous physical and mental regimes that they practice, collectively known as the “Martial Arts”. Secondly, they can draw power directly from the land around them. How a Disciple uses that power varies according to which path they have chosen to take. Disciples of the Dark Path use their power to travel through the Shroud. Acolytes of the Light use this energy to heal others and bring tranquillity. Only those of the Grey Watch maintain a strong harmonious link with the living planet using their powers to maintain the precarious balance necessary to ensure Zarth’s continued existence.

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

Hit Dice: 1D6/level (Gains 1 HP/level after 9th).

Armour/Shield Permitted: None, the Disciple should be confident of his own abilities.

Weapons Permitted: Disciples are able to use all weapons.

“THOSE OF THE DARK ORDERS SAY THAT THIS WORLD IS THEIR PLAY THING. THOSE OF THE LIGHT FOCUS ONLY ON THE WEAK WHO SHOULD DIE AS IS THEIR TIME. WE OF THE GREY WATCH OBSERVE AND DO WHAT IS NECESSARY TO PREVENT POWERS, DARK OR LIGHT, FROM TEARING THIS WORLD APART THROUGH IMBALANCE.”

Disciple Abilities

Establish Monastery(9th level)

At ninth level the Disciple may establish a monastery and become its Abbot/Abbess. This will attract other mystics looking to be trained under the character in whatever path they have chosen.

Increased Weapon Damage(2nd level onwards)

As part of the weapons training they undergo daily, The Disciple does one extra point of damage with weapons every other level starting at 2nd. So +1 at 2nd, +2 at 4th, +3 at 6th, +4 at 8th etc.

Improved Armour Class

Because the Disciple spends so much time training to avoid attacks as part of their martial arts, their Armour Class starts at 9[10] and decreases [increases] by one each level.

Energy Powers

Every three levels the Disciple gains a special ability (see below) depending on the Path their Player has chosen for them at the start of play. These abilities are the magical energy of Zarth being channelled through the body and mind of the disciplined and enlightened Disciple. They require the Disciple to be free of bonds and able to breathe freely.



The Dark Path

Drain Land (1st level)

The disciple touches the ground, inhales and sucks the very life force out of the land in a ten foot radius. Flowers wilt, grass browns and the Disciple regains 1D6 Hit Points, in one combat round. This power cannot be used in areas without plant life and can only be used once per level each day.

Dark Walk Through Silence (3rd level)

The Disciple gains the power to walk completely in silence through darkness or shadows.

Drain Life (5th level)

Like Drain Land, but can now heal constitution damage by draining larger plants, such as trees, one point per ten foot radius drained. This power can be used once per day.

Dark Armour (6th level)

For every five points of damage a Disciple causes to an opponent, their Armour Class improves by one, ie -1 [+1].

Wield Sphere of Destruction (9th level)

The Disciple inhales and gathers a ball of Dark Energy that they unleash towards their enemies. The Sphere has a range of ten feet per level of the Disciple and covers an area of five times their level, doing 1D6 damage per Level. This ability is usable once per day per two Character levels.

Walk in the Shroud (9th level)

At this level the Disciple is so aligned with the hellish Other Worlds they can walk into the Shroud, an in-between realm that exists between the Other Worlds and the Real Worlds, at will.

The Grey Watch

Pass Through Danger (1st level)

Once a day the Disciple gets a +5 to all rolls to avoid harm

Defence Against Illusion (3rd level)

The Disciple gets +5 to all rolls to disbelieve illusions or avoid harm from them (this cannot be used with the bonus to Pass through Danger).

Table 23: Disciple Advancement

Level	Experience Points	Hit Dice	Bonus weapon damage	Armour Class	Unarmed Damage	Base Movement Rate
1	0	1D6	0	9[10]	1D6	12
2	2,500	2D6	+1	8[11]	1D6	13
3	5,000	3D6	+1	7[12]	1D6	14
4	10,000	4D6	+2	6[13]	1D8	15
5	20,000	5D6	+2	5[14]	1D10	16
6	40,000	6D6	+3	4[15]	1D12	17
7	80,000	7D6	+3	3[16]	2D8	18
8	160,000	8D6	+4	2[17]	2D8+1	19
9	320,000	9D6	+4	1[18]	2D8+2	20
10	420,000	+ 1HP	+5	1[18]	2D8+4	21
11	620,000	+2 HP	+5	0[19]	3D8+1	22
12	820,000	+3 HP	+6	0[19]	3D8+2	23
13	1,020,000	+4 HP	+6	-1[20]	3D8+4	24
14	1,320,000	+5 HP	+7	-1[20]	4D8+1	25
15	1,720,000	+6 HP	+7	-2[21]	4D8+2	26
16	2,220,000	+7 HP	+8	-3[22]	4D8+4	27
17	2,720,000	+8 HP	+8	-3[22]	4D8+5	28
18	3,220,000	+9 HP	+9	-3[22]	4D8+6	29
19	3,720,000	+10 HP	+9	-3[22]	4D8+7	30
20	4,220,000	+11 HP	+10	-3[22]	4D8+8	31
21+	+500,000 per level	+1 HP/ level	+10	-3[22]	+1 additional per level	32

The Law of Fives (5th level)

When the Disciple does five things in a row successfully they get a +5 bonus (stackable with other bonuses) to their next roll.

Commune with Nature (6th level)

The Disciple is in touch with the Natural world to such an extent that they can talk to animals and plants and even sense the emotional state of elements in a 50 foot radius around them.

Restore Balance (9th level)

Once a day they can restore the land in a 250 foot sphere around The Disciple. Rock that has been shattered by earth quakes will reform, land that has been drained of life will bloom again, and animal life that has been slain will come back to life.

Halt Invasion (12th level)

If an area is being overrun by Other World forces and influences the Disciple can create a 250 foot sphere of stasis that stops these forces in their tracks. While the sphere is in operation Others can not cross its boundaries or cast magic into it. The Sphere lasts for a full day after which it disappears unless the Disciple consciously renews it.

The Light Path

Healing hands (1st level)

Once a day per level the Disciple can restore 1D6 Hit Points or 1D4 Constitution by laying on hands on a wounded Character or NPC.

Sense Evil (3rd level)

The Disciple can automatically sense creatures, people and sites that radiate evil intent within a 25 foot radius.

Place of Peace (5th level)

By going into a focused meditative state the Disciple can create an area (25 foot radius) that is peaceful and calm. All conflict in the area automatically stops, any creature that has violent intent stumbles around confused for 2D6 minutes. While in the Place, hit points start restoring at a rate of 1D6 per minute. The Place is dispelled if the Disciple's meditative state is interrupted. This ability is usable once per every two Character levels.

Create Sunglobe (6th level)

The Disciple inhales and gathers a ball of Light Energy that they unleash towards creatures of darkness and undeath. The Sphere has a range of ten feet per level of the Disciple and effects an area equal to five times their level in feet, doing damage of 1D6 per level to the undead and creatures of darkness. This ability is usable once per day for every two Character levels.

Heal Khaos (9th Level)

By placing their hands on a creature that has been afflicted by the malign forces of Khaos, the Disciple can remove any mutation or taint.

Wave of Tranquility (12th level)

With a simple hand gesture the Disciple creates a calming wave of energy that spreads out from them in a cone up to ten times their level in feet. Any creature caught in the wave immediately abandons all thoughts of violence for 2D6 combat rounds. The disciple can use this ability once per day.

Disciple Skills

Herbalism

The Disciple gets +3 on Skill Tests to recognise useful Herbs and know their properties. They can also detect the symptoms of a character who is affected by a particular herb. On a successful Skill Test Disciples of the Dark can create herbal poisons that do 1D8 damage per round. Disciples of the Light can create antidotes to poison, that instantly stop the effect of a given poison, and potions of healing that heal 1D6 Hit Points or 1D4 Constitution. Grey Disciples can create potions that enhance performance giving a +2 bonus to the next dice roll. All these Potions are one dose.

Mystic Insight

Disciples are taught to examine their thoughts and feelings carefully and see how that relates to the physical world around them. To use this skill the character must temporarily stop all activity, breath in deeply and calm the mind, which may then divulge a useful bit of information about the immediate situation on a successful Skill Test.

Changing Path

A character can change their Path once in their career by undergoing a ritual called "Walking Through the Fire". This is more a spiritual test than a literal one, so no burning or actual fire is involved. The Disciple must challenge and change his beliefs to fit the new path. For example a Disciple of the Light moving to the Dark Path may commit a series of savage murders. A Disciple of the Dark must renounce evil and help people for a year to move to the Light Path.

While the Disciple is undergoing the process they retain the powers of their old path, which they must not use or they will fail their attempt to change automatically. The process is so draining that if they attempt to do it a second time they will die from the strain almost immediately.

ELEMENTALIST

This magic using Class invokes the elemental forces of Air, Earth, Fire and Water, through strong pacts with the four Elemental Rulers of Zarth. All Elementalists are currently members of the Elemental Order, which is the Priesthood of the Four Cities. They have a positive relationship with the Elemental Rulers after freeing them from the dominion of the Elementalists of Myrindor. They maintain this relationship by a constant stream of human sacrifices, whose life force the Elemental Rulers gleefully consume. The Priesthood maintains that as well as fuelling their magic, the Elementals are benevolently transforming the sacrificial energy into elemental energies that will eventually rejuvenate the dying world of Zarth and save it from its eventual doom.

Elementalism is a more direct type of spellcasting than that of the Sorcerer. The Elementalist magic is more suited to the arts of war, and sometimes they are called War Mages or Warlocks. Their full range of very specialised magic (see page 51) is available as long as the caster is in good standing with the Elemental Order (see spell casting below).

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

Hit Dice: 1D6/level (Gains 1 HP/level after 9th).

Armour/Shield Permitted: Any except plate mail, which disrupts their channelling of the Elemental powers.

Weapons Permitted: Any.

"I SERVE THE
ELEMENTAL LORDS,
AND THEY GIVE ME
POWER OVER AIR,
EARTH, FIRE AND
WATER!"

Elementalist Abilities

Elemental Resistance

+3 to Skill Tests to avoid damage from the Elements (Air, Earth, Fire and Water).

Elementals Stronger

Summoned Elementals gain at least 5 Hit Points per Hit Dice. When rolling for Hit Points if the dice is less than 5, count it as 5.

Influence Elemental

An Elementalist can instantly form a mental rapport with any elemental within fifty feet of them. To break an elemental free of their existing bonds and exert their own influence an Elementalist must roll a D% and consult the advancement table which gives the chance of influencing an Elemental to either return to their elemental plane (a neutral result) or join the Elementalist's party for one hour per level of the Elementalist (a friendly result).

Know Location

The Elementalist always knows where north is and how far above or below sea level they are.



Spell Casting

Elementalists channel magical energy to give them mastery over the elements. They walk on water, project fire from their hands, create iron walls and even summon elementals to do their bidding. Their magic is not associated with any ‘colour’ and they do not suffer the effects of corruption or attract the attention of the Dark Others like Black and White Sorcerers do respectively. An Elementalist who goes against the desires of the Elemental Rulers will find themselves unable to advance in level or regain their spells, until they have atoned and renewed their Elemental Pact in the Temple of the Elements, which lies in the centre of the Four Cities.

Starting Spells

First-level Elementalists start knowing three first-level spells (player’s choice).

Learning New Spells

Unlike Sorcery, Elementalism is an oral tradition, were teachers and occasionally the Elemental Lords themselves pass on spells. There are no Elementalist spell books or scrolls.

Spells are learnt from a higher level Elementalist as long as the character is in good standing with the Elemental Order.

Elementalists cannot learn Sorcerous magic, and vice versa.

Preparing Spells

An Elementalist enters a meditative state and connects with the Elemental Planes. From this place of magical power they can memorise any spell they are able to cast from Elementalist Spell List on page 51 up to their allowed limits of spells (see the advancement table below).

An Elementalist may change the spells that they have prepared with two uninterrupted hours of meditation.

It is possible to prepare a spell multiple times using the available “slots” in the Elementalist’s memory.

Table 24. Elementalist Advancement

Level	Experience	Hit Dice	Spells						% Chance of Influence Elemental	
			1	2	3	4	5	6	Neutral	Friendly
1	0	1D6	1	–	–	–	–	–	10	0
2	2,500	2D6	2	–	–	–	–	–	20	0
3	5,000	3D6	2	1	–	–	–	–	30	0
4	10,000	4D6	3	2	–	–	–	–	40	0
5	20,000	5D6	4	2	1	–	–	–	50	0
6	40,000	6D6	4	2	2	–	–	–	60	10
7	65,000	7D6	4	3	2	1	–	–	70	20
8	95,000	8D6	4	3	3	2	–	–	80	30
9	135,000	9D6	4	3	3	2	1	–	90	40
10	190,000	+1 HP	4	4	3	2	2	–	100	50
11	285,000	+2 HP	4	4	4	3	3	–	100	60
12	385,000	+3 HP	4	4	4	4	4	1	100	70
13	515,000	+4 HP	5	5	5	4	4	2	100	80
14	645,000	+5 HP	5	5	5	4	4	3	100	90
15	775,000	+6 HP	5	5	5	5	4	4	100	100
16	905,000	+7 HP	5	5	5	5	5	5	100	100
17	1,035,000	+8 HP	6	6	6	5	5	5	100	100
18	1,165,000	+9 HP	6	6	6	6	6	5	100	100
19	1,295,000	+10 HP	7	7	7	6	6	6	100	100
20	1,425,000	+11 HP	7	7	7	7	7	7	100	100
21+	+130,000	+1 HP/level	7	7	7	7	7	7	100	100

Casting Spells

An Elementalist casts spells in a great flourish of hand gestures and words spoken in ancient arcane languages. Magical energies glow and engulf the Elementalist during the act. Therefore to cast a spell the Elementalist must have freedom of speech and motion. It is also obvious to all onlookers that a spell is being cast.

Casting starts at the beginning of a combat round and ends upon the Character's initiative. So it is possible to interrupt a spell's casting before it happens.

Once a prepared spell is cast, it disappears from the Elementalist's memory (until it is prepared again). A Elementalist may Test their Luck to see if they retain the spell. If Lucky the spell remains memorised (see How to Play: Test your Luck "Testing Luck" on page 70)

Regaining Spells

After a full eight hour of uninterrupted sleep an Elementalist may regain their full complement of spells, which are then prepared as described on the previous page.

Elementalist Skills

Speak Elemental Tongue

The elementals speak their own languages and the Elementalist, through their pacts with them, is fluent.

Affinity to Elemental Skills

+3 to 'Elemental' Skills, like Swimming, Playing Woodwind instruments, Singing, Fire making, Sailing or Hiding in Shadows.



LIZARD PEOPLE

The Lizard People are one of the few surviving Elder races from the earliest days and are as old as Zarth. It is said that their memories and wisdom are as deep as the deepest dark oceans and reach into time. Their watery sad eyes and thick scaly green scales hide this knowledge and give them an air of enigmatic mystery. Lizard People live in half-ruined ancient cities in the depths of the seas and the earth. They are a dying race, fertility is low and they are fighting a long and arduous war against their rebellious creations Serpent Men, who it is said were originally created by the Lizard People, but who rose up against them. Occasionally a curious youngling will travel to the surface to learn from the young races.

Lizard People are physically tough and more than competent warriors. They also have natural abilities that give them advantages over humans in a fight. They temper this with the ancient knowledge of their people. Knowing the long term consequence of their actions this makes them slow to anger and gently philosophical most of the time.

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

Hit Dice: 1D6+1/level (Gains 2 HP/level after 9th).

Armour/Shield Permitted: None, except shields, since they rely on their own natural armour.

Weapons Permitted: Any.

“I REMEMBER THE
LAND BEFORE IT
WAS DUST. WHEN
THE GRASS WAS
GREEN, AND FREE OF
BLOOD.”

Lizard People Abilities

Natural Weapons and Armour

Lizard People have claws and sharp teeth which get harder and more effective over time (see damage on the advancement table opposite). Using any other weapons forfeits these natural attacks.

At 5th Level they are experienced enough to use their tail in combat. The Lizard Person may forfeit all other attacks to make a single tail attack, which they can use to attack targets standing behind them. Damage is as given on the Natural Weapons Damage column on the advancement table.

Lizard People have thick scales which harden as they get older. With experience they also get more adept at dodging and blocking blows in combat. As a result Lizard People benefit from a natural Armour Class that improves as Levels are advanced.



Breathe Underwater

Lizard People can breathe underwater through a small set of gills, which are normally hidden by a flap of skin behind their ears.

Regeneration

If you cut off a Lizard Person’s limbs, or even tail, it will regrow. In game terms this means that they regain 1D4 lost CON points per day.

Lizard People Skills

Ancestral Knowledge

A secret known only to the Lizard People is that they are all psychically connected to a vast repository of Lizard People souls known as “the Pool”. This means any Lizard Person can call on the collective knowledge of their dead ancestors giving them a +3 to any Skill Test regarding the history of Zarth.

Time Watch (5th level)

As they gain experience their bond with the Pool strengthens, allowing the venerable ancestors to show their living descendant how an area looked in the past with a successful Skill Test.

Oracle of Earth and Sea (9th level)

The Lizard Person has become one of the living, breathing, guardians of Zarth. They can communicate with animals and plants, summoning aid and allies wherever they are. These Oracles may raise natural fortresses of rock from the living earth that soar defiantly towards the sky. Such fortresses attract all kinds of allied animal and plant life as loyal followers.

Table25: Lizard People Advancement

Level	Experience	Hit Dice	AC	Natural Weapons Damage
1	0	1D6+1	7[12]	1D4
2	2,000	2D6+2	6[13]	1D6
3	4,000	3D6+3	5[14]	1D6
4	8,000	4D6+4	4[15]	1D8
5	16,000	5D6+5	3[16]	1D8
6	32,000	6D6+6	2[17]	1D10
7	64,000	7D6+7	1[18]	1D10
8	128,000	8D6+8	0[19]	1D12
9	256,000	9D6+9	0[19]	1D12
10	350,000	+2 HP	0[19]	2D6
11	450,000	+4 HP	0[19]	2D6
12	550,000	+6 HP	-1[20]	2D6
13	650,000	+8 HP	-1[20]	2D6
14	750,000	+10 HP	-1[20]	2D6
15	850,000	+12 HP	-2[21]	2D8
16	950,000	+14 HP	-2[21]	2D8
17	1,050,000	+16 HP	-2[21]	2D8
18	1,150,000	+18 HP	-3[22]	2D8
19	1,250,000	+20 HP	-3[22]	2D8
20	1,350,000	+22 HP	-3[22]	2D8
21+	+100,000	+2 HP/level	-3[22]	2D8

SERPENT NOBLE

Serpent Nobles are reclusive members of a nearly extinct race. During far antiquity they ruled great swathes of primordial Zarth. Other than factions within their own people their main rivals were the Lizard People, an elder race even then. They fought countless wars against the Lizard People and were largely successful, due to a well-developed ability to create hybrid creatures using a type of magic called 'Vivimancy'. These biological weapons drove the Lizard People deep underground, and some ancient chroniclers say that the Serpent Men were on the cusp of victory when the Locust Star appeared for the first time in the sky over Mount Terror. A new race appeared through the gate, fleeing demons that had overrun their world. These "Humans" were quickly enslaved by the Serpent Men, and were forced to rebuild the damage done to the Serpent Empire during the war against the Lizard People. It was during this time that the class of Serpent Nobles emerged within the extremely hierarchical society of the Serpent Men, to dominate and control the newly conquered humans. Eventually the humans revolted against the Serpent Men, and the subsequent wars drove the Serpent Men into decline.

Now, millennia later, the last of the surviving Serpent Men live in hidden cities, deep cave systems or deeply infiltrated in human society. They plot humankind's downfall commanding large networks of cultists who have either been hypnotised by the song of the snake or duped into following their commands.

Player Character Serpent Nobles typically take one of two paths in the game. Either they actively work to reassert Serpent Kind's dominance over Zarth, or they take a more neutral approach of working towards ensuring the last of their kind's survival. In both cases they may try a new way of working in harmony with the new races to ensure a future of peace and survival.

Prime Attribute: Charisma, 13+ (5% experience).

Hit Dice: 1D6+1/level (Gains 2 HP/level after 9th).

Armour/Shield Permitted: Any apart from Plate mail. They never use Plate mail because it is inappropriate for their social rank and that it remains a taboo even if they break with Serpent Society.

Weapons Permitted: Any.

Class Abilities

Human Mimic

Serpent Nobles use illusion, a natural racial ability, to hide their true appearance. Serpent Nobles in their true forms appear as tall reptilian humanoids (over 6 feet) with yellow eyes, black irises and a red forked tongue that constantly flicks out tasting the air around them. The illusion allows the Serpent Noble to appear as any human they have previously met in person.

This power is vulnerable to Detect Illusion spells and similar magical effects. Sometimes, a person who has encountered Serpent Men before can see through the illusion and unmask the Serpent Noble.

Guard animals, such as dogs and the great cats kept by jungle tribesmen, automatically sense the presence of Serpent Men and try to alert humans to the presence of Serpent Nobles.

Without their illusionary disguise, most Humans will instinctively attack to kill Serpent Nobles. This is because of the shared folk tales about the wars against them and the time that humans were their slaves, that most humans are told from a very young age.



Serpent Form

In their natural form Serpent Nobles may attack with one Bite (1D8 damage) or with two Claws (1D6 damage +1 to Hit) attack each combat round. Making a weapon attack forfeits all natural weapon attacks.

Serpent Nobles have a thick scaly hide that grants a natural Armour Class of 5 [14].

Hypnotise

Serpent Nobles can dominate humans like a Charm Person spell twice a day.

Blood Drinking

Serpent Nobles can heal lost CON and Hit Points by drinking the blood of sentient beings. For each Hit Point they consume they regain one point of CON or one Hit Point. After a successful bite attack Up to 1D8 points may be drained per combat round. Player Characters may Test their Luck to break free of a Serpent Noble bite at the beginning of each combat round.

Empire of the Wurm (9th Level)

When Serpent Nobles reach 9th Level they have proven their power to their own kind and if they have a permanent lair they will attract other Classes of Serpent Men, from the Scout and Warrior Classes (3D6 and 2D6 respectively). 2D6 months after the 'lesser' Classes arrive, a Serpent Lord with a retinue of 5D6 Warriors will come to do battle with the Noble. If the Noble survives this encounter, any survivors of the Serpent Lord retinue immediately join the Noble's forces. Each time the Noble increases their influence by recruiting more humans, a further 1D8 Scouts and 1D4 Warriors arrive to join the Noble. For more information about these types of Serpent Men see page 189.

Spell Casting

Serpent Noble's cast magic as Sorcerers but can only pick from Black Magic naturally. Unlike human Sorcerers they do not suffer from Corruption when casting Black Magic. They can use and learn Grey Magic if someone teaches them or they learn it from a scroll or spell book. Serpent Nobles can never use White Magic as its concepts are completely alien to them.

Table 26: Serpent Man Advancement

Level	Experience	Hit Dice	Spells					
			1	2	3	4	5	6
1	0	1D6	1	–	–	–	–	–
2	2,500	2D6	2	–	–	–	–	–
3	5,000	3D6	2	1	–	–	–	–
4	10,000	4D6	3	2	–	–	–	–
5	20,000	5D6	4	2	1	–	–	–
6	40,000	6D6	4	2	2	–	–	–
7	65,000	7D6	4	3	2	1	–	–
8	95,000	8D6	4	3	3	2	–	–
9	135,000	9D6	4	3	3	2	1	–
10	190,000	+1 HP	4	4	3	2	2	–
11	285,000	+2 HP	4	4	4	3	3	–
12	385,000	+3 HP	4	4	4	4	4	1
13	515,000	+4 HP	5	5	5	4	4	2
14	645,000	+5 HP	5	5	5	4	4	3
15	775,000	+6 HP	5	5	5	5	4	4
16	905,000	+7 HP	5	5	5	5	5	5
17	1,035,000	+8 HP	6	6	6	5	5	5
18	1,165,000	+9 HP	6	6	6	6	6	5
19	1,295,000	+10 HP	7	7	7	6	6	6
20	1,425,000	+11 HP	7	7	7	7	7	7
21+	+130,000	+1 HP/level	7	7	7	7	7	7

Class Skills

Read Magic

Like Sorcerers, Serpent Nobles can naturally read magic, with the exception of White Magic.

Survey the Herd

This skill allows the Noble to assess the skills and abilities of a group of Humans. On a successful Skill Test they can do one of the following: Pick out the most dangerous individual, identify any magic users, or mark the weakest individual.

“MAN
THING,
ON YOUR
KNEES
WHEN YOU
SPEAK TO
ME!”

LIFE EVENTS

PHASE 1: ROLL FOR ORIGIN

First roll (or choose) your Character's homeland, which gives a characteristic bonus. Then roll for a life event on the appropriate table below. Phase 1 represents your Character's early years, up to young adulthood, and the resulting life event also provides a characteristic bonus.

Table 27: Homeland

Roll D8	Homeland
1	Ice Coast
2	Death Wind Steppe
3	Terror Lizard Run
4	Jagmani Jungles
5	Free Territories
6	Myrindor
7	Four City Alliance
8	Reaper's Sea

Ice Coast

This part of the world is home to a barbarian tribe, the Wolfers, who worship the Great Wolf Mother. This goddess cleared the lands of the Serpent People and Khaos for her children in ancient times. The Ice Coast contains three city states (Bulwulf, Longren and Blood Stead), as well as numerous small towns and villages. The land is a mix of evergreen forests, icy marshland and cold desolate plains. The south is dominated by the Wolf's HeadMountains, home to isolated families and small communities. The brave or unwary may encounter Khaos monsters in remote, deep caves, where they have been hiding since being driven out by the Wolf Mother.

Characteristic Bonus: +1 Constitution.

Table 28: Ice Coast Life Events

Roll D8	Life Event	Characteristic Bonus
1	Member of a grave robber family who raided the outskirts of the Sunless City, avoiding traps and running away from undead monstrosities.	+1 Dexterity
2	Press ganged into the Ice Ships and spent early years raiding the cities and towns of the Ice Coast. You became strong from the dangerous and hard life at sea.	+1 Strength
3	Endured slavery in Blood Stead. Berserkers killed your family in a raid.	+1 Constitution
4	Member of a happy and prosperous family in Longren. Wealth only sustained by constant scheming and politicking.	+1 Charisma
5	Born in the shadow of Zaran's Tower, your family served the mysterious Sorcerer of the Tower.	+1 Intelligence
6	Your family fled violence in their clan's lands and settled in the Wolf's HeadMountains as 'Wolfers'.	+1 Constitution
7	Enjoyed the freedom of Bulwulf's Council of Peers growing up.	+1 Wisdom
8	Lived in a remote fishing village, where strange things regularly visited from the depths of the sea.	+1 Wisdom

Death Wind Steppe

The icy steppes between the Wolf's Head Mountains and Cold Lake are populated by tribes of Nomads. These horse warriors protect their families who travel by caravan in large wooden wagons with their attendant herds of yak. They worship the savage Lord of the Winds, Fragan, awaiting the time when his human embodiment, the Great Khan, comes into the world to lead them in conquest.

Characteristic Bonus: +1 Dexterity.

Table 29: Death Wind Steppe Life Events

Roll D8	Life Event	Characteristic Bonus
1	You grew up a Slave to the Priests of Five Tent Camp.	+1 Constitution
2	You ran with the Warrior pack of the Five Tent Camp.	+1 Strength
3	At an early age you became an apprentice to a Sorcerer of Fragan.	+1 Intelligence
4	You saw your family sacrificed by the Priests of Five Tent Camp and swore vengeance.	+1 Wisdom
5	Raised in a mountain dwelling family who feuded with Werewolves.	+1 Constitution
6	Your family were hunters of the Steppe.	+1 Dexterity
7	Part of the proud warrior elite of a nomad tribe.	+1 Strength
8	Your family fought Terror Lizards who crossed the Cold Lake.	+1 Wisdom

Terror Lizard Run

This part of the world is inhabited by a primitive people that cower in cave complexes or villages of rude mud huts. They are ruled by the despotic Masters, dinosaur riding tyrants who abuse their power and lord it over everyone else. There is also a small class of Sorcerers who live in ancient towers and occasionally form pacts with the Dinosaur Riders. The humans of the region habitually make war upon the local demi-human primitives, the ape-men and the scattered remnants of the Serpent Folk Empire.

Characteristic Bonus: +1 Strength.

Table 30: Terror Lizard Run Life Events

Roll D8	Life Event	Characteristic Bonus
1	Slave of the Dinosaur Riders. You became strong from hard labour, lifting riding tackle, dinosaur feed and cleaning up dung.	+1 Strength
2	Apprenticed to one of the Tower Sorcerers, you learnt guile to survive all the intrigues and to avoid ending up as a sacrifice to the Great Others!	+ 1 Intelligence
3	A runner slave used for passing messages between the Dinosaur Rider Lords and occasionally in Dinosaur Races. You are fast and agile as a result of avoiding attacks from bad tempered dinosaurs.	+1 Dexterity
4	A simple villager in a settlement under the protection of the Dinosaur Rider Lords. You've seen their comings and goings, and many of your neighbours ended up as food for their mounts. As a result you are rather philosophical about life and death.	+1 Wisdom
5	An underground denizen of one of the many cave systems that dot Terror Lizard Run. You endured a tough life of hunter gathering while hiding from the Terror Lizards.	+1 Constitution
6	A roaming hunter making a living from the hides of the rogue Terror Lizards that plague the settlements of the Run.	+1 Dexterity
7	A dweller of a dark ruined underground city from antiquity. You have learnt secrets that are denied to the surface dwellers.	+1 Intelligence
8	An apprentice Dinosaur Rider, you grew up tough and strong to avoid the snapping jaws of your mount!	+1 Strength

Jagmani Jungles

The tribes of this tropical region are split between animal totem worshipers and those who worship the Great Snake, themselves a savage throwback to the time when the Serpent Folk ruled this area. All of them however, live in fear of the Priests of the Greater Others who sacrifice countless victims at their temple to the Locust Star on Mount Terror. This terrifying active volcano is the fiery heart of evil at the centre of the Continent of Terror, and the people of Jagmani live in its shadow.

Characteristic Bonus: +1 Dexterity.

Table 31: Jagmani Jungles Life Events

Roll D8	Life Event	Characteristic Bonus
1	Member of the Jaguar Tribe, fearless warriors who leap down at their victims from the trees.	+1 Strength
2	Member of the Chameleon Tribe, who stalk the jungles, ambushing prey, and disappearing into the shadows as if by magic.	+1 Intelligence
3	A slave of the Priests of Mount Terror, until you escaped. You can Speak Blood Tongue.	+1 Constitution
4	A member of a clan of humans who worshipped the Great Snake. You were raised in this poisonous environment until rescued by hunters from one of the animal totem tribes.	+1 Wisdom
5	Raised amongst Ape-Men who treated you as one of their own.	+ 1 Strength
6	Brought up in a Free Territory Trading Post. Mixing with the traders who passed through the post made you more sociable.	+1 Charisma
7	Inhabitant of one of the lost cities of an ancient civilisation from millennia ago. You learnt from Wise Ones about the mystical philosophies now long lost to most Zarthan's.	+1 Wisdom
8	Member of a community descended from a group of explorers from the Free Territories. They came hundreds of years ago searching for treasure in the many ruins to be found in the Jungle.	+1 Dexterity



Free Territories

This region is a loose confederation of City States, comprising of Port Black Mire, Shamuti and Peopolis. They have all recently ousted the last of their rulers from the Island Empire of Myrindor. The governments that have replaced the haughty Sorcerers from Myrindor may be despotic in their own way, but it's a home-grown type of corruption that their respective populations can stomach for now. The members of this confederation have benefited from the free trade and security that comes with mutual alliance. Brave souls steel themselves for the next stage of revolution when the Free Territories will become truly free!

Characteristic Bonus: +1 Wisdom.

Table 32: Free Territories Life Events

Roll D8	Life Event	Characteristic Bonus
1	Your family are fallen nobility who fled Peopolis after the Beggar King came to power.	+1 Charisma
2	You were born into of one of the street gangs of Peopolis and were taught from an early age to be "quick or dead".	+1 Dexterity
3	Brought up in the Slave Pens of Shamuti, your childhood was a nightmare where only the strong survived.	+1 Strength
4	You were born under the shadow of the Lonely Colossus and are a bit strange for it.	+1 Wisdom
5	Your family was blood bound to serve the Sorcerers of Port Black Mire.	+1 Intelligence
6	A member of a hunter clan from the Black Mire. You hunted for game and treasure from the civilisations that existed before the marsh.	+1 Dexterity
7	Member of a merchant clan, travelling the trade routes in caravans between the cities.	+1 Wisdom
8	Descended from a long line of idealistic freedom fighters waging guerrilla war from the shadows to end the corruption of the Tyrants.	+1 Charisma.

Myrindor

For aeons the Sorcerers of Myrindor ruled the Continent of Terror through their pacts of power with the Elemental Lords of Zarth. When those pacts were broken, the Lords broke free, devastating Myrindor in the process. After the apocalypse the surviving Lords recalled the last of their fleets and armies to protect the motherland. Two thousand years later, Myrindor's elite and teeming masses alike exist in a drug hazed dream of past glories, while the ruling priesthood groom a candidate capable of being Emperor of Zarth.

Characteristic Bonus: +1 Intelligence.

Table 33: Myrindor Life Events

Roll D8	Life Event	Characteristic Bonus
1	The offspring of a haughty and noble trader dealing with exotic and forbidden wares.	+1 Intelligence
2	Born into one of the elite mercenary companies, you deal in Myrindor's deadly war arts.	+1 Strength
3	Your mother was a famous Sorceress. Your childhood was dominated by the turmoil that the constant stream of Sorcerers duels with rivals caused.	+1 Intelligence
4	You were a slave to a noble family, you became well used to their capricious whims and cruel behaviour.	+1 Wisdom
5	You were a slave to the Priest of the Outer Dark.	+1 Wisdom

6	Servant at the Monastery of Tribulation. What hardships you've endured and horrors you have witnessed as a result.	+1 Constitution
7	You grew up without an immediate family in the great mass of citizens of Stinhar, in a drugged haze, full of wonder, spectacle and violence. You are one of the 'pretty' ones who charmed the masked nobles and survived as a result.	+1 Charisma
8	You are one of the fisher people of the Deserted Coast. Compared to the city dwellers, you have a simple life of singing folk songs, eating and drinking heartily and occasionally running from the monsters that live in dark caves of the coast.	+1 Dexterity

Four City Alliance

Bright and bedazzling, a spectacle of unparalleled decadence and prosperity, the Four Cities with are the inheritors of the ancient pacts with the Elemental Lords of Zarth that the Sorcerers of Myrindor lost two thousand years ago. The Four Cities are full of sights such as gleaming painted ziggurat temples, floating streets, windmills, fertile fields of yellow-corn and giant copper burners. It is good to be a citizen of the Four City Alliance and its people are happy and optimistic as a result. The only thing they fear is that the constant stream of blood sacrifices that the Lords require will dry up and the same sort of magical cataclysm that devastated and belittled Myrindor will be their fate.

Characteristic Bonus: +1 Charisma.

Table 34: Four City Alliance Life Events

Roll D8	Life Event	Characteristic Bonus
1	Grew up in a trader family travelling on brightly coloured Selling Barges to foreign lands.	+1 Charisma
2	From a young age you took part in the Temple Ball games. Avoiding the heavy body blows of your peers and the obsidian ball of murder that the game is played with.	+1 Dexterity
3	A painted slave owned by a well off family, trained from a young age to pander to their every whim.	+1 Wisdom
4	A crafter slave who helped build one of the many grand public buildings that dominate the region's landscape.	+1 Strength
5	Born into a religious family you were given an education in astrology, philosophy and the basics of sorcery.	+1 Intelligence
6	Born into a warrior pack and fought against rival cities to gain sacrifices for the Elemental Lord of your City.	+1 Strength
7	You were raised in a noble court. Although pandered and privileged growing up, you developed a strong sense of your own power and destiny to rule.	+1 Charisma
8	Born into a farming clan, you poured the blood and mixed the crushed bones of sacrifices into the earth to ensure fertility. It was a life of simple but joyous toil, protected by the warrior clans and divine law.	+1 Constitution

Reaper's Sea

The pirates of the Reaper's Sea are a mixed bunch of outcasts from the southern regions of the Continent of Terror. Their history began with the Fall of Myrindor two thousand years ago when some of the Admirals of the Battle Barges decided never to go home. These huge floating fortresses with crews in the hundreds became communities in and of themselves. As time progressed smaller vessels joined the pirate fleets. The pirates survived and prospered by raiding the Free Territories and even the cities of the Ice Coast when weather permitted it. Now the pirate fleets are a terrifying force to be reckoned with. It is only the constant internal feuds between the Admirals, which prevents them from invading and crushing one of their land locked neighbours.

Characteristic Bonus: +1 Strength or +1 Dexterity.

Table 35: Reaper's Sea Life Events

Roll D8	Life Event	Characteristic Bonus
1	You were born a barge slave, a hard life of fetching and carrying for uncaring masters and being chained under decks to the oars for the slightest offence.	+1 Constitution
2	You had the privilege to be born into the family of a ship's captain. As a result you are well versed with the strategies and tactics that your parent employed to keep their command.	+1 Intelligence
3	The fleet you were born into was allied with the Isle of Skulls and its dark magics. You are hardened to the sight of the unnatural and the horrors of the Other Words.	+1 Wisdom
4	Survivor of a disastrous raid into Myrindor, you spent your early years as a slave there until you managed to escape back to the pirate fleets.	+1 Constitution
5	Brought up amongst the trader arm of your fleet, you are better at communication and negotiation than most of your pirate peers.	+1 Charisma
6	Your parents are 'Fixers', crafters who fixed broken rigging, shattered rudders, and holes in the hull. Your childhood was spent merrily climbing around the ships of the fleet as a result.	+1 Dexterity
7	After every savage battle your family would bind wounds, perform amputations and send the mortally wounded on their way. As healers they also dealt with outbreaks of plague and those whose minds snapped from a savage life on the seas.	+1 Wisdom
8	Your family were what the pirates call Pearl Fishers. They earned their living diving for pearls from oysters when the fleet found a suitable anchor. They would also search for any treasure or valuables that could be discovered on the ocean bed, especially after sea battles.	+1 Dexterity

What Happens if a Life Event increases a Characteristic over 18?

If a roll on the Homeland Life Event Tables results in a characteristic over 18, the player has one of three options.

1. Roll again.
2. Change the characteristic increased, but keep the Life Event. For example result 5 on the Reaper's Sea table above reads "Brought up amongst the trader arm of your fleet, you are better at communication and negotiation than most of your pirate peers." and gives a +1 Charisma. A player could recast this Life Event to end "you are better at communication and negotiation than most of your pirate peers, because of your powerful physique" reflecting a +1 Strength bonus.
3. Keep the result, since for some scores like Wisdom or Constitution it is beneficial that they are high because they can be reduced through Sanity Loss and taking Damage respectively.

PHASE 2: LEARNING YOUR TRADE

The character's second Life Event is about the significant event in their early years of establishing themselves in their chosen Class.

From this phase they learn additional abilities, gain bonuses to Skill/Attack/Luck rolls or even gain a companion.

Table 36: Barbarian Life Events

Roll D8	Life Event	Benefit
1	Became a Gladiator in the Port Black Mire Tyrant's Arena.	+1 to Hit and Damage.
2	Worked as a scout for the Army of the Four City Alliance.	+2 to Skills Tests to spot ambushes and you always can find a suitable path when outdoors.
3	Climbed the Thunder Peak Mountains.	+2 to Skill Tests when climbing
4	Defied the Slavers of Shamuti and led a slave revolt.	+2 to Skill Tests that involve leadership
5	Led a successful raid on faded Myrindor.	+2 to Skill Tests involving large scale tactics or naval combat.
6	Foiled a plot against the Beggar King of Peopolis.	+2 to Skill Tests to detect assassins or people hidden in the shadows.
7	Resisted the Mentalist of the Great Underhalls.	+2 to Luck when resisting Mind Control Magic.
8	While wandering through the wilds of the Ice Coast you befriended a wolf, who has stayed by their side ever since.	You have a Wolf as a companion (see "Companions" on page 72).

Table 37: Fighter Life Events

Roll D8	Life Event	Benefit
1	Was a Captain of the Port Black Mire City Watch. Was dishonourably discharged after being framed by corrupt merchants.	+2 to Skill Tests to spot liars or traitors.
2	Was part of an expedition to find the Lost City of Gold in the Jagmani Jungles.	+2 to Skill Tests when in the jungle.
3	Helped put down a peasant's revolt in Longren.	+2 to Hit when fighting peasants or member of the untrained or ordinary citizens.
4	Worked as a caravan guard.	+2 to Skill Tests involving communication and bartering.
5	You served a mighty Sorcerer.	You have gained the ability Magic Sensitivity like a Sorcerer.
6	Was a soldier in the war between Peopolis and Shamutai.	+2 to Skill Tests involving tactics and warfare.
7	You had a near death experience while serving as a bodyguard for a noble in Stinhar. You have travelled to the Shroud and fought Others there.	+2 to hit when fighting against Others.
8	While working as a body guard in Port Black Mire you made friends with one of the local thieves.	You have an Rogue as a companion (see "Companions" on page 72)

Table 38: Sorcerer Life Events

Roll D8	Life Event	Benefit
1	“When I was very young, Others came and took me away to the Outer Dark.”	+2 to hit vs Others and any Skill Tests to recognise them.
2	Your family were cultists in the service of a Great Other, and they know its secrets.	Choose one of the Great Others (from the Secrets of the Outer Dark chapter). You have a +2 bonus to any knowledge based Skill Tests involving that Great Other or its cultists.
3	You were a court Sorcerer to a noble family in Port Black Mire.	Bonus starting spells in spell book: Charm Person, Sleep, Hide Magic.
4	As an apprentice you travelled to the Monastery of Tribulation in faded Myrindor to learn dark secrets.	Bonus starting spells in spell book: Cause Light Wounds, Oppression, Soul Blast.
5	You were ship wrecked on the Isle of Skulls and learnt dark necromancy from the dead kings and queens of that place, before you escaped.	Bonus starting spells in spell book: Curse, Magic Missile, Wailing Lament.
6	“I survived a battle of wits with the Mentalist of the underground cities”.	Automatically resists any attempt to control their mind.
7	“I’ve been marked by the Others”.	You have a visible rune somewhere on your body that marks you out as a special person of interest to one of the Dark Gods of the Others. Intelligent Others will recognise this immediately and try to capture you for their nefarious ends.
8	You worked for the Mistress of Clocks. When you left her service you took one of her Automaton with you.	You have a Construct as a companion (see “Companions” on page 72).

Table 39: Thief Life Events

Roll D8	Life Event	Benefit
1	You learnt your trade amongst the narcotic gangs of Myrindor.	+2 to Skill Tests to recognise and treat poison.
2	For a time you were part of the Slavers of Shamuti.	+2 to Skill Tests to evaluate the worth of slaves and bark orders that someone else will follow.
3	You spent the early part of your career slumming it with the Beggars of Peopolis.	+2 to Skill Tests involving begging or pick pocketing.
4	You have seen the world as a scout for traders of Vladbrok	Can speak and recognise all the common languages of the Continent of Terror.
5	You were a member of the Razor Sea Pirate Fleet.	+2 to Skill Tests for physical activities when aboard ships and boats.
6	You served a Sorcerer as a spy amongst the people of a nearby city.	+2 Skill Tests when collecting information and blending in with the common folk.
7	You spent time trapped in the Shroud serving an unearthly Master, the Soul Thief.	+2 to Skill Tests involving knowledge about the Shroud.
8	On your travels you made a stalwart friend	You have a Warrior as a companion, (see “Companions” on page 72).

Table 40: Disciple Life Events

Roll D8	Life Event	Benefit
1	As a child you left your family and joined a remote mountain monastery.	+10% bonus Experience Points, as you are more attuned to the process of becoming a fully realised Disciple.
2	Before joining the monastery, you lived life to the fullest.	+2 to Skill Tests when dealing with underworld types, drunks and ne'er-do-wells.
3	You were taught by a venerable Master/Mistress.	+2 to Mystic Insight Skill Tests.
4	Your monastery specialised in weaponbased Martial Arts.	+1 to Hit and Damage with weapon attacks.
5	Your monastery specialised in bare handed Martial Arts.	+1 to Hit and Damage with Unarmed attacks.
6	You once helped a village drive off some bandits.	The whole village owes you a favour that you can call in once in the future.
7	You were once kidnapped by Disciples of the Dark Path and forced to take part in their Tournament of Death, fighting fiends from the Other World.	+1 to Hit and Damage vs Other World creatures.
8	On your travels you made a friend of a dog.	You have a dog as an animal companion (see "Companions" on page 72).

Table 41: Elementalist Life Events

Roll D8	Life Event	Benefit
1	Served apprenticeship in the City of Fire	Gains Heatwave as a bonus spell that can be cast once a day.
2	Served apprenticeship in the City of Water	Gains Walk on Water as a bonus spell that can be cast once a day.
3	Served apprenticeship in the City of Air	Gains Light as a bonus spell that can be cast once a day.
4	Served apprenticeship in the City of Earth	Gains Entangle as a bonus spell that can be cast once a day.
5	You fought in the Sacred Wars of Balance	+1 to Hit and Damage.
6	You assisted in the great sacrifices to the Elemental Lords	+2 to Hit and Damage when wielding either a Dagger or a Scimitar.
7	You spent time in the Great Library of the Temple of the Elements	+2 to all Skill Tests regarding Elemental knowledge.
8	You have been gifted a Minor Elemental as a companion.	You have a Minor Elemental as a companion (see "Companions" on page 72).

NON-HUMAN LIFE EVENTS

Unlike starting human characters Beast Hybrid, Lizard People, and Serpent Noble only roll one Life Event, which gives details about their origins.

Table 42: Beast Hybrid Life Events

Roll D8	Life Event	Benefit
1	You were forced out of human society to live in the wild.	+25% to changing to Beast Form.
2	You were enslaved by hunters and forced to act as their scout.	+2 (maximum bonus +5) to perception and tracking based Skill Tests.
3	You were enslaved by a Sorcerer.	+2 to Hit and Damage vs Sorcerers and their creations. You automatically recognise sorcerous creations.
4	Captured and Enslaved by the Serpent Folk!	+2 to Hit and Damage vs Serpent Folk and their creations. You automatically recognise Serpent Folk creations..
5	You were raised in a Beast Hybrid community that favoured restraining the beast and living as humans.	-25% to change into Beast Form, minimum of 10%.
6	You were raised in a Beast Hybrid community, that favoured living as the beast.	+25% to change into the Beast Form.
7	Known for a wild unrestrained fighting style, both in human and Beast Form.	+1 to Hit, -1 [+1] Armour Class.
8	You were raised by wolves, one of your brother/ sisters still accompanies you on your travels.	You have a Wolf animal companion (see “Companions” on page 72).

Table 43: Lizard People Life Events

Roll D10	Life Event	Benefit
1-2	You hail from the skies above the Continent of Terror from your home Floating Crystal City of Nsoak.	You possess wings that allow you to fly with a Move of 9.
3-4	You were born in the vast cavernous city of Homa, half ruined because of constant warfare against the Serpent People since antiquity.	+1 to Hit and Damage vs Serpent Folk and their creations.
5-6	You were raised in undersea Shell City of Popel, which exists in a warm pocket of ocean located a hundred miles from the Ice Coast.	+ 1 to Hit and Damage water based creatures.
7-8	You come from the sunken city of T’shok, near the deserted coast of Myrindor. You grew up fighting the hordes of undead sent to besiege the city by the Liches of the Isle of Skulls.	+1 to Hit and Damage vs undead creatures.
9-10	You grew up in the secret hidden city of Jag in the Jagmani Jungles. You were trained to evade your fellow inhabitants of the Jagmani Jungles.	+ 2 to Skill Tests to hide and sneak.

Table 44: Serpent Noble Life Events

Roll D8	Life Event	Benefit
1	You were raised in a Sorcerer's Sanctum, breathing in the rarefied airs of serpentine magic.	You may choose an extra black magic spell for your spell book.
2	You toiled in the sweat mines of V'usrka, deep under the Ash Plains, extolling human slaves to dig up the lost treasures of the ancient civilisations buried there.	You own a Slaver's Headband and Slave Ring (see "Slaver's Headband" on page 142), that can be used to entrap and control humans.
3	You served in the Death Guard of Queen Silgra in the Inner Sanctum.	+1 to Hit and Damage using Melee Weapons.
4	You were once the Grand Executioner of U'rask	+2 Damage with Two Handed Weapons.
5	You were raised as a human in one of the Noble Houses of Peoplolis until your true nature was revealed and you had to flee.	Gains Charm Person as an extra spell.
6	Worked in the Great Zoo of Kilnark where you became knowledgeable about the art of Vivimancy.	+2 to all Skill Tests regarding Vivimancy.
7	Overseer at the Caves of Death.	You have an Undead companion (see "Companions" on page 72).
8	You have had the 'honour' of being possessed by a Mara (an Other World entity of great malevolence).	You automatically know if a person is possessed by a Mara. You are immune to possession by the Mara.



SPELL LISTS

SORCERY SPELL LISTS

WHITE MAGIC

First Level

1. Animal friend
2. Cure Light Wounds
3. Detect Evil
4. Light
5. Luck
6. Protection from Evil
7. Purify Food and Drink
8. Read Languages
9. 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. Protection from Normal Missiles
4. Remove Curse
5. Water Breathing
6. 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. Speak with Plants

Fifth Level

1. Animal Growth
2. Create Food
3. Dispel Evil
4. Joy
5. Rejuvenate

Sixth Level

1. Anti-Magic Shell
2. Call the Kindly Ones
3. 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. Locate Object
5. Magic Mouth
6. Mirror Image
7. Pyrotechnics
8. Silence (15 ft radius)
9. Wizard Lock

Third Level

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

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. Telekinesis
4. Transmute Rock to Mud
5. Wall of Iron
6. Wall of Stone

Sixth Level

1. Animate Object
2. Conjure Animals
3. Control Weather
4. Enchant Item
5. Find the Path
6. Legend Lore
7. Lower Water
8. Move Earth
9. Part Water
10. Project Image
11. Repulsion

BLACK MAGIC

First Level

1. Cause Light Wounds
2. Charm Person
3. Hex
4. Hide Magic
5. Magic Jar
6. Magic Missile
7. Oppression
8. Soul Burn
9. Summon Minor Other
10. Wailing Lament

Second Level

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

Third Level

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

Fourth Level

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

Fifth Level

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

Sixth Level

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

ELEMENTALIST SPELL LISTS

First Level

1. Light
2. Entangle
3. Heatwave/Coldwave
4. Slip
5. Walk on Water
6. Ice Spikes

Second Level

1. Continual Light
2. Darkness (15ft Radius)
3. Levitate
4. Pyrotechnics
5. Freeze Portal
6. Mud Servant

Third Level

1. Fireball
2. Fly
3. Lightning Bolt
4. Water Breathing
5. Gaseous Form

Fourth Level

1. Create Water
2. Ice Storm
3. Wall of Fire
4. Wall of Ice
5. Fire Visions
6. Tunnel

Fifth Level

1. Cloud Kill
2. Conjure Elemental
3. Contact Elemental Plane
4. Flesh to Stone
5. Telekinesis
6. Transmute Rock to Mud
7. Wall of Iron
8. Wall of Stone

Sixth Level

1. Control Weather
2. Lower Water
3. Move Earth
4. Part Water
5. Stone to Flesh

Sorcerers, for Players/Referees coming from Swords & Wizardry and other Original/First Edition games

There is no division between 'Magic-User' and 'Clerical' spell lists. All spells can be learned by Sorcerers, by recording them in spell books, and 'preparing' them to be cast later. When converting spells from other OSR games/supplements 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 the summoning of vile demons!

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

There is no 'detect magic' spell. Instead all Sorcerers are skilled in sensing the presence of magic.

There are no "saving throws" to avoid magic for non-player characters and monsters. Swords and Sorcery magic is potent and vile stuff, with a fearful reputation. Where noted Player characters may Test their Luck to avoid or lessen the effects a spell.

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 in "Damage and Death" on page 82 should make character death somewhat less frequent.

The 'Extension' spells (I-III) do not belong to a particular colour of magic.

If you are looking for a more straightforward Spell Casting Class, pick the Elementalist.

SPELL DESCRIPTIONS

Contained herein are all of the Sorcery and Elemental spells presented in alphabetical order.

Animal Friend

Spell Level: 1st Level
Colour: White
Range: 120 ft
Duration: 2 Hours

This spell automatically befriends a nearby small animal like a Charm Person spell. This animal will do tasks for the caster that is within its ability.

Animal Growth

Spell Level: 5th Level
Colour: White
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
Colour: Black
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
Colour: Grey
Range: 60 ft
Duration: 1 hour

Using this spell the Sorcerer brings to life inanimate objects such as statues, chairs, carpets, and tables. The objects follow the Sorcerer'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
Colour: White
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
Colour: Black
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. Player Characters may Test their Luck and if Lucky only suffer half rolled damage.

Bless/Curse

Spell Level: 2nd Level
Colour: White/Black
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. Sorcerers can cast a reverse version of this spell called Curse which demoralises the target and inflicts a -1 penalty to attack rolls.

Blight

Spell Level: 3rd Level
Colour: Black
Range: 100 ft diameter
Duration: Permanent

This spell automatically withers plants within its range. Livestock within range will suffer 1D8 damage.

Call the Kindly Ones

Spell Level: 6th Level
Colour: White
Range: 200 ft,
Duration: Immediate

This spell calls on the aid of the minor benevolent spirits and deities that have refused to desert Zarth despite the overwhelming invasion of evil that is the Others. Collectively they are known as the Kindly Ones. By calling on the Kindly Ones the caster invokes a minor miracle.

Examples of miracles:

- 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 20 ft from the attentions of any Others.
- Immediate return of the caster and any one of their party standing within 20 ft, back to a safe sanctuary the caster knows up to five miles away.
- Immediately 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 Great Others and each time it is cast there is a 10% cumulative chance (within a 12 month period) that some sort of retribution will be visited upon the caster. At the end of the year this chance drops down to zero again.

Cauldron of Blood

Spell Level: 4th Level
Colour: Black
Range: Touch
Duration: 6 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
Colour: Black
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 at once. Monsters can break free of the charm, (one chance per week) based on their hit dice (as shown on the following table).

Table 45: 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
Colour: Black
Range: 120 ft
Duration: Until dispelled

This spell affects living bipeds of human size or smaller. An unfortunate creature targeted by this spell falls under the caster's influence. Player Characters may Test their Luck and if Lucky avoid the effects of the spell.

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

Clairaudience

Spell Level: 3rd Level
Colour: Grey
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 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.

Clairvoyance

Spell Level: 3rd Level
Colour: Grey
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
Colour: Black
Range: Moves 6 ft per minute
Duration: 1 hour

Foul and poisonous vapours boil from thin air, forming a cloud with a 15 radius in front of the caster. 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) causes 5D6 damage. Player Characters may Test their Luck and if Lucky only suffer half rolled damage.

Coldwave/Heatwave

Spell Level: 1st Level
Colour: Elementalist only
Range: 10 feet per level of the caster.
Duration: 1 Hour

This spell alters the air temperature around the caster. The Elementalist can affect up to ten times the caster's level in cubic feet. Temperatures may be raised or lowered to unbearable levels. Creatures that do not have the appropriate environmental resistance must leave the affected area within 1 combat round or fall unconscious.

Commune with Greater Others

Spell Level: 5th Level
Colour: Black
Range: Caster
Duration: 3 questions

Upon receipt of a human sacrifice the Greater Others will grant an answer to three questions the caster poses to them. The Greater Others do not like 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
Colour: Black
Range: 120 ft
Duration: 2 hours

This spell confuses people and monsters, making them act randomly. Roll 2D6 and consult the table below to determine how the affected creatures behave.

Table 46: 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 with 3 hit dice or fewer are automatically affected by the spell, and it takes effect instantly. Creatures with 4 hit dice or more are able to resist the effects of this spell for 1D12 minutes minus the casters level, until the spell builds up to its full power after which they succumb to the spells effects. Player characters over 3rd Level may Test their Luck to avoid the effects of this spell.

Conjure Animals

Spell Level: 6th Level
Colour: Grey
Range: 30 ft
Duration: 1 hour

The caster 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
Colour: Black
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.

Continual Light

Spell Level: 2nd Level
Colour: White
Range: 120 ft
Duration: Permanent until dispelled

This spell may target a person or an item. The targeted person or object produces light as bright as sunlight (and with the same effects as sunlight), capable of illuminating an area up to a radius of 120 ft.

Control Weather

Spell Level: 6th Level

Colour: Grey

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

Colour: White

Range: Close

Duration: Immediate

This spell creates a one-day supply of drinking water for 24 men (or, for game purposes, horses).

Create Food

Spell Level: 5th Level

Colour: White

Range: Close

Duration: Immediate

This spell creates a one-day supply of food for 24 humans (or the like).

Cure/Cause Disease

Spell Level: 3rd Level

Colour: White/Black

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 Sorcerer to cause disease.

Cure Light Wounds/Cause Light Wounds

Spell Level: 1st Level

Colour: White/Black

Range: Touch

Duration: Immediate

Cures 1D6+1 of Constitution damage. An evil reversal of this spell allows an evil Sorcerer to cause light wounds of 1D6+1 Constitution damage.

Cure Serious Wounds/Cause Serious Wounds

Spell Level: 4th Level

Colour: White/Black

Range: Touch

Duration: Immediate

Cures 2D6+2 of Constitution damage. An evil reversal of

this spell allows an evil Sorcerer to cause serious wounds of 2D6+2 of Constitution damage

Darkness 15 ft Radius

Spell Level: 2nd Level

Colour: Black

Range: 120 ft radius

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

Colour: Black

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

Colour: Black

Range: 240 ft

Duration: Causes normal death

Within a 60 ft radius, up to 2D8 creatures with fewer than 7 hit dice perish. Player Characters may Test their Luck and if Lucky only Lose half their hit points.

Detect Evil

Spell Level: 1st Level

Colour: White

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

Colour: White

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).

Dimension Door

Spell Level: 4th Level
Colour: Black
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 Sorcerers 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. The spell creates one door which lasts for an hour. When the spell's duration ends the door closes and anything on the other side that travelled through it remains there.

Disintegrate

Spell Level: 6th Level
Colour: Black
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. Player Characters may Test their Luck and if Lucky avoid being turned to dust.

Dispel Evil

Spell Level: 5th Level
Colour: White
Range: 30 ft
Duration: 10 minutes against an item

This spell is similar to 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.

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

Dispel Magic

Spell Level: 3rd Level
Colour: Grey
Range: 120 ft
Duration: 10 minutes against an item

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

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

Divination

Spell Level: 1st Level
Colour: Grey
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
Colour: Grey
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
Colour: Grey
Range: 90 ft
Duration: 1 hour

This spell affects the mind of one target, making them believe they are ensnared in illusionary bonds. Player Characters may Test their Luck to avoid the effects of the spell and may Test their Luck again at the beginning of every combat round to see if they can successfully disbelieve the bonds and break free.

Escape from Evil

Spell Level: 4th Level
Colour: White
Range: 20 ft radius
Duration: Immediate

When threatened by malice and violence this spell whisks the caster and anyone else that they choose 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 determined by the Crypt Keeper.

ESP

Spell Level: 2nd Level
Colour: Grey
Range: 60 ft
Duration: 2 hours

The caster can detect the thoughts of other beings at a distance of up to 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
Colour: as spell being extended
Range: Same as the spell being extended
Duration: See below

Extension I lengthens the duration of another spell, up to 3rd level, by 50%.

Extension II

Spell Level: 5th Level
Colour: as spell being extended
Range: Same as the spell being extended
Duration: See below

Extension II lengthens the duration of another spell, up to 4th level, by 50%.

Extension III

Spell Level: 6th Level
Colour: as spell being extended
Range: Same as the spell being extended
Duration: See below

Extension III lengthens the duration of another spell, up to 5th level, by 50%.

Fear

Spell Level: 4th Level
Colour: Black
Range: 240 ft
Duration: 1 hour

This spell causes creatures to flee in horror. There is a 60% chance that they will drop whatever they are holding. This spell has a cone shaped area of effect extending 240 ft from the caster and 120 ft at the base. Player Characters may Test their Luck and if Lucky avoid the effects of this spell. Barbarian characters are affected differently by this spell. Instead of fleeing in terror Barbarians go berserk as described in their class description.

Feeblemind

Spell Level: 5th Level
Colour: Grey
Range: 240 ft
Duration: Permanent until dispelled

Feeblemind is a spell that affects only Sorcerers. The targeted Sorcerer becomes feeble of mind until the magic is dispelled. Player characters may Test their Luck and if Lucky avoid the effects of this spell.

Find the Path

Spell Level: 6th Level
Colour: Grey
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
Colour: White
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
Colour: Black
Range: 120 ft
Duration: Immediate

This spell instantly kills a single creature. Player characters may Test their Luck and if Lucky avoid the effects of this spell.

Fireball

Spell Level: 3rd Level
Colour: Black
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. Player Characters may Test their Luck and if Lucky only take half damage.

Fire Visions

Spell Level: 4th Level
Colour: Elementalist only
Range: 10 foot
Duration: Instantaneous

The caster looks deep into a brazier of coals and casts the spell. The caster can then divine information about their future, up to one day per level of the caster away. Forewarned about the future event, the recipient gains a +5 bonus to the first roll that they need to make in that future event.

Flesh to Stone

Spell Level: 6th Level
Colour: Black
Range: 120 ft
Duration: Permanent until reversed

This spell transforms flesh into stone, turning the victim into a statue. Player characters may Test their Luck and if Lucky avoid the effects of this spell. Dispel Magic can be used to reverse the effects of this spell.

Fly

Spell Level: 3rd Level
Colour: Grey
Range: Touch
Duration: 1D6 turns (+1 turn/level)

This spell imbues the recipient 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.

Freeze Portal

Spell Level: 2nd Level
Colour: Elementalist only
Range: Touch
Duration: 1 Hour per level of the Caster

For the duration of the spell a door or similar sized portal is frozen solid with ice. Fire Magic cast by a magician of higher level than the caster can melt the ice immediately.

Gaseous Form

Spell Level: 3rd Level
Colour: Elementalist only
Range: Touch
Duration: 1 hour per level of the Caster

For the duration of the spell the recipient of this spell and all their possessions are made of gas. The caster may fly at a base rate of 9.

Geas

Spell Level: 6th Level
Colour: Black
Range: 30 ft
Duration: Until task is completed

When cast 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. Player Characters may Test their Luck and if Lucky to avoid the effect of this spell.

Hallucinatory Terrain

Spell Level: 4th Level
Colour: Grey
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 illusionary forest, for example.

Harmony

Spell Level: 3rd Level
Colour: White
Range: 50 ft radius
Duration: Immediate

This spell restores calm and order in a 50 ft radius. Any Player Character Barbarians or similarly enraged characters must Test their Luck successfully or be calmed losing any bonuses they received due to their rage.

Haste

Spell Level: 3rd Level
Colour: Grey
Range: 240 ft
Duration: 30 minutes

This spell may affect up to 24 creatures in a target area with a 60 foot radius. Creatures affected by this spell become able to move and attack at double normal speed, which means that they get two attacks per one normal attack.

Hide Magic

Spell Level: 1
Colour: Black
Range: Touch
Duration: 1 day.

This spell is cast “over” other magic to obscure its presence and purpose. Magic hidden by this spell is undetectable to normal perception as well as magical detection such as Detect Magic or Detect Evil spells. When a Dispel Magic spell is cast on the item/person affected by Hide Magic the Dispel Magic acts on the Hide Magic spell first.

Hold Monster

Spell Level: 5th Level
Colour: Grey
Range: 120 ft
Duration: 1 hour (+10 minutes/level)

The caster targets 1D4 creatures, which are completely immobilized. Player Characters may Test their Luck and if Lucky avoid the effects of this spell.

Hold Person

Spell Level: 2nd Level
Colour: Grey
Range: 180 ft
Duration: 9 turns

The caster targets 1D4 persons (humans or humanoids), who are completely immobilized. Player characters may Test their Luck and if Lucky avoid the effects of this spell.

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

Hold Portal

Spell Level: 1st Level
Colour: Grey
Range: Crypt Keeper’s discretion
Duration: 2D6 turns

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

Ice Spikes

Spell Level: 1st Level
Colour: Elementalist only
Range: Touch
Duration: 1 Hour

This spell creates a magical trap. The affected area can be up to five feet per level of the caster. The trap activates, shooting vicious ice spikes from the ground, as soon as someone steps into the area causing 1D6 damage

Ice Storm

Spell Level: 4th Level
Colour: Black
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 to all within the area. Player Characters may Test their Luck and if Lucky only take half damage.

Insect Plague

Spell Level: 5th Level
Colour: Black
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.

Invisibility

Spell Level: 2nd Level

Colour: Black

Range: 240 ft

Duration: Until dispelled or an attack is made

The target of this spell, whether it is a person or an object, becomes invisible (to both normal vision and to dark vision). An invisible creature cannot be attacked unless its approximate location is known, and all attacks are made at -4 penalty 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

Colour: Black

Range: 240 ft

Duration: Until dispelled or an attack is made

This spell works like the Invisibility spell, but can affect as many targets in a 10ft radius as the caster wishes, as long as each target remains within the area of effect. The radius of effect is anchored to one target and moves with it, .

Invisible Stalker

Spell Level: 6th Level

Colour: Black

Range: Close

Duration: Until mission is completed

This spell summons (or perhaps creates) an Invisible Stalker, an ethereal creature with 8 HD. The Invisible Stalker will perform one task 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

Colour: Grey

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.

Joy

Spell Level: 5th Level

Colour: White

Range: 50 ft 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.

Legend Lore

Spell Level: 6th Level

Colour: Grey

Range: Caster

Duration: See below

Upon the completion 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

Colour: Grey

Range: 20 ft/level

Duration: 1 turn/level

This spell allows the Sorcerer 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 upward 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

Colour: White

Range: 60 ft

Duration: 1 hour (+10 minutes/level)

The target person or object (at a range of up to 60 ft) produces light about as bright as a torch, to a radius of 20 ft

Lightning Bolt

Spell Level: 3rd Level

Colour: Black

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. The bolt always extends 60 ft, even if this means that it ricochets backward from something that blocks its path. Player characters may Test their Luck and if Lucky only take half damage.

Locate Object

Spell Level: 2nd Level

Colour: Grey

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

Colour: Grey

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

Colour: White/Black

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', which causes the recipient to always re-roll their dice rolls and take the worst result.

Magic Jar

Spell Level: 5th Level

Colour: Black

Range: See below

Duration: See below

This spell relocates the caster's life essence, intelligence, and soul into an object (called a jar but can be virtually any kind of object). 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. Player characters may Test their Luck to avoid being possessed. 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 Sorcerer's soul is within, the soul is lost. The Sorcerer can return from the jar to his own body whenever desired, thus ending the spell.

Magic Missile

Spell Level: 1st Level

Colour: Black

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 Sorcerer can cast 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

Colour: Grey

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.

Massmorph

Spell Level: 4th Level

Colour: Grey

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

Colour: Grey

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

Colour: Grey

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. Despite this the illusion is so believable it provides the function of the item. For example a sword can be used to injure and a can of iron rations provides sustenance.

Monster Summoning I

Spell Level: 3rd Level

Colour: Black

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 47: Monster Summoning I

Die Roll	Monster Summoned
1	1D6 Giant Rats
2	1D3 Nemons
3	1D3 Fungus Men
4	1D6 Razor Runners
5	1D6 Death Crows
6	1D3 Skeletons

Monster Summoning II

Spell Level: 4th Level

Colour: Black

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 48: 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

Colour: Black

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 49: 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

Colour: Black

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 50: 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

Colour: Grey

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).

Mud Servant

Spell Level: 2nd Level

Colour: Elementalist only

Range: Touch

Duration: 1 hour per level of the Caster.

A mud servant is a special type of magical construct. The spell requires a large amount of mud, out of which is summoned a small earth elemental, which takes possession of the mud. It about the height of a human child and is slow moving, but can be mentally instructed to do simple tasks by the caster. The Elementalist can only mentally control one Servant per level, excess servants will endlessly obey the last instruction they were given or the first instruction they were given upon creation. At the end of the spell the Servant collapses back into the pile of mud that it came from.

Neutralize Poison

Spell Level: 4th Level

Colour: White

Range: Touch

Duration: Immediate

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

Oppression

Spell Level: 1st Level

Colour: Black

Range: 10 ft

Duration: 1 hour

This spell makes the target feel oppressed and downtrodden. People affected by this spell feel so powerless against the caster that they will immediately surrender rather than fight. Player characters may Test their Luck and if Lucky completely ignore the effects of this spell.

Part Water

Spell Level: 6th Level

Colour: Grey

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

Colour: Black

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

Colour: Black

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, they will be injured by it. Unless the Crypt Keeper rules otherwise, player characters may Test their Luck to disbelieve the illusion, and the illusion cannot cause more than 2D6 points of damage per victim.

Pit of Pain

Spell Level: 4th Level
Colour: Black
Range: 120 ft
Duration: 3 hours

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. Player characters may Test their Luck and if Lucky completely ignore the effects of this spell.

Plant Growth

Spell Level: 4th Level
Colour: White
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 300 x 300 ft, for a total of 90,000 square feet.

Polymorph Other

Spell Level: 4th Level
Colour: Grey
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. Player characters may Test their Luck and if Lucky completely ignore the effects of this spell.

Polymorph Self

Spell Level: 4th Level
Colour: Grey
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.

Project Image

Spell Level: 6th Level
Colour: Grey
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
Colour: White
Range: Caster
Duration: 2 hours

Creates a magical field of protection around the caster, blocking out all enchanted monsters (e.g. Elementals, Others and the undead). Evil monsters suffer a -1 penalty to hit the caster, and the caster gains -1 on all Tests of their Luck against such attacks from that creature. If the caster already has any magical bonuses to their 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
Colour: White
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, Others and the undead). Evil monsters suffer a -1 penalty to hit anyone within the protective globe, and these shielded individuals gain -1 on all Tests of their Luck against such attacks from that creature. If a person in the circle already has any magical bonuses to his 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
Colour: White
Range: Caster
Duration: 2 hours

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

Purify Food and Drink

Spell Level: 1st Level
Colour: White
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
Colour: Grey
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.

Read Languages

Spell Level: 1st Level
Colour: Grey
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; but the spell can only translate codes and cyphers, it will not solve them for the caster.

Rejuvenate

Spell Level: 5th Level
Colour: White
Range: 20 ft radius
Duration: Immediate

This spell instantly restores all lost Hit Points to the caster and anyone else of their choosing within a twenty foot radius.

Remove Curse

Spell Level: 3rd Level
Colour: White
Range: Very close
Duration: Immediate

This spell removes one curse from a person or object.

Repair

Spell Level: 1st Level
Colour: Grey
Range: Touch
Duration: Immediate

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

Repulsion

Spell Level: 6th Level
Colour: Grey
Range: 120 ft
Duration: 1 hour

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

Restoration

Spell Level: 6th Level
Colour: White
Range: Crypt Keeper's discretion
Duration: Immediate

This spell restores levels lost to such horrible creatures as wraiths and shadows and instantly restores all temporarily lost Sanity points and Hit Points.

Rope Trick

Spell Level: 3rd Level
Colour: Grey
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. Although, if it is left outside, someone may steal it.

Shield

Spell Level: 1st Level
Colour: White
Range: Caster
Duration: 2 turns

The caster conjures up an invisible shield that interposes itself in front of attacks against the caster. 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
Colour: Grey
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 inside this area can be heard outside it, no matter how loud.

Sleep

Spell Level: 1st Level
Colour: Grey
Range: 240 ft
Duration: 1 hour

This spell puts enemies into an enchanted slumber for 1D6 rounds. The spell affects up to 4HD of creatures, starting with 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. Player characters may Test their Luck and if Lucky completely ignore the effects of this spell.

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

Slip

Spell Level: 1st Level
Colour: Elementalist only
Range: 10ft per level of the caster.
Duration: Instantaneous

This spell creates a sheet of ice beneath targets feet causing them to fall over. Player characters get to Test their Luck to stay on their feet.

Slow

Spell Level: 3rd Level
Colour: Grey
Range: 240 ft
Duration: 3 turns (30 minutes)

Up to 24 creatures within a 60 ft radius around the point where the spell is targeted are slowed by unseen magical resistance and can only move and attack at half speed. Player characters may Test their Luck and if Lucky completely ignore the effects of this spell.

Soul Burn

Spell Level: 1st Level
Colour: Black
Range: 150 ft
Duration: Immediate

A Soul Burn appears as a bolt of blazing white energy and flies where the caster directs, within a range. Soul Burn hits automatically, doing 1D8 points of Sanity damage.

The Sorcerer casts an additional two bolts 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.

Snake Charm

Spell Level: 2nd Level
Colour: Black
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
Colour: White
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
Colour: Black
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 Sorcerers have enough spiritual power to command answers from long-dead corpses. Sorcerers lower than 8th level can only gain answers from bodies that have been dead for no more than 1D4 days. Sorcerers level 8–14 can speak to corpses that have been dead 1D4 months. Sorcerers 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 is a die roll involved here: for example, a seventh level Sorcerer attempting to speak with a 2 day old corpse might still fail—his D4 roll might indicate that he can only speak to a 1 day old corpse with this attempt at the spell.

Speak with Monsters

Spell Level: 6th Level
Colour: Black
Range: Speaking range
Duration: 3D4 questions

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

Speak with Plants

Spell Level: 4th Level
Colour: White
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
Colour: White
Range: Touch
Duration: 8 hours (48 turns)

This spell may be cast upon a Fighter or a Sorcerer. For the duration of the spell, a Fighter gains 2D4 point of Strength, and a Sorcerer gains 1D6 points of Strength. Strength cannot normally exceed 18 unless the Crypt Keeper chooses to allow additional bonuses resulting from the additional strength.

Sticks to Snakes

Spell Level: 4th Level
Colour: Black
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).

Suggestion

Spell Level: 3rd Level
Colour: Black
Range: Shouting distance
Duration: 1 week

The caster speaks a hypnotic suggestion to his intended victim. The target must 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 will fail. Player characters may Test their Luck and if Lucky completely ignore the effects of this spell.

Summon Minor Other

Spell Level: 1st Level
Colour: Black
Range: Close
Duration: Permanent until dispelled

This spell requires a ritual (1D6 hours) to cast. When complete the ritual summons a Minor Other (Challenge Level of 5 or less). The Sorcerer must know the name of the Other being summoned.

Summon Major Other

Spell Level: 5th Level
Colour: Black
Range: Close
Duration: Permanent until dispelled

This spell requires a ritual (2D6 hours) to cast. When complete the ritual summons a Major Other (Challenge Level of 6 or more). The Sorcerer must know the name of the Other being summoned.

See "Dealing with the Others" on page 121 for more details on how Summoning Minor and Summon Major Other spells work.

Telekinesis

Spell Level: 5th Level
Colour: Grey
Range: 120 ft
Duration: 6 turns (1 hour)

The caster can move objects using mental power alone. Up to 20 pounds of material per level of the caster can be moved at once with Telekinesis. 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
Colour: Black
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:

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.

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 x 10 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 x 10 ft over the targeted location—probably resulting in a deadly fall.

If the caster is very 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 x 10 ft high or low.

Transmute Rock to Mud

Spell Level: 5th Level
Colour: Grey
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 speed to 10% of normal.

Tunnel

Spell Level: 4th Level
Colour: Elementalist only
Range: Touch
Duration: Instantaneous

This spell tunnels out a volume of ten cubic feet of earth or rock per level of the caster. The caster and their companions can quickly travel through the tunnel, after which, unless it is secured with structural supports, the tunnel becomes structurally unsound and could collapse at any moment.

Wailing Lament

Spell Level: 1st Level
Colour: Black
Range: 90 ft
Duration: 1 hour

This spell causes the target to wail and sob uncontrollably for the duration of the spell. The target is unable to perform any other actions while under the spell's effect. Any allies within earshot become demoralised and suffer a -2 penalty to all Attack rolls and Skill Tests.

Wall of Fire

Spell Level: 4th Level
Colour: Grey
Range: 60 ft
Duration: Concentration

A wall of fire flares into being and burns for as long as the caster concentrates on 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 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
Colour: Grey
Range: 60 ft
Duration: Concentration

The caster conjures up a wall of ice, six feet thick and opaque. 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 with 4+ Hit Dice are able to smash through it in a single round, 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
Colour: Grey
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
Colour: Grey
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
Colour: Grey
Range: 30 ft
Duration: 2 hours

The recipient of the spell is able to breathe underwater.

Web

Spell Level: 2nd Level
Colour: Black
Range: 30 ft
Duration: 8 hours

Fibrous, sticky webs fill an area up to 10 x 10 x 20 ft. It is extremely difficult to get through the mass of strands—it only takes one turn if appropriate tools such as a torch and sword (or a flaming sword) are used. 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
Colour: Black
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
Colour: Grey
Range: Close
Duration: Permanent until dispelled

As with the Hold Portal spell, Wizard Lock holds a door closed, however the effect is permanent. Creatures with magic resistance can shatter the spell without effort. Any Sorcerer 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

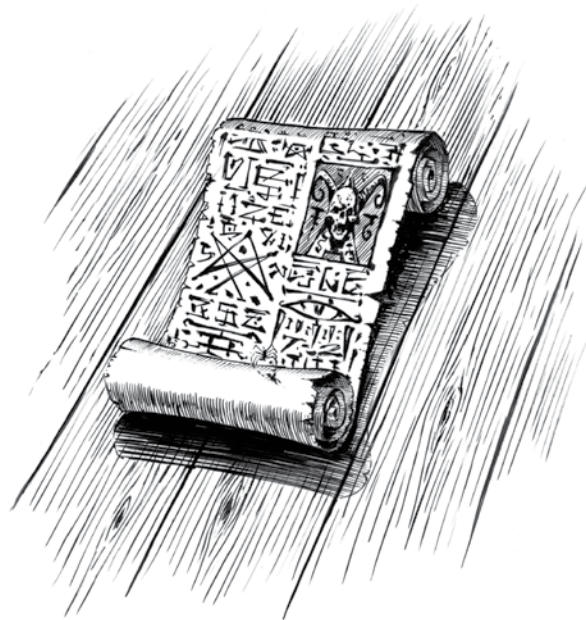
Spell Level: 6th Level
Colour: Black
Range: Indefinite
Duration: Immediate

The Sorcerer teleports without error back to his prepared sanctuary.

Walk on Water

Spell Level: 1st Level
Colour: Elementalist only
Range: Touch
Duration: 1 hour

The caster can walk on water for the duration of the spell.



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 is 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. 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

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 Sorcerer. Your combat skills, Skill and Luck may also increase. In other words, you've become more powerful and can pursue greater challenges!

If the Crypt Keeper is being true to the game's Sword & Sorcery roots there will be a relative dearth of valuable treasure found during an adventure. Experience points are *not* awarded for finding treasure (gold pieces, magic items, etc), instead, experience points are awarded for defeating opponents and overcoming obstacles, completing missions and clever playing (as outlined below).

1. Experience points are awarded for defeated foes, whether they were slain, subdued, fooled or dealt with diplomatically. The amount of experience points awarded is included in each creature's stat block (see "A Compendium of Fiends" on page 146 for details of how experience is calculated for monsters). Other types of 'Challenges' that are resolved without combat are assigned a 'hit dice equivalent' by the Crypt Keeper as a method of determining the experience point reward.
2. Experience points should also be awarded for traps, tricks, and other life-threatening obstacles that are overcome or defeated. In general, 50 - 1000 experience points should be awarded, depending on

the difficulty of the obstacle in question (a rough guide is 100 x average Character level).

3. Finally, experience points are awarded for missions completed (typically 200 x Party Average Level).

The above awards are totalled and divided amongst all Characters at the end of an adventure. The Crypt Keeper may also provide *individual* experience awards for clever thinking, good ideas, etc. Such awards normally should not exceed 100 x Character level.

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 therefore possible for a Character to benefit from a 15% bonus to experience point awards.

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.

TESTING LUCK

During an adventure a Character may be asked to "Test their Luck" by the Crypt Keeper by rolling 2D6 and getting a result equal to or lower than their current Luck score. If they succeed they get "Lucky" and deduct 1 point from their Luck score. If they fail their roll they suffer the consequences of being "Unlucky", but do not lose any Luck.

Example situations for Testing Luck:

- Avoiding or reducing the effects of a spell.
- Dodging falling masonry, sweeping blades and other traps.
- Avoiding suffering the effects of Poisons or Disease.
- Just happening to have an item that the Character could reasonably have on their person due to wealth, class and skills.

- Slipping away unseen from a fight involving multiple combatants unnoticed until the fight ends.

Some examples of Luck Tests to cover specific situations.

- *After a failed Skill Test.* Luck can also be tested to avoid the adverse effects of a failed skill roll. For example a Character fails a Skill check while jumping a deep ravine. If they succeed a Luck Test they narrowly catch a nearby ledge. Or a Thief misses their Hide roll and is potentially spotted by a passing guard, but on a successful Luck Test the Guard grunts dismissively and moves on.
- *Maximum Damage.* On a successful hit the Character may Test their Luck. If successful then they do Maximum possible damage with their weapon.
- *Retain Spell.* A spell casting Character may test their Luck immediately after casting a Spell. If they are lucky then the Character does not forget the spell.

Crypt Keepers may create new Luck Tests, either to cover a one off situation or situations that occur regularly in their games.

Monsters and Non-Player Character's do not Test their Luck nor do they have a Saving Throw to avoid harm. A monster's description will note if it is immune to the effects of certain types of damage or magic. Undead creatures for example are immune to mind controlling magic.

Regaining Luck

Eventually Character's pool of Luck Points will be used up and Players will need to restore it.

- *Luck potions/magical effects.* Certain magic can restore Luck.
- For example: *A Potion of Luck* (a pale blue liquid in a small glass vial) restores 1D6 Luck when drunk. *The Amulet of Skarlos the Slippery* (an ancient bronze medallion that only works when worn over a bare chest) can be used to restore 1D4 Luck twice a day.
- *Through resting.* Each full hour fully rested without any interruption restores 1 Luck Point.

After the end of an adventure, all Luck points are restored in time for the next hazardous exploration.

TESTING SKILL

All classes in Crypts & Things have a single Skill Number that may be used as a general 'task resolution' mechanism. When attempting a task, the Player rolls 1D20, applies any relevant attribute modifiers and any additional modifiers that the Crypt Keeper judges appropriate to determine the final result. Very easy, but not automatically successful tasks might receive a bonus of +10 to the final result, 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 Skill Test (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 Skill 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 character his base Skill number is 11. The Crypt Keeper judges that superior strength would assist anyone attempting such a feat, and allows the Player to apply Nibold's strength bonus, in this case +1, to the Skill Test 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 Nibold's life event as a Pirate and applies a further +4 bonus to the roll. This leaves the Player with a net +3 bonus to his Skill Test roll for Nibold. The Player rolls a 10 and adds 3 for a total of 13. Since that exceeds Nibold's Skill Number of 11, 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, 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 should generally be rewarded by Crypt Keepers. Foolish plans, on the other hand, are rightfully mocked!

Note About Class Skills

All the Classes have skills that they are especially proficient in, which are noted in their Class descriptions. Note the following.

1. When to roll and when not to roll. The Crypt Keeper may decide that a roll is unnecessary, if the player describes their 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 other Class Skills— if the Crypt Keeper judges that it is reasonable in the circumstances (even the supernatural Skills of the Sorcerer). Attempting non-class skills just means that the roll is resolved without modifiers. Therefore it is possible for a Fighter with a good Dexterity, as long as they are not wearing armour (or only leather armour), to be quite good at the 'thief-like' tasks, despite not enjoying the special bonus that thieves do.

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 'sword 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 their 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.

All Characters begin play with a number of Sanity Points equal to their Wisdom score. Sanity Points act as a measure of a Character's temporary buffer against madness, and are reduced by failing to resist mind bending horrors and exposure to the horrors of black magic.

If a Character witnesses an unspeakable horror, the Crypt Keeper may require the player to Test their Luck. The dice roll should be modified by the severity of the horror in

question. If the Character is Unlucky, he or she loses 1D6 points of Sanity.

When a Character's Sanity Points are reduced to zero they will be temporarily placed under the control of the Crypt Keeper until Sanity is recovered, as detailed below. In the event of further Sanity Point loss the Character's Wisdom Score is permanently reduced instead, prompting a Luck Test. If Unlucky the Character will fall unconscious for 1D6 hours as their 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 white magic spell) instantly restores temporarily lost Sanity points, but will *not* restore any permanently lost Wisdom points.

A Character whose permanent Wisdom score is lowered to 0 becomes insane and possibly the thrall of an extra-planar demonic force. From that point onwards the Character is unplayable, becoming a Non-Player Character!

See "*Horror and Heroism*" on page 235 for more Crypt Keeper Guidance on Sanity.

COMPANIONS

These 'hirelings' are people encountered by Characters either before starting adventuring (via a Life Event) or during their adventures. Each Player Character can only have one Companion at a time.

Unlike many other Non-Player Characters encountered in the blasted world of Zarth, Companions are actually loyal to Player Characters and consider them friends. They admire their Player Character friends and actively want to spend time with them. Even if the friendship is complicated there is a strong bond between the Character and the Companion that only foul sorcery (such as Charm Person) or death can get in the way of.

To reflect this, Companions are controlled by the Player of the Character they are attached to.

Companion Statistics

Hit Dice

Companions gain Hit Dice equal to their linked Player Character's Level and are rolled on a D8 up to Level 9 at which point they gain +2 Hit points per Level. Companions use the Monster Attack Table (if using the Descending AC system) or add their Level to their Attack Roll (if using the Ascending AC system). When their Player Character increases a level the companion also gains a Hit Die.

Companion Abilities by Type

Rogue has Thief skills. They use short swords, shortbows and wear leather armour.

Warrior can use any weapon and start play with chainmail armour, a shield and a long sword.

Animal Armour Class, movement rate and attacks are as described in the relevant animal entry in the Fiends chapter (so Wolf for example is on “Wolf” on page 199).

Construct. These animated statues or clockwork men do the manual labour tasks that Sorcerers who create them don't want to do. They also act as guardians of their master's sanctuaries. Constructs have an Armour Class of 0 [19] and have 2 attacks (Fists, 1D8 damage), but lumber about with a Movement Rate of 9.

Undead are of a type with Challenge Level equal to the Character's Level. At first level this is a Skeleton.

Minor Elementals have the abilities of their type but he hit dice equivalent to the character.

Note that Companions do not have a Luck score, making them vulnerable to enemy attacks. Particularly intelligent and vicious enemies, like a Character's Nemesis, will single out Companions to upset, unsettle and provoke Player Characters.

The Effects Of Losing a Companion

Make an immediate Sanity Check when the Character learns that they have lost their Companion. If the Character fails they lose 1D6 Sanity Points (2D6 if they see the Companion being killed) and immediately break down in tears for 1D6 hours, during which time they are incapable of any action except being weakly led away. The Character will then enter a period of mourning for 1D12 months and may not replace their Companion (as below) until the mourning period ends.

Construct Companions are the exception. While a Character may be emotionally attached to a Construct Companion the depth of feeling cannot replicate the bond felt with a Companion who is truly alive.

Replacing a Lost Companion

Companions can be replaced with Non-Player Characters that the Characters meet during their adventures and are on good terms with at the end of an adventure. The Player can, with the Crypt Keeper's approval, create a new Companion using the rules outlined above.

Sorcerers can either discover new constructs in abandoned Sanctums found in buried crypts or if they have the required Grimoires, materials and laboratory space (which at the Crypt Keeper's discretion may be an adventure in itself) may create a replacement construct.

HENCHMEN

These are the rabble of thugs that brave adventurers occasionally have to hire to get a job done, usually involving brute force and violence. Henchmen act as back up for small groups of low level Characters. After most Characters have levelled up a couple of times they usually stop hiring these dubious goons.

Henchmen can be found loitering around taverns, around the lonely tree at the north end of the market which has adventurer's jobs posted on them, outside mercenary hiring halls and down on their luck in the beggar's quarter. They are men and women that have drifted into town looking for work and have that desperate 'pick me' look in their eyes aimed directly at anyone who shows an interest in them.

To create a Henchman roll 5D10. Then consult the following tables.

Table 51: Skills, what is the Henchman's speciality?

Roll D10	Speciality
1	Storm trooper: Violence +1 to hit and damage.
2	Meat Shield: Defence -1[+1] to Character's AC.
3	Scout: They Detect Traps on a 2 in 6, see hidden things on 1 in 6 and never get lost.
4	Skirmisher: Throws spears and then runs away, also carries a bow.
5	Ambusher: They hide then jump out and backstab opponents.
6	Know it all: Languages and obscure knowledge is their thing. Violence less so.
7	Mule: Carry stuff, break down doors (automatically succeeds if it is possible).
8	Performer: They can dance, play an instrument and carry a tune.
9	Nothing/Useless: Although this may not be immediately noticeable.
10	Really useless: But skilled at getting other Henchmen to do their tasks.

Table 52: Personality, what is the Henchman like?

Roll D10	Personality
1	Arrogant. Likes to talk about themselves and have an overinflated opinion of their abilities.
2	Snivelling and cowardly. As soon as the fighting starts they are running for cover.
3	Pervert. A depraved excuse of a human being.
4	Obsessed with money. Always on the lookout for 'paying opportunities'.
5	Drunk or drugged up. Strangely when push comes to shove can do their job.
6	Workshy. Not really interested in doing the hard work, but still would like to get paid anyway.

7	A thrill seeker. Keen and slightly manic when on the adventure, listless and unmotivated when not.
8	Psychotic. Quiet and pleasant normally but Psychotic when even the threat of violence is in the air.
9	Damaged. A previous adventure has left them outwardly weird and a whisker away from being insane.
10	Schizophrenic. Roll once for the obvious personality trait and then again for a hidden and less obvious trait.

Table 53: Payment, how a Henchman wants paying?

Roll D10	Payment
1	An equal share of the loot.
2	A flat fee, roll D10 x 5 SP per day.
3	With a magic item.
4	With enough treasure so they never have to work again.
5	In food and lodging.
6	Beer and partying after a successful adventure.
7	Bragging rights.
8	Revenge. In return they want to kill someone or thing.
9	With attention.
10	Don't know you tell me?

Table 54: Revenge, what happens if they don't get what they want?

Roll D10	Revenge
1	Damage Reputation. Bad mouth the reputation of the Character to anyone who will listen.
2	Hurt loved ones. The henchman will go after and hurt or kill the Character's nearest and dearest.
3	Immediate violence. They will immediately turn on the Characters and attack them.
4	Backstab. They will attempt to assassinate the Character they felt has let them down at the earliest opportunity.
5	Run away. The Henchman will slip away from the group at the earliest opportunity.
6	Theft. Depending on the personality of the Character this might be a brazen opportunistic snatch and grab before running off or a more insidious longer term siphoning of valuables.
7	Go fetch the player Character's enemies. On the surface it looks like they've either snuck off in the night or run away, but they soon come back with the Character's enemies.
8	Unleash Hell. Do a deal with a Sorcerer known to the Henchman to summon and unleash an Other (or pack of Others) upon the Characters that the Henchman feels has let them down.
9	Long term annoyance: The Henchman makes it their life's work to thwart the Characters at every opportunity. In many respects they become an almost ineffectual and comedic Nemesis.
10	Doubly nasty. Roll Twice (re-roll 10 if it comes up again).

Table 55: Weapon; how is the Henchman armed?

Roll D10	Weapon
1	Club (1D6).
2	Sling (1D6) and dagger (1D4).
3	Five throwing daggers (1D6).
4	Staff (1D6).
5	Shortsword (1D6) and dagger (1D4).
6	A Rock (1D3 thrown or as melee).
7	Longsword (1D8).
8	Short bow (1D6) and Dagger (1D4).
9	A dagger (1D4).
10	No weapon.

Henchmen have the following stats, modified by the speciality (if any).

- Armour Class 7 [14] Leather armour.
- Hit Dice 1D8.
- Move 12.
- Attack 1.
- Weapon: as rolled above.

Example Henchmen, Bracka

The players need an additional member for the group to fill in for a Character whose player is not present at this gaming session. The Crypt Keeper allows them to pick up a desperate chap who is hanging round the Character's local tavern. After rolling 2,3,4,5 and 7 on 5D10 the Crypt Keeper writes out the Henchmen's stats on an index card.

Bracka

AC 6[15] HD 1 HP 4

Profile:

- Speciality: Meat shield -1[+1] AC.
- Personality: Pervert.
- Payment: Enough treasure so he doesn't need to work again.
- Revenge: Run away.
- Weapon: Longsword 1D8.



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). Each Player Character rolls individually. The Crypt Keeper rolls once for their Opponents as a group.
4. Characters or Opponents who got the highest Initiative act first (casting spells, attacking, etc) and results take effect.
5. Then the rest of the characters act in order of descending Initiative.
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. 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” on page 82).

The Crypt Keeper will determine whether or not the game will use Descending AC or Ascending AC.

Descending AC Combat

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.

Ascending AC Combat

If the game is using the Ascending AC system, it may be easier to calculate the “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 the attack roll, and if the result is equal to or greater than the opponent’s AC, the attack hits.

In order to use this system, Players should write down their “base to hit” bonus, and adjust it as they gain levels, but after doing that, they will not have to check the table to see if they score a hit.

Table 55: Ascending AC Base To Hit

Barbarian/ Thief/Disciple/ Beast Hybrid/ Lizard People	Fighter	Sorcerer/ Elementalist/ Serpent Noble	Base to hit
1-2	1-2	1-3	0
3-4	3	4-5	+1
5-6	4-5	6-7	+2
7-8	6	8-9	+3
9	7	10	+4
10-11	8	11-13	+5
12	9	14-15	+6
13-14	10-11	16-19	+7
15-16+	12+	20	+8

Table 56: Barbarian/Thief Disciple/ Beast Hybrid/Lizard People 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 57: 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

Table 58: Sorcerer/Elementalist/Serpent Noble 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 COMBAT 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 are a charming rogue, capable of overcoming foes and surmounting dangers that would defeat a lesser mortal, or you are 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 defeat their enemies.

Any Character of any class can 'back stab' 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 Crypt Keeper decides), and rolls two damage dice upon a successful hit (e.g., if a fighter were to back stab 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

On a natural roll of 20 the Character causes a Critical Hit, automatically hitting for maximum normal damage. They may then Test their Luck to see if they do double damage.

On a natural roll of 1 the Character fumbles. They automatically blunder into their opponent and takes damage as if hit by as their attack. However they can Test their Luck and if they are lucky they have an option of either:

1. Taking only one HP of damage.
2. Finding themselves in a position where they can immediately counter attack by making another attack roll.

Invisible Opponents

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

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 "The Attack Roll" on page 76). In addition to all other bonuses, a Character's strength bonuses to hit and damage (See Strength, "Strength" on page 10) are added to melee attacks. To make a melee attack the target must be within 10 feet of the attacker. 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.

Each missile weapon has a listed range (see "Table 10 Missile Weapons" on page 14). Shooting or throwing beyond this range is at a -2 penalty to hit. The weapon cannot reach farther than twice this range. Outdoors, these range increments are tripled.

Each missile weapon also has a Rate of fire (see "Table 10 Missile Weapons" on page 14). This is the number of times that a missile weapon can be fired during a single combat round. Some bows, such as a short bow, can be fired two times during a combat round, while a heavy crossbow can only be fired once in a round and must then be reloaded for a full round before it can be fired again.

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.

Movement within Melee

A defender effectively blocks an area about three feet to either side of them 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 Player's acting skills desert him, or it is felt that a charismatic player can not properly represent an uncharismatic Character (and vice versa). In these circumstances use the % Charm as given on "Table 5: Charisma" on page 11 as the final decider.

Retreating

It is up to the Crypt Keeper to decide if there will be any special rules for retreating 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 fighters.

Spells

Spell casting starts 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. However, remember that the penalty to hit an invisible opponent is only -4, so a +/- 4 is about the upper 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; but it does grant a +1 bonus to hit on the attack roll. The off-hand weapon must be a dagger and the damage is calculated as 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 (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, they are encouraged to create more complicated rules to reflect unarmed combat.

Attempts to wrestle an opponent to the ground and pin them down, or attempts to smash into an opponent and push them 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 in combat, the resulting 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 sound judgement, however, is compensated for 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 Crypt Keeper 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 immediately recover 1D4 Hit Points. Crypt Keepers 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 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 are gone, any further damage suffered by the Character is deducted from the Character's Constitution score. Damage taken to Constitution is permanent and represents 'serious' injury. Every time a Character takes damage to their Constitution, they must pass a Luck Test or fall unconscious. In addition, a Character that has taken damage to their Constitution suffers a -2 penalty to all attack rolls and Skill Tests. 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, they continue to have 0 Hit Points and suffer the -2 penalty to all Skill Tests and Attack Rolls until they can rest and recover. Characters can subsequently 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.

Crypt Keepers 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.



Dangerous Wounds (Optional Rule)

When Player Characters reach 0 Hit Points, to make things a little more dangerous, instead of instantly falling unconscious on a failed Luck Test roll on the following table:

Table 59: Dangerous Wounds Table

Roll D20	Result
1-2	Winded. Cannot act on next turn.
3-6	Knocked unconscious.
7	Dented skull. Lose 1D4 int. Knocked unconscious.
8	Didn't come back right. Knocked unconscious. On revival lose 1D4 Charisma for new stuttering problem.
9	Off-hand severed or destroyed. If off-hand is already gone you're knocked unconscious.
10	Main hand severed or destroyed. If main hand is already gone you're knocked unconscious.
11	Leg injury. Movement rate decreased by 1/4. AC penalized by 1. If you already suffer from this you are instead knocked unconscious.
12-13	Drop what is in your main hand. If hand is empty continue combat.
14	Lose eye. To hit and AC penalized by 1. Penalty to rolls requiring sight. If one eye is already lost you are now blind. If both eyes have already been lost you're knocked unconscious.
15-16	Drop what is in your off-hand. If hand is empty continue combat.
17	Throat struck. Not fatal but leaves and ugly scar and damages vocal cords. Lose 1D4 Charisma.
18-19	Slashing wound to face. Blood in eyes. To hit and AC penalized by 1 until the end of combat. New facial scar. If you already suffer from blood in eyes you are instead knocked unconscious.
20	Heroic impalement. Hold the enemy's weapon where it struck you and make a free attack with the other hand. Take 1 additional point of Constitution damage. If you are unable to make the free attack with your other hand you just take the additional Constitution damage.

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 Non-Player Characters

- Represent superficial damage.
- All Hit Points can be regained by sleeping for eight hours, or one hit point per full hour of sleep if less than 8 hours.
- Once per day a 'strong drink' instantly restores 1D4 Hit Points.

When Hit Points are *reduced to zero* any further damage is taken off Constitution.

- Every time Constitution damage is taken, successfully Test Luck or fall unconscious for 8 hours.
- Characters that have suffered Constitution loss, suffer a -2 penalty to all Skill Tests and Attack Rolls.
- If Constitution reaches zero, the Character is dead.
- Lost constitution is regained at rate of 1 point per two days of complete rest.
- Characters cannot regain HP until all lost Constitution is recovered.
- Cure Wounds spells and Magical potions only heal lost Constitution not Hit Points.



CORRUPTION

Zarth is a dying diseased world. One of the most obvious ways this manifests is how Black Magic warps and uses up its practitioners in a process called Corruption.

Gaining Corruption

For each spell level of Black Magic cast the caster gains 1 point of Corruption.

Spending time in particularly vile and loathsome locations, at the discretion of the Crypt Keeper, may also cause Corruption if a Character lingers or takes an unwholesome interest in the area. Between 1 to 20 points of Corruption is usually appropriate depending on severity of the location's sickness (or just roll 1D20 if you are feeling random).

The effects of Corruption

When corrupt Characters gain new levels roll D% and compare the result against the Character's Corruption points. If the result is higher than the current Corruption score nothing further happens, but the Corruption score value remains. If the result is lower or equal to the current Corruption score, roll for a Corruption Feature on the table below, the effect of which is permanent, and then reduce Corruption points to zero.

Table 60: Corruption Table

D12	Corruption feature	Effects
1	Allergic reaction*	Sneezes uncontrollably when in the presences of the substance that triggers the reaction.
2	Animal Fear	Animals cower from Character, hissing and baring fangs.
3	Appearance of the Dead*	Skin rots and the Character takes on the appearance of a corpse. - 2 Charisma.
4	Face Melt*	Skin melts and warps. -2 Charisma.
5	Mind Rot*	Mind starts drifting away to 'other places', nights are plagued by nightmares. - 2 Intelligence.
6	Creature of the Night*	Character becomes nocturnal. -2 to Attack Rolls and Skill Tests in daylight.
7	Devil H_orns	The Character starts growing horns from their head. Can do 1D4 damage by head butting.
8	Muscle atrophy*	-2 Strength.
9	Health degradation*	-2 Constitution.
10	Transformation	The Character is transforming into something alien.
11	Unpleasant odour	Can never surprise any creature with a sense of smell.
12	Special	The Crypt Keeper or Player creates a new Corruption feature.

*If a feature is gained again it becomes more severe and the Character suffers any point loss or penalty again.

Losing Corruption Features and Points

Only through the application of rare and special magic items or locations, can Corruption be removed.

MASS COMBAT

Crypts and Things is a roleplaying game not a miniatures game. While it is tempting to create a 'mini-game', where you assign Hit Points and Armour Classes to various military units, this goes against the style of Swords and Sorcery which is all about sweeping actions where the Characters are the centre of attention. It's not about the massed ranks of hoplites clashing against each other, directed by a general on a hill. It's about the fearless barbarian charging the massed ranks of enemy, leaping over them and swinging their axe, cutting off heads as they go.

Mass Combat is handled by running a short adventure, where the Characters undertake between one and three commando style actions. The success of each contributes to the overall victory of the battle. Here are some example actions.

- **Take the Gate** or some other strategically important position on the battlefield.
- **Break the Siege.** The side that is besieged, throws open the gates and sends out a group of cavalry and/or shock troops and tries to destroy the siege engines and bring relief to the city.
- **Seize the Standard.** Most armies have a standard that affects the morale of its troops. Losing the standard to the enemy will greatly affect the morale of the army.
- **Kill the Enemy General.** The General of the enemy army is its Head. Kill the Head and you will reduce the body to a shambling wreck that is incapable of reacting to a change in circumstances.
- **Rout the Elites.** Berserkers and Calvary, other elite forces provide specific skills that greatly increase the enemy's chances of winning. Disrupt, destroy and drive them from the battle-field before they even have the chance to be deployed.
- **Steal the Plans.** Intercept the messengers on the field or infiltrate their command tent and grab their battle plans. Perhaps you'll get the chance to put your own false plans in their place
- **Rally the Troops.** A group of soldiers are routed by an enemy unit and are fleeing from the field. It's the Characters job to convince them to stay, since their departure would mean the army is greatly weakened.
- **Lead the Charge.** The Troops look for a hero to lead them against the enemy, is that hero one of the Characters?

- **Defeat the Champion.** The enemy has a champion who at the beginning of the battle challenges the champion from the Character's side to one on one combat. Will any of the Characters step forward to defend their army's honour?
- **Dispel the Evil Sorcery.** The enemy has an evil sorcerer working for them. Perhaps they are summoning skeletons and zombies from a Cauldron of the Dead. The Characters need to confront this fiend and stop him weaving his foul magic.

Use *Men at Arms* for standard troops, *Bandits* for more poorly armed and undisciplined troops, *Berserkers* for Elites and *Cultist* for quick evil Sorcerers. See "Humans" on page 169 of the Compendium of Fiends for details.

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 Sorcerers may want to develop new spells, and higher-level Sorcerers 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 crypts, although perhaps the Sorcerer 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.

THE SUMMONS OF EVIL

This is an effect that happens when a Sorcerer casts a White magic spell or any Character uses a magic item or uses a scroll with White magic effects. White magic, because of its life affirming energy, attracts the attention of evil Others or undead who hope to feed of such sweet energy. The chance of attracting any Others or undead creatures within Range (see below) is 10% per spell level. After the spell is cast, the Crypt Keeper rolls in secret to see if there are any evil creatures in the vicinity that are alerted to the caster's presence and move at their standard move towards the place were the spell was cast. Range of the Summons is as follows:

- 20 ft x Level of the Spell if the caster is underground.
- 1/2 mile x Level of the Spell if the caster is above ground.

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 Sorcerer, 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, Skill is 17 for a 2nd Level character.

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 18, which is higher than the Skill 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 its daylight Trolos can see a group of three figures, who are completely unaware of him, stood 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 the 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 Test vs. Luck of 9?

CK: Yes

Guy rolls a two D6 and gets a 7, lower than Trolos’ Luck number, so a success.

Guy: Phew close, but I made it! Ok let’s bring some of the

tower wall down on their heads!

CK: OK let’s deal with that next, but let the others have a go first. Remember to knock off one point of Luck.

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, Trolos has a high enough Strength so he can bring the wall crashing down.

The wall falls down, and each Thing will be hit by a chunk of falling masonry and take 2D6 damage.

The CK rolls damage for each of the Things. Thing 1 & 2 take trivial amounts of damage (2 points each), but Thing 3 gets 9 which is over the Thing’s HP of 7 so it is crushed to death.

CK: Thing 1 and Thing 2 are bloodied by falling rocks but, 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.

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 it has 5 Hit Points, so its down to 3.

CK: It’s 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 2, Steve rolls a 5, the CK gets 4 for Thing 1 & Thing 3 and Mr C gets a one so goes last.

Steve: Are we there yet? I'm going to fire off Magic Missile when its my turn.

CK: Yes you are and you get to go first, since your Initiative of 5 is the highest (the Things got 4).

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

CK: Magic Missile that's a Black Magic spell, Level 1 so mark one point of Corruption.

Steve: Right ho, that's another point taking me up to 15. That's a 15% chance that Nochem will get a Corruption feature when he reaches 3rd Level.

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 one.

Steve: Bah only one!

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

The CK notes down that Thing 2 is now down to 2 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 cross referencing that on the Monster To Hit table (see page 207) the Thing with 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 Constitution.

CK: Test Trolos's Luck, which is currently six.

Guy rolls an 5 on two D6s, a success!

Guy: Despite feeling dizzy from the loss of blood, Trolos fires again at Thing 2. I roll 17, a hit, even with the -2 for the CON loss! I roll six damage. Whooh! it's dead.

CK: OK, Thing 2 limply falls down dead into 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 an 18! He rolls a D8 for the Axe's damage and gets an 8. Thing 3 only has 5 Hit Points, so it's instantly killed.

CK: Thing 3's head is neatly severed from its body, which tumbles 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 binds the cuts on his arms and gingerly flexes it noting how stiff and painful it is to even move it.

CK: Remember you'll need a good day of rest to heal that lost point of CON and will be at -2 on all hit and Skill rolls until you do.

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.

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 Characters 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 skilful 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.

THE CONTINENT OF TERROR

“Instruction on the Nature of Reality”

By Magus Magnar

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 grows larger. They deduce that Zarth is going to meet its fiery end there, but argue about the number of years 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

The Other Worlds are 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 unholly glory in the sky above Mount Terror. It is known as the “Locust Star”.

Of The Shroud

Think of the Shroud as an invisible energy skin around Zarth, the barrier between worlds. When you step into the Shroud through use of Black Magic 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 are found 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 Sorcerer 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 a Sanity roll.

- Invisibility
- Invisibility (10 ft radius)
- Dimension Door
- Contact other Plane
- Monster Summoning I
- Monster Summoning II
- Monster Summoning III
- Monster Summoning IV
- Summon Minor Other
- Summon Major Other
- 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 61: Encounters in the Shroud

Sorcerer’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 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, which is 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 PRIEST, USING MY
SWORD OF JADE”

A Time line 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 to 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.

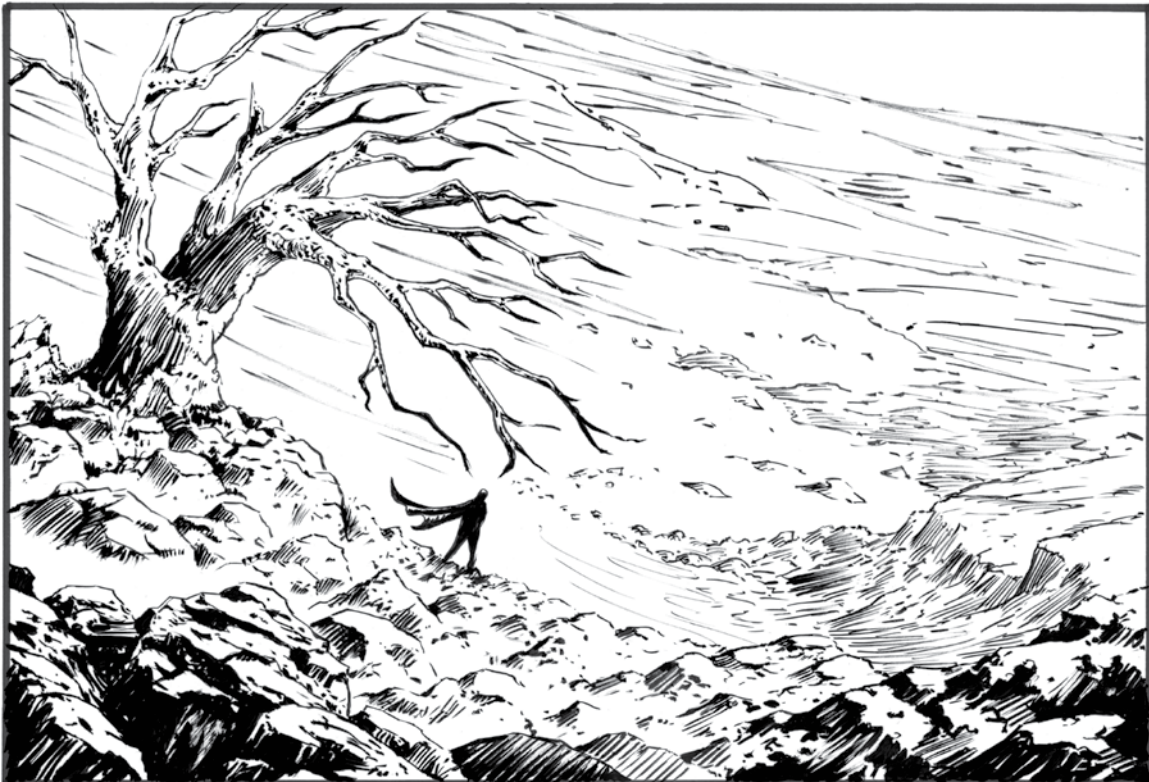
4000 AA – 6000 AA Age of a hundred Empires.

7000 AA Myrindor Rises!

8000 AA The Fall of the Myrindor.

9000 AA the Locust Star opens above Mount Terror.

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 priesthoods 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.

Deserted Coast (Location, Myrindor)

When the Elemental Lords were released from their bonds to the Myrindor Empire, 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, earthquakes 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 FishPeople.

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 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. This city floats upon artificial lakes, and its inhabitants 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 feed 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.

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.



THE CONTINENT OF
TERROR

The Ice Coast

Harsh winters from the Wolf's Head Mountains leave this coastline frozen and snowbound for a good part of the year. When the ice melts, 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

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

On this necromancer's isle, 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 Isle plot the downfall of their rivals in Myrindor.

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

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

Monastery of Tribulation

In this large temple complex, Myrindor's elite Sorcerers train in the blasphemous arts of Black Magic. Traditionally, nobles send troublesome younger sons to the Monastery, without any inheritance, to either 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, but the last five emperors have forsaken this tradition. Rumour has it that the Abbot 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 fire gods on this plane. Its molten lava receives countless sacrifices to them. When they are displeased, the volcano erupts with devastating fury.

Myrindor

This island nation was once prison to the Elemental Lords of the Continent, until they broke free of their terrible. Now presenting a faded and somewhat jaded version of its former glory, Myrindor dreams of restoring its old 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.

The 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 live in the surrounding area, and actively prevent any candidates from 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, to whom he hands out 'pitches'. The Beggar King 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 cut-throats, who use the swamps to mount raids against the rest of the Free Territories.

**"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 SACRIFICING TO THEIR
GODS"**

The Plateau of Pain

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 that the Plateau was the original site of the Myrindorian capital until the gods blasted it into oblivion for some sin against them.

Razorfish

A small lake-side fishing town with a sinister reputation.

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 in 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 Assassins' 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

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 centre of the Myrindor Empire.

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 R. Only tough hunters and foolhardy glory-seekers venture here.

Thunder Peaks

These mountains are home to the Hawkmen, who fly free of the tyranny of the Gods who created them. Their aviary cities float over the mountains.

Tur

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 has the reputation of being the most unspeakable and dangerous.

Vlad Brok

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

Wolf's Head 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 FIERY
DEPTHS.”

WHAT THE ELDER TOLD ME

The following eight culture write ups correspond to the eight regions of the Continent of Terror that Player Characters usually come from. Each culture write up takes the form of a question and answer session between a young person asking an Elder member of their culture what the important beliefs of their society are.

They can be used by Players to give them a better idea of how to roleplay their Character and for the Crypt Keeper to give a rough stereotypical overview of the beliefs of Non-Player Characters from that region.

WHAT THE CAPTAIN TOLD ME

A personal view of the people of the Ice Coast

Who are You?

Tarvarish Icebear Captain of the Queen of Bulwulf, an ice longboat that trades out of the city that it has the honour to be named after.

Who are We?

We are proud free citizens of the Ice Coast, sons and daughters of the Great Wolf Mother who freed this part of the world from the domination of the Serpents in the ancient times.

What Makes Us Great?

We are great warriors, traders and sailors. Only we have the courage to travel all around the dangerous coasts of the Continent of Terror, to trade and raid and are not frightened by its many terrors.

Where Do We Live?

In the cities, towns and steads of the Ice Coast, a thin strip of abundant land between the icy North Sea and the Wolf's Head Mountains. It gives us just enough to get by, but not enough for us to stay at home and get soft and weak.

What is Important in My Life?

My sword, my ship and my family. One's for fighting with, one's for travelling the world in and last is the reason I risk my neck to gather food, goods and treasure.

What Makes Someone Great?

Going on successful raids or trading missions and bringing home ship loads of treasure. Hunting monsters from the dark places and bringing their heads back as trophies. Fighting against the evil and corrupt Sorcerer Queen of Blood Stead and her savage berserkers. Surviving many harsh winters and living to old age to tell your

grandchildren of your glorious exploits.

Who are our Enemies and What is Evil?

Sorceress-Queen Rula of Blood Stead is the source of much strife and conflict in the North. She seized control of the fair city of Osfport and her crazed berserk warriors drenched it in the blood of innocents. She set herself up as a Goddess and set upon a campaign of chaos and destruction. This woman must be stopped.

There are foul fiends from an elder age buried beneath the earth and occasionally one of them will crawl to the surface from under the Wolf's Head Mountains to ravage our lands. It is then that fearless monster hunters must stop their drinking and carousing and head into the wilderness to confront the fiend and destroy it.

Who are My Gods?

The Great Wolf Mother, Fengra, she who made the Ice Coast safe for us. Though she has wandered off into the sky, towards the Great Hunting, she will sometimes answer a quiet prayer and preserve us from the cold and perhaps help us get a little bit more in our hunt.

Sagoth The Bloody Wolf, who claims to be Fengra's son, but since its cult come out of Blood Stead I'm wary. This is the God of Blood Stead's Berserkers.

What is Magic?

Magic is a curse of the evil Serpent Folk. It is a foul art with the sole purpose of harming and controlling humans from a distance. Even though the Great Wolf Mother drove the Serpents out of the Ice Coast and into hiding under the earth, their art is still practiced by evil men and women. When we find these Sorcerers and Sorceresses we kill them and their spawn, and burn their books and works.

I have Heard of Other Peoples. Can You Tell Me the Truth about Them?

The Nomads of Death Wind Steppe are a treacherous sort. When they get numerous and foolhardy they ride north past the Sunless city and raid our lands. The finest of Bulwulf normally repel them. It is fortunate that the Wolf's Head Mountains get in the way of our lands; otherwise we would probably be constantly at war with them. They worship Fragen, the Evil Wind, who demands constant sacrifice. Never trust a native of this place, even when they are riding away on those deformed animals they call horses for they can easily turn round and quickly fire their bow at you.

The Riders of Terror Lizard Run, are stupid and ignorant, but strong with it. They ride huge Lizards the size of houses. Fortunately, their lands are very far from ours. Otherwise our monster hunters would never spend any time at home in their warm halls.

The Jagmani Jungles are home to tribesmen, who worship the foul Serpents, take heads and drink poison. They mate with ape men and practice cannibalism. They are degenerates who should be killed quickly or at best enslaved out of pity.

The men and women of the Free Territories may be distant, living in the far south of the Continent, but they are our only allies. We trade with them and are gradually teaching them the ways of honour and strength. If miracles happen they may yet cast off the degenerate ways of their Tyrant Masters, whom they recently overthrew, in three, maybe two, generations.

Myrindor and its people are foul and decadent. They once ruled most of the Continent of Terror and they nearly conquered us too. But we called on the power of the Wolf

Mother and repelled them. Then they lost control of the Elemental Lords that they had imprisoned. Without that power they lost control of their lands soon after. That was two thousand years ago and their power has faded considerably. Our ships raid their homeland, the last remnant of their fallen empire, every year in a big grand raid.

I like the people I trade with who come from the Four City Alliance, they are so friendly and colourfully dressed. Oh the fun we have at their enclave port each time we visit! Saying that, some of my brother captains who have seen a bit more of the inner lands say their culture is powered by constant sacrifice of slaves to keep the Elemental Lords bound in their Four Cities, one Lord for each city. Come to think of it, they do always pay well for any slaves we have on board and pay no matter the condition they're in.

Reaper's Sea Pirates, a foul lot of ship rats. They say they've been driven to sea by necessity but we always get in bloody battles every time with them when we reach the Reaper's Sea on our way to the Free Territories.



WHAT THE KHAN TOLD ME

A personal view of Death Wind Steppe

Who are You?

I am Ganjis Khan of the Spirit Wind people. I lead the Horde in times of War and officiate at the ceremonies to Lord Fragen the Death Wind at Five Tent Camp.

Who are We?

We are the Nomads of the Death Wind Steppe, we ride like the wind driving all enemies before us. We are warriors and our bows defend our wagon trains, which carry our stores and families.

What Makes Us Great?

Defeating our enemies in battle, killing the monsters that threaten our wagons and fighting for Fragen's glory in the Great Games.

Where Do We Live?

On Death Wind Steppe, a desolate place where only the strongest survive. Lord Death Wind gives us the strength to not only endure its harshness but positively thrive there.

What is Important in My Life?

My family and clan are the most important things in my life. Without them I would be a lonely exile wandering without purpose in the world.

What Makes Someone Great?

Fighting and defeating our enemies. Keeping the Steppes clear of the corruption that is Khaos.

Who are our Enemies and What is Evil?

Invaders from outside our sacred steppe. They come wrapped in steel, we run them down, pierce them with our arrows and see their blood stain the snow.

All is not calm on the steppe. Khaos monstrosities erupt from ancient hollows, filled with evil from an age past, or crawl down from their caves in the Wolf's Head Mountains. Our warriors heroically band together to exterminate them and our Shamans blow away their twisted souls.

Who are My Gods?

Fragen Lord of the Death Steppe is chief of our gods. He is a cruel icy wind who clears the Steppe of Khaos and disease. Our Shamans worship him and we bring him sacrifice of our finest horses and captives at Five Tent Camp.

We also worship our Ancestors, calling upon their spirits to advise and help us.



What is Magic?

There are two types of magic. Good Magic is practiced by our Shamans and is beneficial to our people. Learning the art takes years of training and experience. It requires the same dedication as learning to ride a horse and fire a bow backwards in the heat of battle and still hit, and is even more dangerous. Some spirits are not pleasant and Lord Fragen is not always a kind master. It is not surprising that some selfish individuals turn to casting Bad Magic, a quick path to power that corrupts all around them. These Sorcerers are responsible for the outbreaks of Khaos that plague our sacred lands. They should be killed immediately as soon as you find them.

I have Heard of Other Peoples. Can You Tell Me the Truth about Them?

The Barbarians of the Ice Coast are weaklings who cower in their halls of straw and wood. If the Wolf's Head Mountains did not separate their lands from ours, we would burn their steads to the ground and make many of them slaves and sacrifice the rest to the glory of Fragen.

It is rumoured that the Riders of Terror Lizard Run were once members of our Tribal confederation, until our ancestor's kicked them out for unspeakable crimes. While the ancestors are silent on this matter, the stupid and bull-headed Riders are cruel beyond measure. Blood runs freely in their camp of Bone Mill from the veins of a constant stream of captives.

The degenerates of the Jagmani Jungles are unfortunately too far from our lands to be subjugated or slaughtered. One day when the Great Khan is incarnated we will ride across their lands and do both.

I hear rumours of a land called the Free Territories far to the south. It sounds soft and decadent and ripe for plundering by our Horde.

Myrindor once ruled us, until they lost control of the Elemental Lords. As soon as we could we turned upon our Governor and our riders who were abroad with their armies returned home. When the Great Khan arrives we will make an alliance with the Pirates of the Reavers Sea and go visit the Fallen Lords of Myrindor in their island home.

The Priests of the Four City Alliance, are the new masters of the Elemental Lords I hear. Their brightly coloured Traders are regular customers at our slave markets and are a good laugh I am told.

Reaper's Sea Pirates I know nothing of these people other than they occasionally land to trade slaves and horses with us.

WHAT THE CHIEF-RIDER TOLD ME

A personal view of the Terror Lizard Riders

Who are You?

I am Kelisis, Chief Murder Baron of the Ur-El Riders. For six winters I have ridden the Hell Lizard Big Foul Egrat, after dismounting its previous rider in the sacred leadership challenge. By brawn and wits I rule our tribe. FEAR OUR STOMPINGS!

Who are We?

We are the Ur-El, the most badass Dino-Riders that currently ride the Run. We ride the best of breed in Terror Lizards, sons of daughters of mighty Egrat (who has sired six hundred offspring), and dominate those who are weaker than us.

What Makes Us Great?

We are the strongest and most viscous. We are fearless and quick to exploit those who fail to stand up to us. We crush those that do. We rule the Run.

Where Do We Live?

In the saddle. Everything is here attached to it. Water skins, our mighty meat hooks, our personal stash of smokables. Everything else is down below, and can be plucked from the earth if needed.

What is Important in My Life?

My Terror Lizard. Egrat and I have a bond that only we understand. Without each other we would be dead, or running scared like the rest of the earth rats. My fellow riders. Together we are mighty, together we crush all.

What Makes Someone Great?

Their physical strength. Their ability to put fear into others. Together that brings the power of the hunt, which puts meat in our bellies and crushes our enemies!

Who are our Enemies and What is Evil?

The other tribes of the Run. The Red Crest, the Weasel Lizards, The Yellow Ones of Goshrak and the Stone Faced Riders all are our enemies. All would kill us if we were too slow or not brave enough.

I'm not sure that I would call the dirt dwellers enemies. They are too pathetic for that. They are nasty little weaklings who cower in their caves. Gorek gave us them to terrorise and for food.

The Locust Star Cultists of Mount Terror are perhaps our most potent enemies, with their foul serpent sorcery.

They come down from the mountain to collect sacrifices. Sometimes they sacrifice us, sometimes we sacrifice them to mighty Gorek!

Who are My Gods?

Gorek the Thunder Lizard, immortal sire of all the terror Lizards is our GOD! Some say he died long ago, but we know that he is out there in the wilderness, as big as a mountain, awaiting the arrival of the Great Khan of the Steppe so he can feast upon his horde! We pay tribute to their other Lords of the Run at Bone Mill in flesh and blood, so their wrath is not unleashed on the land.

What is Magic?

Magic is a foul Serpent Man curse. Sometimes our magi use it to enslave dirt dwellers when we catch them so they don't complain when we boss them around. Sometimes they use it to call fire from the sky. My father told me to always kill the other tribe's magi first, or they will play their tricks on you.

I have Heard of Other Peoples. Can You Tell Me the Truth about Them?

The Barbarians of the Ice Coast are far away. When they get close they make a good meal for our Terror Lizards.

The riders of the Death Wind Steppe's horses make good food for everyone. We love tricking them into our Huntlands. Just make a horse rider angry and he will chase you for miles, until his mount drops dead of exhaustion. Then we have him. Snap!

The inhabitants of the Jagmani Jungles are a bunch of weirdos. Their flesh is poisonous. Chase them back to the jungle if you catch them on our run.

Free Territories is full of slavers. We trade dirt crawlers like the animals that they are to them. I do not understand how they can say they are free when they make their living in slaves?

Myrindor is a name that we know only in children's stories. Of how our ancestors' served the Emperor's honour guard and fought in many mighty battles. But we also tell the children how the Emperor's arrogance angered the gods, who sunk their island. As their empire lay in ruins our heroes returned home.

The Four City Alliance, sounds like a good fun time. We always have lots of good meat when we trade with the feathered men from those cities.

The Reaper's Sea Pirates. We are of the Earth, they of Water. These elements do not mix and neither do we.



WHAT THE WARLOCK TOLD ME

A personal view of Myrindor

Who are You?

Aviz Avas the Third, Master Warlock of House Twisich, Seventh Tier Advisor to the Emperor himself. I am a magical expression of the splendour of Myrindor itself. Long may it endure!

Who are We?

We are the noble race of Myrindor, master sorcerers and former rulers of the world. We are the debauched, the decadent, and the dreamers of Zarth.

What Makes Us Great?

Our capacity to imagine the world, to let our dreams form our reality. For two thousand years we have dreamed a torpid reality, now is the time to awaken and show the rest of the world our glorious nightmare!

Where Do We Live?

On the one last place on Zarth that will have us renegades from the Other Worlds. This tiny, inhospitable rock that our ancestors first arrived on when they passed through the Locust Star from the Doomed Dimensions in their Sky Barges. This is why we ruthlessly conquered the Continent of Terror. Our island home was too small to contain our greatness! Now we are diminished and small, but we will be great again! The Sky Barges will follow the Great Dreaming of a true strong Emperor and reign fire and lightning down on savages below.

What is Important in My Life?

That it is yours. That you are not a slave like the teeming masses of Zarth. Make sure that you stay free!

What Makes Someone Great?

Their magic, their capacity to imagine a life that is not small and insignificant. Alas, too many in Myrindor lie dreaming and their greatness is unrealised.

Who are our Enemies and What is Evil?

Know this! The whole world is against us. Use your cunning to enslave, manipulate and trick them into using their own savagery against themselves.

Evil is whatever undermines our personal greatness.

Who are My Gods?

The 10,000 Emperors that preceded the Great Fall of Myrindor. You can worship them in the Gleaming Hall of Emperors in Stinhar. Feed them with blood and they may

whisper secrets from the golden age in your mind.

The Howling One, who is entrapped under the Monastery of Tribulation and is the 1st Tier Advisor to the Emperor. Feed your unwanted slaves and offspring to this blasphemy from the Other Worlds so that it may enlighten the Emperor and lead him to greatness.

Ashganar the Terrifying Empress. She who freed the Elemental Lords and brought down the Fall on our Empire. We do not know why she did this. Some say it was to avoid a greater calamity. Others say it was because she had usurped the Golden Throne of Myrindor and wanted to destroy her enemies. We worship her because of her terrible power and in the hope that one day she will lead us back to greatness.

What is Magic?

Sorcery is the lifeblood of our nation, no matter what its colour. Did you know there are more sorcerers here in Myrindor than anywhere else on Zarth? Easily one magician for every thousand ungifted people. This is because we see no difference between magical action and normal everyday action. Magic is the bringing down of unseen otherworld energies and making them manifest in our everyday reality.

There are a small handful of people who can contact the Elementals Lords and channel their power, but this is at a pitifully low level since the Great Fall. Before the Fall it is said that everyone on Myrindor was an Elementalist of some form or another. I do not believe that we have compensated for the loss of the Elemental lords by indulging in Dark Sorcery. Before the Fall Sorcery was practised widely too, and if you study the Root Codex you will see the two arts were considered one and the same.

I have Heard of Other Peoples. Can You Tell Me the Truth about Them?

Barbarians of the Ice Coast. These people used to provide us with Savage Shock Troopers and will do so again. They have a talent for shedding blood and are easily manipulated by Sorcery. The reign of the renegade Rula in the city of Blood Stead is proof of this.

Death Wind Steppe. These illiterate nomads were once our auxiliary cavalry and will be again. We shall place a false Great Khan amongst them and they will follow our lead and conquer the world for us.

Terror Lizard Run. These people are easily dominated and pathetically primitive. We shall dominate their Dino Rider Lords and they will fight alongside the nomads. Their underclasses shall provide blood sacrifices for the 10,000 Emperors.

Jagmani Jungles. These people are riddled with Serpent Blood and cannot be used for our purposes. We will burn their trees and exterminate them using fire!

Free Territories. These belligerents will be the first to come under the yoke of our invigorated Empire. Rebellion fermented here thousands of years ago and all independent spirit must be crushed by reinstalling Tyrants sympathetic to our cause. Fortunately the people of these cities are drunk with their own illusion of freedom that they can be fooled by it.

Four City Alliance. Despite the fact that they now control the Four Elemental Lords, I like the colourful people of these cities. They would make strong allies.

Reaper's Sea Pirates. Soon the day is coming when our Sky Barges will burn these sea rats that plague our home seas.

WHAT THE GUILDMASTER TOLD ME

A personal view of the Free Territories

Who are You?

I am Hesto the Magnificent, Moneylender to the Rich and Famous, Guildmaster of the Carter's Guild, and Free Citizen of Shamuti.

Who are We?

We are the people of the Free Territories. We are a varied lot. From the desperate poor of the slums of decadent Peopolis, the salty sea dogs of Port Black Mire and the cultured citizens of Shamuti. The main thing that binds us together is that we are all once dominions of wicked Myrindor, and we are united by our common trade tongue and alliances to keep the Princes of Myrindor off our thrones.

What Makes Us Great?

That we are free! So many people in Zarth are enslaved by evil tyrants. Since we threw off Myrindor's yoke two thousand years ago our cities' resources have no longer been drained by these pirates and we have prospered as a result. Cynics would say that we've only replaced Myrindor's Tyrants with our own and that we have our own slave classes. But to them I would say, at least they are our own. Isn't that what Freedom is?

Where Do We Live?

Thousands of years of exploitation at the hands of Myrindor have left our lands a wasteland, where poor farmers eke out a subsistence living. For now we cling to the large cities that the Tyrants rounded our ancestors into to toil for them in their industries. Already they rise from the dust, and when the time is right our countryside will

come back to lush abundance once more.

What is Important in My Life?

Profit. For profit is the measure of success. Take a bag of grain, make it into loaves of bread to sell at market so you can buy more seeds and perhaps a flagon of wine and a dress for your wife. We need to increase the flow of trade between our cities. That way our cities will grow.

What Makes Someone Great?

Great people bring profit to their cities, enriching themselves and their communities. They rise above the swarms of common people and build a great future for themselves.

Who are our Enemies and What is Evil?

Myrindor is still a threat even after thousands of years. While most of its population remains in a narcotic stupor, doped up on the glories of the past, a small but poisonous faction seeks to reinstate the Princes of Myrindor on our thrones. They send spies, raid trade caravans, poison wells and granaries. Myrindor is a hot bed of foul sorcerers and many of their plots against our fair cities involve black magic.

The hidden cultists of Khaos are a deadly enemy within our society. They worship depraved Gods and actively seek our downfall. They are the antithesis of everything that we stand for and must be rooted out and exterminated.

Who are My Gods?

We believe in the freedom of religion, and there are many gods and goddesses that our people follow. Hupan Chuma, the God of the Plough, Innka Ninka Norra, Goddess of the Welcoming Home, Yignath Ter, Warlord of the Eastern Night and Nig Nag the Strange are just a few of the hundreds of gods that our citizens choose to follow!

What is Magic?

Magic is an old and dangerous practice that has brought much pain and suffering to the world. In the Free Territories it is banned under pain of death. Hunt down the foul Sorcerer and let them pay for their black magic with their lives.

I have Heard of Other Peoples. Can You Tell Me the Truth about Them?

I have heard that the Barbarians of the Ice Coast have made it as far as Port Black Mire in their longships. Quite an achievement I hear.

I've had occasional dealings with traders from the Death Wind Steppe, since they are a steady supply of animal

products and slaves.

The riders of Terror Lizard Run are apparently best avoided. Since their lands are distant to ours this is not a difficult task.

It's a tricky job working out which of the tribesmen of the Jagmani Jungles are safe to deal with. Some are aligned with foul Serpent Men, and others are so uncultured they want to eat my explorers! However I'm always up for sponsoring expeditions there because of the abundance of ancient ruins with uncovered riches.

The people of Myrindor are a foul and depraved lot. One day we will be strong enough to completely erase them from the face of Zarth. For now our Plunder Fleets make annual visits to take loot and keep their strength down.

Of all the people I deal with on a regular basis the merchants from the Four City Alliance are a joy! Such prosperity, such abundance and so happy to share it!

Reaper's Sea Pirates are occasional allies and join our Plunder Fleet to raid Myrindor. Mostly they are savage competitors on our seas and best avoided.

WHAT THE FIRE PRIESTESS TOLD ME

A personal view of the Four City Alliance

Who are You?

I am Helan Firebird, High Pyromancer of the radiant City of Fire!

Who are We?

We are the people of Fire, one of four tribes of people each allied with one of the Elemental Lords.

What Makes Us Great?

Our pacts with the Elemental Lords of Zarth are the source of our greatness. In the past they were abused and enslaved by the Sorcerers of the Island of Myrindor, until we freed them. Now they are our friends and in endless gratitude have come to live in our four holy cities. They provide us with endless love, happiness and abundance. In return we provide them with food that keeps them great and powerful. Many people gratefully give up their lives, either in weekly ceremonies or in ritual wars between the cities, to provide the Elemental Lords with food. It is their power that makes us glorious!

Where Do We Live?

We live in the lush and abundant lands of the Four Cities. Our pacts with the Elemental lords have made our lands a paradise in comparison the dusty and destroyed lands that surround us. When the Elemental Lords have healed from

their time imprisoned by the Sorcerers of Myrindor they will spread their power across the face of Zarth. While there is a network of farming villages, most of us live in one of the four cities, each of which is dedicated to one of the four Elemental Lords.

What is Important in My Life?

Friends, family, clan, city and your obligations to the Elemental Lords who provide all.

What Makes Someone Great?

Servitude to the Elemental Lords is what makes a person noteworthy in our society. By providing for their needs they create the earthly paradise that we live in. A great farmer harvests wood and plant material for the Fire Lord to consume, a fisherman gathers the fish that are returned to the Water Lord, a warrior harvests enemies (either willing in arranged inter-city wars or unwilling against external forces) to offer up to the Earth Lord, and poets offer their words to the Air Lord.

Who are our Enemies and What is Evil?

Evil is such a subjective term, but forces that go against nature like the disruptive creatures of Khaos and the unbalanced actions of power hungry sorcerers could be truly classified as evil. Our enemies seem to be the hordes of misguided peoples who seek to destroy our paradise. Chief amongst them are those of Myrindor who, through deception and sorcery, seek to capture the Elemental Lords again.

Who are My Gods?

The Four Elemental Lords who embody the natural energies of Zarth are what other peoples would call 'Gods'. Our religion is a more practical and less superstitious one than the myriad of odd and parasitic deities that the rest of the world seems to blindly follow. It's also more powerful than the delusion of ten thousand gods. Observe the paradise around you and you can see the majestic power of the Elemental Lords at work.

What is Magic?

Do you mean the superstitious misguided and misapplied disaster that is practised by the corrupt and depraved Sorcerer or the enlightened application of elemental energy that our Elementalists practice?

Sorcery is a haphazard approach that is completely unreliable in its results. It further corrupts the body of both the practitioner and the land around them as it drains them of the energy needed to cast the spell.

Elementalism on the other hand is a well understood approach, where the power comes from the Elemental

Lords and is completely under the control of the practitioner.

I have Heard of Other Peoples. Can You Tell Me the Truth about Them?

The Barbarians of the Ice Coast are a savage and ignorant lot. Be careful not to say the wrong thing to them, since words are as sharp as swords to them.

The nomads of Death Wind Steppe are a happy bunch, but they do like to fight amongst themselves. They may become problematic to us if the Great Khan that their holy men prophesise about ever appears.

The dinosaur riders of the Terror Lizard Run are one of the most impressive and terrifying sights I have come across. Their society is sadly divided between those who ride and those who don't. And get eaten.

The tribe people of the Jagmani Jungles are like children lost in a vast forest. Some have regressed into savagery and others into simplistic wisdom. Our missionary groups rescue many lost souls from this state of ignorance and bring them to the enlightenment of our city.

The name Free Territories is a misnomer if ever I heard one. They claim to be free yet trade in slavery and human misery. Our Warrior Caste is keen to destroy the Tyrants and liberate the oppressed masses. When the Elemental Lords are healed, we will probably conquer them first.

The island of Myrindor is a place of darkest evil. We must have very careful dealings with these people who dwell in darkness and would enslave the entire world in their despair.

The Reaper's Sea Pirates are more misguided fools, but ones that we frequently ally with to repel the ships of Myrindor and the Wreck Fleets of the Isle of Death.

WHAT THE SEA REAPER TOLD ME

A personal view of a Reaper's Sea Pirate

Who are You?

I am Captain Freya Firewitch, of the ship "Black Eagle" serving in Admiral Frintz's Fleet. I lead a crew of salty dogs on a great adventure across the Reaper's sea, battling Sea Zombies from the Isle of the Dead, Sea-Sorcerers from Myrindor and demon pirates from Port Black Mire, to bring back loot to our families.

Who are We?

We are the dispossessed of the cities and nations of the Continent of Terror, who want a life of liberty on the sea. We sail free of the flags of the Tyrants, free of their

unholy desires. Some would call us 'pirates' but I prefer the term Free Mariners.

What Makes Us Great?

Our skill at sailing the seas and making a living from it. The odds are always against us, but we survive and prosper on the high seas. We fight battles against vicious foes and gather great treasures from our vanquished foes.

Where Do We Live?

We live on board the Black Eagle, one of many ships that make up the fleet under the command of Admiral Frintz. The Black Eagle is a proud war galleon that leads our raids from the frontline. All we need is on this boat. Our living quarters, or stores of food and our ship mates.

What is Important in My Life?

My family, my crew mates, my ship and my fleet.

What Makes Someone Great?

Their strength and cunning to bring back loot. Their trustworthiness and loyalty to their shipmates. Their ability to sing heartily and hold their ale!

Who are our Enemies and What is Evil?

The Liches of the Isle of the Dead and their undead minions, recruited from the dead of the sea, constantly hound us. We are the only thing that stops them having free rein over the entire length of the Free Territories and they want us out of the way.

The Demon Pirates of Port Black Mire who see themselves as our competition and source of blood sacrifice for their unholy masters.

The Sorcerers of Myrindor are our ancient enemies. Their tyranny is the inspiration for our values of liberty. One day the fleets will gather and burn their city of Stinhar to the ground and put their evil to an end.

Who are My Gods?

Everyone is free to worship whatever gods they bring with them from their land life, as long as they are not blasphemous things of Khaos or evil life sucking Others. Me I find Ilsador the Maid of the Sea useful in my duties, but you might find savage Ulfar the Swashbuckler more suitable to your tastes.

What is Magic?

Magic comes in two flavours.

The first type is the unnatural Black Magic of the Sorcerers, the Dead Lich Kings and the unnatural Khaos monstrosities, that warps and hurts us. Cursed are its practitioners and damned if they meet my blade in battle.

Then there is beneficial magic of Fleet Wizards, which heals and aids us. While the Fleet Wizards may be a strange and funny lot, and best left to their own devices on that battle barge of theirs, they heal the sick and wounded, and mask our movements using magic fogs. While you may question the strange nature of their powers, it's undeniable that they help us survive the savage seas.

I have Heard of Other Peoples. Can You Tell Me the Truth about Them?

The Barbarians of the Ice Coast are occasional allies when we raid the accursed Myrindor. They are a good and powerful people, but in recent times we have been wary since some of them have come under the sway of a foul Sorceress and are only raiding for blood.

The lands of The Death Wind Steppe and Terror Lizard Run are land locked and I know nothing about them.

I hear tales of the Jagmani Jungles, its treasures and strange tribesmen from the songs of brave Captain Romb. How exciting and deadly this place sounds!

The Free Territories are a mixed bunch of slavers, demon pirates and foul stinking beggars. Their claim to be free is tenuous to say the least.

The isle of Myrindor is full of vain, drugged up people who dream of past glories, whose minds are constantly manipulated by abusive sorcerers.

The people of the Four City Alliance, are a happy bunch who we regularly trade and raid with.

WHAT THE WITCH-DOCTOR TOLD ME

A personal view of Jaguar Tribespeople of the Jagmani Jungles

Who are You?

I am Githa the Beautiful Jaguar Woman, Witch Doctor of the Jaguar Tribe of the Crystal Forest.

Who are We?

We are the Jaguar people, pure and untainted by serpent blood. Our homeland is the Crystal Forest beyond Rainbow Falls. We are a hunter people and we move from camp to camp, following our prey.

What Makes Us Great?

Our prowess as hunters, our skill as crafters and our knowledge of the jungles we live in.

Where Do We Live?

Our home is the blessed Crystal Forest. This is a lush place, full of food, medicinal plants and clean fresh water. We are blessed by Togel the Jaguar who gave us this land

in the time of the Gods. It provides for us in abundance, but is also a proving ground so that we can stay alert and focused enough to maintain our skills and strength as a people.

What is Important in My Life?

Your family, for without family you are nothing. First priority is your immediate family of blood relatives; mother, father, sisters and brothers and second priority is your extended family of clan members. You must protect your clan and toil for its benefit. Only in this way can we survive and effectively hunt and bring down our enemies.

What Makes Someone Great?

Dedicating your skills to the benefit of the clan, this is the greatest thing in life. The more effective someone is as a hunter, a healer, a crafter or a scout the more they are honoured and remembered after death in the Teaching Stories. The lazy and the useless are not remembered and if they become too much of a burden, will be discarded and left behind by the clan during its travels.

Who are our Enemies and What is Evil?

The Serpent Men and their creatures are evil. They are deceitful and cunning. They use great dark magics to hurt us. They exist in the dark places and in our nightmares. Brave hunters and mighty Witches drive them away when they are exposed.

The Panther People are traditionally our enemies. They covet our hunting lands and would seize them if we ever gave them the opportunity. The Lion People's hunting lands overlap with ours, and there is much good natured raiding between our groups of young hunters. The Elders of both tribes make sure it never gets out of hand, since they are our main allies in times of war.

Who are My Gods?

Togel the Jaguar, a mighty beast who drove away the Serpent Queen and protects the Crystal Forest, is our main inspiration. He is wise and taught us the skills we need to survive.

Our hunters call upon his daughter Isma the Huntress, who is fast and cunning. When times are especially tricky we Witches whisper fearfully the name of Jockaba the Deceiver, Togel's wayward and dangerous son. Another name for us is the "Beloved of Jockaba", but the reasons why are a secret thing and not for the likes of you to know.

What is Magic?

Jockaba taught us Witches the ways of magic. Special songs that open up the secret paths to escape danger, heal the sick, and curse our enemies. It is dangerous and

unpredictable and you should always be respectful of it and those who wield such power.

I have Heard of Other Peoples. Can You Tell Me the Truth about Them?

The Barbarians of the Ice Coast live in a cold harsh land. I have heard terrible stories about the demons that terrorise them. I think it's for the best that they stay in that cold and miserable place. Their gods must hate them.

The Riders of the Terror Lizard Run are a cruel and bloody lot, whose stupidity sometimes gets the better of them. When these boneheads grow bold they think they can come crashing through the jungles and hunt us for their sport, usually once a generation. When they do, our hunters dig deep pits and our witches use illusions to trick them into them. Fortunately it is worth the annoyance since Terror Lizard flesh is so sweet and can keep the tribe in meat for months!

Occasionally explorers from the Free Territories come blundering into our huntlands, arrogantly looking for gold and treasure. Our hunters usually end up driving these

unfortunates off and many die from their poisoned arrows before they return home.

Our Teaching Songs remember the proud Lords of Myrindor, who would come to our lands and take our bravest hunters to form part of the Emperor's Honour Guard. Those songs are very old and the Lords have not been to our lands in many a year. If we Witches had not made this a very important warning song, the Jaguar People would have forgotten its usefulness and would have stopped singing about them long ago.

We occasionally meet people from the Four City Alliance on the edge of our huntlands. They are always happy and very polite. They seem to be in awe of our skills! Remember any of Panther People we catch are to be traded with their Feathered Merchants.

Our songs tell of how Torgel visited a large sea to the far south and fought a large monster called the Reaper there. Its murderous children still sail the sea as pirates and we are thankful their sea is far away.





THE BOOK OF DOOM

A CRYPT KEEPER'S GUIDE

SECRETS OF THE CONTINENT OF TERROR

This chapter is for the Crypt Keeper exclusively. If you are a player stay out, since not only do you risk your enjoyment of the game if you read the contents of this eldritch chapter, but also your very soul!

This chapter gives *some* of the secrets of the lands of the Continent of Terror, laying dark and twisted knowledge bare, some of which even a very experienced traveller of those parts would not know. Its intent is to give ideas for adventures and clarify some of the underlying themes that each part of the setting presents. Before reading this chapter, the Crypt Keeper should read the players' information, (see "The Continent of Terror" on page 88) and the cultural write ups (see "What the Elder Told Me" on page 94). Combining all this information and using the encounter tables and/or adventure ideas for inspiration, you can quickly turn the Continent of Terror into a sandbox setting for your players' characters to wander about and have adventures in.

THE ICE COAST

This is the frozen north of the Continent of Terror, where summers are brief and full of war and raiding between the Barbarian Tribes. The coastal cities act as tribal centres, with the Tribal Kingship often being taken by force. The Wolf barbarians have a long history of preying on other lands, sailing extreme distances (even as far as Myrindor) to raid the coasts and shipping lanes in their longboats.

The main religion of the Ice Coast is worship of the Wolf Mother, a savage deity whose major claim to fame is defeating the various Khaos monstrosities that she drove deep underground or into the cave systems that riddle the Wolf-head mountains. In short, the Wolf Mother and her son are the source of what civilisation there is in the region. Recently the barbarians have split between two groups. The majority that are still focused around traditional worship of the Wolf Mother. An even more bloodthirsty and savage minority are led by the Sorceress Rula, who claims to be the living representative of the Wolf Mother, and demands blood and tribute.

Sunless City

Sunless City was built underground to appease Rugalar the Great, a tyrant from ancient times. The tyrant hosted a mutant Maggot Master, a creature that even in a host body is sensitive to light. The ancient crypt complex is home to numerous monsters who live a civilised life away from the sun. Many are people who have fled persecution after

being afflicted by various diseases that transform the body into a more monstrous form, for example through Khaos mutation or being bit by a Vampire. Others are undead; these latter inhabitants are led by immortal Vampires who fled there and became the undead nobility of the city shortly after its completion.

Adventures

Enter the Sunless City. Join a party to liberate long lost treasures, rescue recently taken captives or assassinate one of the vampire lords.

Encounters

Table 62: Sunless City Encounters

Roll D20	Encounter
1-8	2D6 Khaos Berserks in a hunting party. Use Berserker stats (see page 169) and roll one Khaos mutation (see page 174).
9-14	3D6 Skeletons patrolling the blasted landscape.
15-18	A pack of 2D6 Ghouls, scavenging for fresh meat.
19-20	A war party made up of 3D6 Skeletons, 2D6 Zombies and led by a Wight, seeking revenge against nearby Wolf Barbarian settlements for their own raids.

Bulwulf

The citizens of Bulwulf pride themselves as being free and subject to no king or chief. Instead they gather at the heart of the city to decide major decisions by a vote of the public. Because of this rejection of tyrannical rule, the city attracts freedom-loving adventurers.

Bulwulf has previously fought minor wars against Longren, whose Kings have sought to add them to their domain. Its armed forces constantly skirmish against the undead that come out of the Sunless city. More insidiously, in recent times the people of Bulwulf have been the victim of the sorceress Rula's Black Magic, as her cultists infiltrate the city trying to destabilise it.

Adventures

Vengeance is mine! Join a raiding party seeking vengeance after a recent attack by the undead monsters of the Sunless city.

Filth Columnists. Seek out the foul sorcerers sent by Rula to poison the city's wells.

Storm of Swords. Take part in the Guild of Swords annual fighting tournament.

Shield of Swords. Protect the Gathering from those who would disrupt its open air meetings.

Encounters

Table 63: Bulwulf Encounters

Roll D20	Encounter
1-4	Theft attempt by one of the city's thieves.
5-8	Witness drunken brawling in the street.
9-10	Parade of ship recruiters.
11-12	The glorious return of a successful sea expedition.
13-14	Challenged to a fight by one of the Guild of Swords members.
15-16	Asked to help bring a lawbreaker to justice.
17-18	Witness an assassination attempt.
19	Witness an attack by an undead raiding party.
20	Witness suspicious activity by one of Rula's Sorcerers

Longren

Sternly controlled by the Brotherhood of the Wolf, a council of tribal Elders under King Turgen, the mightiest warrior of his generation, Longren is a place where the people uphold the old traditions and worship of the Wolf Mother. Those who show disrespect to either are quickly punished. Craftsmen spend a lot of time making items that suit Wolf Barbarian way of life, such as long houses, long ships and long swords, and those of a more martial bent join raids against the enemies of the Wolf Mother, such as the free thinkers of Bulwulf, the khaos creatures of the Wolf's Head Mountains and the bloodthirsty manics of Blood Stead.

Adventures

Enemy of the Wolf Mother. The characters are mistakenly (or perhaps correctly) recognised as enemies of the Wolf Mother Traditions. Armed warriors chase them through the streets, as more peaceful citizens raise the alarm.

Guard Duty. The characters are hired to protect a merchant's caravan as it travels to Bulwulf.

Fight Chaos. The characters are hired to join an expedition to the Wolf's Head Mountains to fight Khaos creatures that have emerged from the roots of the mountains.

Encounters

Table 64: Longren Encounters

Roll D20	Encounter
1-8	Old women berate the characters for their lack of respect for the Wolf Mother. Several bored burly warriors lurk in the background itching to start a fight with anyone who disrespects their grandmas.
9-14	Warriors press ganging people into service in the Longren army.
15-18	A Longren war party arriving back in town after defeating enemies in battle, with wagons dripping with loot and filled with captives.
19-20	King Turgen and his council of Elders holding open court and parading around the city.

Blood Stead

Blood Stead is the power base of the Sorceress Rula and her berserker followers. At first glance, Blood Stead is a typical Wolf barbarian city, with long houses and drying fish nets, until you notice all the dead bodies hanging from masts, skulls and heads on stakes, and red banners hanging above every building entrance. Rula claims to be the Wolf Mother come to Zarth in a bloody form. "the Red Wolf Mother", seeking to purge the unclean and destroy Khaos once and for all, but in reality, in secret, she and her followers are devotees of the Blood Throne.

Adventures

Rescue Captives. Sneak into the city and out again to rescue people taken as slaves in a recent Blood Berserker raid.

Head Hunt. Two seasons ago a local chief from Longren was killed by Blood Berserkers and his head taken by them. The characters are hired to regain the dead chief's head ball, which is now being used as a drinking cup by the war leader of the berserkers.

Cult Secrets. Find out what is really going on In the Temple of the Red Wolf Mother, so the priestesses of the Wolf Mother temple in Longren and Bulwulf can stop arguing amongst themselves and unite against Rula and her followers.

Encounters

Table 65: Blood Stead Encounters

Roll D20	Encounter
1-8	One of the Berserkers, backed up with 2D6 of their mates, comes up to the characters and starts a fight.
9-14	A bone seller comes up to the characters and tries to sell them a dead body (“Its dead good, its got a complete set of teeth, you can use it for offerings or hang it over your hall to drive off evil spirits”)
15-18	A Blood Priest asks the characters to causally go and murder someone (50% chance of it being an errant Berserker who has threatened the Priest) saying that it will bring them great glory with Rula the Red Wolf Mother.
19-20	Rula appears in public to whip the population into a bloodletting frenzy, in advance of some great raid against the city’s enemies or a magical ceremony to summon a Greater Other.

Zaran’s Tower

This black stone tower that reaches up to the sky is a remnant of a long forgotten civilisation that was built on the dark arts of sorcery. Within the vast tower are numerous magical chambers (some connected to The Shroud) with all manner of wonders. On a more mundane level the tower is the home of Ternon the Blind (see page 137) and his army of foul apprentices, the Thrice Damned.

Adventures

Tower Heist. Penetrate a sub-basement of the Tower and liberate one of Ternon’s magical treasures. then make your escape from the region, being chased by the Thrice Damned and various magical Others that Ternon summons for the task.

Redemption of the Thrice Damned. Rescue one of the Thrice Damned who was taken in Ternon’s service from a noble’s family who refused to pay Ternon tribute or give up a family heirloom (a magical item). Said noble’s family may not accept their son/daughter back once they see how Ternon has damned them.

Encounters

Table 65: Zaran’s Tower Encounters

Roll D20	Encounter
1-8	3D6 Thrice Damned roam about the countryside collecting magical herbs and mushrooms and other ‘parts’ for their masters magical experiments.
9-14	A Thrice Damned hunting party of 4D6 apprentices, either looking for new captives for various purposes, or hunting escaped captives.
15-18	Shek flying about the countryside in full dragon form.
19-20	Ternon himself aboard, either riding Shek (1 in 6) or accompanied by 4D6 Thrice Damned (1D3 of which are appropriate summoned Others) who carry him in a black wooden litter decorated by the still living heads of his enemies that chatter inanely.

Unknown City

What terrible mysteries lurk in the Unknown City? I leave them now and for all eternity for each Crypt Keeper to detail in their own way.

Wolf’s Head Mountains

The Wolf’s Head Mountains are tall peaks covered with pine trees. The gentler slopes are home to the Wolf Steaders, small communities of Wolf Barbarians who herd sheep and hunt for a living. The mountains are also home to Khaos Mutants, humans who have been warped by Khaotic rites held in secret Khaos dens deep beneath the mountains, and other Khaos monsters driven here by Wolf Barbarian hunters.

Adventures

Khaos Rescue. Rescue a young family seized by Khaos mutant raiders and taken into their cavern complex.

Monster Come Down the Mountain. A foul Khaos monster has come down from the mountains and the characters have the opportunity to join the monster hunt for reasons of glory or vengeance.

A Shower of Khaos. A Khaos Spring has erupted high in the mountains, spewing misshapen and terrible monsters. The characters must escort a woman of exceeding purity to it, who will act as the agent of the Kindly Ones and seal it closed.

Encounters

Table 66: Wolf's Head Mountains Encounters

Roll D20	Encounter
1-8	Wolf Steaders looking for missing sheep.
9-14	A Wolf Stead war party looking for missing relatives.
15-18	Khaos Mutants out raiding for victims. Use Men at Arms stats with one Khaos mutation each.
19-20	A Khaos Mutant war party out to drive off and exterminate Wolf Stead farmers in an orgy of violence. Led by a leader with 3-6 HD who has 1D4+1 Khaos feature.

DEATH WIND STEPPE

This harsh unforgiving land is the home of savage and tough Horse Nomad tribes whose families travel in sturdy wooden caravans. Their mounted warriors are renowned for their bravery and skill with a bow. They fight constantly amongst themselves and against the Khaos horrors that live in the most remote and bleak parts of the steppe. They await the arrival of a legendary Great Khan who will unite the nomad tribes and lead them to conquer the world.

Five Tent Camp

This is the centre of the Horse Nomads' religious and spiritual practice. Four tents, which house the great ancestor spirits, circle a central tent – the Red Tent – which is twice the height of the others and is the home of Lord Fragen, the god of the fierce and unpredictable winds that sweep the steppe. The nomads believe that by feeding the god sacrifices, he will keep his strength up to fight the Elemental Lord of the Air who periodically comes up from his home in the Four City Alliance to the South to challenge Fragen for dominion of the Steppe. Therefore an almost constant stream of animal and human sacrifices is lead into the Red Tent by his priests.

Adventures

Guard the Sacrifice. The characters encounter a group of raiders who have stolen a magnificent white stallion from a neighbouring clan. They entrust the animal to the characters and while they mislead their pursuers they hire the party to deliver the horse to Five Tent Camp, where they will receive a great reward.

Lead A Raid Against Our Enemies. The characters are approached by a Horse Nomad war chief whose band is low on warriors. He needs the characters to lead a raid against enemies who are entrenched on a hill notoriously riddled with catacombs, tombs of ancient kings some of whom still exist as undead.

The Chief promises them that they can keep all the treasure they find, the important thing being that they eliminate the enemy nomads. In fact, the chief is deceiving them. The warriors at the hill are indeed enemy nomads, but they are poorly armed captives that the adventurers are being tricked in to killing as a sacrifice. The death of the captives stains the hill with blood, which awakens a great undead horror (a wight or vampire, depending on the level of the characters) who is an esteemed ancestor of the war chief. The Hill of Kings is riddled with fiendish traps and the undead guards of the Kings, and the characters have been duped into wandering into their tombs to be devoured as food.

Encounters

Table 67: Five Tent Camp Encounters

Roll D20	Encounter
1-4	A Horse Nomad raiding party sweeps across the steppe looking for horses and livestock to steal.
5-8	A Khaos monster is on the prowl, terrorising any nearby Horse Nomads.
9-14	A Horse Nomad war party scanning the horizon for enemies to slay for the greater glory of Flagan and their Khan!
15-16	Cultists of Flagan from Five Tent Camp are scouring the steppe for slaves and sacrifices for Flagan.
17-18	Five Tent Camp is on the war path; a great mass of warriors and cultists are gathering to attack the Savages of Terror Lizard Run.
19	Lord Fragen materialises as a great whirlwind in the north of the steppe and sweeps down to the south devouring any living being that gets in his way. There is great devastation to the land and many delicate political agreements are disrupted as a result.
20	The Elemental Lord of the Air arrives from the South to challenge Lord Fragen. This time he is accompanied by an army of brightly coloured Warriors Who Laugh in the Face of Death. The characters must survive the clash.

Cold Lake & Razorfish

Bleak, grey and apart from the occasional stirring due to a breeze disturbing its surface, Cold Lake appears to be completely lifeless. The harsh and hard fishermen of the village of Razorfish who jealously trawl the waters for deep swimming fish know different. They know of

the drowned cities that lie at the bottom of the lake. The treasures that occasionally get washed up on the cold stony beaches not far from their meagre villages. The dead bodies they find on the beaches or floating face down, grey and drained of blood. Of the infamous Sunken Temple in the centre of the lake, whose congregation of zombies reach up towards the Locust Star, and take any living thing that comes into their grasp down to the bottom of the lake.

Adventures

Journey to the Sunless Temple. The head man of Razorfish is sick and tired of the mayhem that the undead inhabitants of the Sunken Temple periodically bring to his town. He give the characters ancient amulets that allow them to breathe underwater and drops them off from his fishing boat over the ruin. All they have to do is kill the undead leaders of the temple. Their reward is to keep any treasure they may find in the temple and the town's last five years' worth of treasure that has been washed up on the beach.

Unknown to the characters the head man is a Black Magician who has done a deal with the Temple, to yearly deliver fresh live flesh in return for pages of an especially blasphemous book that the temple has in its possession. They delivered the amulets to him and as well as their water breathing properties they alert any undead within 50 feet of them to their presence.

Hunt the Devil Fish. An especially large and evil pike has been seen in the lake. Glory and prizes will go to the hunter who kills it. Unknown to the characters, the Devil fish is a Werfish, a transformed magician from ancient times.

Encounters

Table 68: Cold Lake & Razorfish Encounters

Roll D20	Encounter
1-8	2D6 Razorfish men in their canoes (up to four men per boat), armed with spears, nets and bows (for driving off of human competition).
9-14	1D6 Zombies from the Sunken Temple.
15-18	A Wight from the Sunken Temple accompanied by 2D6 Zombies looking for fresh flesh.
19-20	Great Undead Whale, a behemoth of a monster (AC 0 HD 10 HP 80 Attack 1 Damage Bash 2D10 or Bite 3D6 SR Immune to Poison, Disease and Mind Control CR/XP 12/2000) rises from the depths.

Vlad Brok

Once a very dull and boring northern city, this place's fortunes significantly improved when the adventurer hero Baron Vlad Brok won the city from its previous owner, the Autocrat of Yar, in a game of cards. Now its larger than life leader attracts all manner of interesting characters, as well as a steady stream of traders who use the city as a market between north and south. The only downside to Vlad's permissive rule is that sometimes things get a bit out of hand and criminal groups take advantage of the city's relative freedom. This has lead to a quiet insurgency movement amongst some of the more conservative members of the city known as "the Return to Ordinairiness".

Adventures

Down With This Sort Of Thing. The characters are hired by decent and powerful citizens who are members of the Return to Ordinairiness in secret, to eliminate five close friends of Vlad Brok, renowned for their excesses and depravity. They hope that with his inner circle dead or chased out of the city, Vlad will lose heart and return the city to the capable hands of the Autocrat of Yar.

The Festival of Fiends. This is the highlight of Vlad Brok's busy social calendar, a week long celebration of his monster hunting exploits. It features gladiatorial Games, street parties and parades, and recreations of Vlad's fiercest fights by local thespians. Unfortunately some actual real fiends have hidden themselves amongst the pretend monsters, and are using the noise and the bustle of the festival are picking off victims from the festival goers.

Encounters

Table 69: Vlad Brok Encounters

Roll D20	Encounter
1-5	1D4 Town watch, hunting tax evaders, collecting bribes as well as chasing genuine 'wrong-uns'.
6-8	1D4 of one of the local street gangs. Watch your belongings.
9- 10	3D8 street gang members fighting 3D8 of another street gang.
11-12	2D4 members of the Return to Ordinairiness movement handing out leaflets.
13-14	A duel between two of Vlad Brok's swordsmen, "Flashhearts", over some trivial matter of honour.
15-18	5D6 Town Watch out in force, cracking down on the street gangs.
19-20	Baron Vlad Brok himself making a rare public appearance to cheering crowds.

Fishport

An outpost of Vlad Brok's civilisation, renowned for its rich fish reserves and the high sturdy wall that keeps out the less civilised residents of Terror Lizard Run.

Adventures

Beyond the Wall. A scholar of great renown has arrived in town and is hiring adventurers to go beyond the wall with him, as he studies the Terror Lizards and their riders. He is actually a sorcerer who wants to collect various Terror Lizard body parts to summon a particularly fearsome Other. Of course the characters get to do all the dirty work of collecting, skinning, and gutting the dinosaurs, then dealing with the havoc when the summoning goes wrong and the Other is let loose on one of the primitive settlements as an accidental offering to sate its hunger.

They Came from the Deep. Fishermen are going missing. Initially from smaller fishing boats, but when an entire trireme filled with goods heading for Vlad Brok goes missing the Mayor of Fishport is forced to put a bounty on whatever malevolent force is responsible. Investigations lead to a deserted island far out to sea where a colony of Nemons is rapidly growing due to their pool of captives from recent raids.

Encounters

Table 70: Fish Port Encounters

Roll D20	Encounter
1-4	2D4 Fishermen arriving back in town with their catch.
5-8	A merchant and their 2D6 guards guarding a mule caravan heading (roll 1D6) either to Vlad Brok (odd result) or South to Peopolis (even).
9-11	Bad weather keeps the fleet in port and provides cover for 3D6 Nemon raiders.
12-14	3D6 Savages from beyond the wall sneak into town, by (roll D6) climbing over (even result) or tunnelling under (odd result).
15-18	Attack on the Wall by 2D6 Dinoriders and 5D6 savage foot soldiers.
19-20	Attack by an undead Terror Fleet from the Island of Skulls looking to drag off living captives to turn into undead. 2D6 Skull ships each containing 5D6 Zombies and a Wight Captain. If there are 5 or more ships they are accompanied by a Lich Admiral.

TERROR LIZARD RUN

Even by the Continent of Terror's standards this land is dangerous, because of its abundance of house-sized Terror Lizards, fearsome dinosaurs who prowl the land. As well as the wild dinosaurs, there is a domesticated population ridden by a class of tough fierce warriors who lord it over the rest of the primitive cave dwelling population. The land has deep associations with the Ancient Serpent Folk empire that once ruled it.

Hall of Mirrors

This hall was created by the sorcerer Targ the Great, and houses many magical mirrors, some of which are gateways to other worlds. It is known that he was a specialist in Other World Summoning, Divination and travelling through the Shroud. He went missing a long time ago and it's not clear if he was devoured by one of his creations or dragged through to some hellish Other World by an entity that he tried to summon.

Adventures

Rise of the Overlord. Targ The Great has returned and is summoning a great army of Others to bring the whole of the Continent under his rule. Your brave group of adventurers must go to the hall to stop him.

Encounters

Table 71: Terror Lizard Run Encounters

Roll D20	Encounter
1-8	Mirror through which 2D6 Zombies will come through.
9-14	Mirror which is a one way portal to The Shroud.
15-18	A Mirror which is a two way portal to The Shroud. Guarded by an Other of an appropriate Challenge Level for the Party.
19-20	A Gate which is a two way portal to an Other World, which may be guarded or not as per the Crypt Keeper's whim.

Obsidian Throne

This enormous throne on a hilltop was built by a long dead ancient dynasty of five Sorcerer Kings, who are known as the Obsidian Line (although this is not their real name), to impress their more primitive subjects. The descendants of the Obsidian Line still terrorise the area to this day.

The throne is built of a black magical rock that the Sorcerers gradually materialised out of the Shroud over the reigns of three of their number. It has not weathered over the thousands of years that it has stood on a small

grassy hill overlooking the ever warring tribal lands of the Thralls of the Throne. The Throne stands 100 foot tall, the seat being 50 foot high, and in the back of the Throne is a door 75 foot up. The door is invisible and can only be opened by a Sorcerer of Level 9 or higher.

Within the Throne is series of chambers, which extends into a tunnel complex beneath the Throne itself. This complex contains the sorcerer's private chambers, their laboratories, and a vast chamber filled with 1000 Red Rock Warriors, their infamous army. The Throne also contains the tombs of the Sorcerer Kings, the last of which contains the mummy of the sorcerer who took the Crown of Agony, which controls the Red Rock Warriors, to his grave.

Adventures

She who would be Queen. A pretender to the Throne has arisen amongst the beggars of Peopolis. Lizith, a young lady who claims to be a blood descendant of the Obsidian Kings, raises an army of beggars and mercenaries (including the characters), promising to change the world for the better and great riches to anyone who helps her ascend the Throne.

Obsidian Awakes. The Last King stirs within the Throne. Blood awakens his servants, some of whom leave the Throne and journey to the outside world, in search of victims to awaken their liege lord. Perhaps the characters are hired to rescue those unfortunates who end up in the Servant's hands, or perhaps they have been taken in their sleep to the Throne, awakening in the prison complex deep within.

Encounters

Table 72: Obsidian Throne Encounters

Roll D20	Encounter
1-8	A war band of 4D6 Throne Thralls (Primitives). Be off with you stranger!
9-14	A Throne Thrall Priest (Stats as Cultist) with four assistants (use Screaming Witches) and 3D6 Throne Thrall Warriors (Primitives) travelling to the Throne with 3D6 sacrificial victims. Perhaps you would like to join them?
15-18	A group of 3D4 Red Rock Warriors aimlessly wandering the landscape. They will attack any living being that does not take care to avoid them.
19-20	A pretender to the Throne (a Warlord of 8 HD) and their rag tag entourage of mercenaries (5D6).

Bone Mill

This is a temple complex made of the skin and bones of sacrificial victims to the Greater Others. The cultists of Bone Mill gather in cliques within the temple. Their own dwelling areas centre on a sacrificial area, which leads to the impression that the temple complex one big joined camp site. Bone Mill is an industry. Its goal is to produce magical energy from the victims fear and blood on a vast scale, in order to summon the Masters to Zarth. Bone Mill is protected by insane cultists, berserkers and Dino Riders. It is served by hundreds of slaves, who work diligently or end up on the altars themselves.

Adventures

The Escaping Priest. One day a high priest of one of the tent communities that makes up the Bone Mill awoke and came to his senses. Sobered up from the narcotic drinks that he had been forced to drink, his mind was clear of the madness. He got a message to his sister, a rich lady in the outside world and the characters were quickly hired to rescue him. Of course the whole escapade may be a horrible plan to trick fresh flesh into venturing into the complex of its own free will.

Encounters

Table 73: Bone Mill Encounters

Roll D20	Encounter
1-8	Berserker Warriors scouting the area.
9-14	1D4 Bone Traders, with mules and 2D6 Berserker guards, travelling south to more civilised lands to sell off the personal artefacts of the Bone Mill's latest round of victims.
15-18	Escaped sacrificial victims (2D6) being chased by a Lord (4HD Berserker) on a Terror Lizard.
19-20	Blood Rain. The very sky rains blood, a sign of the Greater Other's pleasure in the work of the Bone Mill

Ironhold

This large city is renowned for its use of iron. It has strong iron walls, warriors with iron arms and armour, and war machines clad with iron. At the heart of the city is a large iron mine surrounded by forges that make metal goods. Each forge is owned and run by a powerful noble house. These noble houses are called the Forge Families. Each Forge Family has an Elder sit on the City Council who advises the King (or Queen) of Iron. The King or Queen of Iron is chosen in the yearly contest known as the Trial of the Strong. This ruler is the general of the city's well-armed army, which has not in recent history left Ironhold. This is because the canny Forge Families have cleverly manoeuvred the short-lived kings into a life of leisure and depravity that keeps them preoccupied within the city.

Adventures

The Trial of the Strong. It is time once again for the annual festival and circus game that is the Trial of the Strong. The existing King has managed to get back to physical fitness in the last six months of his reign, after gorging like a pig in the first six months, and the ruling Forge Families expect the Greater Others will favour their champion who will maintain the status quo. Imagine their surprise when a champion, an outsider, sponsored by the 'people' enters the Trial talking about 'freedom for slaves' and tearing down the temples to the Dark Gods.

Encounters

Table 74: Ironhold Encounters

Roll D20	Encounter
1-8	One of Ironhold's oppressed populace begging or otherwise trying to steal a coin to feed their family.
9-14	A unit of Iron Warriors (1HD Men at Arms, but AC 0 [19]) sweeping the streets of criminal scum.
15-16.	2D4 Blood Priests on the street blessing iron weapons for a donation.
17-18	A trade caravan either arriving from foreign parts, made up of a merchant representative of one of the Forges and 2D6 Iron Warriors.
19-20	A Forge Lord with an accompaniment of 2D6 Iron Warriors, inspecting works.

Star Fall

Once upon a time, many thousands of years ago, a mad Overlord was jealous of the beauty of a star. The star turned out to be a meteorite when the Overlord's sorcerers called it down to Zarth from out of the sky. The tragedy was further compounded when the meteorite landed directly on the Overlord's capital. This vast metropolis was buried under the meteorite and has over the millennia become an underground shadow of its former glory.

Adventures

It goes without saying that Star Fall is a vast crypt, with a buried urban theme, containing many secrets and treasures from ancient times. There are monsters and creatures who have survived since ancient times from the Overlord's corrupt regime, as well as many monsters who have moved in since the catastrophe. There is even a creature who claims to be the Overlord. A blasphemous thing that lives up to the madness of the original Overlord.

JAGMANI JUNGLES

These dense tropical jungles were once the cradle of the Serpent Folk civilisation in Zarth. There are many great ruins still to be found here that pay tribute to their terrible empire. Indeed, scattered remnants of their empire survive here: primitive tribesmen, giant intelligent apes, the foul twisted creations of their magical experiments and of course a few scattered enclaves of the surviving Serpent Folk themselves. Much more numerous are the victors of the ancient war against the Serpents, the humans and the mammals.

Adventures

Explore the Lost City of the Serpent Men. A vast ruined city has been uncovered by an earlier expedition, whose only surviving member tells of grand buildings filled with treasure, terrible ancient temples and the dark figures who stalk the streets.

Contact the Puma People. The characters are hired by a Merchant from Port Black Mire to help him penetrate the jungle and find the famous Puma People. Does the Merchant want to establish a trade route as he claims, or is he more interested in the Eye of the Tiger a fabulous treasure the Puma People protect?

Encounters

Table 75: Jagmani Jungle Encounters

Roll D20	Encounter
1-4	3D6 Primitives acting as a war band looking to take to take scalps.
9-12	3D6 Basher Apes running across the jungle floor.
13-14	A group of 2D6 Human Tribal Hunters.
15-18	A troupe of Howler Apes (2D6) swinging through the jungle canopy.
19-20	A flight of 2D4 Bashan with Serpent Men Warrior riders is seen in the sky.

Mount Terror

A gaping wound in the earth of Zarth, Mount Terror predates the appearance of Locust Star the sky. It has a millennia long history of being a centre of worship of the Greater Others and many cultists gather to give sacrifice into its fiery crater. There is a large Temple to the Greater Others on the side of the crater (see page 105 for a picture) and at least one Greater Other (The Blood Throne) is actually present at the Mountain. It's the worst place in Zarth for the madness and violence that the Others bring to the world.

Adventures

Free the Captives. The characters are hired to rescue people taken by the Cultists of Mount Terror. The clock is ticking and every delay is an hour closer to a death by fire in the mount's crater.

Assassinate Leaders. There's been a big inter-cult war in the temple, which has weakened the various cults. Now is the time to strike at the High Priests of the Temple at Mount Terror, but what are the true motives of the people hiring the characters?

Destroy Forbidden Lore. The Book of Jasdkash lies in the inner sanctum of the temple. It allows the priests to summon winged demons, which they send out to terrorise and snatch victims from nearby settlements. The Elders of said settlements are paying good money for the characters to invade the temple, snatch the book and throw it into the fiery crater of Mount Terror itself!

Encounters

Table 76: Mount Terror Encounters

Roll D20	Encounter
1-8	3D6 insane Primitives.
9-14	Cultists hunting escaped sacrificial victims.
15-18	A cultist on a Terror Lizard.
19-20	An escaped Other who looking to get back home.

FREE TERRITORIES

These Lands are named after the fact that collectively they shed the yoke of Empire of Myrindor at the same time about two thousand years ago, when the Elemental Lords escaped their bonds. As a region it is a chaotic mess of civilisation sitting alongside large areas of blasted wilderness.

Ash Plains

There are at least five major civilisations buried under this vast inhospitable desert of cooled lava and ash. They are victims of the wrath of the Greater Others who are worshipped at Mount Terror, which is the source of the fiery doom which has fallen many times upon this forsaken wilderness.

Adventures

Digging in the Dirt. A hand of a huge statue of one of the ancient kings of one of the destroyed civilisations sticks out above the ash which buries the rest of it. One of the fingertips is broken and hollow. A It leads into a micro-crypt within the buried statue itself. Treasure and magical items lie within, but what else is within this monument to this long dead ruler's hubris?

Raiders from the Ash. A group of bandits, who worship an insane blood god, come out of the wastes and mercilessly raid nearby settlements. They camp at the sinisterly named "Oasis of Blood" and it is said they toss all their loot (and captives) into the pool to the glory of an Other trapped within.

Encounters

Table 77: Ash Plains Encounters

Roll D20	Encounter
1-2	2D6 Bandits looking for loot and victims.
3-4	A magnificent ruin, with underground chambers, rising out of the ash.
5-8	A troop of 3D6 skeletons, part of some long destroyed ancient army, patrolling the waste.
9-11	A pack of 2D6 desert wolves.
12-14	A group of 2D6 zombies.
15-18	A ghoul pack with 2D4 members on the hunt.
19-20	An Other of challenge Rating appropriate to the characters, who lives in a nearby ruin.

Muri

This is the last point of civilisation before you hit the Ash Plains proper. The Pirate King of Port Black Mire supports the Lord of Muri with troops and other

resources. The Lord rules with an iron fist. A stout town wall keeps various ‘things’ that crawl out of the desert out of the town and regular patrols protect the peasants who toil in the fields outside the walls. If you want a market for loot brought out of the Ash Plains, Muri has a walled market, which operates with the Lord’s protection.

Adventures

Break the Market! This is a heist adventure. The characters are hired to steal a magic item that is currently been offered by a trader called Jondo Holst. To do so they need to penetrate the layers of protection the Lord has put around the walled Market and deal with Jondo’s own defences.

Zombie Head Hunt. The fields beyond the town’s walls are suffering a plague of zombies. the characters are hired to deal with it, being paid a bounty on each head taken. The source of the zombies is an old mass grave

Encounters

Table 78: Muri Encounters

Roll D20	Encounter
1-3	A group of 2D4 dirt poor villagers looking for pity and a few extra coppers, because they got ripped off by some merchant.
4-6	2D6 Thugish town guards looking for a bribe.
7-8	1D6 Townspeople looking to trade any interesting items the characters have brought from the Ash Plains for small amount of coin. This encounter should be more of an irritation than a threat.
9-14	1D6 Demon Guards from Port Black Mire (see page 221) wandering the streets looking for obvious trouble makers to make an example of.
15-16	A merchant, with 2D6 Men at Arms guards, looking to make a quick profitable deal on some goods from the Ash Plains.
17-18	2D6 Bandits posing as traders.
19-20	A Facedancer spy from Port Black Mire, posing as Joff the Honest, a merchant from Peopolis.

Port Black Mire

See page 221 for complete write up of this blasphemous city.

Zarn

Of the doom that fell the massive ruined city of Zarn, I shall not speak of here. Instead I shall leave it up to the Crypt Keeper’s fevered imagination to fill this city with horrors and treasure beyond the players’ wildest imaginings.

Shamuti

Slavers run the city of Shamuti. It’s built off the sweat and flesh of a captive population that is conservatively numbered at ten thousand. The city’s civic life centres round the slave pits and the slave markets, which are policed and protected by the Assassins Guild. The city is also centre of the worship of the Blood Throne, since anger and pain is a great part of the daily life of the city.

Adventures

Rescue the Slaves. The characters have a job to rescue some slaves from one of Shamuti’s biggest slave pens. As a centre of local commerce it is well protected by assassins from the Assassins Guild. As part of the plan, the characters are to quickly hit the Assassins Guild which should see the assassins at the target slave pen leave their posts. Well that’s the plan. Be careful not to get killed in various gruesome ways.

Encounters

Table 79: Shamuti Encounters

Roll D20	Encounter
1-2	1D6 Town Guards doing the rounds
3-4	1D6 escaped slaves making a run for the city gates.
5-6	1D6 Grey-robed Assassins demanding protection money from passers by.
7-9	A flesh dealer (Cultist) with human skins for sale.
9-10	3D6 Slaves being herded through the streets like animals by 2D6 slavers with whips.
11-12	A black clad Crier, announcing the opening of the Great Slave Market.
13-14	An Assassin (Man at Arms) with a pack of 2D4 Blood Wolves (use Dire Wolf stats).
15-18	A group of 1D6 Skull Friars (Cultists) collecting the heads of dead skulls, to adorn the steps of the Temple to the Blood Throne.
19-20	A Priest of the Blood Throne in full ceremonial garb travelling across the city on sedan chair carried by slaves, to perform some civic blood rite.

Drowned City

This city once was an elegant white-columned city of an enlightened people. Their downfall came when their island city state became a great naval power and as a result was overcome by militarism. With other nearby nations subjugated, black magic flourished on the island and the rulers became drunk with power. Steady streams of captives were sacrificed to Greater Others and a vast reservoir of dark magical energy accumulated in crystal caverns beneath the city. This attracted Greater Others who broke thorough into Reality and destabilised the island, which under the shock of earthquakes and volcanic eruptions sank beneath the seas.

Now in the present day, the Greater Others jealously guard the Crystal Caverns, while degenerate survivors of the Immaculate City fight Nemon Colonists who were accidentally transported to Zarth at the time of the cataclysm. Giant sea monsters protect ancient magical items of great power, chained by ancient bindings. In the heart of the Drowned City, the High Magus dreams of a time that he and his acolytes will awaken and the terrible city will rise to the surface of the sea and rule Zarth once more.

Peopolis

Once a great metropolis in antiquity, Peopolis was devastated by great famine caused by a Greater Other known only as the Famished One came. Afterwards the survivors had been reduced to a nation of beggars.

Up until very recently the city was spilt into haves, about 1% of the population, and have nots. Then a Beggar King arose amongst the have nots, rumoured to be an Avatar of the Famished One, and lead a rebellion against the Haves. In the bloody riots that followed the noble classes were either expelled from the city or perished at the hands of the hungry mob. Since then the city has become a magnet for the poor and dispossessed of Zarth,

Adventures

Regain the House Treasures. Representatives of the true Lord Tahsnos contact the characters to go to Peopolis and return the Lord's treasures. Little do they know that the Lord's villa is now inhabited by Beggars who wait for the Lord to return, and plan to ambush him before feeding his noble flesh to the House Demon.

The Black Monolith. In a place called the Square of the Weeping Oak, is a Black Monolith. It pulls in the beggars of the city and an alien intelligence that dwells within feeds off their life force. Despite this fearsome reputation, a Sorcerer wants the characters to help him penetrate the city and travel to the Monolith for it is a doorway to an Other World that he wants to visit.

Encounters

Table 80: Peopolis Encounters

Roll D20	Encounter
1-8	A group of 2D6 Beggar's harass the characters for coin.
9-14	Beserkers who serve the Beggar King roam the street looking for tribute in coin or blood.
15-18	A pack of 2D6 Zombies, initially indistinguishable from a normal beggar, roam the streets hungry for flesh.
19-20	A Carnival of the Dead spontaneously erupts in the street. There is much dancing and joviality. Servants of the Beggar King arrive with flagons of Black Lotus Ale, so the suffering people can drown their sorrows and forget their pain in a psychedelic haze.

THE FOUR CITY ALLIANCE

The bright vibrant colourful cities of the inheritors of the blessings of the Four Elemental Lords of Zarth are often called the 'Happy Cities' by the other nations of the Continent of Terror. They see the content and powerful traders of the Alliance and interact with servants who serve willingly fair and just masters. Trade with the Alliance merchants is always profitable and the smiling merchants often resolve local problems, by providing goods the locals need or removing troublesome captives taking them far away to their distant homelands. What they don't see is the fear that the Alliance peoples live under, the constant dread that they will fail to meet the quotas of sacrifices the Elemental Lords demand. The fear they will somehow fail to live up to the Elemental Lords' moral standards, which only the priests can interpret. And moral failure will bring down the wrath of the Elemental Lords and destroy their civilisation, as they did in ancient times of the Sorcerer-Emperors of Myrindor.

City of Air

A playground of windmills, sails, floating airships, and tree houses. Air's citizens stride about on stilts to reach their elevated homes, or use gliders to gracefully fly between stacked housing blocks in their city of vast wide open spaces. The higher up the social scale you are the higher up you live. Hence the nobility live literally at the top.

Beneath the ground is a large system of enormous wind filled tunnels and 'lung' caverns within which live large air elementals that blow fresh air around the crowded city, keeping it fresh with breezes.

Adventures

Airship Heist. A powerful lord of the north wants one of the fabled airships of the City of Air. The characters are to infiltrate the city and make their way from the ground, up through the tower blocks and use hang-gliders to attack and seize a merchant's air barge. Taking it may be the easy part; fighting off the airborne defenders of the City of Air while travelling north may be the characters' downfall.

Encounters

Table 81: City of Air Encounters

Roll D20	Encounter
1-8	Ground bound citizens, erecting scaffolding to ascend into the sky to trade and talk to their social betters.
9-14	A floating market being set up halfway between the rooftop penthouses of the nobles and the slum apartments of the poor, to stop ground based thieves from looting it.
15-18	A winged noble ascending from the 'Tops' to see what delights the ground can give them.
19-20	An Air Elemental above ground, sweeping round the city like a gale, to clean it of rubbish.

City of Earth

This city is dominated by one storey flat roofed buildings. Even the big public buildings practically hug the ground. Some buildings are built into the side of the hills. Others have vast catacombs beneath them. The city's temples are housed under large mounds, under which large tunnel complexes take the devout deep into the earth. Visitors to the city also tend to call the place "The City of Statues" after the local custom of celebrating the dead in the form of clay, or stone if you are rich, statues. What very few of them realise that some of the statues are magical and house the spirits of the dead who continue to advise their living relatives. Some of them are animated and act as guardian statues.

Adventures

Bring Back My Beloved. A rich gem merchant, who now lives in one of the cities in the Free Territories, wants the characters to bring the soul statue of his wife back from the City of Earth. His wife is beautiful beyond belief, and is represented by a fantastic black with white veined marble statue. He warns the characters that they will have to penetrate his old clan house, from which he is estranged, and rescue the statue from the family treasury deep under ground. What he neglects to tell them is that his wife is an animated statue and is able to talk.

Encounters

Table 82: City of Earth Encounters

Roll D20	Encounter
1-8	Local inhabitant, selling earthen goods, such as clay pots, small stone tools and carved stone.
9-14	A patrolling Earth Warden, armed with stone plate armour (AC3[16]) and a heavy stone axe (1D8 damage), who is curious about what foreigners are doing in his city.
15-18	A work gang working on a new Barrow House.
19-20.	A Walking Statue travelling from the workshop where it was made back to the House where its spirit lived in life.

City of Fire

This city is a colourful and passionate place, whose citizens live short artistic lives, driven by their personal demons and a sense to burn brightly before throwing themselves into the communal sacrificial fire pits that dominate the centre of the city. The houses are varied and temporary and are often ritually burnt upon their owner's death. The city is also noted for the large number of fires and lanterns.

Adventures

Rescue my Daughter. A merchant of the City of Earth hires the characters to rescue his daughter and grandson who live in the city of fire. His daughter's husband has recently passed into the fire and the merchant now worries that his daughter and grandson will be forced to do the same, by the near relatives of the husband.

Encounters

Table 83: City of Fire Encounters

Roll D20	Encounter
1-8	3D6 Revellers high on fire, eternally partying until their fire runs out. They insist that the characters join in.
9-14	A group of 1D6 performance artists showing off their display of artful fires in public.
15-18	A citizen giving away his personal possessions on his way to jump in the fire.
19-20	Large fire elementals rise up from the Fire Pits, the sight of which drives the city into a state of hysterical ecstasy.

City of Water

This city is built on a great lake, with the houses floating on man-made islands. Some of the lake is enclosed to form sacrificial pools, where large fish and devour the living sacrifices that are thrown into the pools.

Adventures

Big Fish. A giant fish from one of the sacrificial pools has jumped free of its boundaries and is now terrorising the city. The characters are hired to hunt and kill it, since as a holy animal it would be blasphemous for any of the citizens to do so.

The Drowned. People drown in the waters that the City is built upon all the time. Either accidentally or intentionally at the end of their life, the depths of the lake is littered with corpses and skeletons. A necromancer starts bringing back The Drowned in malice and the priests again need to hire outsiders to put their ancestors back in the water.

Encounters

Table 84: City of Water Encounters

Roll D20	Encounter
1-8	A group of 2D6 fisherman with nets fishing.
9-12	A group of 2D6 warriors on a barge, patrolling the waterways of the city.
13-14	A priests' barge taking sacrificial victims to one of the sacred Drowning Pools.
15-18	A large fish from the depths bumps the boat or the house-raft the characters are currently on.
19-20	An aquatic horror (AC 4 HD 8 Attack 2 Damage 1 Bite (1D12) and 1 Tail Smash (1D10) SR: Giant sized CL/XP 8/800) rises from the depths of the lake, a sure sign of the Elemental Lord's dissatisfaction with the city.

Temple of the Elements

The lands of the Four Cities and the cities themselves are littered with temples and shrines to the Elemental Lords, but it is in this magnificent four tier stone ziggurat that the highly organised religion that is Elementalism reaches its zenith. Here four approaches lead into the temple from the cities; a canal of water, a road of packed earth, a stream of air (upon which worshippers are carried to the temple) and a flow of lava. It is here that the ruling cabal of the High Elementalists reside and the University of the Elements teaches the next generation. It is even rumoured that the Temple is the point at which the Four Elemental Lords converge and give their power to the people of the Four Cities.

MYRINDOR

Myrindor is famous for its long lines of Sorcerer-Emperors, who dominated most of the Continent of Terror. Their reign of tyranny only ended two thousand years ago. This is a land of faded sorceries and ancient human evil slumbering in a narcotic dream, waiting for a True Emperor to unite it and return the people to their ancient heights of power.

The Deserted Coast

A grim landscape of broken cities, smashed market towns and devastated villages, all testament of the wrath of the escaping Elemental Lords, this was once the pleasant coastal retreat and playground of Myrindor's sorcerer elite. In the aftermath of this magical disaster the land has suffered a second catastrophe brought by the Sorcerers of Myrindor. The black robed 'Soul Harvesters' comb the ruins for ghosts, to capture and force into service in the order's "Soul Lanterns". Other spirits are captured and forced to give up their magical secrets. This way the sorcerers hope to regain the magical lore lost in the Fall of Myrindor.

Adventures

The Palace of Thurán-Gor. The characters are hired by a decadent noble in Stinhar to regain the spell book of his illustrious ancestor Thurán-Gor. What horrors live in the shattered palace of this Court Sorcerer, and was he truly killed in the catastrophe that destroyed his sanctum?

Encounters

Table 85: Myrindor Encounters

Roll D20	Encounter
1-8	3D6 Scavengers, looking for small treasures and trinkets within easy reach on the surface.
9-14	2D6 Tomb robbers, more professional and heavily armed than most (use Man at Arms stats). Roll 1D6 X10% to work out how many are above ground in the camp the characters come across.
15-18	1D6 Black Robbed Soul Harvesters looking for spirits and ghosts to enslave.
19-20	An Other, of appropriate Challenge Rating to the parties experience level, freed from a nearby Sorcerer's residence where it was imprisoned, hungry after hundreds of years of neglect.

Stinhar

This city is the heart of Myrindor's fallen glory. Once beautiful crystal buildings, with spires that reached up to the sky, lie in ruin. Stinhar is inhabited by the last of Myrindor's noble class. Decadent with the remnants of power, driven mad by the practice of Black Magic, they cling onto power supported by the feral clans of Stinhar, who they control with a heady mix of fear, terror and indifference. Fighting in the streets is common and central control of the city simply does not exist. The nobles stopped meeting in the Council House many hundreds of years ago and the Emperor's line retreated to the Monastery of Tribulation for its own protection. Only physical power and magical fear holds sway, and no tribal faction has enough of it to declare their own Emperor and regain the glory of their past.

Adventures

Dark Blades in Stinhar. The characters are hired to assassinate a lord who has become too powerful within the city and has a chance of actually uniting it.

The Crystal Tower. Once upon a time a depraved sorceress stole a young noble boy to raise as her own. Now the noble parents of the boy have hired the characters to rescue him from her decaying crystal tower, which is protected by her 'pets'- summoned Others.

Encounters

Table 86: Stinhar Encounters

Roll D20	Encounter
1-8	2D6 Tribal street gangers, who claim the area the characters are travelling through as their own.
9-14	A hunting party. One of the city's nobles, with 2D6 guards and 2D6 hounds, chases after the most dangerous prey of all: the characters.
15-18	A group of 2D6 black-robed cultists, with a prison wagon, collecting sacrifices for their Greater Other.
19-20	An apparition of the "Last Emperor", the man who caused the fall of the Empire and whose name is forgotten since its' been stricken from the record, is seen in the streets. All natives of Myrindor turn their back on him, but if the characters listen to him they might learn something of Myrindor's secret history of great use to them.

Monastery of Tribulation

Built on the lofty Plateau of Pain, the shattered remains of Myrindor's Sorcerer community retreated here after the fall of the Empire. The monastery is physically above the area devastated by tidal waves, earth quakes and volcanic eruptions (aka the Deserted Coast) and the building itself has very strong anti-elemental wards. Over time, the isolated group has been totally corrupted by their years in isolation practising Black Magic, and became the Black Robed Monks that occasionally appear roaming the rest of the island looking for sacrifices, lost lore or abandoned souls. They also have a fanatical obsession of restoring the True Emperor to the Throne, and subject all potential candidates to a harrowing initiation which virtually no candidates survive intact. Those who do end up mentally shattered and join a line of "False" Emperors who are imprisoned in the Monastery, and only kept alive to provide the "Imperial Seed" to breed the next generation of candidates.

Adventures

Free the Emperor. The characters are hired to break the current Emperor out of the Monastery, so that he can be put on the Imperial Throne in Stinhar.

Trials and Tribulations. The characters are selected to be companions on the latest Candidate Emperor's test.

Bring me the head of Abarax! The characters are to break into the Temple and assassinate a Monk called Abarax who has been causing their employer much annoyance.

Encounters

Table 87: Monastery of Tribulation Encounters

Roll D20	Encounter
1-8	2D6 Mad Monks (treat as Berserkers) cleansing the area of strangers.
9-14	3D6 Initiates (treat as cultists) collecting vile herbs and strange bodily fluids from Khaos creatures for poison manufacture.
15-18	An Other, of Challenge Level comparable with the parties level, with 1D6 Khaos features comes out of nowhere. A symptom of the strange fragile nature of reality on the Plateau.
19-20	An Emperor Candidate and his entourage (3D6 Men at Arms) just setting off across the Plateau to face their first challenge in the Emperor Test.

REAPER'S SEA

This sea is the barrier between the Continent of Terror and the rest of Zarth. Many scholars agree that the savage nature of this sea, defines the terrors that are to come and firmly put off any adventurers from lands that may exist beyond it from coming other further. More pessimistic scholars say simply such explorers encounter either the Reapers Sea Pirates or the Undead Barges from the Isle of Skulls who quickly dispatch such foreigners.

The Sea

Adventures

The Lost Island of Tskibar. A small island covered in jungle which has ruins (and secrets) dating back from the time of the Serpent Empire and a Sorcerer's Tower from one of the many Empires that have flourished and withered on the vine. The rest of the island is inhabited by primitives, khaos creatures and Terror Lizards.

The Pirates of the Black Dragon. The War Barge called the Black Dragon is a member of one of the large pirate fleets and it recently went missing after being refitted in Port Black Mire. The admiral of the fleet hires the characters to find the missing War Barge, and the chase is on through mysterious mist filled seas, battling Undead Barges and finally to a mysterious Island where the ship is found completely empty. Where is the crew of one hundred men and women? And where is the Admiral's treasure chest they had been loaned to pay for repairs?

Encounters

Table 88: Reaper's Sea Encounters

Roll D20	Encounter
1-8	A Merchant vessel, trading between cities of the Free Territories.
9-14	Wolf barbarian raiders in a long ship from the far northern shores of the Ice Coast.
15-18	An armed ship from one of the pirate fleets.
19-20	An undead ship from the Island of Skulls.

Isle of Skulls

This island is dotted with the ruins of a long dead civilisation, whose Sorcerer King rulers have risen from the dead as liches. It is eerily quiet and devoid of most animal life (insects seem to be the exception). Amongst the massive ruins are heavily fortified castles and with connecting catacombs that lead to vast mines where the living mine precious metals, which the liches need for their life extending rituals. Prisoners from the mine who die are immediately turned into undead and join the undead fleet.

Adventures

Stop the Dig. The characters learn that one of the mines is being dug out to release a Greater Other called Zakorous who has been trapped below the earth since ancient times. The fact that Zakorous was responsible for the destruction of all human life on the island upon his arrival should give urgency to the characters' efforts.

Sink the Blastkor. The Blastkor is a huge undead barge and it is heading towards the free port of Black Mire. The loss of life if reaches the land of the living will be horrendous, so the characters get the job of sinking it before it makes port.

Encounters

Table 89: Isle of Skulls Encounters

Roll D20	Encounter
1-8	A patrol of 3D6 Skeletons.
9-14	A patrol of 2D6 Skeletons, with 2D6 Prisoners, accompanied by a Wight commander.
15-18	A group of 1D6 Tattooed Warriors hunting for escaped prisoners.
19-20	A lich with 2D6 zombies and 1D6 wights, going to one of the undead barges.

DEALING WITH THE OTHERS

WHAT OTHERS ARE

The Other Worlds are outside the broken reality of Zarth. These alien dimensions range in size from a small pocket universe the size of a house to fully fledged worlds of their own. They are all highly magical and extremely dangerous to non-natives. It is said that the ancestors of humanity came from a collection of Other Worlds known as the Doomed Dimensions, where they had been the slaves and food of their creators.

Since the Other Worlds exist beyond the gloomy Shroud, they are often collectively referred to as the *Outer Dark*. In these Other Worlds live the Others, who are a diverse collection of alien beings with their own agendas. These beings are grouped into Lesser Others and Greater Others. The Lesser Others are the numerous minion races of the unique Greater Others. The Lesser Others are detailed in the *Compendium of Fiends* and listed for ease of reference below, while the Greater Others and their servants (both Other and human cultists) are detailed in *The Greater Others and their Works*.

Common features of the Others

They are immune to mind control, disease and poison. Not being of Zarth they are not affected by its diseases or poisons and their alien minds are impervious to human attempts to deceive or control them.

They are native to Other Worlds and are usually summoned to Zarth by foolish sorcerers or have come in via a portal or weak point between Zarth and the Other Worlds like the Locust Star.

They need to feed from the life-force of sentient beings to stay present on Zarth. They do this via physical feeding, feeding off dark emotions such as fear and pain and blood sucking. However they feed, they consider Zarth's Humans as THEIR FOOD!

MAGICAL RITUALS TO BRING OTHERS TO ZARTH

Preparation

Research

Before an Other can be summoned, a Sorcerer must do a certain amount of research to find out the secret magical name that the Other can be summoned by and what its needs and abilities are in advance.

Knowing the Secret Magical Name

Each Other has a secret magical name that if called out loud can be used to summon it to Zarth (see below). The names of others are recorded in old dusty tomes and scrolls made of human flesh that were created in antiquity. They are written in the dead languages of sorcerers, so only members of the sorcerer class can read them using their Read Magic ability. Such sources of information are the subject of their own adventures, and sorcerers hire the characters to find books and scrolls containing Others' names in lost ruins of sorcerers' strongholds from previous ages. There is also a good trade of the names of lesser Others (Challenge Level 5 or less) between sorcerers for spell ingredients and minor magical items.

Knowing thy Enemy

Being forewarned of an Other's abilities before summoning is a good idea. The same grimoires that the Sorcerer uses to find the Other's magical name may have details of its abilities and how it likes to feed.

Use of the Sorcerer's Library

If a sorcerer has established a base and has a library of books to consult, they have a chance equal to 10 x (Level of Caster - Challenge Level of the Other) as a percentage to find a fact about the other.

Protection from Others

Both the 1st Level spell *Protection from Evil* and the 3rd level *Protection from Evil 10ft radius* will prevent summoned Others from attacking the character (and in the case of *Protection from Evil 10ft radius*, also the character's companions within the spell's area). One curiosity is that since both spells are White magic and call upon the Kindly Ones to protect the caster and anyone within their volume of effect, they are unlikely to be used by the black magic casting sorcerers who summon Others on a regular basis.

Further, casting this spell as part of the preparations for a summoning adds the additional risk of invoking the Summons of Evil (10% for *Protection from Evil* or 30% for *Protection from Evil 10ft radius*) and bringing the attention of a nearby wandering Other. This is not a problem if the Sorcerer is in a specially fortified Sorcerer's Tower or a specially secured summoning chamber, but most low level sorcerers do not have this luxury. Rather, their method is usually to have a raised platform away from the summoning area and a cage filled with captives ready to feed the demon and appease its immediate hunger upon arriving in Zarth.

Summoning

If the character has researched the Other and knows its secret personal name, the summoning procedure is to create a ritual space full of foul smelling scents appropriate to the Other being summoned (for example Nemons are attracted by scents that invoke a brackish salty water full of dead sea life), and inscribed with the secret name of the other being invoked.

The sorcerer then casts *Summon Minor Other* (see page 67) or *Summon Major Other* (see page 67) as appropriate to the Challenge Level of the Other being summoned.

Accidental Summons

At the Crypt Keeper's discretion, an event of great violence that releases pain, fear and blood (all foodstuffs that the Others desire) may attract the attention of a Lesser Other or group of Lesser Others. A sorcerer casting spells may focus their attention and bring them from the Outer Dark, through the Shroud to the point of the event. Such a summons may happen without the intention of a sorcerer, and could form the basis

of the beginning of an adventure where the characters get involved in the hunting of the horror that has been accidentally brought through.

Getting the Other to do your Bidding

Many people mistakenly think that the alien Others can be forced by the sheer magical power of a sorcerer to either do their bidding or be bound into a vessel, from which the sorcerer can later release them from to use their powers. These people forget that by the virtue of their alien mentality, the Others are beyond the machinations of the human mind even when its boosted in power by dark magic.

The only way that an Other will do the bidding of a sorcerer is if they have their needs fulfilled. This usually means giving them food, in their preferred form (Blood for Vampires for example) but could be something of more practical use (like a new host body for a Maggot Master whose current host is nearly past its usefulness. or access to a underground chamber with a pool that could be used by Nemons to set up a colony). As long as the Other's needs are met, it will continue to do the sorcerer's bidding, since in many ways it's an easy meal for them. If the sorcerer fails to meet the Other's need it will either return immediately to its Other World or, if it thinks it can win, attack the Sorcerer.



THE GREATER OTHERS AND THEIR WORKS

The Greater Others are the demons and cruel demi-gods of Zarth, who haunt its nightmares and prowl its wastelands in search of victims. Seldom encountered directly, they have many servants who enact their evil schemes and lure the innocent and weak into their grasp.

Unfortunately, there seem to be an endless plague of Greater Others who lurk in the desolation outside of civilised lands or just out of reach of human senses in the Shroud. Below are three groups of Greater Others as examples.

THE HOUSE OF THE DYING SUN

*"Where Order drifts into Chaos,
When Life fades into Death,
At the point Joy becomes Fear,
Love becomes Hate,
Amongst the Rust, Decay, and Decline
That's where you'll find me,
In the House of the Dying Sun."*

Anonymous author scribbled in the margins of the Torn Book.

The House of the Dying Sun is an occult force that lurks at the very edges of ordered society. Some say it is a by-product of mankind's attempt to impose too rigid a structure on the Universe. Others say it's an evil remnant of the primal chaos from which Zarth is said to have risen. It is the polar opposite of the life giving sun, invisible, bloodshot and emitting bleak wan rays that wither those it touches. It is an apocalypse in slow motion.

Religion

There is no organised cult of House of the Dying Sun. Its servants are insane individuals whose dreams have been touched by its soulless presence, or unfortunates who have been tricked into its service by Rot and Haggard, sorcerers who reside in the House itself.

The House's initiates are the mad, the insane, the loners who have fallen through the cracks. Their diseased psyche pulls hungrily on its power, sometimes unknowingly (sometimes not), and it consumes them and all of those who come into contact with them. The only hierarchy comes from Rot and Haggard who whisper to the cultists through their delirious dreams, orders of pure blasphemy and corruption.

The House of the Dying Sun

The House itself is a Greater Other. It is a location that exists invisibly in the sky, its form changing and mutating as its mindless intelligence dictates. When it is briefly visible, it has been seen as a pair of conjoined black stone castles in the sky, a small archipelago of floating islands full of decay and corruption, or as a Transparent Sun Disc with tentacles gently waving in the breeze and hinting at atrocities.

The House has no stats. It is indestructible; only a great redeeming white magic could destroy it and such things no longer exist on Zarth since its deities abandoned it. The House actively attacks through its mindless servants such as the Faceless and the Hollow (see below). It also passively attacks its victims by sapping the will and spirit of living creatures, who lose 1D4 Sanity points per hour that they are in its presence. It also dulls the Luck of characters who temporarily lose four Luck points until they leave the house.

Servants

The Faceless

The Faceless are mindless servants of the House. Clawed and winged, they fly silently through the night, kidnapping victims to take back to the house to drain of life. Fuel for its undead power.

Armour Class: 7 [12]

Hit Dice: 2

Attacks: Sanity draining touch (D6 Sanity) or Crushing Blow (D10)

Special: Sticky grasp

Move: 9 ground/15 fly

Challenge Level/XP: 2/30

The Hollow

The Hollows are the soulless husks of the victims of the House. Cast away but some how still linked to the House, which psychically controls them. They appear as zombies in the early stages of decay, but under the house's control. Their stats are the same as those of zombies (see page 201).

Rot and Haggard

These two diabolical sorcerers originally came from an Other World. They became trapped in the House during a sorcerous teleportation that went wrong. The House did its work on them and drove them insane. Now, totally in the thrall of the house, they are so depraved they no longer crave escape, but only entertainment of the worst kind. They peer through an oracular pool, that exists in the heart of the house, to the world of waking mortals below, and play with the minds of lonely susceptible victims.

Rot

Armour Class -2 [21] (enchanted)

Hit Dice: 8 (36HP)

Attacks: 2 claws (1D10+ Rot)

Special: Rotting Touch from claw, Causes 1D4 Constitution damage.

Cast the following spells once per day each:

Cause Light Wounds, Cause Major Wounds, Oppression, Soul Blast, Stinking Cloud, Insect Plague, Finger of Death, Animate Dead, Phantasmal Force.

Move: 12

Challenge Level/XP: 9/1000

Haggard

Armour Class -2 [21] (enchanted)

Hit Dice: 8 (36HP)

Attacks: 2 Claws (1D10 + Luck Drain)

Special: Luck Drain: touch causes character to loose 2D6 Luck.

Cast the following spells once per day each:

Cause Light Wounds, Cause Major Wounds, Wailing Lament, Soul Blast, Darkness (15ft radius), Cauldron of Blood, Fear, Animate Dead, Phantasmal Force

Move: 12

Challenge Level/XP: 9/1000

Lady Heri of House Rastila

This noble woman was born into a fine and powerful house that originated in Peoplolis. Following the expulsions of the nobility occurred when the Beggar King took over the city, she and her family hastily settled in neighbouring Shamuti. Ill fortune plagued them and they soon lost the remaining family fortune to unscrupulous merchants. The elder family members declined rapidly in a mire of alcohol and drug abuse and young Heri found herself destitute on the streets of Shamuti.

After enduring most of her young adulthood as a beggar, Heri's mind snapped. At this point she was visited by two spirits, Lady Evening and Lady Dawn (Rot and Haggard in disguise using the Oracular Pool in the House to project themselves) who advised her to go to Port Black Mire; her new home, a grand mansion, was ready for her to take up residence. Heri made the hard journey, and as the spirits had promised there was an abandoned Mansion in the heart of the city ready for her. The Mansion was filled with dead bodies, the victims of a gang war between rival Noble Houses which Rot and Haggard had manipulated to a fatal end. Lady Evening and Lady Dawn quickly roused up the dead, who became servants to the new Lady of the House. Deluded and insane, Lady Heri lives in an dreamlike state where she is the beautiful head of a powerful noble house, her every whim catered for by her servants. Lady Heri is immortal and keeps herself young through ritual cannibalism, eating young children who are unfortunate enough to wander too near her mansion.

Armour Class: -2 [21] None (but protected by magic)

Hit Dice: 6 (30HP)

Attacks: Dagger (D4)

Special: Immune to Poison, Disease and Mind Control Magic.

Can cast the following once per day each: Charm Person, Hex, Wailing Lament, Invisibility, Phantasmal Force, Speak with the Dead, Cauldron of Blood, Fear.

Move: 12

Challenge Level/XP: 7/600

Books

The Torn Book

In a room in the House is the library, which is empty except this one book which lies strewn across the floor. For each minute that the characters are in its presence the torn pages disappear. The book is written in Blood Tongue and details the magic and history of the House. It may provide ways of escaping the House's doom or harnessing its sick magic at the Crypt Keeper's desecration.

CAPTORS OF SIN

The Captors of Sin are a group of powerful Greater Others who come from a world that they consider pure and incorruptible. When their world collapsed in on itself they found themselves hurled through the Shroud to Zarth. They were less than impressed with their new home, judging it a den of evil and vice.

In the Shroud, the Captors built a huge prison out of alien geometry called the Corrections House. Here they take captives from Zarth and ‘re-educate’ them, before releasing them back into society. They also collect souls of the sinful upon death, and their “Phatasmagorium” purges them of sin and reincarnates them back into Zarth in new bodies suitable to their new task of ruling in the name of the Captors. Through the teaching properties of pain, the Captors seek to create a new ruling Class of Zarth that they manipulate.

Religion

The Captors are served by a small secretive cult, called the Givers of Pain, that operates amongst the ruling classes of Zarth. Some of the cultists, usually the high-priests and priestesses, are those who have been reincarnated, or “reborn”, after being processed by the Captors in their hellish Other World. They watch the society they look after and try to impose the Iron Law upon their populace, a harsh and draconian set of Laws that bring pain and order to the lower classes who are treated little better than animals under it. Other cultists are more base sadists and psychopaths willing to carry out the Reborns’ orders, and who often end up being judged themselves in the cult’s Iron Maiden, when the Reborn become tired of their excesses.

Greater Others

Shazarz of the Knives

The Butcher God of the Red Wastes, who harvests the weak and trims of the fat of the indulgent. This terrifying giant bull-headed Greater Other wields bloody butcher’s knives in each hand, commands an army of Minotaurs. His is the patron of psychopaths, but his is not an unorderly slaughter. He oversees the culling of the herd of humanity to ensure that only the best specimens survive and continue the blood lines.

Armour Class: 0 [19]

Hit Dice: 20 (100 HP)

Attacks: 2 Enchanted Butcher’s Knives (+3 to hit, 2D6 damage), or one Gore (1D20)

Special: Bellow of Terror, automatically causes terror in HD 5 or less, characters must Test their Luck or be frozen in fear for 2D6 Rounds.

Movement: 12

Challenge Rating/XP: 21/4700

Logar the Eyeless

Amongst the Captors, Logar is the self-appointed Judge of the Wicked. Mortals tremble in fear in his Absolute Court of Granite Judgement, from where they are dragged kicking and screaming to the Chambers of Punishment for re-education and then the Corrections House, a vast black pyramid that hangs inverted over a lake of blood and faeces in the Shroud. Logar is a twelve foot tall giant of a man, completely hairless, with grey skin, an enlarged cranium and black holes were his eyes should be, who wears a simple loincloth and carries a giant obsidian staff of punishment.

Armour Class: 0 [19] (Stone hard skin)

Hit Dice: 20 (100 HP)

Attacks: Obsidian Staff of Punishment (1D12, strikes 3 times per round)

Special: Immune to all magic.

Movement: 15

Challenge Level/XP: 21/4700

Zemora the Cold

Of all the Captors, Zemora is the most remote and inhuman. Dressed in floating white silks, Zemora never touches the ground, but instead levitates over it. She is the mistress of the Cold Lake, a location in the Shroud where screaming souls are trapped under a thick layer of ice. She is the owner of these souls of the culled herd, and gate keeper of the reservoir of magical energy their anguish provides. Occasionally the other Captor's petition her for access to the Cold Lake so they can fuel some magical assault upon reality.

Armour Class: -1 [20]

Hit Dice: 20 (100 HP)

Attacks: Five diamond-tipped throwing stars (1D8)

Special: Soul Feed. if within twenty foot of a dead soul can absorb its life energy and gain 3D6 Hit points.

Movement: 18 (Levitating above the ground)

Challenge Rating/XP: 22/5000

Ozzark the Dead King

Dressed in decaying finery, and the worthless crown of his long gone home Other World, Ozzark is a rotting corpse who commands the tormented undead that the Captors create from those not worthy to become Reborn. He is filth and decay, and his main weapon is disease. He is often referred to as the Plague Lord.

Armour Class 2 [17]

Hit Dice 25 (125 HP)

Attacks: Cold Bladed Sword (2D6, strikes 3 times per round)

Special: If struck by the sword, test your luck or be frozen for 1D8 combat rounds.

At will: Speak with dead

Once per round: Summon 2D6 zombies

Cast the following spells once per day each:

Sleep, Web, Snake Charm, Oppression, Soul Burn, Phantasmal Force, Lightning Bolt, Dimension Door, Invisibility.

Move: 12

Challenge Rating/XP: 27/6500

Servants

The Reborn

Armour Class: 5 [14] (Scalemail)

Hit Dice: 5

Attacks: One weapon

Special: Cast the following spells once per day each: Charm Person, Hide Magic, Magic Missile, Hold Person, Phantasmal Force, Hex

Move: 12

Challenge Rating/XP: 6/400

The Hunters of Sin

These Other World humanoids, dressed in long dark hooded cloaks, have one sole purpose: to mercilessly hunt known sinners as identified by the Captors and The Reborn (who know a summoning ritual to call the Hunters to the Real world) .

Armour Class: 2 [17] (Chainmail)

Hit Dice: 6

Attacks: Longbow (1D8) or Longsword (1D8)

Special: Paralysing touch

Move: 12 (ground)/25 (flying)

Challenge Rating/XP: 6/400

Books

Scrolls of Sin

This long twenty metre scroll made of human flesh, with spindles made of bone, contains the names of those who reside in the Corrections House. If you read the name out loud they are summoned before you. Some of those named on the scroll are demonic Others and may not be friendly to the summoner.

Magic Items

The Iron Maiden of Purgatory

A human-sized coffin made of iron, with a lid studded with Iron spikes one foot long. When the lid is closed not only does the Iron Maiden kill its victim with great pain, inflicting 1D8 damage per minute the character is captive in it, but it sends them to the Absolute Court of Granite Judgement of Logar the Eyeless afterwards.



THE BLOOD THRONE

It is said that all of Zarth's woe, all of the war and pain, comes from a piece of red translucent crystal that fell from the Locust Star. This "Blood Throne" sits in a chamber of the Temple at Mount Terror, and pulsates fear. Whoever sits in the throne controls those mighty emotions, directing carnage and death across countless battle fields. Arrogant warriors fight for the right to sit on the throne. To be King or Queen of War is to be master of Zarth they all think. But they are wrong. To sit on the throne is to be its Slave. Chained and manacled to it by the vulgar misuse of power. To be the mouthpiece, nothing more, of an energy that brings devastation and harvests the pain.

Religion

War is its own religion. Countless bloodstained warriors and warlords call upon the throne to give them power in battle. Assassins make silent guilty prayers to the Throne before going out on a hit. Mass murderers fill their heads with bloodstained thoughts directly from the Blood Throne, to which they have long willingly given their soul.

The Blood Throne is amongst the pantheon of Greater Others that the priests of Mount Terror venerate and there is talk of "Blood Pope" who rules the cultists.

Greater Others

Gulgoth the Destroyer

This horned and winged behemoth is the current "King of the Blood Throne". A foul demonic thing from the Other Worlds whose corrupted corpulent flesh is constantly bleeding from wounds, it is almost mindless, consumed by hatred for all living things. It mentally controls the Iron Horde and the Blood Guard (see Servants below).

Armour Class: -2 [21] (A mass of tangled bloodied flesh and blubber protects the Blood King)

Hit Dice: 20 (150HP)

Attacks: The Blood Axe, a huge black obsidian-bladed axe (2D20, 3 attacks per round), or Gore (2D12)

Special: Regenerate 2D12 HP per round from the Blood Throne

Summon 1D4 Blood Guard from the Other World per turn

Immune to non-magic weapons

Move: 0 (bound to the Blood Throne). If somehow freed, Golgoth would have a movement of 6(ground)/9(fly)

Challenge Rating/XP: 22/5000

Finisha, the Blood Queen

The Mistress of Assassins and the power behind the Blood Throne. Finisha is actually Gulgoth's sister who tricked him to sitting on the Blood Throne. Like her sibling she is an inhuman Other in form, an eight foot tall winged being with slender black horns who sees thorough a single red burning eye. In her left hand she holds a barbed whip of pain giving and in her right hand she holds the glowing Sphere of Retribution.

Armour Class: -2 [21]

Hit Dice: 10 (50HP)

Attacks: The Barbed Whip of Pain (2D12, 2 attacks per round)

Special: While she holds the Sphere of Retribution, any damage Finisha takes is blasted out against her attacker. Player characters may Test their Luck to avoid the magical ray of energy.

Regenerate 2D6 Hit Points per round by drinking the blood of a sentient being

Immune to non-magic weapons

Movement: 12

Challenge Rating/XP: 17/3500

Ashrok the Boneless

The Boneless one is a grey foul and weeping thing that once sat on the Throne before Finisha tricked it into getting up from it. Gulgoth bested it in single combat and removed its bones (which now hang on a spike by the throne). Now Ashrok would do anything to sit on the Throne again, including in the short term serving the machinations of Finisha.

Armour Class 0: [19]

Hit Dice: 15 (90HP)

Attacks: Barbed Tail (2D6) and two claws (1D10)

Special: Wails and Weeping, Test your Luck or be filled with despair for 1D6 Combat Rounds and unable to act.

Move: 18 (slither)

Challenge Rating/XP: 11/1700

Servants

Blood Pope

The Blood Pope loyally serves the Throne, not the person or thing sat on it. It is an undead monster who mindlessly obeys the commands of the Blood Throne, leads the faithful in bloody worship. Dressed in blood red robes, with a black square pope hat, it wields a scythe of judgement with which it purges the heretics!

Armour Class: 0 [19] (Magical plate armour under robes)

Hit Dice:S 15 (70HP)

Attacks: Scythe of Judgement (2D6, 5 attacks per round)

Special: Immune to non-magic weapons

Cast the following once per day each: Cause Light Wounds, Charm Person, Hex, Oppression, Soul Burn, Curse, Darkness (15 ft. radius), Invisibility, Web, Blight, Cause Disease, Fire Walk, Monster Summoning II, Suggestion, Cauldron of Blood, Fear, Pit of Pain, Dimension Door, Monster Summoning II.

Movement: 12

Challenge Rating/XP: 17/3500

The Golgoth

These Others are tied to the Throne, which is a gateway to their home Other World, and are found doing its bidding around Zarth.

(see "Golgoth" on page 166).

The Blood Princesses

This order of beautiful Other World assassins, some female, some male, serve Finisha directly. In their natural form they have black leathery wings, and are obviously alien and being tall, thin and white skinned with white skin. They are also vampiric, feeding of the blood of their victims. Fortunately they have strong innate illusionary powers, which cloak their form in a more palatable human disguise.

(see "Blood Princess" on page 152).

Berserkers of the Blood Throne

These berserkers are wild and unprincipled warriors who look only for violence as a route to personal power, gather together controlled by manipulative Blood Priests who direct their energies and efforts towards worship of the Blood Throne. "Blood and Souls for the Throne!" is their battle cry as they engage in orgies of violence in its name, hoping to be rewarded with rank. The cult's main Temple forms part of the complex at Mount Terror, and the Berserkers provide a large part of its disorganised and chaotic army.

(see "Human - Berserker" on page 169).

Books

The servants of the Blood Throne are obsessed with acts of violence so there are no books associated with the Blood Throne.

Magic Items

The Sword of the New Dawn

This red crystal greatsword was carved out of the same crystal as the Blood Throne, at the behest of a Trickster God, who then teleported it to the edge of Zarth. He placed it on the back of a clockwork Behemoth. The Sword which then started a slow and steady advance towards the Blood Throne. It is said that when the Sword reaches the Blood Throne and is thrust into it, Zarth will come to an end. The Sword was liberated from the Behemoth many thousands of years ago, by a swordsman of great renown and arrogance, and has passed through many hands since. The Behemoth has attracted its own collection of cults who worship it as a bringer of the End of the World and actively seek the sword.

The Sword of the New Dawn gives +3 to Hit and Damage, and being vampiric it regenerates the wielders hit points on a one to one basis with those lost by its target, glowing bright red as this evil magic works.

SNAKE DANCE

The Serpent Men are one of the greatest threats to humanity, outmatched in danger only by the Others. They cold-bloodedly pursue their goal of reclaiming dominion over every living thing on Zarth. They have returned as a power from almost complete oblivion, not once but several times.

This makes them a great recurring group of villains that the Crypt Keeper can use again and again. This chapter gives more detail on how to use this force for evil in your games.

THE SERPENT STORY

Origins - The Rise of the Mara

The Serpent Men have their beginnings in a group of Lizard People known as the *Mara*. In ancient times, this small enclave of magicians was tasked with experimenting with powerful magics that dealt with the enhancement of the natural world around them, in a place far away from the main Lizard People nests for safety's sake.

Already remote and cut off, these ancient magicians were further isolated when a magical disaster raised the waters around their nest-complex and broke the land into rough mountainous terrain. Once the survivors dusted themselves down, and collectively rejected the idea that they were in any way responsible for the disaster, they found they had the ideal environment to carry on their questionable magical experiments. Without any moral restraint or condescending ethical disapproval from the rest of their race they quickly discovered Black Magic and became tainted by its use.

Because the Mara were few in number, they developed Vivimancy to enhance their own genetics, taking a serpentine form and completing their separation from the Lizard People. Later they would further develop this blasphemous form of magic to twist and hybridise other creatures, leading to the creation of servitor races. The Mara also found that the disaster, which they now saw as a blessing from the Dark Powers, had also opened many portals to hellish Other Worlds in their broken land. Contact with the Others, both Minor and Great, gave them access to more Black Magic.

When the Serpent Men began their gradual expansion of territories into the lands around their immediate sphere of influence, their use of the corrupting dark arts soon led them into conflict with their Lizard People cousins.

The Great War

There have been many wars in Zarth's long history, but none was more savage and more devastating than the war between the Lizard People and their Serpent Men off shoots.

The Serpent Men used the war to increase their powers and numbers, feeding both summoned demons and their own offspring with the blood and flesh of the Lizard People captured in war. Vivimancy was used to breed more horrific creatures to fight the war. Dragons, Hydras and Sea Serpents all come from this period; they are biological weapons designed to attack Lizard People settlements and make them their lairs after slaying their inhabitants.

As a second prong of what tacticians called the "Serpent's Forked Tongue", Black Magic was used to break the lands of the Lizard People, making them uninhabitable and diminishing the power of the Lizard People's subtle but powerful earth magics.

*"Kill the people and use them as food.
Destroy their lands to overcome their magic. "*

The Serpent's Forked Tongue of War:

This is the form that every Serpent Man war on Zarth has taken ever since; a ferocious genocidal total war which not only depopulates the land but devastates it as well.

The surviving Lizard People were driven into scattered isolation, while the triumphant Serpent Men dominated Zarth. The Mara, gorged with blood and dark magic, transcended physical form and became godlike spirits. They created the Shroud as their own magical realm of power and moved to an area known as the Serpent's Pool, from which they still darkly manipulate the affairs of Zarth and Serpent Men, longafter their physical deaths.

The Golden Age of Serpents

Under the extra-dimensional rule of the Mara, the Serpent Men rule of Zarth was glorious and unchallenged.

Their Towers of Power stretched up to the sky, while their deep underground lairs reached so far into the depths of Zarth that their lower chambers were warmed by the Great Under River of Fire. In the skies their Dragon Riders reigned supreme, and they built bridges made of living snakes across Zarth's vast oceans. Food was plentiful as the Vivimancers magically produced all manner of hunted and farmed beasts for consumption.



The Arrival of Humans from the Doomed Dimensions

*“Like insectssss they snuck into our world and took it from ussss”
Common Serpent Man opinion regarding the arrival of Humans*

Escaping from a magical cataclysm in their own home dimensions, the Human race arrived through the magical gate that is the Locust Star. After their Elders quickly sealed the gate, the humans settled down in the area where they first arrived. This early human culture did not last long before the Mara found it; within two generations it had been completely enslaved by the Serpent Men.

The Serpent Men devised a system of branding which clearly identified ownership, and their sorcerers created slave rings for humans to wear and headbands for their owners to control them. Human flesh was on the table as a great delicacy, and human labour was efficient and in ready supply. The Great Others were satisfied with the pain and blood that human sacrifice brought them, and provided much dark magic in return.

The Rise of Humans

Eventually the Serpent Men became complacent with the vast herds of humans they controlled. Serpent Man Tyrants even started fighting private wars between themselves, the loser’s army being sacrificed to the Greater Others which gave the winner more magical power and influence on the Council of Snakes, the ruling body of the Serpent Empire at that time. Humans of ‘value’ were taught the rudimentary elements of calling on the Greater Others, to act as magical cannon fodder in the Tyrants’ ceremonial wars. This was the Serpent Empire’s downfall, as these magically aware humans did deals with the treacherous Greater Others and became more powerful than their masters expected.

Slaying of Snakes

A group of human magi infiltrated the annual meeting of the Council of Snakes, and summoned a Greater Other who gleefully devoured the unsuspecting Tyrants assembled there. This shattered the Mara’s link from their home in the Shroud to Zarth, and so the cohesion of the Serpent Empire. Simultaneously, the Human Armies rose up against their Serpent Generals and attacked the Serpents nests.

A bloody war began, with Greater Others supporting both sides of the conflict. Serpent Man Vivimancers added Great Apes and Primitives to their war horde to replace the mass of human warriors that was now against them. Over the centuries, the Humans got the upper hand, mainly because of their greater numbers, and the fact that as the Serpent Men started to lose and become filled with pain and despair the Greater Others took great delight in consuming them.

Snakes in the Shadows

Eventually the Serpent Men presence was reduced to a few scattered “snake pits”, small outposts of Serpent Men activity, refuges in hidden cave systems and lost cities in Jungles. Often these hiding places were originally created by humans, and the Serpent Men either openly enslaved the inhabitants of those places or covertly replaced their rulers with Serpent Nobles, who have the ability to take human form.

Over the millennia, the Serpent Men have played the long game. Undermining and destabilising human empires that have risen. Supporting new Kingdoms that have have risen to challenge old Empires past their peak, and then pitting them against their neighbours while they should be establishing their own dominion. From the shadows, causing a constant never ending cycle of war amongst the humans, in an effort to reduce their numbers to the point where the Serpent Empire could rise again and bring them all back into slavery.

DOMINION

This section details using the various elements of Serpent Man society in your games.

A Hierarchical and Patriarchal Society

Serpent Man society is extreemeeeeeemely hierarchical and male dominated, which is why the race is collectively referred to as “Serpent Men”. As a whole they follow a thorough and well-ordered set of social rules, where a subordinate is expected to follow the orders of a social superior to the letter. The whole of Serpent Man society can be seen as a pyramid, since the lower social groups are more numerous than those at the top. Females exist in small numbers in most classes, but are entirely absent in the Warrior and Scout classes.

The classes of Serpent Society from top to bottom are as follows.

Mara. The otherworldly demigods of Serpent Man society are firmly outside the scope of these rules. They work through puppets and people they possess, and if they need to absolutely physically intervene, they create a Mamba (page 177) to do their bidding.

Tyrants (page 189). Since the downfall of the Snake Council, Tyrants are extremely rare. Most are currently asleep or in charge of small enclaves whose sole purpose is to protect and nurture them until they are ready to lead the Serpent Men back to their rightful place as rulers of the planet.

Priests (page 189) – Priests provide magical support

to warriors, and are the connection to the Mara in the Shroud, so they are often the commanders of an encountered group, unless outranked by a Tyrant.

Nobles. The Noble's role is to control the lower orders. They have a special responsibility for controlling the Human herds. Unlike the other classes, Nobles exist in equal numbers of both sexes.

Warriors (page 189). In the Snake Pits, warriors are the most numerous and industrious of all the classes. They defend the stronghold from invaders and guard the slaves that do all the hard labour. Most live and die in this class, not having independent thought or ambitions of social mobility. But a few aspire to become more than what they are, and may rise to the rank of Noble or even Priest thorough merit, or deceit and force. In both cases there are clear social rules to resolve and cement the promotion of the Warrior.

Scouts (page 189). Scouts are usually the first Serpent Men encountered by adventuring groups as they enter Serpent Man lands, or ahead of a Serpent Man expedition or war party. They are usually well hidden and make use of the terrain to set up ambushes.

Humans first learnt everything they know about civilisation from the Serpent Men, when they were their slaves. Hence they organise themselves into City States, often ruled by a single leader, and have organised religions based around sacrificing to the Greater Others. Society is not as rigid as the Serpent Man original, but it might add interest for some players as they work out the parallels. The fact that there is a direct link makes it easier for Serpent Nobles to infiltrate human societies and become their rulers, in their human form.

Wielders of Sinister Black Magic

Serpent Man Magic, while not the original source of Black Magic (that honour goes to the Greater Others who taught the Mara), has been consistently used for bad things over the millennia. It should be presented as dark, twisted and going against the laws of nature. It comes in the following flavours.

Mind Control Magic

The Slave Ring and its companion Slaver Headband (see page 142) are two examples of the many monstrous magic items Serpent Men Priests created to enslave and torture humans. There are many other spells and rituals, which are currently forgotten to the world, that may be found in the old abandoned lairs of the Serpent Men. Practitioners of such magic tend to be very secretive, lest they be quickly exterminated by witch hunters, who see such magic as an affront to human free will.

Vivimancy

This form of Serpent Man Black Magic is a lost art. Hence, it's not in the Spell Lists nor available to the player characters and typical NPCs, even Serpent Noble. Its few remaining practitioners are depraved corrupt sorcerers, living in dark remote corners of Zarth, who maintain menageries of twisted animals, hybrid results of their experimental magic.

Crypt Keepers should improvise its power as one off Ritual Spells (as explained on page 85 of How to Play), emphasising the dark nasty nature of both the effect of the spell and the ritual needed to create it. Such magic should always see the caster accumulating 1D10 to 3D6 corruption points without any roll to avoid them.

Masters of Servant Races

Dragons

Dragons are the highly sophisticated spawn of Vivimancy, when Serpent Men were hybridised with winged Dinosaurs. These flying reptiles have some intelligence as well as the raw animal power that their creators intended. Used as war mounts, dragons were armed with breath weapons of various types, to mow down masses of human warriors. Since the end of the Slaying of the Snakes (see Serpent Story, above) the surviving dragons have been left to their own devices. Often they will be found guarding abandoned Serpent Men lairs underground, hoarding the magical equipment of the abandoned Vivimancy laboratories and the tribute collected by the slave masters.

Dinosaurs

Dinosaurs were bred in ancient times as beasts of burden, food, war-mounts and pets. Dinosaurs thrive and roam free in the wilderness areas that were once Serpent Men Kingdoms.

Sea Serpents

Unleashed by the Serpent Men to be a menace to human shipping, these ferocious beasts still roam the oceans from their lairs in undersea caves.

Hydras

The Hydra is an especially fiendish creature created to guard the most precious of Serpent Men treasures. Many of them continue to do so to this day, protecting forgotten troves in long forgotten Serpent Men cities.

Ape Races

The Serpent Men Vivimancers were especially successful in regressing Humans into their more primitive forms. They did this to create strong brutes that would be more susceptible to Serpent Man control than their rebellious Human cousins.

Primitives were the first results of these experiments. Initially these cavemen seemed to be the answer to their masters dreams; ferocious hordes that would happily charge the human armies en masse. But it was seen in the field that the more intelligent humans could outwit and outmanoeuvre these savages. After the wars, these proto-humans survived in the wilderness away from human civilisation.

Giant Apes were the result of a desire to create a more powerful combatant. Though the vivimancers created a diverse array of giant apes, each suitable for a different type of climate, the trade-off for their raw bestial power was of course their intelligence. They still proved useful as shock troopers who would charge into the human armies, tearing apart warriors limb from limb.

Battle Apes were the pinnacle of these breeding programs. Stronger and more savage than any human, but with well-developed brains. They were only bred in small numbers and their well organised units scattered after the Serpent Mens' defeat. Now they are found in small villages, hiding from the hated Humans, waiting for a leader to arise to gather up and unite their scattered people.



SCOURGES OF THE DYING WORLD

Swords and Sorcery literature is full of characters who we will call *nemeses*. A nemesis is a recurring villain who, usually from a safe great distance hidden away in a secret lair, makes the protagonist's life interesting with an endless stream of minions. 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.

In this chapter, we present five potential nemeses and their followers for the player characters.

SILIGRA QUEEN OF THE SERPENT PEOPLE

Armour Class: 0 [19]

Hit Dice: 10

Hit Points:50

Attacks: Bite 1D8+Venom, 2 Claws 1D6, Tail 1D10

Special: Venomous bite (Test vs Luck or take 2D20 damage), Assume human form

Also, Silgra can cast the following spells once per day each:

1st Level: Charm Person, Magic Missile, Hide Magic, Hex, Oppression,

2nd Level: Invisibility, Snake Charm, Web.

3rd Level: Dispel Magic, Fireball, Lightning Bolt, Suggestion.

4th Level: Cauldron of Blood, Charm Monster, Fear, Sticks to Snakes.

5th Level: Commune with Greater Others.

Move: 12

Challenge Level/XP: 15/2900

Description and History

While the Serpent Lords sleep, their concubine and queen, Siligra controls one of the remnants of Serpent Society from the lost City of Tilcoa, deep within the Jagmani Jungles. She prepares for the day when the Serpent Lords awaken to retake what is theirs.

Tilcoa is a ruined city full of columns and white stone buildings, and in ancient times was the capital of a human civilisation, before a disguised Siligra and her followers arrived. Using all her charm and seductive abilities, Siligra quickly sowed dissent amongst the various factions within the city, which led to a bloody civil war. After the dust settled, she took control of the weakened survivors, who descendants over the years became a tribe of degenerate primitives who worship Siligra as their blond and white skinned Goddess, knowing her only as "She who Should be Obeyed!".

Modus Operandi

Both Siligra and her Serpent Man followers appear as humans of a fair and noble countenance who rule the savage tribesmen that shelter in the shattered city. They will initially seem friendly and sympathetic, lulling the characters into a false sense of security. Then they will either be imprisoned by force, or be fall foul of Siligra's *Charm Person* spells. Only powerful magic can strip away Siligra's human form and reveal her true Serpent Nature.

Outside of the city, Siligra maintains a network of agents, both human and serpentine, who gather information and seek to control the human cities.

Servants

Personal body guard of 10 Serpent Warriors who are never more than fifty feet away.

A cadre of 5 *Serpent Priests*.

At least 5 *Serpent Scouts* (the feared Black Assassins who strike down those who disobey).

A group of *human cultists* who worship the Serpent Queen, no less than 30 strong.

A tribe of *primitives*, degenerate descendants of the original inhabitants of Ticoa.

KRONG KING OF THE BATTLE APES

Armour Class: 6 [13]

Hit Dice: 10

Hit Points:60

Attacks: Bite 1D8, 2 fists 1D8 or Sword 1D8

Special: Telepathy with any Giant Ape.

Move: 12

Challenge Level/XP 12/2000

Description and History

A giant silverback gorilla who was endowed with intelligence, superhuman strength and giant size (he stands eight foot tall) by the Serpent Men in Antiquity, Krong was created as a general for the armies of Battle Apes. The Battle Apes were made by the Serpent Men using their foul vivimancy to fight the invading humans.

Initially, being a Battle Ape general was a task that Krong relished, his heightened sense of savagery revelling in the gore and pain of his opponents. Then gradually, as the campaign wore on and fatigue set in, Krong slowly worked out that he and his people were merely disposable pawns in the Serpent Men schemes. This led to him leading an unsuccessful open revolt against his masters.

Krong was captured alive and imprisoned in a hell for all eternity as a punishment. For reasons still unknown to him, Krong's jailer, a strange grey skinned Other known as Corba the Torturer, freed him thousands of years later and transported him back to the Continent of Terror. There the two of them have been searching for Krong's lost tribe of Battle Apes ever since.

Modus Operandi

Krong moves from hiding place to hiding place looking for the lost tribes of Battle Apes. He will obsessively hunt down anyone who he suspects has knowledge of the location of his fellows. He hates Serpent Folk and their allies, and seeks their downfall.

Servants

Although he has yet to be reunited with his fellow Battle Apes, Krong commands a battalion of Basher Apes who are led by a group of Howler Apes.

Corba the Torturer

Armour Class: 2 [17]

Hit Dice: 8

Hit Points:40

Attacks: 2 chains with razor sharp blades attached 1D8

Special:

Corba can cast the following spells once per day each:

1st: Charm Person, Oppression, Hex.

2nd: Darkness (15ft Radius), Invisibility.

3rd: Suggestion. Speak with the Dead

4th: Dimension Door, Polymorph Self.

Move: 12

Challenge Level/XP: 12/2000

VISNOL THE HEARTLESS

Armour Class: 0 [19]

Hit Dice: 15

Hit Points: 80

Attacks: The Burning Sword 2D6 (+1D8 per round after from burning)

Special: Immune to disease and mind control, Spell casting, automatic Charm person on any human of one HD or less. Cast the following spells once per day each:

1st: Cause Light Wounds, Charm Person, Oppression, Sleep.

2nd: Levitate, Phantasmal Force, Web.

3rd: Suggestion. Fly, Fireball, Monster Summoning.

4th: Cause Serious Wounds, Fear, Polymorph Self. Monster Summoning 2.

Note: Visnol also knows the fourth level spell Dimension Door, which he would usually use to travel between worlds. Until he regains his heart he cannot use this spell and is much to his annoyance trapped on Zarth.

Move: 12

Challenge Level/XP: 19/4100

Description and History

Visnol the Beautiful and Terrible, a vain and self-important Greater Other from an Otherworld dedicated to the dual traits of physical perfection and emotional pain, came down to Zarth in antiquity to observe and taunt its imperfect residents. He manifested as a tall man with

perfect physique, long silver hair and perfect green eyes.

He was captured by a cabal of wicked sorcerers, who using lost and forgotten Serpent magic, cut out his living heart and sealed it in a magic jar as a source of power. The unconscious Visnol was discarded on Mount Terror where he lay unconscious buried under ash. During that time, his perfect complexion became grey, his hair a grubby ash colour and his eyes dulled into a pale blood-shot red.

Finally, after thousands of years, he was awoken by foolish priests from the temple complex built into the mountain in the present day. He quickly composed himself, and dominated the priests and others he encountered on his way down from the mountain. Now he and his followers seek the Heart that was lost, and avenge upon the Sorcerers, their descendants and the very world that dared hurt him!

Servants

The Five

(Stats as Cultists see page 170). It took very little effort to magically convince these wicked priests to worship Visnol. Unlike the downtrodden Beguiled, these five men revel in the attention they get from the living god, bathing in the aura of wicked delight that Visnol projects. They would do anything to keep the love of their Lord.

The Beguiled

This ragtag group of a hundred or so people follows Visnol wherever he goes, worshipping the very ground upon which he walks. He cares not if they live or die and is routinely cruel, both emotionally and physically towards them. The Beguiled faithfully do his bidding despite this and act as his agents in the cities and towns around whatever bleak outpost where he makes his lair as he searches for his heart.

ZILON THE TERRIBLE, WHO MARCHES ON HIS HANDS

Armour Class: 2 [17]

Hit Dice: 10

Hit Points: 70

Attacks: 2 fists (1D12) and 1 head but (1D12)

Special: Immune to mind control, Gaze is a Charm Attack, Takes 1D8 damage per round if exposed to natural sunlight, 2D6 from magical sources of light

Move: 12 walk/15 leap

Challenge Level/XP: 11/1700

Description and History

Zilon is a blasphemous megalomaniac thing from the Other Worlds, which walks on two massive muscled arms. It stands ten feet tall, and has a single massive red eye that enslaves humans who look into its gaze. A cruel and alien entity, Zilon only wants to be loved by the 'man-things' it desires, but takes great exception to any human who resists or spurns its advances.

Modus Operandi

Zilon hides away from the sun, which hurts its eye, in one of the many deep cavern systems that riddle Zarth beneath the surface. It uses its followers to find and snatch victims.

Servants

The Horde

Armour Class: 9 [10]

Hit Dice: 1-1

Attacks: Knife 1D4

Special: Immune to mind control

Move: 12

Challenge Level/XP: B/10

The Horde are a group of lost souls who mill around Zilon in the caverns. They have enough intelligence to do the bare basics to ensure their continued survival, but otherwise they are drooling fools dressed in rags.

The Watchers

Armour Class: 7 [12]

Hit Dice: 2

Attacks: Sword 1D8 or Sling 1D6

Special: Move Silently and Track flawlessly

Move: 12

Challenge Level/XP: 2/30

This group of Zilon's followers were usually quick footed thieves and scouts prior to coming under his control. It is their job to find and identify potential targets, usually the weak and easily confused, for the Catchers to take.

The Catchers

Armour Class: 2 [17]

Hit Dice: 4

Attacks: 2 Axes (1D8 each)

Move: 15

Special: Armed with people catching nets

Challenge Level/XP: 2/30

These large bloated humans have been twisted by a special venom, produced from a gland on Zilon's back, into large behemoths standing at least six foot high. Their skin is like iron and they chase and terrify victims before gathering them up in people catching nets and returning to Zilon's sunless realm.

TERNON THE BLIND

Armour Class: 4 [15]

Hit Dice: 10

Hit Points: 40

Attacks: Dagger of the Spectral God (3D6 Damage)

Special: Can see invisible and into the Shroud

Ternon can cast the following spells once per day each:

1st Level: Cause Light Wounds, Charm Person, Hide Magic, Magic Missile, Soul Burn.

2nd Level: Curse, Invisibility, Phantasmal Force, Snake Charm, Web.

3rd Level: Darkvision, Fireball, Lightning Bolt, Monster Summoning I, Speak with the Dead, Suggestion.

4th Level: Cauldron of Blood, Charm Monster, Confusion, Dimension Door, Fear, Monster Summoning II, Pit of Pain, Wizard Eye.

5th Level: Animate the Dead, Cloudkill, Monster Summoning III, Teleport

6th Level: Invisible Stalker, Monster Summoning IV, Disintegrate, Death Spell.

Move: 12

Challenge Level/XP: 13/2300

Description and History

Ternon is a sorcerer of the darkest heart and the current resident of Zaran's Tower (see page 93) which sits on furthest point of the Northern Coast. Although his eyes were torn out by a rebellious demon in a summoning gone wrong, he has magical senses which allow him to see normally as well as into the Shroud. He wears a black robe with blood red symbols and has a drawn pale white face, with long white beard.

Modius Operandi

Ternon is immortal after stealing the Dagger of Greater Other, known only as the Spectral God, in ancient times. Initially he had dreams of world domination and power, but over his long life his plans have become more obscure and long term, especially now his sight extends into the Shroud. As one of the most powerful magicians on Zarth, if there is long forgotten bit of arcane lore or magic item discovered he usually tries his best to become the sole owner.

Servants

The Thrice Damned

The Thrice Damned are Ternon's apprentices, who serve his every whim. As part of their initiation he degrades them in three especially horrible and demeaning ways to ensure their loyalty.

They have stats as cultists (see page 170)

Skek

On casual look, without the aid of magical senses, this creature looks like giant snake familiar, wrapped around a nearby column or Ternon's throne. If attacked or angered it sheds this illusionary appearance and assumes its true draconic form. Skek is soul-bound by magic to Ternon and does his bidding without question.

Use the stats for an Ancient Dragon (HD 8) as given on page 159.

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. 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 wealth 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. 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 monetary rewards 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 100 gp in value, there is a 10% chance of a 100 gp trade-out.

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

For every 5,000 gp in value, there is a 10% chance of a 5,000 gp 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 choosing a magic item.

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 choosing a magic item.

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 choosing a magic item.

Table 90: 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 1D100 x 100 gp

Table 91: Medium Gem/Jewellery

Die Roll (1D4)	Result
1	Gem or jewellery worth 1D100 gp
2	Gem or jewellery worth 1D6 x 200 gp
3	Gem or jewellery worth 1D6 x 300 gp
4	Gem or jewellery worth 1D100 x 100 gp

Table 92: Major Gem/Jewellery

Die Roll (1D4)	Result
1	Gem or jewellery worth 1D100 gp x 10 gp
2	Gem or jewellery worth 1D100 gp x 80 gp
3	Gem or jewellery worth 1D100 gp x 120 gp
4	Gem or jewellery worth 1D100 gp x 200 gp

Treasure Troves

One feature of Sword and Sorcery story, even when treasure hunting is the key theme, is 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 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 keep the pace of the adventure as the players stop searching bodies of every slain minor opponent.

MAGIC ITEMS

Magic items in Crypts and Things are rare and special. They are artefacts of ancient wars and demonic summoning, 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. There is no random magic item table, simply items from the list below that fit the situation at hand. The following is merely a list of examples and should not be considered exhaustive.

Black Bow

This particularly evil looking black lacquer bow fires barbed arrows, which materialise from some Other World, and are +2 to Hit and cause 1D10 damage. After any combat that the bow has been used any survivors must take a Sanity Test, such is its unnaturalness. These weapons were once manufactured for a war fought in Antiquity.

Black Cat Statue

A small obsidian statue of a cat sitting up, which if anointed with blood creates an Invisible Stalker (see "Invisible Stalker" on page 173), who protects an area of up to 100 feet square around the statue for 23 days. After this time, if the Stalker has not claimed a human victim, either by someone unwarily entering its zone of protection or from a sacrifice thrown to it by its masters, it is freed of its bonds and is able to wander Zarth for a day looking for victims and causing mayhem before returning to the Other World where it came. The owner of the statue not only has to make sure it has been fed, but also has to anoint the statue again before the 23 days are up if they want to retain the Stalker's services for another 23 days.

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, and a user has -4 to Charisma when dealing with NPCs and hiring retainers.

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.

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 millennia 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 be reduced to a blubbling mess for 2D6 rounds. If 12 was rolled on the dice, the victims also loss 1D4 permanent Wisdom, due to Sanity loss from the experience. NPCs without detailed Wisdom, such as Henchmen, are sent insane immediately.

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.

Bow of Vengeance

To use this bow, the archer must utter the words, "With this Bow, I would kill..." in a spirit of total sincerity, before naming the target of the vengeance. When fired, the bow automatically hits the Target and does 3D6 points of damage. If fired at a target other than the focus of vengeance it misses. Once the focus of vengeance has been killed, the bow can be refocused.

Brain Jar

In ancient times, a race of insect sorcerers foresaw the doom of their civilisation. They transplanted their brains into jars made using magic of 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:

- Possess one individual within 50 feet. Player characters may Test for Luck, and if Lucky avoid possession.
- Mind control individuals up to 50 away for one day. Player characters may Test for Luck, and if Lucky avoid this control.
- Electric discharge 2D4 damage if Jar shocked, halved on a successful Test for Luck.
- Telepathic ability to speak tongues.
- Telekinetic control of objects up to twenty pounds within fifty feet.

To find out the condition and personality of the Brain Jar:

Table 93: Condition and Personality of the Brain

Roll 1D6	Personality
1	Insane - malignant
2	Insane - benevolent
3	Egocentric
4	Advisor
5	Scared
6	Outraged

Bridge of Worlds

This item takes the form of a small jade bridge with an inscription on the base, which is miraculously written in whatever language the reader knows. When the bridge is placed on the ground, and the inscription read, it grows to the size of a real bridge, and at the far end a portal to an Other World appears. Unfortunately, once the group has gone through the portal, it closes. It is also impossible to bring the bridge through the portal.

Carapace of the Sanguine Beetle

This rubbery human-sized suit is actually the body of the flesh-eating and blood-drinking Sanguine Beetle. A gap in the creature's body structure allows a human sized being to don the beetle around their torso. The suit provides -2 [+2] effect on AC, but if the wearer allows the beetle to feast on their blood the carapace hardens improving to the AC benefit to -6 [+6] for 8 hours. Allowing the beetle to feast causes 1d4 damage. While useful, if the beetle is not 'fed' on a frequent basis, it may just decide to take a bit more from its host...

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.

Corrosion of Conformity

This substance is a black acid that brings chaos where once there was order. It eats through locks and chains almost instantly. If used diluted 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.

Crystals of Malignant Evil

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 malign 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. Each crystal can hold the evil of one creature.
- Full crystals transfers the evil contained within the crystal to any target that touches them. If the creature affected is not irredeemably evil, they must make an instant Sanity roll. The crystal then shatters.

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.

Dagger of the Fade

This black obsidian dagger has +2 to hit and damage. Any hit restores Hit Points and Constitution damage equal to the damage taken by the target. However, the victim of the dagger is not truly killed, but instead transported to the Shroud. There all their wounds are instantly restored, but they are trapped in this netherworld until their killer visits the Shroud. Then if they kill their killer, they are returned to Zarth, and their Killer takes their place in the Shroud. This dagger was created by a Greater Other to satisfy their twisted sense of humour. At the Crypt Keeper's option this Greater Other may appear to laugh at the Killer, who may be able to return to Zarth if they kill their tormenter.

Dragonslayer

The Dragonslayer is an obscenely huge two-handed blade that is usually stored in a stone trough filled with the blood of Others. While infused with the power it has absorbed

from the blood, it causes 3D6 damage (and additional +1D6 damage to Others). However after being used 2D6 times to strike, it loses its charge and only does 1D6 damage. Returning the blade to its blood trough recharges it after 2D6 days of rest.

Dust of Ages

The Dust of Ages is the powdered remains of victims of the cities sacked in ancient wars. After these cities were razed to the ground, evil Sorcerers gathered up the remains and distilled them into this grey-blue powder. Their masters would then ingest the powders, with each dose giving them an extra 1D10 years of life, at the expensive of 1D20 Sanity Points. The Dust also lets anyone who eats it look into the past for a cost of 1D20 Sanity Points.

Fan of Dark Persuasive Winds

This ornate fan is made out of black lacquer and cured bat wings, with red cord tassels adorned with pigmy skulls. When wafted and the phrase “Come walk with me in darkness” (which is written in Blood Tongue on the handle of the fan) softly chanted, a gentle sweet breeze of intoxication will blow over an area of 30 foot up to 50 foot away from the fan. This acts as a Charm Monster spell and can be used once per day, at an automatic cost of 1D6 Sanity.

Hand of Doom

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

For the powers of the hand:

Table 94: Power of the Hand

Roll 1D4	Power of the Hand
1	<i>Death ray.</i> Sends out a beam of death energy up to 50 feet. Player characters may Test their Luck and if Lucky avoid being slain.
2	<i>Corrosive ray.</i> Sends out a blast of corrosive energy which causes 3D6 damage in a beam up to 50 feet. Player characters may Test their Luck and if Lucky half this damage.
3	<i>Command.</i> The Hand can be used to command 2D6 Undead for one day.
4	<i>Grasping flight.</i> Hand can fly and attack victims at its master’s behest as a 5 HD 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.

Horn of the Bull God

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

Key of all Doors

This collection of rusty keys of all shapes and sizes is on a silver ring, and always magically holds the right key to open any door. The only problem is that when the key is used, it psychically alerts any Other in a five hundred foot radius, in a manner similar to the Summons of Evil (see “The Summons of Evil” on page 85), who automatically come to investigate.

Lamp of the Otherworld

When the shutters of this lamp are opened, a sickly green light shines 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 creature or group of creatures is attracted to the character as per a Monster Summoning Spell (roll D6, 1-5 is the level of the spell; on , 6, roll twice).

Lizard Skin Suit

This armour was made from the skins of dead Lizard People by the Serpent Men back in their wars. While it bestows upon its user a base Armour Class of 0[19], any Lizard Person who know of its existence will immediately plot to get it back, so they can give their kin a decent burial.

Mirror of Answers

Thin ornate polished hand mirror answers one question per day. How the answer is given varies from mirror to mirror. Roll a D6 and consult the table below:

Table 95: Type of Answer

Roll 1D6	Answer is..
1	Vague
2	Misleading
3	Cryptic
4	Nonsensically
5	Cynical
6	Visual

The very act of using the mirror is sanity shaking, and each time it is used the user must Test their Luck successfully or loose 1D4 Sanity points. If the dice come up 6 and 6, roll another D6 and if that comes up as 6, an Other of Challenge Level equal to the user’s level suddenly bursts into reality through the mirror to attack them.

Oblivion's Waters

"Drink and ye will find Oblivion"

The first sip of this dark liquid will heal 1D6 Hit Points or 1D6 Constitution immediately, but at the cost of 1D6 points of Intelligence. Characters get to Test their Luck to avoid losing the Intelligence. In ancient times, people suffering from mental health problems would drink this liquid at their Local Temples to be restored psychically and forget their past troubles. The life force which is lost with the Intelligence was harvested by whatever Other the Temple was dedicated to.

Poison Chalice

This ordinary brass drinking cup was created by an order of Assassins who terrorised the Continent of Terror 5000 years ago. When filled with any liquid, it instantly turns it to lethal poison that kills any creature that drinks it. Characters get to Test their Luck before drinking to notice something is wrong. It is said the Assassins were wiped out when a Tyrant, who was a target of one of their plots, forced the entire Order to drink from a Poison Chalice that had been meant for him.

Quill of Truthful Writing

This item is an immaculate plain white feather quill with a golden nib. When gripped and placed upon a piece of paper, the person holding the quill must write the truth when asked a question about an event they took part in or witnessed. If they want to resist writing the truth and successfully Test their Luck they can do so, but the magical energy of the pen feeds back and causes 1D6 damage.

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, which can not be healed until the robe is removed. These barbs deliver minute shocks when the robe senses impending peril. Unfortunately the robe is obvious and bulky and gives a -3 to the dice roll for any stealth tests.

Scroll of Heavenly Wrath

This grand looking scroll made of the finest silk, with a summoning spell written in the finest inks and with beautiful flowing calligraphy, summons an Angel of Oblivion. The Angel is not under the control of the summoner and the scroll burns once the spell has been read out loud. A character cannot learn the spell from the scroll.

Slave Ring

These simple black-grey rings of iron were created during the reign of the Serpent Men to control humans 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 chance to resist 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 (see below) is the 'companion' item of this and if worn the wearer is treated as a Serpent man for purposes of domination.

Slaver's Headband

This iron-green headband, with a head of a cobra as centre piece, is an evil magical item from the days of the Serpent 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 a fifty foot range for up to twenty four hours. Each time the wearer uses this power they gain Corruption as if it was a third Level spell. Once the wearer's fails a Corruption check upon levelling up, the wearer painfully transforms into a Serpent Man of the Priest caste.

Spear of the One Eyed Titan

This spear allows the wielder upon command to see into the future to a limited extent, 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 paralysis while the events play out.

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 Luck test take 2D10 damage.

Sword of Widow Making

This bloodthirsty sword has, +2 to hit and damage, and automatically slays creatures that has 3 HD or less. The drawback is that it must kill one living creature each day, or else it takes control of wielder and forces them to attack the nearest creature, friend or foe, unto death. Player characters get to Test their Luck, and if they are Lucky they resist the sword's possession that day.

Teeth of the Dragon

This is a weapon of the Serpent Men who in ancient times cremated the bodies of their dead war dragons and collected the teeth into small black leather bags. These teeth, when thrown in anger on the floor, create the Children of the Dragon, animated skeletons that attack the enemy of the person who animated them. Each hand full of dragon teeth creates 1D6 Skeletons when thrown on the floor.

Temple Ball

The vicious game of Temple Ball of today 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 list.

Table 96: Temple Ball Type

Roll 1D6	Temple Ball found
1	<i>Fireball.</i> Upon contact explodes as if a 5th Level Fireball spell.
2	<i>Thunder ball.</i> Upon hitting a target, deafens all in a twenty foot radius. Player characters may Test their Luck and if they were Lucky covered their ears in time. and avoid the effect.
3	<i>Shatter ball.</i> Upon contact with a target shatters bones, causing 2D6 damage.
4	<i>Spider ball.</i> Upon contact with a target entraps them in Spider Webs. Victim may attempt a Saving Throw each round to escape.
5	<i>Black ball.</i> Transports the victim to another world for D6 combat rounds.
6	<i>Mad ball.</i> Make an instant Sanity Roll. Failure not only causes Wisdom Loss as normal, but drives the victim mad for D6 combat rounds.

The Sacred Flame of Bek-Or

In a simple hand-sized brass burner is the unnatural green-blue Sacred Flame. It often ends up an object of worship in various temples. The flame can be thrown from the burner, and if it hits its target it does 2D10 damage a round. It only burns living sentient beings, and once it has killed its victim or has missed, it can be scooped up back into the burner.

The Tome of the Eye

This heavy leather-bound book looks for all intent and purposes like an ancient grimoire. However, when a character opens it up, they will see a fist-sized space has been cut out of the pages, where-in lives the 'Eye'. The Eye can levitate and will seek to attach itself to the head of the nearest sentient being, usually the person who opened up the book. It will attach itself parasitically with retractable claws between the host's eyes. The potential host, if a player character, may test their Luck to avoid this.

Once the eye is attached to the host the only way to remove it is to gouge it out. The host does automatic weapon damage per round, but so does the eye as it digs itself in with its claws. The whole process is horrendous and should require a Sanity check.

If the character chooses to live with the Eye, it gives them the extrasensory ability to see through solid objects of up to 20 foot in depth. However each time the character does this they require a Sanity check, so unnatural is the experience.

*Eye of Seeing AC 7 [12] HD 3 HP 15 MV: 15 (Flying)
Attacks 1 claws 1D6 Special Can look through solid objects of up to 20 foot in depth. Challenge Level/XP: 3/60*

Veil of Night's Splendours

When worn, This face veil made of ornate black lace surrounds the wearer in a cloak of pitch black darkness in a radius of five foot around their person. In dark areas this effectively makes them invisible. However, while wearing the veil the character is partially in the Shroud and is vulnerable to unwanted attention from its Other inhabitants (see "Spells and the Shroud" on page 88).

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!

Major Magical Artefacts

Major Magical Artefacts have complicated and twisted histories which make them part of the fabric of Zarth's reality. They are unique one-offs that should never be placed in an adventure as result of a random roll. They should be the subject adventures in themselves, such as the quest to gain them and what happens when they are used. Because of their potential to cause supreme havoc on both the personal reality of the adventurers and the wider world around them, they should not be encountered by low level characters who are still finding their way in the world.

Book of Night's Dark Summoning

This nightmarish book, with a dark heavy leather cover with obscure runes, is the repository of five Other's trapped within its pages since Antiquity.

- Scros the Indecipherable – an Insane Infernal Scribe who trapped the other four and himself in the pages of the book.
- Yula the Siren – a Harpy Queen (with 6 Hit Dice), who reigned over the Harpies of the AshsPlains.
- Tross of One Eye – A one-eyed Nemon Chief.
- Jinasorv – A Vampire Adept who was hunting Scros in revenge for the death of his Mistress at the time of his capture in the book.
- Lissorán – A large (6HD) Hellhound.

The names of the Others are written at the front of the book, and they can be instantly summoned by saying their names out loud.

They can also be accidentally summoned if the book is left open under the rays of the Locust Star at night.

Table 97: Summoned Creature

Roll 1D6	Summoned Creature
1	Scros.
2	Yula.
3	Tross.
4	Jinasorv.
5	Lissorán.
6	All the Others are summoned.

Scros is capable of imprisoning more Others in the book, which is a mini-Other World.

The Portrait of Zarn-Zin

This painting of a rather stern looking Sorcerer, complete with craggy countenance and goatee beard as well as the expected grey robes with arcane symbols all over them (dedications to Dark Others, identifying him as practitioner of the Dark Arts), has eyes that will follow the characters around the room.

If the characters decide to destroy the painting then it will instantly burn up, and Zarn-Zin will be released from it in a great puff of multi-coloured smoke! He will try and recruit the characters as his minions to accompany him on a quest to regain his spell book from a dark hellish other world (which the Greater Other who imprisoned him is the ruler of). If they refuse he will use his magic to force

them, fleeing if they are superior.

If the characters decide to leave Zarn-Zin where he is, he can be conversed with and his Sorcerous knowledge can be tapped into. He is a slippery customer and will try to gain his release from the picture (“I shall answer five questions truthfully then you shall release me!”), but the fact is that after being trapped in the picture for over a thousand years, he likes the company.

Zarn-Zin AC 9 [10] HD 9 HP 40 Move 12 Attacks 1 Dagger (1D4) Special Knows the following spells, CL/XP 10/1400

Spells Known: Charm Person, Magic Missile, Summon Minor Other, Summon Major Other, Web, Hold Person, Dispel Magic, Fireball, Fly, Sleep.

The Skin of Oskmas the Traveller

“Old Oskmas, he travelled far and wide in a place not a place between the worlds. Until the Sorcerers of Magragore caught him and skinned him alive. Fleshless he crawls the buried underhalls of Magragore “

Between the hellish Other Worlds and the Real World of Zarth is the grey netherworld of The Shroud. While most of the Shroud is comprised of featureless bleak hills, endless corridors, and dreary mist filled forests there are occasional landmarks. Strange castles filled with dead warriors, aquariums filled with dark fish or ruins of cities infested with ravenous Others are chilling examples.

Travel between these locations and Zarth is hazardous and random. While being distinct and logical in themselves they often have no fixed location in the Shroud, so travelling there in any predictable way from the Zarth is next to impossible. Only long forgotten rituals of the Ancients, themselves locked in deep dangerous dungeons, can with any certainly facilitate travel. There is also the worry to even the most insane Sorcerer that such rituals in the past have caused cataclysms as such as the opening of the Locust Star, where plagues of Others have taken advantage of the breach between Zarth and the Shroud and have come over to feed. The only known ‘safe’ way is the following Magic Item.

While alive, Oskmas was a frequent traveller in the Shroud. It is unknown if it was necessity or mere curiosity that drove him to find out forbidden knowledge about this shaded realm. During his life he had every location he visited symbolically manifested as a tattoos on his skin. By all accounts, by the time of his death his body was black with inked markers. Death found him in the form of the Sorcerers of the buried city of Magragore, who slew him on behalf of the Sultan of the Shade City. The Sorcerers then had his skin cured, folded and held in a golden chest in the deepest vault in Magragore.

It is rumoured that the Sorcerers also preserved Oskmas's essential salts in an a sapphire jar. Some versions of the tale say that the salts were used, and the fleshless screaming thing that guards the chest is Oskmas. Whoever possesses the skin can use the map to instantly travel within the Shroud to the location pointed at with a special enchanted bone wand, found in the chest with the skin.

The Snakes of Severis

In a deserted temple on the Plateau of Pain stands a seven foot high statue of a long forgotten god. This robed figure wielding a short sword held aloft is covered in writhing multi-coloured snakes, ranging from between two to three feet in length. Periodically, Baby snakes magically emerge from the statue's wide open mouth.

The snakes are carried far and wide by an order of assassins who specialise in disappearances. They know a magic word which paralyses the snakes into a hard dart like form. They will then throw the snake at a target, who on a successful hit must Test their Luck as the snake's fangs sink into exposed flesh. If the target fails they start to phase out of reality within twenty four hours (D20+3). Within that time the target becomes more and more insubstantial. Only strong magic can save them, such as Dispel Magic as cast by a ninth level Sorcerer, or higher, or paradoxically the petrifying gaze of a Basilisk.

If the target phases out of reality, their insubstantial form is transported to an isolated place in the Shroud, known as the Purple Room, where it waits for up to sixteen hours (2D8 hours) before being returned to Reality for its final damnation. For after they leave the Purple Room they are transported inside the Statue, where their essence produces the next batch of Snakes!

Thuric's Ring

God Emperor Thuric is almost forgotten by all but the most obscure scholarship. This tyrant lorded it over the Continent of Terror in ancient times. He was completely sadistic and insane. and attracted similar bad types to his court. Such as the evil Sorcerer Elbakem-El-Feng.

This demon in a man's form quickly integrated himself with the Emperor's inner circle, and soon became the sole channel of communication with him. Once he had isolated Thuric, he bedazzled him with a series of gifts, each more extravagant than the last. First was an intricate jade ring, where two carved jade serpents lay tail to mouth, each swallowing the other. Then came magnificent sets of magical arms and armour, exquisitely crafted artefacts and jewellery to melt the heart of even the most resistant of women. More and more did Thuric become dependent on Elbakem's gifts. Then one day he awoke alone. His treasures had all gone, and in the empty throne room was

only the mocking laughter of Elbakem. The Emperor's shocked servants rushed to throne room to find that Thuric had disappeared. The only trace of him left was the jade ring, placed neatly on the seat of his throne.

The ring, when first donned, produces a warm resilient glow around the character, giving them +10 hit points and +2 when making saving throws.

Each following week a new gift appears in the wearers life (roll D6 on list below). Only the wearer may make use on them. If they try to give them away the gift crumbles into dust.

Table 98: Gift

Roll 1D6	Gift
1	Golden Armour of Lions, AC 0 [19].
2	Silver blade of Severing, D12 damage +2 to hit.
3	The Amulet of Seduction. Player characters get a -2 to their Test of Luck to avoid being seduced(equivalent of a Charm Person spell) by the person who gifts the amulet.
4	The wearer discovers a treasure horde worth 500 gp nearby.
5	The Shield of the Dragon, automatically protects against Fireball and Dragon fire.
6	Robe of Charming, the wearer automatically has Charisma 18 and is able to cast Charm Person, twice a day.

After all the gifts have appeared, another week passes. The wearer enjoys life. Then one morning they awake and all their possessions are gone (not just the gifts). All they can hear is the mocking laughter of Elbakem-El-Feng, who then steps into Reality to take the character back to his hellish Other World as 'payment' for their time with the gifts.

Elbakem-El-Feng in Demon form appears as a tall gaunt humanoid with stretched grey skin, horned head and long talons. It wears and uses all the gifts.

Elbakem-El-Feng AC 0 [19] HD: 8 Attacks x 2 Damage Talons (D8) or Silver blade of Severing, (D12 damage, +2 to hit) Special Possesses the Six Magical Elbakem-El-Feng. CL 10 XP 1,400.

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.

A COMPENDIUM OF FIENDS

Welcome to the book of the undead, the monstrous, the damned, the lost and the unfortunately found that plague Zarth's final days. A host of horrors to bring death, harm and ripping mental damage to adventurers while they seek treasures in dark places of that are best forgotten.

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

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.

Then a short description, which without going into too much spurious detail gets across the essence of the creature and any special abilities it may have.

Type quickly classifies the fiend, grouping it in a family of creatures that have similar characteristics and origins.

- Others. A demonic creature from one of the Otherworlds outside of Zarth.
- Construct. An artificial being given life and form by black magic.
- Serpentine. One of the races related to the Serpent Men.
- Monstrous Animal. An oversized animal created by sorcery that may have other unnatural abilities.
- Ape. A member one of the giant ape races created by the Serpent Men to fight the humans.
- Elemental. A creature formed exclusively from one of the four elements (Air, Earth, Fire, Water).
- Undead. With the Gods departed from Zarth there is no clear passage to the afterlife, so many people return from the grave as grisly animated rotting corpses.
- Human. Corrupted by Khaos or the Others, or just regular folks trying to survive in the dust

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. 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 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. If using the Ascending AC system a monster's attack bonus is the same as its hit dice, up to a maximum bonus of +15.

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.

A note about Saving Throws for Monsters

If you are familiar with Swords and Wizardry and other Old School roleplaying games, you might notice the lack of Saving Throws for Monsters. That's because in Crypts and Things to emphasise the power of magic in the Swords & Sorcery genre where Sorcerers are quite rightly feared and their curses are deadly, Saving Throws for the rank and file have been removed so monsters are immediately susceptible to magic. That be said a lot of spells do not work on the mindless undead and the otherworldly Others and this is noted in the spell's description. If you need a monster to be resistant to magic simply say so in its description or apply magic resistance.

Player characters get Saving Throws in the form of Testing their Luck, and if you want a unique major non-player character, such as the characters' nemesis, to use the same system then simply give them a Luck score.

ANGEL OF OBLIVION

"It is said the Angels were once guardians. 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 immediately lose half their Hit Points. Player characters may Test their Luck, and if Lucky avoid harm.

With a gesture of her hand, she is able to send out a shock wave that explodes rock, earth and other non-living matter. This causes 5D6 damage, which Player characters may Test their Luck, and if Lucky only suffer half the rolled damage.

Type: Other

Armour Class: -2 [21]

Hit Dice:13

Attacks: 1 Sword (3D6 + Death)

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 an old mine. A couple of them raised the alarm. We were 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 5:1. The poison of an ant does 2D6 points of damage. Player characters may Test their Luck, and if Lucky only suffer half the rolled damage.

Ant, Giant (Worker)

Type: Monstrous Animal

Armour Class: 3 [16]

Hit Dice: 2

Attacks: Bite (1D6 + poison)

Special: None

Move: 18

Challenge Level/XP: 2/30

Ant, Giant (Warrior)

Type: Monstrous Animal

Armour Class: 3 [16]

Hit Dice: 3

Attacks: Bite (1D6 + poison)

Special: None

Move: 18

Challenge Level/XP: 2/30

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

Ant, Giant (Queen)

Type: Monstrous Animal

Armour Class: 3 [16]

Hit Dice: 10

Attacks: Bite (1D6)

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 Serpent Men during antiquity; to be more vicious with bone-covered heads and bony 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)

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 being turned to stone itself.

Type: Construct

Armour Class: 4 [15]

Hit Dice: 6

Attacks: Bite (2D6)

Special: Petrifying gaze

Move: 12

Challenge Level/XP: 8/800

BASHAN

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

Pets of the Serpent Men, Bashans 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)

Special: Crushing Coils

Move 23 fly.

Challenge Level/XP: 5/240



BATS, GIANT

"Upon leathery wings they glide through the night, agents of the Darkness"

Bats, Giant (Vampire Bat)

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

These bats suck blood for automatic damage of 1D6 per round after a successful bite. They are the size of a falcon.

Type: Monstrous Animal

Armour Class: 8 [11]

Hit Dice: 1

Attacks: Bite (1D6)

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)

Special: None

Move: 4/18 (when flying)

Challenge Level/XP: 5/240

Bat, 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) and claws (1D6)

Special: None

Move: 4/18 (when flying)

Challenge Level/XP: 9/1,100

BATTLE APES

"Growling and howling, they charged at us. As their line reached ours, too late I saw that they were not the usual savage apes we were used to fighting in this hellish Jungle. In their hands were swords and maces, and they wore leather or scale armour. On the hill I espied a 'command group' that through the use of horns was coordinating their attack. I shouted a warning to our troops, but too late. We underestimated our enemy and lost the battle."

Born from the same Vivimancy experiments that produced the other species of giant apes, the Battle Apes were the pinnacle of the Serpent Men attempts to create troops to suppress the rebellion of man. It is said the experiment failed as the Battle Apes turned against their masters, accelerating the downfall of the Serpent Man Empire.

Battle Apes hold mankind in contempt, and attempt to dominate and enslave them wherever possible. The Battle Apes have legends, initially implanted in their culture by the devious Serpent Men, of the 'threat of man'. Of how they came from another world as an invading force, and if left unchecked will spread like a disease across the face of Zarth. Therefore, man is to be subdued, any magicians killed, his 'civilisation' destroyed and his numbers kept down by periodic culls. Should a Battle Ape Empire ever emerge from the scattered and isolated groups that exist today, mankind would immediately be under threat from the Apes as they pursue this creed.

Battle Apes consist of three subspecies that act as three castes.

Gorilla

This subspecies is the warrior caste of the Battle Apes, arrogant, proud and aggressive. If not kept in check by the Orang-utans, they bully and dominate the weaker Chimpanzees and immediately put Ape Society on a war footing with any local humans.

Young Gorilla

These inexperienced apes form the majority of the Battle Ape army.

Type: Ape

Armour Class: 7 [12]

Hit Dice: 1

Attacks: 1 Scimitar (1D8)

Special: Berserker rage, +2 to hit and to damage.

Move: 14

Challenge Level/XP : 1/15 XP

Silverback Gorilla

Silverbacks are veteran gorillas whose fur takes on a silvery tone. These Alpha males command the younger gorillas.

Type: Ape

Armour Class: 5 [14]

Hit Dice: 3

Attacks: 1 Scimitar (1D8)

Special: Berserker rage, +3 to hit and to damage.

Move: 14

Challenge Level/XP: 3/60 XP

Chimpanzee

More timid and curious about life than their Gorilla kin, the Chimpanzees naturally form the magician and scholar caste of the Battle Apes. Where Gorillas dominate Battle Ape society, Chimpanzees are often reduced to the level of menial labourers, such is the contempt that the Gorillas hold for their weaker cousins.

Type: Ape

Armour Class: 9 [10]

Hit Dice: 1

Attacks: 1 Dagger (1D4)

Special: Knows 1-2 first level spells (typically Sleep or Charm Person)

Move: 14

Challenge Level/XP: 1/15

Orang-utan

The wise old men of the woods, the Orang-utans are the priest caste, and guard Battle Ape society from the awful truth about humans.

Type: Ape

Armour Class: 6 [13]

Hit Dice: 4

Attacks: 1 Dagger (1D4)

Special: Knows 2 first level spells (typically Cure Light Wounds, Protection from Humans* and Curse)

Move: 14

Challenge Level/XP: 5/240

*Treat as a standard Protection From Evil spell but effective only vs Humans.

BEETLE, 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)

Special: None

Move: 12

Challenge Level/XP: 1/15

BLACK PUDDING

"Its name is such a misnomer for it, for there is nothing culinary or comedic about it. This creature has its origin from the Otherworlds or an all too successful Black Magic creation spell. It slides around the underworld consuming all matter 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 acidic surfaces. 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)

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

Move: 6

Challenge Level/XP: 11/1,700

BLOOD PRINCESS

"There was a hiss and a cloud of smoke from out of nowhere, then moments later 'it' made its entrance. She was most beautiful woman in the world, tall and ethereal, with pale skin, long blonde hair floating down over a white wispy dress that left little to the imagination. Then Tarlka the Short came running over and started screaming, "Look away you foolish Man, She's EVIL". Suddenly the spell was broken and I saw it for what it was a thing not of this world, hypnotically beautiful, it was even taller and paler than I first thought, but with black leathery wings and a mouth full of teeth. Together, Tarlka and I ran from that place. When we got away, we both decided to settle down and no longer go poking in the abandoned depths of the world."

This order of beautiful otherworld assassins, some female some male, serve the Greater Other Finisha the Blood Queen (see page 134) directly. In their natural form, they have black leathery wings, and tall, thin and white skinned.

They are also vampyric, feeding off the blood of their victims.

Fortunately for them, they have strong innate illusionary powers, which cloak their form in a more palatable human disguise.

Type: Other

Armour Class: 0 [19]

Hit Dice: 8

Move: 12/15 Fly

Attack 2 Claws 2D6 or 1 Bite (see below).

Special: Illusionary human form (Test your Luck to see true form), Able to turn Invisible three times a day, Blood sucking bite (1D6 damage by bite and regenerates that many hit points).

CR/XP: 10/14



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 backed 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 backed them off. Eventually I decided to run away. In retrospect the skulls and bones gathered round its base should have been a dead giveaway."

These deadly flora originate 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 person* spell, the effect of which compels the victim to investigate the source of the scent. Charmed victims will also prevent others from causing harm to the plant. Player characters may Test their Luck, and if Lucky are not Charmed by the scent.

Type: Other

Armour Class: 7 [12]

Hit Dice: 3

Attacks: One bite attack per Flower (1D4)

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 com, 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)

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 enough presence of mind to set my spear, and it duly landed on its end with a sickening crunch."

This fiend from the Otherworlds is an insectoid horror, covered in black chitin, segmented in such a way that it is able to roll up into a ball. Its typical response when attacked and losing is to roll up 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: 5[14] when unrolled, 0 [19] when rolled up.

Hit Dice: 1

Attacks: 1 bite (1D6)

Special: Spring

Move: 12, 18 roll

Challenge Level/XP:2/30

**"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 Otherworld 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 oversized teeth.

Type: Other

Armour Class: 6 [13]

Hit Dice: 3

Attacks: 1 bite (1D8)

Special: Charge attack

Move: 12, 18 when charging

Challenge Level/XP:4/120



CENTIPEDE, GIANT

Centipede, Giant (Small, Lethal)

“Once upon a time a Black Sorcerer 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 to Testing Luck but inflict no damage if the character is Lucky.

Type: Monstrous Animal

Armour Class: 9 [10]

Hit Dice: 1D2

Attacks: Bite (deals 0 damage)

Special: Lethal poison, -4 to Luck total when Testing Luck.

Move: 13

Challenge Level/XP: 2/30

Centipedes, Giant (Small, Non-lethal)

The non-lethal variety has larger pincers but its poison is not lethal (though it is dangerous). Failing to Test for Luck (at -4 to the Dice Roll) 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).

Type: Monstrous Animal

Armour Class: 9 [10]

Hit Dice: 1D2

Attacks: Bite (1 hp damage)

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)

Special: Lethal poison (1D8 damage)

Move: 15

Challenge Level/XP: 4/240

Centipede, Giant (Large, 20 ft long)

Type: Monstrous Animal

Armour Class: 0 [19]

Hit Dice: 4

Attacks: Bite (3D8)

Special: Lethal poison (1D12 damage)

Move: 18

Challenge Level/XP: 6/400

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

CHREKER

“The first sign of the torment to come was the beating of their wings and the occasional soft whipping noise, which turned out to be their tail. Then round the corridor corner they came, a group of about six of the wee folk with their smudged butterfly wings, torn clothes and beat up looking face. Then the leader of the pack smiled that grotesque smile I shall never forget. Next thing I knew it shrieked that awful shriek and I was stuck to the spot paralysed with fear. Then it and its fellows set upon me with tooth and nail!”

The Chreker or ‘Hell Butterfly’ takes the form of a grotesque pixie with serpentine tail, cat-like arms and butterfly-like wings. The antithesis of the angelic Cherubs, it is rumoured that they are a race of forest folk imprisoned in an Otherworld of pain and torment when the Others of that world first overran the forests of Zarth. They are the lowest of the low amongst Others, so if not found serving higher ranking Others, Chrekers roam about in packs hoping to mob and overwhelm the weak and the sick.

The Chreker has a Paralyzing Shriek that can be used once per day. Upon hearing, Test your Luck or be paralyzed with fear for 1D6 rounds.

Type: Other

Armour Class 7 [12]

Move 14 Flying / 8 Walking

Hit Dice: 1-1

Attack: 1 Bite (1D6) or 2 Claws (1D4)

Special Rules: Paralyzing Shriek once per day.

CR/XP:3/60

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 (Successful Test for Luck 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)

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. Player characters can avoid this fate by successfully Testing for Luck.

Type: Construct

Armour Class: 6 [13]

Hit Dice: 5

Attacks: Bite (1D3+ turn to stone)

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, a Corpse Colossus usually serves the evil will of a 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 Test for Luck.

Type: Construct

Armour Class: 6 [13]

Hit Dice: 10

Attacks: 2 fists (1D10 each)

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. It rose 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 an 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)

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 (player characters can avoid this by successfully Testing for Luck) and raises 2D6 of the dead as Zombies per round with its right hand.

Type: Undead

Armour Class: 2 [17]

Hit Dice: 8

Attacks: 2 boney claws (1D6)

Special: Death gesture, raise 2D6 dead as Zombies or skeletons per round.

Move: 12

Challenge Level/XP:10/1,400



DRAGONS

“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.

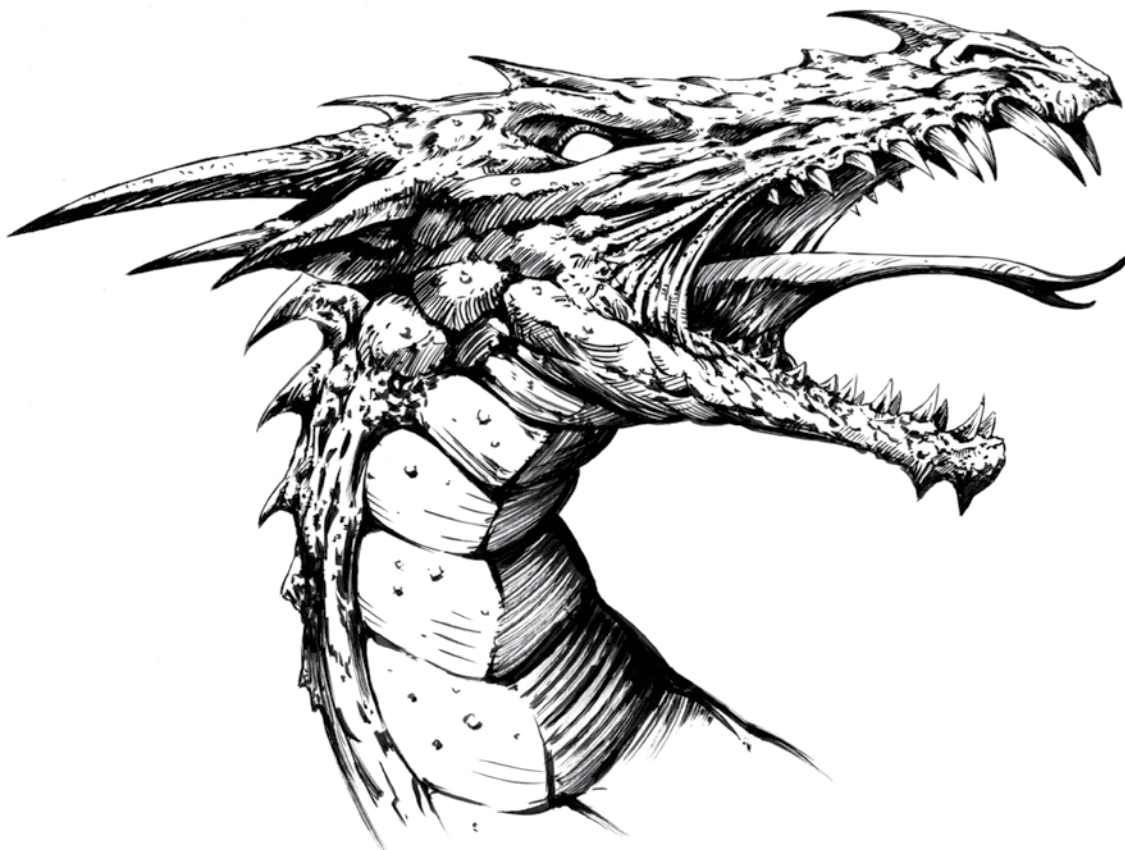
Very old (100 years old): 6 Hit Points per hit die, 6 Hit Points per die inflicted by breath weapon.

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 dragons 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 D6 to determine what type of breath weapon a particular dragon has.

Table 99: Dragon Breath Type

Roll 1D6	Breath Weapon
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.
3	A cloud of poisonous gas, 50 ft in diameter
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	Reroll twice.

If a player character successfully Tests their Luck they only suffer half damage from the breath weapon.

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.

All dragons speak Draconic and each Hit Dice gives a 10% chance that the Dragon is a Black Sorcerer 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)

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

Type: Elemental

Armour Class: 2 [17]

Hit Dice: 8, 12, or 16

Attacks: Strike (2D8)

Special: Whirlwind

Move: 36 (Flying)

Challenge Level/XP: 8 HD (9/1,100),
12 HD (13/2,300), 16 HD (17/3,400)

An Air elemental 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)

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, and are 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)

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 (as determined by the Crypt Keeper).

Elemental, Water

Type: Elemental

Armour Class: 2 [17]

Hit Dice: 8, 12, or 16

Attacks: Strike (3D6)

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 fiendish hunting dinosaurs 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)

Special: Jumping face attack

Move: 12

Challenge Level/XP:4/120



FACELESS

"On night's dark wings it came for my beloved. The Faceless One crept into her bed chamber and with its paws reached out for her. How do I know this? Well I burst in it brandishing my sword to drive it off. But it came at me with those terrible paws and soundly hit me with a crushing blow that sent me flying. When I awoke it had gone, and taken my beloved with it."

Mindless servants of the House of the Dying Sun. Clawed and winged they fly silently through the night, kidnapping victims to take back to the house to drain of life. Fuel for their undead power.

The Faceless are completely silent when moving. They are also able to deliver a crushing blow if both their paw attacks hit, doing an additional 1D10 damage.

Type: Other

Armour Class 7[12]

Hit Dice 5

Attack 2 paws (1D6)

Special: Crushing blow, extra 1D10 if both paw attacks hit. Immune to disease, poison and mind control magics.

Move: Fly 15/ Walk 9

CR/XP: 7/600

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 its Otherworld 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.

Type: Other

Armour Class: 6 [13]

Hit Dice: 3

Attacks: In natural form Claw (1D8+1) otherwise as weapon of imitated victim.

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

Move: 15

Challenge Level/XP: 5/240

FUNGUS MAN

“What I had initially thought to be a patch of mould on the floor raised itself 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 Otherworld 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

Special: Enveloping attack 1D10

Move: 12

Challenge Level/XP: 1/15

GARGOYLE

“When the gate within the Locust Star opened, the race known 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)

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 expression saying “You’re 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 paralysing touch: any hit from a ghoul requires paralyses the victim for 3D6 turns. Player characters may Test their Luck, and if Lucky avoid being paralysed.

Type: Undead

Armour Class: 6 [13]

Hit Dice: 2

Attacks: 2 claws (1D3), 1 bite (1D4)

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 were moulded 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’s monster. Damage inflicted by lightning heals the golem (as per the movies), and it is slowed by fire and cold spells. No other type of spell than lightning, fire, or cold affects a flesh golem.

Type: Construct

Armour Class: 9 [10]

Hit Dice: 8 (45 Hit Points)

Attacks: 2 fists (2D8)

Special: Healed by lightning, 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 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. 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: 16 (80 Hit Points)

Attacks: Weapon or fist (4D10)

Special: Poison gas, 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 crush 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.

Type: Construct

Armour Class: 5 [14]

Hit Dice: 12 (60 Hit Points)

Attacks: Fist (3D8)

Special: Immune to most magic

Move: 6

Challenge Level/XP: 16/3,200



GOLGOTH

“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)

Special: Immune to mind control magic, poison or disease.

Move: 12

Challenge Level/XP: 5/240



GORGON

"It came charging out of the ancient laboratory where it had been kept for thousands of years as Hurek opened the iron doors. Some strange copper apparatus was 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). Player characters may Test their Luck, and if Lucky avoid being turned to stone. Dispel Magic dispels this effect.

Type: Construct

Armour Class: 2 [17]

Hit Dice: 8

Attacks: Gore (2D6)

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)

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. They are immune, like most undead, to charms and sleep spells. Often they serve the foul sorcerers who brought them into being.

Type: Undead

Armour Class: 2 [17]

Hit Dice: 5

Attacks: 1

Special: Thief abilities at 5th Level. Immune to mind control, poison and disease.

Move: 15

Challenge Level/XP: 6/400

HARPY

"Foul wench 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 (Player characters may Test their Luck to avoid), and the harpy's touch casts the equivalent of a charm person spell (again, Player characters may avoid this by successfully Testing their Luck).

Type: Other

Armour Class: 7 [12]

Hit Dice: 3

Attacks: 2 talons (1D3) and weapon (1D6)

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. Then 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 victims’ 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)

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)

Special: Leap (20 ft) attack

Move: 18

Challenge Level/XP:2/30



HELL HOUND

“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 to bathe the world in fire.”

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

Type: Other

Armour Class: 4 [15]

Hit Dice: 4–7

Attacks: Bite (1D6)

Special: Breathe fire

Move: 12

Challenge Level/XP: 4 HD (5/240), 5 HD (6/400), 6 HD (7/600), 7 HD (8/800)

HORSE

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 causes the victim to run away in fear for 1D6 x 10 minutes. Player characters may Test their Luck to avoid this effect.

Type: Monstrous Animal

Armour Class: 4 [15]

Hit Dice: 5

Attacks: 2 Claws (1D4)

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, worshipping 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 near to their camp.

Type: Human

Armour Class: 7 [12]

Hit Dice: 1

Attacks: 1 Short Bow (1D6) or Shortsword (1D6)

Special: None

Move: 12

Challenge Level/XP: 1/15

Human - Berserker

“What happens to those 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)

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)

Special: None

Move: 12

Challenge Level/XP:1/15

Human - Evil Priest

"They 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 Sorcerer:
Magic Missile, Charm Person, Sleep, Snake Charm, Suggestion,

Other powers that require blood soaked rituals to invoke are:

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

Type: Human

Armour Class: 8 [11]

Hit Dice: 4

Attacks: 1 Dagger (1D4)

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 can automatically control any non-intelligent 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 [11]

Hit Dice: 6

Attacks: 1 touch (1D12)

Special: Control Undead, Raise Undead, Hand of Death

Move: 12

Challenge Level/XP:7/600

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

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 - Upon hearing you run in fear directly away from the witch for D6 rounds. All creatures not allied to the witch within fifty feet are affected. Player characters may Test their Luck to avoid this effect.

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 Sorcerer spells as a 5th Level Sorcerer:

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

Type: Human

Armour Class: 8 [11]

Hit Dice: 5

Attacks: 1 Dagger (1D4)

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)

Special: None

Move: 12

Challenge Level/XP: 3/60

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.

Type: Human

Armour Class: 7 [12]

Hit Dice: 1

Attacks: Weapon (1D8)

Special: None

Move: 12

Challenge Level/XP: 1/15



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: Serpentine

Armour Class: 5 [14]

Hit Dice: 5—12 (equal to the number of heads)

Attacks: 5—12 bites (1D6)

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)

HYDRATIC SNAPPING TURTLE

“As big as a ship is this monster of Khaos. I’ve heard of some with as few as three and as many as twelve heads on long powerful necks that reach up from the shelled body and grab sailors to their doom. One was so big it was mistaken for an island by a group of hapless pirates who tried to bury their treasure on its back.”

This creature of Khaos is a horrific blend of 3D4 Hydra heads and the body of a snapping turtle and which is two foot across for each head. Like many Khaos Monsters it lives in caves at the bottom of the sea, which may be its old prison form the time that they were created by the Serpent Folk to wreak havoc on human ships.

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). Like dragons, they have a Breath Weapon (randomly determine like Dragons see page 159).

Type: Monstrous Animal

Armour Class: 2 [17]

Hit Dice: 3 to 12 Hit Dice

Attacks: 1 bite (1D6) per head

Special: Breath Weapon

Move: 12 swimming, 6 on land

Challenge Level: 3HD 5/240 4HD 6/400 5HD 7/600 6HD 8/800 7HD 9/1100 8HD 10/1400 9 HD 11/1700 10HD 12/2000 11HD 13/2300 12HD 14/2600

HYPNOTIZER

“I was lucky to get away with my life. First there were the illusions which led 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, this monstrosity is a giant floating brain with tentacle-like appendages which lie limply from this body and end with vicious-looking claws. However it is usually hidden with an illusionary form. Player characters may Test their Luck to avoid this effect. Once it has fooled its onlookers it is able to hypnotize them, as long as they are within a twenty-foot radius. Again Player characters may Test their Luck to avoid this effect. This effect lasts 1D6 hours when they gain another Test for Luck to throw off the creature’s mental control. The Hypnotizer can also summon up 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 Test for Luck.

Type: Other

Armour Class: 3 [16]

Hit Dice: 8

Attacks: 6 clawed tentacles (1D8 each)

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 sorcerer 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 (1D12)

Special: Magic spells, Soul Steal, Regeneration.

Move: 12

Challenge Level/XP:8/800

INVISIBLE STALKER

"Not everything that sneaks in from the Otherworlds 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)

Special: Invisible, flies

Move: 12

Challenge Level/XP: 9/1,100

"YOUR
BLOOD,
MY BLOOD,
IS THEIR
BLOOD"

KHAOS MONSTERS

Khaos is the primordial ocean of possibility that surrounds Zarth. Now that the Gods have gone, and nobody is around to shape and control it, this force wants to pull Zarth back into itself. As Zarth runs out of energy, more Khaos seeps into the world in the form of mutated monsters that instinctively destroy order and life to achieve this end. As time goes, on these monsters will grow larger and more irresistible. Many of Zarth's cultures have tales of dedicated monster hunters who put down the manifestations of Chaos when they appear.

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. The Serpent Folk deliberately violated the principals of Balance that their Lizard Race mentors held so dear to unleash the potential of Khaos. Vivimancy is the Black Magic art that resulted by from their 'controlled' experiments to create by to create hybrids such as the various Apemen breeds for example.

Creating Khaos Monsters

There are numerous examples of Khaos monsters in the Compendium of Fiends, usually under the heading of Monstrous Animal. The Hydratic Snapping Turtle (see page 172) is an example of one. To create a Khaotic version of a creature simply add one or more Khaos Features.

Khaos features

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. Khaos features count as extra "Special Abilities" when calculating experience points.

Table 100: Khaos Features

Roll D20	Khaos Feature
1	Extra head +3 to any perception skill check.
2	Extra intelligent; if the creature is an animal it now has human intelligence.
3	Magic resistant. 25% of the time magic doesn't affect the creature.
4	Magic just bounces off the creature, which cannot use magic itself.
5	Explodes upon death, causing +2D6 damage; a successful Luck Test 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 [+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 Skill roll where balance is an issue.
16	Large valuable gem (5D20) embedded in its forehead.
17	Extra dumb.
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 [+2] AC.

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 leaders 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. Player characters may Test their Luck to avoid this effect. 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)

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 Sorcerer (the same level as the lich’s hit dice). A lich’s touch causes paralysis with no Test for Luck 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 [19]

Hit Dice: 12+

Attacks: Hand (1D10 + automatic paralysis)

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)

Each of these spells can be cast once per day.

1st Level. Cause Light Wounds, Magic Jar, Magic Missile, Oppression, Wailing Lament.

2nd Level. Curse, Darkness 15ft Radius, Invisibility, Phantasmal Force, Snake Charm.

3rd Level. Cause Disease, Fireball, Speak with the Dead, Monster Summoning I

4th Level. Cause Serious Wounds, Dimension Door, Fear.

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 featureless face, an evil manipulative intelligence. Steeling my nerves I raised my axe again.”

These white worm-like aliens have come to Zarth to feed upon foul and black emotions, the raw distress of those trapped in the doomed world. One of them 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 (player characters may Test their Luck to avoid this effect). The maggot master then uses such charmed victims to secure a new host.

Once it is in a host it can produce 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)

Special: Charming poison

Move: 9

Challenge Level/XP:4/120



MAMBA

"I strike at you man-thing from the grave. I live between the worlds, in the Shroud and I step in from your nightmares to kill you in your sleep. I arrive in your village at night and kill you and all of your family. I will strike you down with my scythe. Poison you with venom from my bite. Or I will smother you with poison gas from the broken eggs of my unborn young. I shall not rest until all of you rebellious subjects are back under the Serpent King's control, and your numbers have been sufficiently culled. "

The Mamba is a host body which contains multiple spirits of Serpent Folk who died in the war against the Humans. They seek vengeance against their rebellious slaves and chose to be reincarnated in new flesh created by Serpentine Sorcery. The Mamba is a collective of 2D4 vengeful Serpent Folk spirits, which makes it more indestructible than its appearance suggests (see below).

The Mamba is an assassin who lives in the half world of the Shroud. It is summoned to perform tasks, usually the slaying of human leaders, by the Serpent Priests.

They appear as a tall muscular human of at least six foot tall in height, with pure ebony skin, yellow eyes and a head of tightly woven dreadlocks. Otherwise they dress as appropriately to the culture they are currently blending in with. Long robes with hoods are usually worn to hide some of their more distinguishing features.

Each time the Mamba is killed, one of the spirits contained within the host body is released to the Shroud, where they wait in an area known as the Serpent's Pool (from where they can be re-summoned by the Serpent Priests to inhabit a new Mamba), and one of the remaining spirits takes over control. Once all the spirits have been used up, the energy that holds the Mamba together dissipates and the Mamba crumbles to dust. Each time a new spirit takes control of the body, all damage to the host is immediately regenerated. Severed limbs regrow, burnt flesh heal and disintegrated body parts magically reappear.

The Mamba is able to walk in and out of the Shroud at will. This allows them to use the Shroud to travel great distance, as if teleporting, or go invisible as the spell.

Weapons

The Scythe, this vicious two handed weapon, embossed with snake emblems, is the weapon of choice that the Mamba uses to strike the final blow against its victim. Anybody killed by the Scythe is immediately transported to the Serpent Pool where they are tortured for all eternity by the Serpent Spirits that reside there.

The Mamba carries two machetes, with which it attacks twice per combat round in a whirlwind of twirling blades.

The Mamba has a poisonous bite that does 2D6 Damage. Player characters may Test their Luck and if Lucky half the rolled damage.

Each Mamba carries 1D6 Eggs of the Unborn. These are literally the eggs of the Serpent Folk that were left in the hatchery because did not hatch because their parents were slain by the humans. The shells are hard and but shatter when thrown by the Mamba and releases the noxious poisonous gas from the dead hatchling that causes 2D6 damage to all in fifty foot area. Player characters may Test their Luck and if Lucky half the rolled damage.

Type: Serpentine

Armour Class: 2 [17]

Hit Dice: 5

Attacks: 1 Scythe (1D12) or 2 Machete (1D6 each) or Poison Bite (2D6)

Special: Immune to Mind Control Magic, Sleep, Poison and Disease.

Move: 12

Challenge Level: 11 HD/1,700

**"I STRIKE AT YOU
MAN-THING FROM
THE GRAVE.**

**I LIVE BETWEEN
THE WORLDS, IN
THE SHROUD AND I
STEP IN FROM YOUR
NIGHTMARES TO KILL
YOU IN YOUR SLEEP."**

MAN-RAT

“My gods, a rat that big should not exist!” I thought. Then it turned to face me, still nibbling on Jaren’s severed arm. Then it hit me. The rat had a face. What abomination of Black Magic was this? Enraged I ran it through. It squeaked pathetically. I stepped back and wiped its blood of my sword. It was then that I heard a multitude of squeaking from the dark entrance of the sepulture. I knew then that the rat’s brothers and sisters were coming to eat!”

Standing just over four foot, Man Rats are fast-moving rat-human hybrids, who spend much of their time scratching around for food. They were created by the Serpent Men during ancient times, but escaped the laboratories where they were born and now infest the surrounding areas. They commonly live in small burrows, but are just at home in ruins and tunnels alongside their smaller brethren.

They attack in groups, and while they have vicious claws and bite are natural cowards if numbers are not on their side. Although ancient as a race, this product of foul vivimancy is still prone to instability and each individual has a one in ten chance of bearing 1D4 Khaos features. Intelligence-wise they are equivalent to a dog, but are often tainted by madness (3 in 6 chance).

Type: Construct

Armour Class: 2 [17]

Hit Dice: 1-1

Attacks: 2 claws (1D4 each) or 1 bite (1D6)

Special :3 in 6 chance of madness

Move: 15

Challenge Level/XP B/10.

Table 101: Man-Rat Madness table

Roll D10	Madness
1	Berserker +2 to attack
2	Speaks gibberish in Common tongue
3	Knows a random 1st Level spell that it fires off immediately upon being attacked.
4	Runs around blindly lashing out at anything in its way if threatened.
5	Facial expressions falsely give the impression of high intelligence.
6	Drools and slobbers
7	Twitches uncontrollably
8	Shrieks and yelps randomly.
9	Will go straight up to any character and beg for food.
10	Petrified of Water.

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)

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 into them and turned them into their cold-blooded kin using vile sorcery. Now the Gardens of Elana are filed with the petrified statues of the Queens’ 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. Player characters may Test their Luck to avoid this effect. 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. Player characters may Test their Luck to avoid this effect.

Type: Construct

Armour Class: 5 [14]

Hit Dice: 6

Attack: 1 Weapon (1d4)

Special: Gaze turns to stone, poisonous biting snake hair.

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.

Type: Construct

Armour Class: 6 [13]

Hit Dice: 6+4

Attacks: Head butt (2D4), bite (1D3) and weapon (1D8)

Special: Never get lost in labyrinths

Move: 12

Challenge Level/XP: 6/400



MIST MAID

“They took the girls of the village and ritually killed them on their foul altars the night before the attack. The next day, within the early morning mist, the girls returned, initially showing a ghostly visage of innocence. Then suddenly with a screaming wail their sweet countenances turned grim and they attacked the homes of their fathers!”

These female sacrificial victims, are magically turned into howling floating monsters, possessed by Otherworld beings upon their deaths. Typically they are 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. Player characters may Test their Luck to avoid this effect. 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)

Special: Death Scream

Move: 24

Challenge Level/XP: 7/600 3

MOUTH WORM

“It was buried in the earth 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.”

These creatures are 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 bite (1D8)

Special: Burrow through earth at a move of 9.

Move: 12

Challenge Level/XP: 4/120

MUMMY

“Some Kings and High-Priests are rich enough and powerful enough to cheat death. In ancient dusty tombs they lurk, plotting the downfall 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)

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 vicious claws, one has to be glad it's 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, and 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 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. 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 sorcerers 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. Player characters may Test their Luck to avoid being hypnotised by Nemons.

Nemon

Armour Class: 5 [14]

Type: Other

Hit Dice:1

Attacks: 1 Claw (1D6)

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)

Special: Hypnotise on failed Luck test 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)

Special: Mass hypnotise anyone within 50 foot radius on a failed Luck Test for 1D12 months. Spells as 5th Level Sorcerer.

Move: 12 /24 swim

Challenge Level/XP: 8/800



NIGHTSPAWN

“Vile is the Nightspawn. Out of the darkness it slithers from some Otherworld where the foul blasphemous sun is too bright for it to endure. So it creeps into our world to feed on blood and harvest souls. Idiot is the Sorcerer who summons it for such matters never end well. It is at best a parasite that can be driven off by hardy people, at worst it is a menace that engulfs and absorbs never endingly.”

The Nightspawn is an invader in Zarth’s reality and comes from a lightless Otherworld. It mindlessly eats all living things it comes across and each sentient being it devours adds to its great jelly-like mass.

Each body can grow Tentacles, since its original limbs become stunted and useless, which it uses to manipulate objects and attack with.

The eyes of each body can also emit ‘negative’ harmful light once a day. These ‘Dead Lights’ cause 2D6 damage to living tissue up to fifty foot away.

When the Nightspawn kills a sentient creature it slithers over to the body and absorbs it and the soul into its mass. This gives it an additional hit dice, an additional tentacle attack and a new Dead Light it can use.

It can be repulsed by light sources. It immediately retreats from magical light sources, but will attack (at -2 to hit) the bearers of natural light sources.

Base XP award on the number of HD that the Nightspawn possesses at the end of the combat.

Type: Other

Armour Class: 0[19]

Hit Dice: Special roll 1D6 when first encountered.

Attacks: 1 tentacle per Hit Dice (1D6)

Special Rules: Multi-attacks (tentacles), Dead Lights, Absorbs souls and grows new bodies.

Challenge Level/XP 1 Hit Dice 3/60, 2 Hit Dice 4/120, 3 Hit Dice 5/240, 4 Hit Dice 6/400, 5 Hit Dice 7/600, 6 Hit Dice 8/800, 7 Hit Dice 9/1100, 8 Hit Dice 10/1400, 9 Hit Dice 11/1700, 10 Hit Dice 12/2000, etc.



NKARTH

"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 an eight foot tall 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. Slain victims become Red Zombies under its control.
- 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)

Special: Reanimate & Control dead in 20 foot radius, Carries Red Death, Control Razor swarm.

Move: 9

Challenge Level/XP:8/800

PENTAGHAST

"A vile aberration of sickness, the Pentaghast cartwheels its way through the winding corridors of the Lost Hell, screaming at the damned souls that are found there. It loves practical jokes that are deadly in nature and is able to create lifelike mannequins from its own dung to help set up its victims."

It's natural form is a lion-headed creature whose body is a short mess that sprouts five muscular horse legs that end in iron hooves. It is highly magical. It is able to magically hide its own appearance, usually as a court jester or urbane sophisticated sorcerer.

Its screams can induce uncontrollable vomiting and its mocking laughter can demoralise all who can hear it. It has the Gift of Tongues and is able to mimic anyone it has heard before.

The summoning ritual involves the death of a 'clown' in a ritually abused manner that the sick and twisted Pentaghast appreciates. This gains one 'favour' from the Pentaghast, and its attention and further service can be obtained by performing the 'Theatre of the Damned', a foul and debased ritual involving many sacrifices. Often the Pentaghast will trick its way into leading the Theatre, sacrificing the original summoner in the spectacle and running amok on Earth until uncovered and banished.

The Pentaghast has a number of powers that allow it to mock its victims.

- Disruptive Scream. Anyone in an area fifty yards across who can hear the Pentaghast's scream is subject to nausea and vomiting for D4 rounds unless they successfully Test their Luck. Once the targets have either successfully or unsuccessfully resisted the scream they are no longer affected by it.
- Mocking laughter. Anyone who can hear the Pentaghast's terrible laughter are subject to a -2 Penalty to all rolls as it demoralises them, unless they successfully Test their Luck. The demon can laugh once every two combat rounds.
- Create Puppet. Once per day a Pentaghast is able to create a humanoid puppet using its own dung. The puppet is guided by the Pentaghast's will. Use a standard racial template (eg. Human Man at Arms etc.) to provide stats for the puppet. Such puppets tend to be heavily scented with perfume, to hide the smell of the dung, so are only detected on a successful Skill test.
- The Gift of Tongues. The Pentaghast is able to speak all languages and mimic flawlessly the speech of any person it has previously heard.

Type: Other

Armour Class: 4 [15]

Hit Dice: 6

Move: Cartwheeling 15 (cannot attack)/Walk 9

Attacks: 5 kicks when in Demonic form (1D8)

Special: Disruptive Scream, Mocking Laughter, Create Puppet, Gift of Tongues.

CR/XP: 9/1100

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 inhabitants 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 opened with a jolt and its baleful gaze regarded 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 though 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. Player characters may Test their Luck and if Lucky the rolled damage is halved. 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 vicious 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)

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 Zarth 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 humankind. 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)

Special: None

Move: 12

Challenge Level/XP: 1/15



RAZOR RUNNER

"I've 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."

Razor Runners are small lizards that 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 (1D6)

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 like tiny razor blades. I blinked and the next thing I saw was 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 were 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

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 grisly legends of these warriors' creation. How master sculptors got the men to pose for the statues, before the warlord's fearful sorcerers sacrificed whole battalions at a time and trapped their unfortunate souls in their stone portraits. 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 and his wealth, both in life and death. They are also found in ancient 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)

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 backed 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 can be infected by the disease. Player characters may Test their Luck to avoid infection. 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. Some Others carry the disease as well (such as the nefarious Nkarth).

Type: Undead

Armour Class: 3 [16]

Hit Dice: 2

Attacks: Strike (1D8)

Special: Red death disease.

Move: 6

Challenge Level/XP: 3/60



REINCARNATE

"The thing's lair was in the Old Tower on the coast about half a day's walk from the village. Livestock had been going missing for years, as well as travellers who the villagers had assumed had moved on to other parts, but it wasn't until the shepherds disappeared one by one that the Elders took action. They called us in as monster hunters, offered up the village silver as reward (plus any thing we found while hunting the beast) and pointed clearly at the Tower.

The old audience chamber was filled with bones, animal and human nailed to the walls like some grisly decorations. As we were admiring the bones a well-groomed man swept into the room, and declared himself the Lord of the Tower and demanded to know why we had invaded his personal property. We took up the matter of the missing shepherds, whose decomposing heads we had noticed placed on the fire place, and things got nasty from there. He slew quite effortlessly three of our number, taking no damage to himself despite the heavy blows they landed on him. It was only by accident when my own sword missed him and shattered a turtle shell pinned to the wall and his hair noticeably greyed; then I worked out that his weakness was the bones of his victims that were nailed to the wall. I yelled at the survivors of my group that from that point on they should focus on smashing the bones. Gleeefully they did and the nobleman aged before our eyes. Ironically he stopped breathing, a withered and ancient thing, when I stood on the last of the shepherd's heads."

The Reincarnate is a sorcerer who has ritually sacrificed their living soul to join the ranks of the undead.

They require regular human sacrifice to maintain themselves, a peculiar condition of which is that they retain the bones of their victims in a single inner sanctum. As long as they do so they are immortal and cannot be damaged by non-magical means. If the attackers work out that the Reincarnate weakness is its collection of bones then they can attack them using AC 9[10] to hit, and doing damage to the bones (blunt crushing weapons like maces do double damage) takes Hit Points off the Reincarnate.

The Reincarnate gets a lesser amount of life force from sacrificing animals, but may survive by just by doing so. The main benefit that they get is they assume the powers of the animal. A reincarnate that drains a Turtle will get -1[+1] to their armour class. Many forest animals provide a +3 to Perception Tests and +3 to Move. Many Reincarnates find the absorption of animal essence abhorrent, since it dilutes what is left of their humanity. Reincarnates that have lived off animals exclusively for years, will be more animal in nature. Such 'Feral' specimens will have forgotten their spell casting abilities.

Type: Undead

Armour Class: 6 [13]

Hit Dice: 10

Attacks: 1 Fist (1D10)

Special: Immortal, Not affected by mind control magic, sleep, poison or disease. Resistant to non-magical damage, Spell Casting.

Move: 12

Challenge Level/XP: 13/2,300

The Reincarnate remembers the following spell casting abilities from their previous life as a Black Sorcerer.

1st: Cause Light Wounds, Charm Person, Hex, Oppression.

2nd: Curse, Darkness (15ft radius), Invisibility.

3rd: Lightning Bolt, Speak with the Dead.

"THE OLD AUDIENCE CHAMBER WAS FILLED WITH BONES, ANIMAL AND HUMAN NAILED TO THE WALLS LIKE SOME GRISLY DECORATIONS. AS WE WERE ADMIRING THE BONES A WELL-GROOMED MAN SWEEP INTO THE ROOM, AND DECLARED HIMSELF THE LORD OF THE TOWER AND DEMANDED TO KNOW WHY WE HAD INVADDED HIS PERSONAL PROPERTY."

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 were 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 snake headed 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 built, 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 a 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 [13]

Attacks: 1 Scimitar (1D8)

Special: None

Move: 12

Challenge Level/XP: 2/30

Serpent Man Scout

The Serpent Man Scout is a small, quick and agile creature standing no taller than five foot. It is typically armed with a vicious 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)

Special: Chameleon hiding ability. Climb sheer surfaces.

Move: 15

Challenge Level/XP: 3/60

Serpent Man Priest

The scheming ruling class of Serpent kind, these black hearted sorcerers of the vilest kind will 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 Man Priests are able to change their form into that of any human that they have seen. Player characters may Test their Luck; if they are Unlucky the viewer is completely taken in.

Serpent Man 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)

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, enslaving their will for twenty four hours. Player characters may Test their Luck to avoid this effect. 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)

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 Otherworld 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 matter it touches over a period of 1D6 hours, and almost instantly pollutes water (which causes vomiting as described below if drunk).

If touched in combat a character will start vomiting for 1D4 rounds, unless they successfully Test their Luck, during which time the character can do nothing. The second time this happens, the victim 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)

Special: Touch Causes Vomiting. Pollute water by touching it.

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 homeland against all living things that invade it. I Turlia Rane command it!!”

Skeletons are animated bones of the dead, usually under the control of some evil master.

Type: Undead

Armour Class: 8 [11], with shield 7 [12]

Hit Dice: 1

Attacks: Weapon or strike (1D6)

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 cannot 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 feed, they make sickening slurping noises.

Type: Other

Armour Class: 3 [16]

Hit Dice: 2

Attacks: Slashing hand blade 1D8

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 were never designed to be this big!"

Spider, Giant (Man-sized, 4 ft. 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 (2d6, Test vs Luck halves).

Special: Poison, surprise.

Move: 18

Challenge Level/XP: 5/240

Spider, Giant (Greater, 6 ft. 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 Test their Luck and if Lucky 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 (2d6, Test vs Luck halves).

Special: Poison, webs.

Move: 4

Challenge Level/XP: 7/600

Spider, Phase

"From an Otherworld 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 (when they can only be attacked 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 (2d6, Test vs Luck halves).

Special: Poison, phases.

Move: 18

Challenge Level/XP: 6/400

SPORE FIEND

"I went collecting mushrooms for my mistress's 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 another world.

Instead, overcome with greed at the prospect of a handsome reward I reached forward to pick it. 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 nightmare visions began. I hallucinated solidly for a day, the very limits of my sanity were 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 their spores which cause madding hallucinations on a failed Test vs Luck. 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 under control of the Fiend.



Type: Other

Armour Class: 8 [11]

Hit Dice: 4

Attacks: 1 Bite (1D6)

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)

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)

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 fore claws 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)

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 realised 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 were 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 backing off the afflicted arm did I save myself."

This large bovine creature carries hideous fist-sized ticks of otherworld origin. It is highly prized by sorcerers for the magical elixirs its internal organs can produce and the divination potions that can be 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 they burrow into the victim's flesh. Only a Cure Disease spell or the application of fire (which also damages the victim) can remove them. As 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)

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 elastic bodies, which can stretch to be up to 50 foot long. 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)

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 Test for Luck.

Type: Other

Hit Dice: 10

Armour Class: 0 [19]

Attacks: 2 Fists (1D12) or Bite (3D6)

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 another 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 appear alien (elongated ears and canines)
- Thralls look like humans, except when they feed.
- Vampires are bloodless. They are therefore immune to diseases and poisons.
- Vampires are not creatures of darkness and are not harmed by sunlight.

Vampiric Powers

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 point of CON damage.

Fly: The fiend can fly through the air at a rate of 18

Drain blood: Each biting attack drains 2D6 points of blood damage.

Hypnotise: The gaze of a High Vampire when met can put the victim under the fiend’s control for D6 days. Player characters may Test their Luck to avoid this effect.

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)

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)

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 [19]

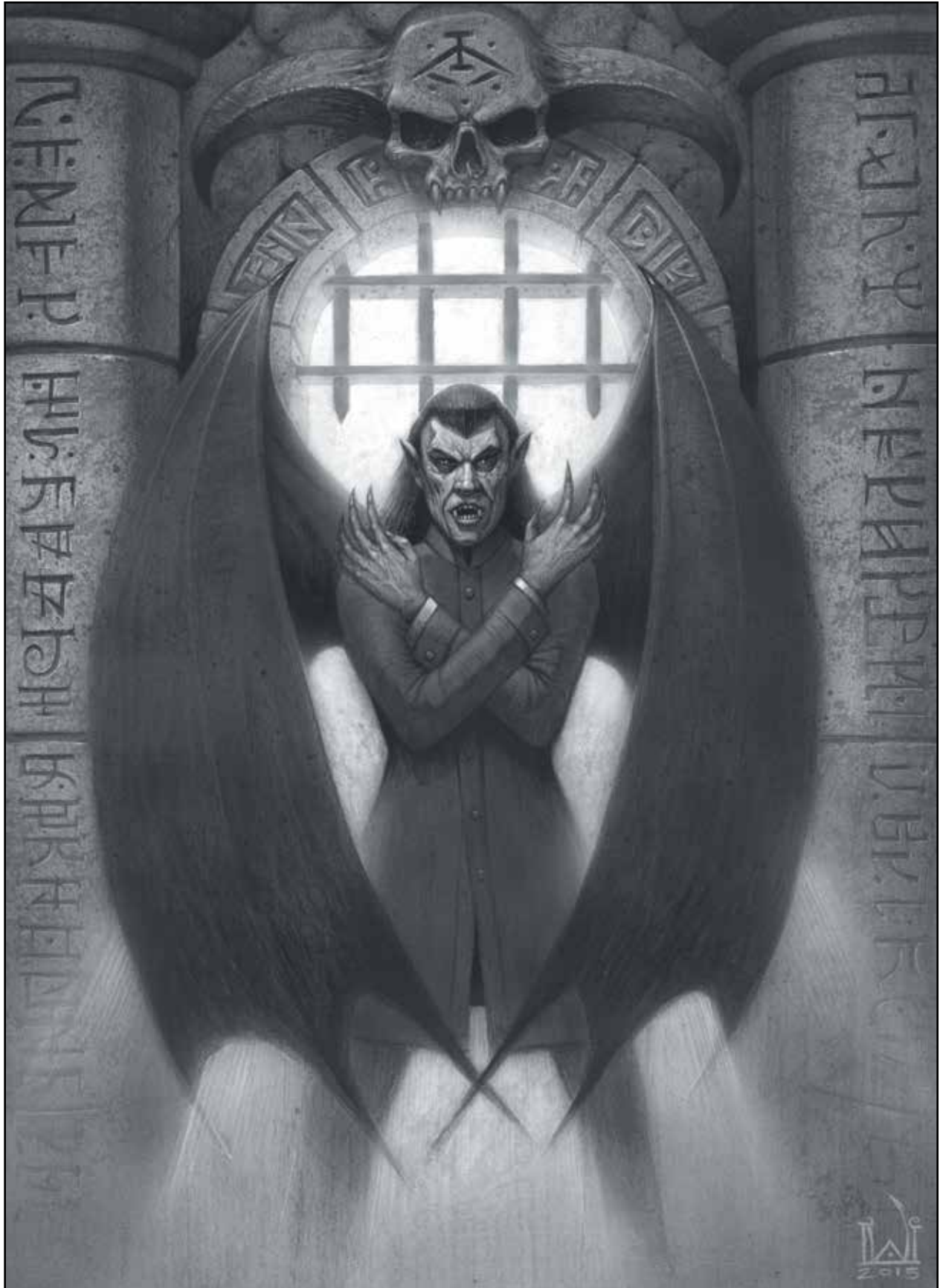
Hit Dice: 8/10/15

Attacks: 1 Claw (1D12)

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 tendrils (1D4)

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 [15]

Attacks: 2 claws (1D6)

Special: None

Move: 18

Challenge Level/XP: 7/600



WIGHT

“The ancient lords of Razkël came to pass from this world. Their evil dominion was at an 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. The touch of a Wight drains its victim of life (Lose one Level in game terms) 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 damage + level drain)

Special: Level drain (1 level)

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

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)

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)

Special: None

Move: 18

Challenge Level/XP: 4/120

W'ZENCTH

"Dread Underlord answer my call. W'zenctb! W'zenctb! Aye-ai-I W'zenctb! Through smoke, through air, you fly from your perch in dread Tzon. Come W'zenctb! Slay my enemies! Rend them limb from limb. Claw them! Gore them! Sting them and turn their blood to poison. Aye-ai-I W'zenctb! Aye-ai-I W'zenctb! W'zenctb! W'zenctb!"

W'zencths are evil Otherworld 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 have many natural weapons. Claws that rend, horns that gore and a long serpentine tail with a vicious stinger that oozes deadly venom. Any creature hit by the stinger who fails a Test for Luck is instantly slain.

Type: Other

Armour Class: 0 [19]

Hit Dice: 8

Attacks: Horn attack (1D10) + two claws (1D6) or one Stinger (1D6 +Poison)

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 Xnarks fell into reality through the cracks from an 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 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. Their many snake heads bite with deadly venom that causes 2D6 damage. Player characters may Test their Luck to avoid this effect.

Xnark Warrior

Type: Other

Armour Class: 5 [14]

Hit Dice: 2

Attacks: Weapon, usually Obsidian Axe (1D6) or Snake Bite (1D4+poison)

Special: Poison Bite

Move: 12

Challenge Level/XP: 3/60

Xnark Magician

These are the leaders of the Xnarks and can cast the following spells once per day each as a 4th Level Magician.

Magic Missile, Dispel Magic, Hold Portal, Charm Person, Sleep.

Type: Other

Armour Class: 5 [14]

Hit Dice: 4

Attacks: Weapon, usually Obsidian Axe (1D6) or Snake Bite (1D4+poison)

Special: Sorcerer 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)

Special: Immune to sleep and charm

Move: 6

Challenge Level/XP: 2/30

ZUNDER CAT

“Zunder! Zunder! Zunder Cat! Ho!”

Traditional Battle Cry.

Often the mounts of fearless warriors, Zunder Cats 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’.

The Zunder Cat is a giant sized large cat, which stands five foot high and ten foot long, with a yellow hide with red stripes and vicious foot-long protruding carnies.

They are excellent trackers, having a 4 in 6 chance of picking up any difficult trail. In battle they terrify their enemies with a thunderous roar, foes of 3 or less HD having to flee for 1D8 rounds in panic. Player characters may Test their Luck to avoid this effect.

Type: Intelligent animal

Armour Class: 5 [14]

Hit Dice: 5

Attacks: 2 Claws (1D10 each)

Special: Terrifying Roar

Move: 18

Challenge Level/XP: 6/400

ZONGON

"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 head-like 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 of 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 an Otherworld race that has come to Zarth, to dominate and enslave all others to their will.

Their body is a crab-like exoskeleton with four crab-like legs which terminate with claws. Two worm-like tentacles emerge from the its crown; they are used to grasp and strangle victims. If both tentacles hit 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 the enveloped in a field of controlling energy. If they Test their Luck and are Unlucky 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 it again.

Zongon

Type: Other

Armour Class: 4 [15]

Hit Dice: 5

Attacks: 4 claws (1D4) or Bite (1D6) or 2 Tentacle bash (1D6)

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)

Special: Mental domination attack, strangulation attack.

Move: 12 float

Challenge Level/XP: 12/2,000



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 away at rulebooks finding out what you're "allowed" to do.

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 102: 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 103: Challenge Level Modifications

Modifications	
4+ attacks per round (minimum D6 or saving throw each)	+1 HD
AC -1 [20] or lower [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

FIENDS BY CHALLENGE LEVEL

Challenge Level A-1

1. Battle Ape (Chimpanzee)
2. Battle Ape (Young Gorilla)
3. Basher ape
4. Beetles, Giant (Fire)
5. Centipede, Giant (Small, Nonlethal)
6. Fungus man
7. Human - Bandit
8. Human - Cultist
9. Human - Solider
10. Man-Rat (B)
11. Nemon
12. Primitive
13. Razor Runner (B)
14. 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. Battle Ape (Silverback Gorilla)
3. Chreker
4. Ghoul
5. Human - Sergeant-at-Arms
6. Nightspawn
7. Red Zombie
8. Serpent Man Scout
9. Slither
10. 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. Nightspawn
10. Nemon Chief
11. Razor Swarm
12. Sick weed
13. Worg

Challenge Level 5

1. Bats, Giant (Greater Bat)
2. Battle Ape (Orang-utan)
3. Bashan
4. Bone head
5. Face Stealer
6. Golgoth
7. Human - Evil Priest
8. Hydratic Snapping Turtle
9. Nightspawn
10. Spider, Giant (Man-sized, 4ft diameter)
11. Spore Fiend
12. Tick Beast
13. Whip weed
14. Wight
15. Wind Wraith

Challenge Level 6

1. Centipede, Giant (Large, 20 ft long)
2. Gargoyle
3. Hanged Man
4. Hell Hound
5. Howler Ape
6. Hydratic Snapping Turtle
7. Minotaur
8. Nightspawn
9. Spider, Phase
10. Vampire (Thrall)
11. Zunder Cat

Challenge Level 7

1. Cockatrice
2. Faceless
3. Head Devourer
4. Hell Hound
5. Human - Necromancer
6. Human - Screaming Witch
7. Hydra
8. Hydratic Snapping Turtle
9. Mist Maids
10. Mummy
11. Nightspawn
12. Spider, Giant (Greater, 6ft diameter)
13. Tattooed Warrior
14. Tunnel Worm
15. White Ape
16. Xnark Magician
17. 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. Hydratic Snapping Turtle
9. Infernal Scribe
10. Manticore
11. Medusa
12. Nemon Priest
13. Nightspawn
14. Nkarth
15. Serpent Man Priest

Challenge Level 9

1. Bats, Giant (Bat Monster)
2. Dragon
3. Elemental
4. Hydra
5. Hydratic Snapping Turtle
6. Invisible Stalker
7. Pentaghost
8. Poison Tree
9. Nightspawn
10. Terror Lizard

Challenge Level 10

1. Blood Princess
2. Crypt fiend
3. Dragon
4. Gorgon
5. Hydra
6. Hydratic Snapping Turtle
7. Hypnotiser
8. Nightspawn
9. Ulgan
10. Vampire (Adept)
11. W'zencth

Challenge Level 11

1. Black Pudding
2. Chimera
3. Corpse Colossus
4. Dragon
5. Hydra
6. Hydratic Snapping Turtle
7. Knight of Death
8. Mamba
9. Serpent Man Tyrant

Challenge Level 12

1. Dragon
2. Elemental
3. Golem, Flesh
4. Hydra
5. Hydratic Snapping Turtle
6. Knight of Death
7. Zongon Overlord

Challenge Level 13

1. Dragon
2. Hydra
3. Hydratic Snapping Turtle
4. Reincarnate
5. Knight of Death

Challenge Level 14

1. Dragon
2. Hydra
3. Hydratic Snapping Turtle

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

1. Lich

Challenge Level 22

1. Vampire (High)

Table 104: 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 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

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. His 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 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 - 2nd level characters. While it is quite a straightforward adventure, 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)

This area is 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 SR 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, who were 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

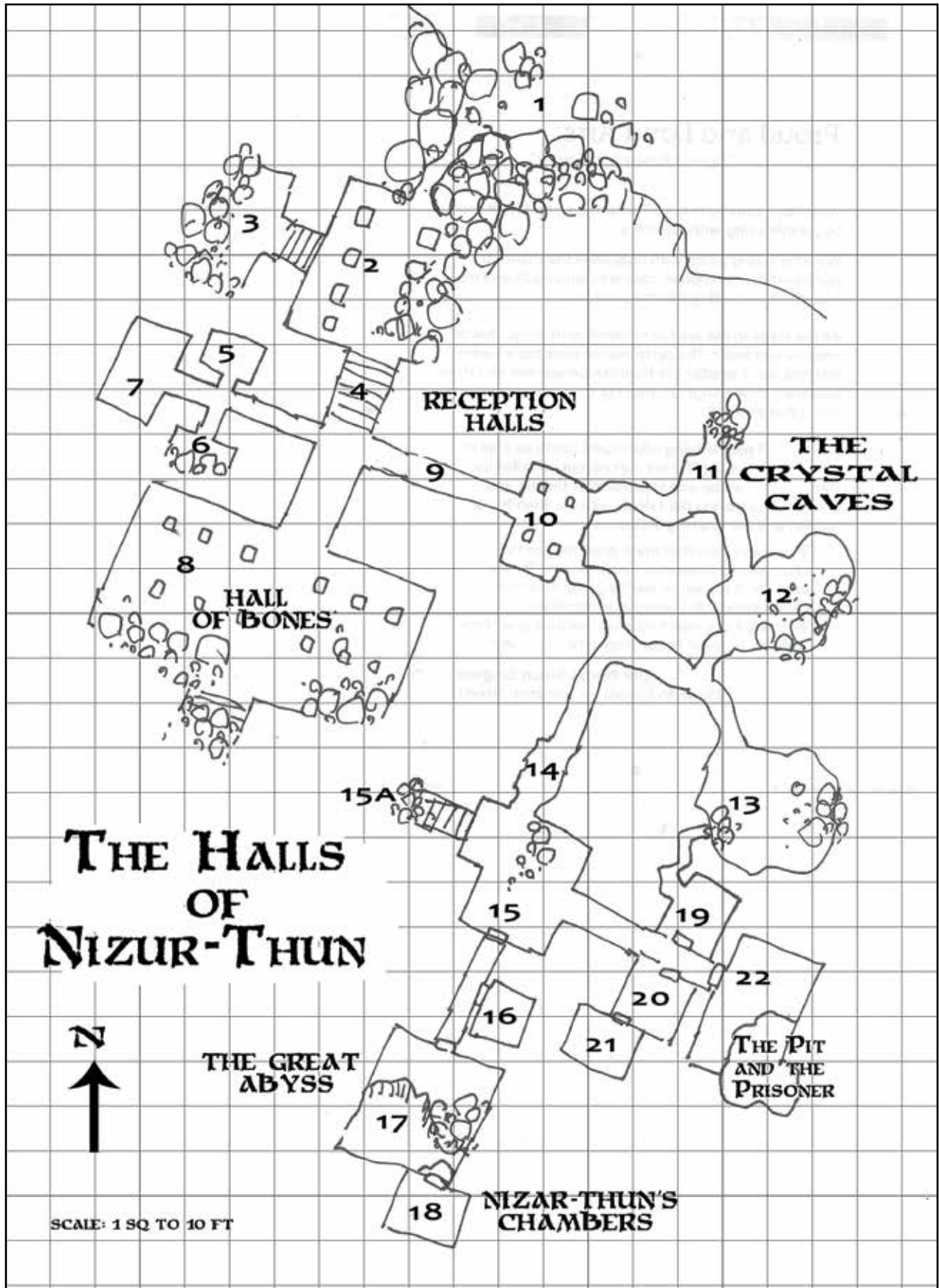
In various locations (8, 11, 15a & 17) there is an opportunity for the Crypt Keeper to expand the Crypt and create a new level and draw a new map of locations situated below what is detailed here. If you don't want to expand the Crypt in this way, simply leave the passages and stairwells inaccessible 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.

1. He reincarnated into a new body or relocated after the attack on his 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.
2. 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
3. He is skulking about in the Underhalls, with his treasure, secrets and a new army of fiends for the characters to overcome.
4. 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) Special None Move: 12 CL/XP 1/15

4. The Trapped Stairs

Near invisible metal wires criss-cross the stairwell its entire height and length. If not detected, the wires trigger 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 [10] HD 1D2 HP 1 Attacks Bite 1 Hp damage Special Non-Lethal poison (Test for Luck, if Unlucky causes 1D4 rounds of crippling pain) Move 13 CL/XP 1/13

Treasure: Hidden in the nest is a human skull inside which is a gem worth 50 GP.

7. The Countess

In the centre of this web-filled room is a four poster bed; on the bed sits a woman in a wedding dress eating the 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 bodyguards. The woman is the Countess, the would be bride of the Nizur-Thun slain in her sleep before her wedding night day and returned from the grave as a Ghoul. As she is happily snacking she, has no interest in attacking the player characters. Instead she would rather moan 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) Special Immune to Sleep and Charm, paralysis. Move 9 CL/XP 3/60

Zombie Bodyguard: AC 8 [15] HD 2 HP 6 Attacks Fist (1D8) Special Immune to Sleep and Charm Move 6 CL/XP 2/30.

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 else go insane from the transformation. Further Sanity rolls are required when ever the character feeds on 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. The ring 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 Underhalls.

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 each 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. If a character looks into them, they 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 as a night sky with twinkling stars. Once the characters are oblivious to their presence they drop down and attack.

6 Slithers: AC 3 [16] HD 2 HP 4 Attacks 1 Slashing hand blade (1D8) Special Liquid form, automatically hide in darkness. Move 9 in solid form 24 in liquid form CL/XP 3/60

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 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 within five feet of the soldiers it is theirs. Otherwise the statues awaken and attack.

3 Red Rock Warriors: AC 2 [17] HD 2 HP 12 Attacks 1 Sword (1D8) Special Immune to mind control magic, extremes of cold, fire, water or air. Move 12 CL/XP 3/30.

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 instead lead down to the Underhalls

and Level 2 of the crypt.

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.

THE HAUNTED LANDS

WHAT IS A WEIRD LAND?

Other games of this ilk have the characters exploring the untamed wilderness outside the dungeon door, once they tire of kicking down doors, killing the inhabitants of the room and taking their stuff. It all leads into the idea that at around 9th Level the characters build strongholds in the wilderness that they have previously explored and cleared and become rulers of these new domains.

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 because it lies 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. The Haunted Ground is an example of a Weird Land.

Unlike a Crypt based adventure, a Weird Land forms a much more loosely connected series of encounters with a shared background history. Characters are free to wander wherever they want, and the Crypt Keeper needs to be able to react to their interactions and with the encounter areas which may not be met in a linear sequential series that makes immediate sense.

It is therefore important to be familiar with the background information (both Crypt Keeper's and Players), the Weird Lands encounters themselves and the notable non-player characters

CRYPT KEEPER'S BACKGROUND

The Sorcerer who Cheated Death

500 years ago the Sorcerer Malek Dark, after searching the Doomed Dimensions using the Black Monolith (see location 9), found a deadly secret in an old and forgotten spell book. The secret took the form of a nasty little spell that he could use to become immortal, by sacrificing a "male youth of great promise, of heavenly appearance with radiant blonde like the Sun God" in his place of power in his Sorcerer's Tower.

Dutifully, a young blonde boy was found from amongst the villagers of nearby Wimble, and Malek went through with the terrible ritual. Upon completion, the whole area around the tower was plunged into darkness and temporarily sucked into the Shroud by the unnatural magics unleashed. The alien nature of the Shroud sucked the life out of the

area, and even when it returned to the real world about an hour later it was as a grey Weird Land.

As the dust settled in his now shattered tower, Malek assessed how successful the rite had been. After a few quick tests he cursed his luck. The spell had only been partially successful and he would have to return to the tower in five hundred years to repeat it. Seeing how cold and inhospitable the land was now, and how all his minions were dead (carried off by Others in the Shroud or the simple shock of being transported there) or fled south (to the present day village of Spurlk) he decided to go and enjoy his half millennium of deathlessness in sunnier climes.

Thirty years ago another practitioner of the dark arts arrived in the desolate Haunted Lands. Old Maud and her clan of misfits took up residence in this bleak land, settling in an old cave whose dank and dark nature fitted her disposition (see Old Maud's Cave). Maud and her hunter sons eventually explored the ruins of Malek's Sorcerer's Tower. There she found his notes about the spell, and was able to put together the story of what had happened. Now she plans to ambush Malek with the help of her sons and force him to cast the spell on her behalf. She's even procured a blonde haired youth from a local village just outside the Haunted Lands to use in the rite.

Now it is time for the return of Malek. He is full of apprehension. He's enjoyed his last five hundred years of extended life, but come to the conclusion that such an existence is hollow. Therefore he wants only to leave Zarth and pass to more a pleasant Other World. As a seasoned Other World explorer he has learnt that those responsible for foul crimes against a reality, as his "Killing the Sun God" ritual surely was, cannot pass through to the Paradise Worlds without restoring the balance in the area where they have done wrong. Using divination magic he has learnt that the boy who he killed has been reincarnated, as he suspected would be the case, and that 'dark hands' have already seized him. He has therefore returned to his tower, not to repeat the ritual to gain true immortality or extend his life another five hundred years, but to undo the wrong he created, to reverse the magic and restore life to the Haunted Lands.

Into the grand schemes of these sorcerers, walk the characters, hired by the blonde boy's parents to rescue him.

PLAYER'S INTRODUCTION

The Fair-haired Boy and the Witch

Efian was a good looking, fair-haired, bright, sociable fifteen year old boy who lived with his family in the village of Spurk in the Ash Plains. Spurk is a farming community and Efian was going to take up the hoe and take after his male ancestors by wrestling a living from the land, after paying the greater proportion of their labours to the Warlord whose protection the village lives under.

That was until he was taken from the fields by a Witch. Witnesses know that it was a witch, because she had a big pointy black hat and a warty nose. Oh and she was riding in a flying black cauldron which she snatched Efian into, before she flew away towards the Haunted Ground to the North. She also fried a couple of the Warlord's warriors who guard the field from bandits with a ball of fire that erupted from her hands. Yes, definitely a Witch.

So the Warlord is quite worried about the whole thing, and is offering 100 Gold for the return of the boy and another 100 Gold for the witches head on a plate.

All you have to do is take the path to the old deserted village of Wimble which lies in the Haunted Ground to the north.

The characters have arrived in the village of Spurk by taking the dirt track from the south of the village. They have come out of a savage part of the Ash Plains and are looking to rest up. Of course being adventurers they are always looking for opportunities and Efian's kidnapping by the 'Witch' a couple of days provides them with one.

Cast List

Here's a list of important non-player characters that feature in the adventure. The location where they can be found is in parenthesis next to their name.

Spurk

- Jera the Huntress (2). Potential Guide.
- Phiship the Great (3). Village Headman and Efian's Uncle.
- Yan the Black Tusk (4). The local Warlord, and character's patron.

Wimble

- Windy Milldark (11). Insane Sorcerer's Apprentice
- The Green Man (7). A monstrous undead thing

The Old Dark Woods

- Maldek Dark (14). Sorcerer seeking redemption.
- Old Maud (17). The Witch who has kidnapped Efian
- Tut-Em-Ragan (18). Time Traveller stuck in the Haunted Lands.

WEIRD LANDS ADVENTURING

The adventure key is split into three parts. The village of Spurk is a settlement which the characters' use as their starting point and possibly their base of operations. They can come back to Spurk to off-load loot and heal up. Here the characters can ask questions to gather more information about the Haunted Lands in the form of gossip and oral histories from the locals. More civilised and larger settlements may have ancient temples and libraries that the characters may consult to find out the local myths and legends about the Weird Land they are about to enter.

The Weird Land itself is split into two areas. The first is the deserted village of Wimble and its surrounding farmland, with its legacy of undead horrors. The second is the Old Dark Woods, an almost fairy tale place of rough hunters, witches and other monstrosities.

After a quick introduction to the area, the locations are described in the following format.

A first impressions type description that you can read out as is or paraphrase for your players.

Some follow up information for the Crypt Keepers eyes.

This is what the character can find out if they ask more questions or search in the right places. Information marked *Secret* is not immediately obvious. The characters will have to dig harder to find that out.

Finally any non-player characters are detailed in the format.

Name of Monster AC (Armour Class) HD (Hit Dice) HP (Hit Points) MV (Movement) Attacks by weapon (weapon damage) Special (special rules, often detailed after the stat block) CL/XP (Challenge Level/Experience Points awarded for defeating).

SPURLK

This settlement is a typical poor farming village, holding about fifty men, women and children. Most of its inhabitants are farmers tilling the poor soil and living at a subsistence level. A Warlord and his small group of warriors protect the village from a wooden stockade on a hill called Black Tusk Fort.

The villagers are comically thick but are very tough and resilient. It seems that by pure blind luck the settlement survives the periodic outbreaks of disease and the occasional famine. They are survivors of the ‘Darkness that came to Wimble’ as they call the magical disaster that created the Haunted Lands.

The village is made up of ancient and poorly maintained wattle and daub huts. Notable buildings, which are detailed below, are the Shrine to the Green Man, the Jolly Green Giant Inn and Black Tusk fort.

Secret

The stock of the villagers was changed when they entered the Shroud. They became incredibly tough, immune to disease but intellectually dim. Adults have 1 Hit Dice and 8 Hit Points, and are disease resistant.

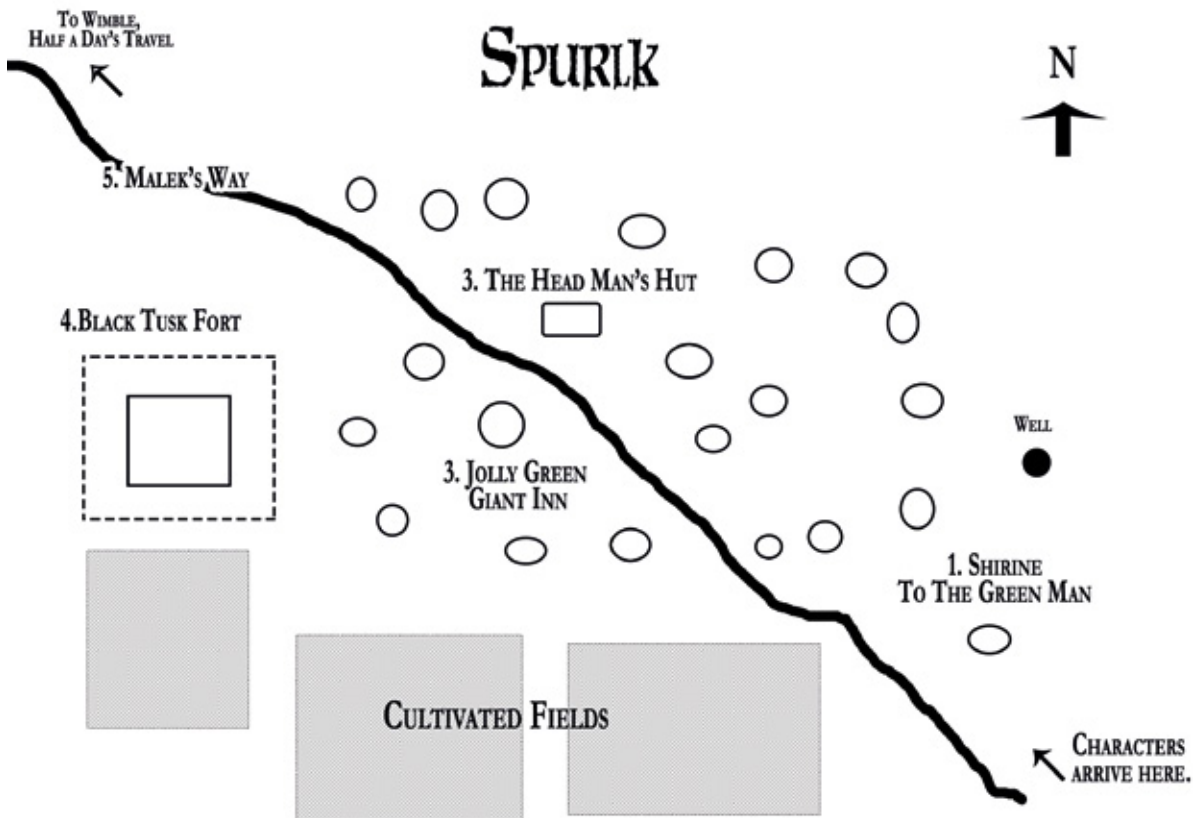
The name of the village comes from the noise that the headman made when he cleared his throat when they first arrived in the valley where the village now stands.

1. Shrine to the Green Giant

“A rough shack with a thatched roof with holes in it. Inside there is rough wooden statue of a tall man with a beard made out of leaves and a fig leaf over his manly parts. It is painted green and there is evidence of breaks that have been roughly fixed with nails.”

Secret

The Green Man is the village’s divine benefactor. The villagers will pray to him to give good harvests and generally look after them. They have a dimly remembered legend of how the Green Man, a giant of a god, led them out of the “Darkness that came to Wimble” and used to come to see them once a year but hasn’t been seen recently. They believe that the Warlord is the Son of the Green Man, for no particularly reason except that he used to have a big long beard like the Green Man and he’s “here to look after us”. The source of the Green Man legend is the Corpse Colossus (see location 7 The Village Square below) that the sorcerer’s apprentice Windy Mildark created from the bodies of the dead to lead the survivors safely out of the Haunted Ground.



2. Jolly Green Giant Inn

"This is a shabby and rustic bar selling rough rustic cider to the local belligerent farmers. There's straw on the floor and punch ups between the locals are common."

To be found here drowning their sorrows are Efan's parents. In a dark corner, Jera the Huntress watches them disdainfully.

Efan's parents, Shom and Shoma

A pair of ordinary poor subsistence farmers, they are distressed about Efan's abduction.

Secret

They are related to Phiship, who is Shom and Shoma's brother.

Jera the Huntress

A young woman in her 20s, Jera, despite her earthy and broad shouldered look, is quick-witted and agile. She takes it upon herself to supplement the village's meagre diet with meat that she catches mainly in the Haunted Lands.

Jera Ac 5[14] HD 3 HP 15 MV 12 Attacks 1 Short sword or 1 Short Bow (1D6) Special None CL/XP 3/60

Secret

Jera is a member of one of the few families in Spurk which is not related to Phiship. She is playing the long game of waiting for him to be on his own, then fill him full of arrows. That's not going to happen in the village, so she proposes to the characters that she accompanies them as a guide into the Haunted Ground and that Phiship should come since he's Efan's Uncle.

3. The Head Man's hut

"Someone who is trying to look important lives here. This oversized and badly constructed wattle and daub hut is a squalid place with a pig sty out the back."

Here lives Phiship the Headman, with his five wives and eight young children.

Phiship the Great

The Headman/High Priest of the Green Giant/Innkeeper of the Jolly Green Giant

Phiship is a great bearded giant of a man in his forties, married five times to local ladies with a total of 25 children, the youngest eight who live with him. In fact three quarters of the village is descended from his loins, or a blood relative of his. He rules the village literally with his "Iron Rod", a big two handed mace that mysteriously fell from the sky one day, and by the fact that he is slightly more intelligent than the rest of the village. That said, he

mistakes the Warlord's benevolence for weakness, and is belligerent around him. One day Yan's patience will run thin and Phiship's head will end up on a pole outside Black Tusk fort.

Phiship the Great: AC 7[12] HD 2 HP 10 MV 12 Attacks 1 Iron Rod (1D8) Special Immune to disease and poison CL/XP 2/30

4. Black Tusk Fort

"A stout wooden keep surrounded by a palisade of sharpened stakes. Outside the gates on poles are the decomposing heads of two local men who the Warlord had executed for stealing food."

About thirty warriors live here as part of the Warlord's Warband.

Black Tusk's Men: AC 7[12] HD 1 HP 5 MV 12 Attacks 1 Short sword or 1 Short Bow (1D6) Special None CL/XP 1/15

The Warlord Yan the Black Tusk

Yan, or 'Black Tusk' as he prefers to be called, was until last summer a wandering bandit. Then, not as young as he was, he formed the plan of settling down and declaring himself a Warlord, generating an income from passing trade and the efforts of the four dirt villages, of which Spurk is the most northerly. He is a pragmatic ruler who sees the well-being of those under his protection as important. Hence the reward for Efan's return. He is not adverse to quickly administering justice to any villager who acts out of line and leaving the wrongdoers heads on poles outside the fort gates as a warning.

Black Tusk: AC 5[14] HD 5 Hp 25 MV 9 Attacks 1 Greatsword (1D10) SR None CL/XP 5/240

5. Malek's Way

"A well-defined dirt path, which in places is overgrown with grasses and other ground level weeds. It leads North towards a horizon full of grey clouds."

The Haunted Lands are half a day's travel north up a dirt track the locals call "Malek's way". The Warlord sends patrols of 2D4 men regularly up its length to make sure nothing bad is coming out of the Weird Lands, and there is a 1 in 6 chance of encountering such a patrol when the character's use the path.

THE HAUNTED LANDS

This is the area that was transported into the Shroud and back as a result of Malek Dark's Immortality Ritual. The sky is continually clouded over with heavy grey clouds. It rains erratically on the lifeless land, where stumps and leafless trees are the only signs that there was once life. It's particularly noticeable that there is no hint of the Locust Star in the sky. Partly this is because of the clouds, but mainly it is because Malek's ritual "Killed the Sun" in this land.

The River Oozewater is a black sludge brown river that slowly and lazily makes its way across the land. Separating the old farmlands of Wimble from the Old Dark Woods. It is filled with patches of quicksand and venomous undead fish (see location 14, Pike Pond below for details).

The Village of Wimble

"Overground, Underground, Shambling Free, The Zombies of Wimble-doom, common are we"

Wimble consists of about two dozen deserted wooden houses and buildings. While the strange stasis that the land has been in since entering the Shroud has preserved them from the elements, there is a strange sense of decay lingering about them.

Zombies shamble round the village in groups of 2D4. They are generally peaceful, since they were poor farmers in their previous life, but will attack anyone who comes within ten feet of them, since they suffer an insatiable hunger for human flesh.

6. The Statue of the Ef

"A life-sized bronze statue of a young peasant boy, green with age, whose outstretched arm points north. On the ten foot high plinth that the statue stands on is inscribed one word 'EF'."

This is the starting point of the adventure, since the foot path, Malek's Way, from Spurlok to the south ends here.

Secret: Who was Ef?

Ef was the blond haired innocent that Malek sacrificed to fuel his spell of immortality. Windy Mildark erected the statue using magic, which he has long since forgotten, as a tribute to the boy and a clue to anyone wanting to find out what happened. The statue points towards the Broken Tower (see below).

7. The Village Square

"This stone-flagged square, about fifty foot across, looks at one stage that it would have been the market square. The smashed remains of traders' stalls litter the square. You don't have to go far to work out what caused the damage. Standing in the centre of the square is a large human figure standing at least fifteen foot high that is made up the bloody corpses of men, women and children and is covered with clumps of grass. Someone has fashioned it a tunic made of leaves, now greeny brown. It 'breathes' and occasionally twitches, but otherwise grimly stays silent and still."



The giant undead thing is the Green Man (see below) which has stood more or less dormant here since it returned here after leading the surviving villagers to Spurlk five hundred years ago.

It will only attack the characters if they attempt to damage it or if Windy Mildark for whatever reason orders it to (see below). It is best avoided if possible.

The Green Man (Minor Corpse Colossus) AC 6[13] HD 5 HP 30 MV 9 Attacks 2 Fists (1D8 Damage each) Special Stomp Attack CL/XP 7/600

Secret: The Green Man

When the Haunted lands initially went to the Shroud, the surviving villagers buried the people who died of shock in a mass grave (see the pit below). Malek's apprentice, a suitably half mad and childlike young man called Mildark, used the last of his magical knowledge to summon them back into undead life as a small Corpse Colossus (his magical power was not great enough to summon a full version of this monster and besides there wasn't enough corpses). He then dressed it in vegetation, like it was an Earth God come to life. When the Haunted Lands returned to Zarth he had it escort the survivors south to Spurlk, which led to the legend of the Green Man.

8. The Pit

"A vast chasm in the earth, filled with bones and reeking of death"

A large mass grave where the villagers of Wimble buried the folk who died of shock when the Village moved to the Shroud. Although Windy Mildark reanimated the dead as the Green Man (see above) there are a few bones here and there that were left behind. The pit is thirty foot across and forty feet deep. Also in the mud and muck at the bottom of the pit are 2D6 Zombies that have fallen into the Pit since its creation and cannot get out. They are very hungry.

Table 105: Random things in the Pit.

Roll 1D6	Thing found
1	A money pouch with 2D6 Gold Pieces.
2	A silver necklace worth 2D20 Gold Pieces. However, if worn it does 2D6 damage in strangulation, unless the character successfully Tests their Luck, since it is possessed by an angry vengeful spirit.
3	A complete arm of a dead villager, which is 'alive'.
4	A wooden cup with the name "Helen" written on it.
5	A locked iron chest. Inside it is full of clothes.
6	A House Door.

9. The Black Monolith

"Standing ten feet high, a perfectly proportioned black stone needle reaches up to the sky, its surfaces untouched by the muck and the mire of land around it."

This magical obelisk used to lead to the Doomed Dimensions, but that aspect of its power is currently dormant. What could awaken that aspect of its power is up to the Crypt Keeper, and should be the subject of an adventure in its own right.

Currently its transportation properties are limited to the immediate locality of the Haunted Lands.

The procedure is as follows.

When a character or group of characters touch the monolith they are instantly teleported via the Shroud elsewhere. Roll 1D20 to see where they end up in the Haunted Lands. The number rolled on the dice gives you the location that the character (or group of characters) end up at. If a 19 is rolled then the characters are transported inside the tomb chamber inside the White Pyramid (see location 18). If a twenty is rolled, roll again (ignoring 20s) for location but the 'gate' remains open for 1D6 hours allowing them to travel back to the monolith.

For example Stuart, playing Brak the Barbarian, rolls an 8, landing Brak in the deep disgusting mess that is the Pit (location 8 see above).

10. Plague House

"Flies buzz around this black painted wooden two story house. The stench is unbelievable. While the windows are dark and impenetrable, on the front door in red is written 'Come inside, Fresh Meat!'"

Inside the house it doesn't get much better. There are human bones a plenty and partially devoured corpses. This is the 'home' of a group of six Red Zombies, who amongst the local Zombies act as a sort of nobility.

Red Zombies Armour Class: 3 [16] HD 2 HP 12 MV 6 Attacks Strike (1D8) Special Red Death disease (see "Red Zombie" on page 187 for details) CL/XP:3/60

Secret: The Guildhouse

This was once the Merchant's guild house and the Red Zombies are the inner circle of the guild who failed to escape being transformed when Wimble entered the Shroud. In a locked room on the second floor is the guild's treasure (amounting to 200 GP) in a locked and trapped wooden chest; a concealed Dart trap that does 1D4 on a failed Test of Skill.

11. Windy Mildark's Windmill

"Here stands a large wooden windmill, three storeys high, that dominates the skyline. Its sails are in tatters are made of fabric that was once vibrantly coloured but are now faded. Wooden stairs lead to the lower level."

Inside the mill, the building is one large chamber with sacks of mouldy grain, around a large broken gear shaft which reaches up into the dark recesses of the top of the windmill where it connects with the sails. A man in his early twenties in a long coat of brightly coloured patches, with wild grey frizzy hair, is manically trying to fix the gear shaft with much hammering.

Windy Mildark

This is Windy Mildark, a sorcerer's apprentice who looks after the windmill. He will pretend to be a simple miller who is trying to fix his mill.

Windy in his youth was Malek Dark's Apprentice. He was rough peasant type from Wimble that Malek only took on because of his strength, intending him to do all the unpleasant manual labour that the intellectual Malek despised. When Malek cast his ritual of immortality and the area went to the Shroud, this event and the aftermath drove Windy insane. Insane enough to create a corpse colossus from the bodies of those who had died from shock when the land went to the unnatural plane of the Shroud and then have it lead the survivors south to Spurlk upon the return to Zarth.

After that he went even more bonkers and without realising it has spent the last 500 years fighting off zombies, learning magic from half memories while trying to collect the parts he needs to fix the gears of the windmill, so he can enchant it so it becomes a time machine that can travel back in time to stop Malek Dark casting the "Killing the Sun" ritual. This is a doomed venture, the windmill mills grain and nothing more. Of course Windy does not and cannot realise this, because he is insane.

Windy Mildark AC7[12] HD 5 HP 25 MV 12 Attacks 1 Lump Hammer (1D6) Special Spell Casting. CL/XP6/400

Windy knows the following spells that can be cast once a day.

1st Level: Sleep, Charm Person, Magic Missile

2nd Level: Web, Invisibility.

If the characters climb up into the dark recesses of the top of the windmill, they will find a 'scroll book' which is Windy's Magic Book. Therein, arcana scrawled in almost childlike writing accompanied by pictures and diagrams

that look like they were drawn by a five year old are all the spells that Windy knows.

Secret: The Tunnel to the Broken Tower

Concealed by the rubbish inside the mill is a trapdoor which leads to a rough earth tunnel. The characters who will have to crawl on their hands and knees will find it leads to the ruined basement of the Broken Tower (see location 14).

12. Shaky Bridge

"The wind whistles through an old creaky rope bridge that hangs between two pairs of rocks, each on one side of the river bank. The black sludgy river, misty and toxic, slurps along ten feet below the bridge"

The bridge, despite looking dangerous, is sturdy enough to allow the characters to cross it, even as a heavily laden group.

The Old Dark Woods

The Old Dark Woods is full of the blackened 'skeleton trees' and spooky mists that roll across the woods' earthen floor. Occasionally a large spider web spun between the trees can be found, home of the Giant Spiders.

Giant Spiders Armour Class 6 [13] HD 2+2 HP 11 MV 4 Attacks Bite (1D6+Poison) Special Poison (2D6 Test vs Luck halves), Webs CL/XP 5/240

13. Palace of Pain

"All that is left of this ancient ruin is columns and the occasional low wall that surrounds a stone flagged floor. Dead weeds over run the place, and stagnant water gathers in shallow pools that where once ornately decorated ponds"

This palace was cursed and haunted even in Malek's day. In ancient times it was the 'pleasure' palace of depraved nobles who were overthrown by their subjects in a bloody revolt.

Secret

If the characters search hard enough they will find a staircase, concealed by overgrowth and rubble, which goes down in to a series of tunnels and prison cells. Down in this basement is a large torture chamber, which is full of the rusty tools of the gruesome trade that was once practiced there.

Old Maud knows of this place and if she goes on the run this is where she will hide out. If Malek Dark falls into her hands, this is where she will extract, using torture, the secret of the Rite of Immortality.

14. Broken Tower

"In a field of mud about a hundred feet across, fifty feet away from the tree line, is the broken shell of a watch tower. Atop a pile of rubble is a tall six foot man in a black robe with hood who holds a skull in hands raised towards the sky. He repeatedly screams hoarsely "Reveal thyself!" to the rapidly darkening sky"

This is the old blasted Sorcerer's tower of Malek Dark, who stands atop the on the pile of rubble.

Secret

The skull is that of Ef, and he is using it to divine where Efan is being held. If the characters approach him to talk, and are reasonable he will reveal his plan to reverse the blight he brought upon the land, but that he needs Efan to complete the spell. When he finishes, he continues moving the skull around which glows when pointed in the direction of Maud's Cave (see 17 above).

Malek plans to reverse the Rite of Immortality. Being a near immortal sorcerer who has had five hundred years to mull over the results of the original spells effects and its effects on both the destiny of both the land and himself. Malek has realised that he needs to set right what he has made wrong. By casting a reversed Rite of Immortality with Efan (the reincarnation of Ef) present he will bring the Haunted Lands back to life from its current undead state. He then plans to create a magic portal to an Other World and as flowers bloom and a fresh spring day finally comes to Wimble and the Old Dark Woods (which will be once more fresh and light woods teaming with wildlife) he will happily wave good bye and move on to another life. What the people of Spurk and the Warlord makes of all this fresh fertile land is another adventure.

Of course, either the characters or Old Maud can make a royal mess of these plans. Efan could end up being killed or returned to the safety of his parents before Malek has the opportunity to cast his reversal in the short period of time that the stars are right. Also Maud could end up forcing Malek to give up the Rite Of Immortality, by torturing him in the Palace of Pain, and actually end up casting the Rite herself. This would be bad news for everyone as the Haunted Lands are once again transported, perhaps permanently, to the Shroud.

Malek Dark Armour Class 5[14] Hit Dice 5 HP 25 Attacks Long Sword (1D8) OR 1 Magic Missile Special Spell Casting (see below), Immortal Sorcerer CL/XP 7/600

Malek knows the following spells that he can cast once per day.

1st Level: Magic Missile (can cast repeatedly as a ranged attack), Charm Person, Oppression, Soul Blast, Cause Light Wounds.

2nd Level: Curse, Darkness (15ft Radius), Invisibility, Phantasmal Force, ESP, Wizard Lock.

3rd Level: Monster Summoning 1, Speak with the Dead, Fly, Hold Person.

Malek is also undying from the Rite of Immortality and knows how create Portals to Other Worlds.

15. Pike Pond

"The black stagnant waters of this large pond, occasionally ripple with the breeze but are otherwise as still as the grave. Dead willow trees surround the pond obediently bowing inwards towards it."

In the pool are 2D4 Giant Undead Pike, large aggressive fishes about six foot long, in various shades of decay.

The Giant Undead Pike Armour Class 6 [12] Hit Dice 3 HP 10 MV 15 Swimming Attacks 1 Bite (1D8) Special Undead CL/XP 4/120

16. Dead Hunters' Camp

"In a grove of dead trees you can see the inviting warmth of a fire, gathered around which are five seated men in armour".

When the characters get closer they can see the warriors are in fact dead, with vicious wounds and arrows sticking out of them. The fire is actually being fuelled by one of their number who is tied to a stake and whose blackened corpse is still burning.

This was a rough group of Treasure & Monster hunters who were also looking for Efan. Maud saw them coming in a magical vision, and sent her boys to finish them off.

17. Old Maud's Cave

"The black muddy ground suddenly opens up into a black maw of oblivion, about thirty feet across. There are two ropes attached to separate iron poles at opposite sides of the pit, which go down into the abyss."

In the pit, twenty foot down is Old Maud and her four sons (aged 19 to 25) as well as the bound and gagged Effian.

Old Maud

Maud is an ancient witch who has lived long beyond her natural lifespan by using black magic. This has corrupted and warped her and her offspring with the taint of Khaos. Obsessed with becoming immortal, she learnt of Malek Dark's Rite of Immortality through a mutual associate, who learnt it from a drunk Malek while he was holidaying in Peopolis. Knowing that he was coming back after 500 years, she gathered her brood, travelled to Spurk, kidnapped Effian and holed up in the cave after discovering it. Now she waits for Malek to come to the

cave where she plans to ambush and capture him. After doing that she plans to torture him in the underground complex at the Palace of Pain (see location 13)

She appears as a good looking woman in her late forties (she's actually about 300 years old). Maud has long waist length black hair, streaked with grey, and wears a purple dress and black cloak. The cloak hides her black bat wings, which have a wingspan of five foot when outstretched. This feature of Khaos corruption allows her to fly. She can carry two of her sons, one in each hand, due to her unnatural strength.

Old Maud: AC: 9 [10] HD5 HP 30 MV 12 Attacks 1 Dagger (1D4) Special Divination, Spell casting, Flight MV 12 walking/ Flying 15 CL/XP:6/600

Maud can cast the following spells once per day each:

Magic Missile, Charm Person, Wailing Lament, Invisibility, Web, Darkness (15ft radius).

She is also able to divine the future from the bloody entrails of a sacrificial victim.

Maud's Sons

She is accompanied by her sons, a group of four surly Khaos mutants all itching for a fight.

Mungo AC 6 [13] HD 2 HP 10 MV 12 Attacks 1 Rusty Hand Axe (1D6) Special Khaos Feature: - 1[+1] AC CL/XP: 3/60

Kons AC 7 [12] HD 2 HP 10 MV 12 Attacks 1 Short Sword (1D6) Special Khaos Feature: Explodes upon death causing +2D6 damage CL/XP: 3/60

Urgo AC 7 [12] HD 2 HP 16 MV 12 Attacks 1 Short Sword (1D6) Special Khaos Feature: Extra Tough, Maximum Hit Points per Hit Dice. CL/XP 3/60

Oppo AC 5 [14] HD 2 HP 12 MV 12 Attacks 1 Battle Axe (1D8) Special Khaos Feature: Berserker! + 3 to hit and damage, -2 [+2]AC CL/XP3/60.

Treasure

In a black leather sack is the group's treasure: 230 Gold Pieces, 42 Silver Pieces and a Silver Helm of Mind Reading. This silver helmet allows the user to read minds within 30 feet, but also broadcasts the wearer's thoughts in the same range (without them knowing). Maud has no idea of what the helm does, thinking that is it's just a fancy helm she can sell at some point.

18. White Pyramid

"An enigma stands before you. A gleaming white stone pyramid stands in defiance to all the grey and gloomy landscape around it, at least one hundred feet square base, and an equal amount high. There is no obvious entrance in its perfectly smooth surface."

This is the High-Tech tomb of a Time Travelling Pharaoh and his five Robot Guardians. If the characters dig on the southern side they will find a hidden entrance buried beneath the earth.

The White Guardians

These seven foot tall robots get their name from the white linen bandages that are stretched over their steel frames. As they take damage the bandages rip away revealing the metal and circuits beneath.

White Guardian Robots AC 2[17] HD 4 HP 20 MV 9 Attacks 2 Fists (1D8 Damage each) Special None CL/XP 4/120.

Tut-Em-Ragan

Encased in a black nano-suit and a helmet that looks like a gold funeral mask of a Pharaoh, Tut is a high tech time traveller who was travelling through the Shroud in the Pyramid, which is his time machine, from an Other World when it crash landed. He has been trapped in the Haunted Lands ever since.

Since the Pyramid's time travel mechanisms were damaged, Tut has gone into suspended animation. He awakes when the characters enter the pyramid, since its security alarms wake him up. Tut can fix the damaged systems, but needs an energy source to replace the one burnt out in the crash. He scans the ravaged landscape using a screen attached to the pyramids scanners and detects a living source – the boy Efan! He sends his Robots out to grab the boy and promises the characters some of his treasure (the Treasures of a Thousand Worlds, see below) if they go help them.

Tut-Em-Ragan AC 0 [19] HD 5 HP 40 MV 12 Attacks 1 Laser Staff (1D10) OR Web Gun (fires sticky webs that entangle target like Web Spell) Special Invisibility Suit (Treat as spell) CL/XP 6/400.

Secret

The treasures of a thousand worlds, amidst a horde of at least 1000 gold pieces are 1D4 Magic items.

PORT BLACK MIRE

The name reflects two things. Firstly, the overall confusion of the place, which is like a huge rubbish mound where successive cities have been built on top of one another, in a continual cycle of decay and reinvention over the millennia. Secondly, the evil reputation of the city, a place where the festering rot of human corruption finally gave way to overt possession by a Demon King and his Demon Pirate army, who sailed into port one day in black ships with black Sails.

Xanos' Legacy of Brutality

Black Mire has a history that stretches back many thousands of years. It is a chronicle of rise and fall, and rise again, writ in blood of its protagonists both innocent and cruel. Since the arrival of Xanos twenty five years ago the only history worth knowing is the dates of the blood-soaked events that have occurred since.

All dates in the new Xanos Calendar reckon dates 'After Xanos' arrival in the city.

0 AX. The Black Fleet sails into port. Captain Xanos defeats and beheads King Assasits and becomes ruler of the city.

3 AX. The Day of the Red Knives. Key members of the nobility are murdered and replaced by Face Stealers.

5 AX. Xanos establishes Blackheart prison. It starts filling up with anyone who speaks out against the Pirate King.

6 AX. Massacre in the Great Market. Hundreds of citizens are killed by the Red Guard, who are whipped up into a blood lust by an eclipse of the Locust Sun. Xanos performs a secret ritual in the Old Temple. Rumours abound that the two events are connected.

7 AX. The Peoples' Rebellion. A popular uprising of the people of Black Mire, bloodily and ruthlessly put down by the Red Guard and the Pirates of the Black Ships.

8-14 AX. The Five Summers of Shame. For five years in a row the city elders are forced to eat dung in the great market during the summer months, while people are taken at random to the Great Market and sold into slavery. Many a young person of promising talent is hung in the Sealed Garden.

15 AX. Overnight, the Silent Statue appears to protect the citizens of Cliff Town.

17 AX. Captain Mad Dog arrives in the city and challenges Pirate King Xanos to a fight for the city as is his right to under Pirate Law. Xanos obliges and disembowels him in the resulting combat in the Terror Dome.

25 AX. The Present. The city braces itself for the bloody 25th Anniversary of the Black Fleet's arrival.

Law and Disorder

Port Black Mire's formal legal system is based upon Xanos' *Rule of Terror*. It is a rule of might and fear enforced by the Red Guard, which is infamous for putting down civil disobedience and seizing political dissidents, and the Shark Guard, who protect the docks and the cargo coming into the city.

The Terror Dome is the focus of the Xano's Law, where criminals (people who threaten the property of the pirates and their allies) and opponents of the regime are publicly made an example of, in gladiatorial death games that take place in front of the spectators and the Greater Others that the pirates worship. Fear is imposed upon the populace by more sinister disappearances with rumours of loved ones ending up indefinitely incarcerated in Blackheart Prison or even worse becoming the plaything of Xanos in the infamous Sealed Garden, before being permanently 'disappeared'.

The Rule of Terror is enforced by the following groups:

- The *Red Guard*, a group of bloodthirsty warriors who wear heavy armour under their red hooded robes, and fight with either a great sword or a two-handed pole axe. They are a regiment of Golgoths (see page 166) whose services have been bought from the Blood Throne by Xanos and are paid for in the blood of the common people. They are found throughout the city, usually in groups of 2D6 (3D6 on Impossible Hill and The Terror Dome) and number about a 230 in total.
- The *Shark Guard* is made up of common men who have drunk the demon blood of the Shark God and been changed by it to be especially vicious and tough. Treat them as Berserkers, but with maximum hit points, who can breathe underwater. This group is mainly found around the East Parade, were 3D6 can be encountered at a time, or in their Headquarters the Shark Temple, where there are a hundred at any given time.
- The street gangs are a more predatory versions of the simple militias and citizens' defence leagues that existed before the invasion. They have tacit approval to operate in their districts from Xanos, and have the support of the local people they provide protection for. The most infamous street gangs are the Copper Side Defenders and the Silver Shadows.

DISTRICT GUIDE

Deep Pool Bay

The city's docklands, based around the bay of the Deep Pool, are the centre of nautical life in the city. The area swarms with mariners, mainly of the piratical sort, who either are busy offloading their loot at the Shark Temple or spending their winnings in the nearby tavern, the infamous Jolly Purple.

The Teeth. These natural rock formations reach up from the sea bed and tower up to fifty foot over the surface. They are naturally sharp and block the entrance to the bay. Any large ship trying to enter the bay risks great holes being torn in its hull by hitting these rocks. To avoid them, ships hire the Teeth Whistlers, navigators who can guide them past the rocks by use of magical whistles. These whistles, handed down through families, whistle to the rocks causing them to submerge into the sea bed. It is said the Teeth Whistlers are descendants of the sorcerer who originally created the Teeth and that they helped the invading Black Fleet bypass them. The Teeth Whistlers are disproportionately powerful in the city as a result.

The Dead Pool. In the centre of the bay is a vast undersea chasm; some say it goes all the way through to the other side of Zarth. Various monsters are rumoured to live within its depths, including the gargantuan Whaleshark who eats invading fleets whole. Xanos was said to know some sort of magic charm that kept it in the depths when he arrived.

The Burning Eye. The Burning Eye is the first of two lighthouses built in ancient times. Its mirror is magically enchanted to emit a burning heat ray that destroys incoming ships and approaching land armies.

Field of Bones. This blasted patch of lands was created during the Peoples' Rebellion when an angry mob of commoners from Copper Side attempted to storm the Burning Eye and were cut down by its gaze. Xanos ordered their corpses to be left where they fell. Now this devastated area is inhabited by Red Zombies and roving gangs of skeletons, who add an extra layer of defence to the Burning Eye.

The **Black Docks** are the big ancient docks where the Black Fleet ships lay anchor. Any captain wanting to dock here needs to have Xanos' explicit permission. It is frequented by demon pirates of the Black Fleet, busy unloading their takings and taking them to the Shark Temple, or returning from the Jolly Purple. It is a dangerous place for normal folk who do not have a letter of business with one of the Black Fleet Captains.

All the goods brought into the city come to the **Shark**

Temple. Treasure from the Black Fleet is gathered here and divided between the crew that brought it in and Xanos. Merchant goods from the common docks are taxed here before going to the Great or Green Markets. A portion of every shipment of slaves are seized for sacrificial purposes in the Terror Dome, more if the Terror Gods are especially thirsty. Seeing as so much of the city's wealth passes through the Temple, which makes it a target for thieves, it is protected by the Shark Guard.

White Eye is the more benevolent twin of the Red Eye. This lighthouse light guides ships in through the stormy seas that surround Port Black Mire.

The **Common Docks** is a crowded and poorly maintained docks where the majority of ships which trade with Port Black Mire have to dock. It is busy with the comings and goings of the crews of the pirate ships and trade vessels which dock here. It is marginally safer than the Black Docks due to the absence of the Demon Pirates of the Black Ships and the fact that members of the Shark Guard patrol it.

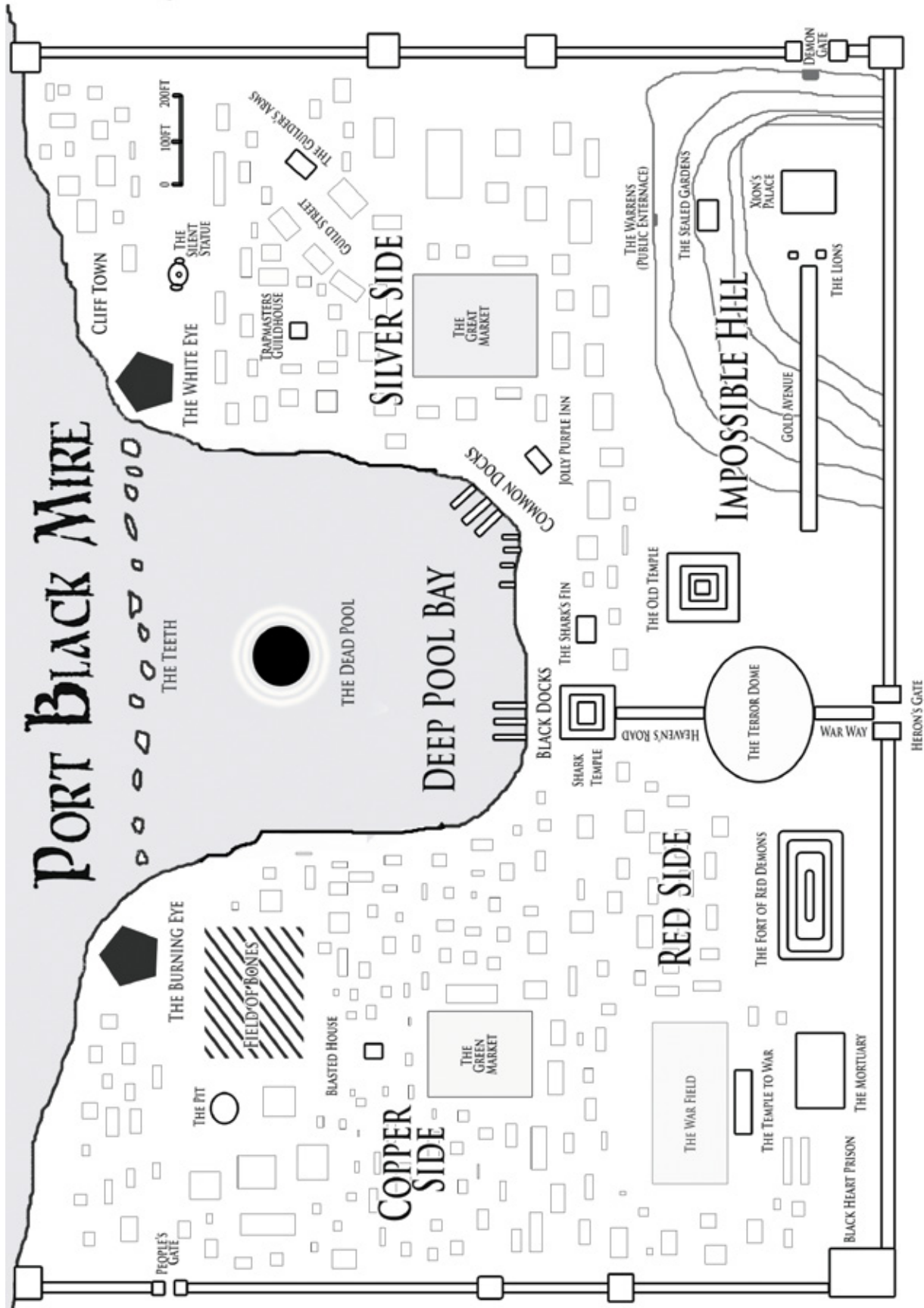
The Jolly Purple, or the Head of King Assasits to give its formal name, is the roughest and most disreputable tavern in town, the drinking hole of the pirates of the Black Ships. If you want to join a game of cards, get steaming drunk on cheap grog or make friends that can get you signed up to one of the Black Ships (sometimes without your conscious consent) this is the place to go. The bar is named after the decapitated head of King Assasits, Xanos' predecessor, which sits in purple preserving fluid in a thick glass jar on a shelf behind the bar.

Shark's Fin (aka Sharkies, The Captains Table). On the surface of it, this is a high class restaurant that benefits from getting choice cuts due to being adjacent to the Shark Temple. Under the surface, it is the meeting place of the captains of the Black Fleet, were many an infamous caper has been plotted over a meal of shark fin soup and rum.

Silver Side

Silver Side is so called because it's where all the merchants and crafters of luxury goods live. The most powerful of the Crafter's Guilds, The Trappmasters, have their Guildhouse here, and some of the more fiendish and famous house traps are present in the shops and residences of this district.

Trappmasters' Guildhouse is a big three story building that stands on its own at the centre of a vast stone square, riddled with traps. Only the Trappers know how to navigate the square and gain entry. Another story is that they have their own tunnel system, also trapped, that they use to travel to and from the Guild house.



Guild Street. The rest of the city's guilds have their Guildhouses crammed along this narrow road.

The Guilder's Arms. Notable for the separation between the Traders Bar, a rough and straw-floored bar, and the Guildsman's Grill, a clean restaurant with waited table service.

Cliff Town. A colony of free thinkers and philosophers built this sanctuary to escape the tyranny of Xanos after failure of the Peoples' Rebellion they inspired. They now live, mostly ignored and protected by the Silent Statue, in old deserted buildings abandoned because they are in an unstable part of town that is gradually falling into the sea,

Silent Statue. Two nights after Cliff Town was established this Giant Stone Golem appeared in the no-man's land between Cliff Town and Silverside. Any Red Guard who has tried to come up to Cliff Town since has been mercilessly crushed by the Living Statue.

The **Great Market** is the main central market for crafted goods and slaves.

Impossible Hill

It's commonly accepted that this hill was magically created by the same sorcerer that created the Teeth. It built from earth and rock magically transported from Deep Pool, then covered with a man-made forest composed of evergreen trees. It is the private playground and residence of the Pirate Kings of Port Black Mire, of whom Xanos is the latest in a long line. Any commoner who is found on the hill is sent to the Sealed Garden for gruesome punishment.

The Warrens are a series of caves that have a public entrance in the base of the hill just off Silver Side, and a private entrance that is in the Xanos' Palace. They are home to both the Others that accompanied Xanos and the Black Fleet and Others who have been here for thousands of years, and are rumoured to know the magical origins of the city or are displaced citizens of previous incarnations of the city.

The Sealed Gardens (aka The Hanging Gardens). A private pleasure garden for the Pirate King, surrounded by tall red brick walls without an obvious gate. Entry to the Gardens is via a tunnel connected the Palace. The Gardens have a gruesome but deserved reputation as a place of execution and torture. They host a collection of torture machines and carnivorous plants, such as the Hanging Tree, a sentient plant upon whose thorny branches criminals are hung, and Dr Thano's Musical Pain Organ.

Gold Avenue is a road built of gold-painted bricks with lanterns every ten feet. It is the main avenue up Impossible Hill and as such is off limits to commoners. It is regularly patrolled by the Red Guard, who string up any person who is here without permission. It is also common to see mass hangings along the Gold Avenue when there has been a mutiny or Xanos is making an example of a group who has offended him.

The Lions are magical statues which, when not asleep on their plinths at the top of Gold Avenue, work alongside the Red Guard to hunt down and kill trespassers.

Xion's Palace is a lavish white stone building built by the Guvnor-Lords of Myrindor as their residence during Myrindor's occupation of the city. Surprisingly it has endured their expulsion, partly due to magical defences and partly because the Pirate Kings that followed them desired it as a residence.

Demon Gate. This city gate faces directly into Impossible Hill. As the name suggests it is guarded by fearsome demons.

Copper Side

This is where the great mass of commoners live. Even with the mass killings during Xanos' brutal reign, its streets are still narrow and overcrowded, and rickety apartment blocks burst at the seams with people.

The Green Market is the city's food market. Here tradespeople selling fruit, vegetables, meat and fish can all be found. There was a short-lived 'Cannibals' Market' run by the same merchants who own the slave pens in the Great Market, but it was one of the things that sparked the People's Rebellion and was burnt down by the mob. The charred iron cages in the far corner remain as a grim reminder to the people of this unpleasant episode.

The Blasted House. This ruin stands alone in the centre of a square surrounded by apartment blocks. The building was the old Thieves' Guild, which was destroyed by the Demon Pirates when they invaded the city. The Thieves' Guild used to run every criminal racket and Xanos had them systematically hunted down as he took over the underworld. Curious onlookers have noticed the similarities between this and the Trapmasters Guild house, but are quickly reminded by experts in the know that it's completely coincidental.

The Pit is a rough and ready gladiatorial arena that also occasionally shows popular and bawdy plays aimed at providing entertainment for the commoners.

People's Gate is the perhaps the most modest and straightforward gate in the city. No deadly enchantments

or traps and no fearsome demon guards. Unfortunately, it is locked most of the time since the People's Rebellion and only opens to let trade caravans in and out of the city. Cynical petitioners have asked the Pirate King to rename the gate Trader's Gate.

Red Side

This district is the beating magical heart of the city. Here are temples to gods new and old, and ritual sites dedicated to the arts of war.

Heaven's Road leads from the Shark Temple to the Terror Dome and is a sacred road made of stone slabs. Here slaves are dragged in chains to their ultimate end at the Terror Dome by the Red Guard. Wise locals avoid using the road since anyone who does joins the stream of constant sacrifices.

The Terror Dome is the centre of Xanos' magical power, and his control over the city. It is here that slaves, rebels, enemy crews and soldiers taken in battle are sacrificed to the dark Greater Others of Terror that Xanos follows (mainly the Blood Throne, but also the Dark Others who lurk in the depths of the Oceans).

War Way is a stone avenue stained with blood and littered with the skulls and bones of prisoners of war gleefully sacrificed along the way by the Red Guard, who will ceremoniously march up its length and back, after receiving blessings in the Terror Dome, before leaving the city to fight the city's enemies.

The Old Temple is an ancient four tiered mud brick ziggurat which it is said pre-dates the city. Its dusty and ancient interior is hired out to visiting cultists in need of ritual space. Therefore it is often home to some of the weirder and short lived religions that periodically flare up gain lots of worshippers amongst the commoners before being violently suppressed by Xanos. Intelligent people often ask why Xanos even permits the temple to be used in this way, until more pragmatic people point out Xanos collects the rent on the temple space they use while the cult is active and benefits when he seizes the assets of all the cultists who end up in the Terror Dome as sacrifices to the Dark Others who supports him.

The Mortuary is a vast building where the dead of Port Black Mire are processed by the Dark Magicians, and those in good condition are reanimated by the sacrificial life force of the victims and the dark emotions given off by the spectators channelled from the Terror Dome. Trusted lieutenants are reanimated as Tattooed Warriors or Mummies, while commoners join a vast army of Zombies who wait silently in a large cavern beneath, waiting to fight in a future war. The flesh and bones of those not in prime condition are 'recycled' by the Magicians into magical

potions, powders and food for their pets.

The Fort of Red Demons is the headquarters and barracks of the Red Guard. The fort itself is a grim step pyramid built out of granite that sits astride the city wall.

The Temple to War is a dusty red brick temple which once played a bigger part in the city's sacred life when war against other city states was the norm. But since those city states were drowned in Ash or under the Black Mire, it began to fall into disrepair. It had a brief return to power when Xanos first arrived in the city, but once the Terror Dome was finished it once again became empty. Now it is occasionally used as a base for visiting mercenary companies or as a shrine for individual professional soldiers who feel the Lords of Terror are not appropriate for them.

The War Field is the main drilling ground in the city. Periodically the Red Guard will gather here to fight mock battles against 'armies' of captives.

Black Heart Prison is the darkest dungeon in Port Black Mire. It is said to have doors into magical prisons that exist in the most dismal parts of the Shroud. It is common knowledge that those who enter never return.

Heron's Gate leads out into Black Mire swamp. Here the weed collectors leave and return from their daily forays into Black Mire Swamp.

Vast magnificent ancient crumbling cities are such a staple of the Swords and Sorcery Genre that they become characters in their own right. They are the backdrop to many a caper, including magical heists, murder stories, and clashes with dark robed cultists who have set up a murderous shop just down the road from the character's local tavern. With this in mind I present Port Black Mire, a city straight out of the British Grimdark tradition of the 1980s, of dangerous city states where all residences within the city walls are trapped to keep out not only the thieves but the dark things that prowl the streets, either openly or in human disguise, and the city's ruler is the most black-hearted thing in the city. This is a place where even the good-hearted pay tribute to the city's vile old temples to keep misfortune from their door. This is the playground for the characters, whether they are blowing their misbegotten gains in the taverns on grog or some high stakes game of chance, or earning some extra coin by locating missing persons or burgling some fool with more money than sense. Sometimes it's the place where adventure comes straight at them, dragging them out of their comfy beds when they most need to rest up and heal from their last venture.

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 1D20 on the following table.

Table 106: City Events

Roll 1D20	Event
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. There is a 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. The god is 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 results.
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 1D4 for the 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.
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.

NOTES FROM THE ABYSS

This chapter contains a miscellany of topics that broadly fall into three categories:

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 sections give you grounding in some of the assumptions under which I run my own games. Remember none of this is written in stone, and 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 bibliography below for a listing) and run wild with it.

Tables. Roll on these when inspiration fails. They also serve to give examples of the sort of encounters that occur in *Crypts and Things*.

Miscellaneous Topics. Things that do not easily fit within the core of the rules such as a list of inspirational reading and listening.

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'.

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

By Default, 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 ruler ship of the planet. Nonhumans 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*.

If you restrict the choice of character classes to the four core classes (Barbarian, Fighter, Thief and Sorcerer) you stick to this default assumption. If you allow players to choose the non-human Exotic Character Classes (Beast Hybrid, Lizard People or Serpent Noble) you blur the edges somewhat and change the focus, as you inevitably have to explore the relationship of the non-human characters with the majority human societies they encounter. The Serpent Noble has to keep their natural form hidden by illusion from the humans they encounter, since there is a long standing hatred between them. Beast Hybrids also inspire repulsion in their Bestial form. Even the peaceful Lizard People are likely to be at best the object of suspicious mistrust and at worst the same levels of fear that the Serpent Noble inspires, who to an ignorant peasant they resemble.

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 something of a poisoned chalice.

THE ROLE OF THE CRYPT KEEPER

The Crypt Keeper is the central figure in a game of Crypts and Things. They are the hub through which the game flows: they judge the rolls of the dice and Player Character actions. They determine the world's reactions to what the Player Characters do. As such, being the Crypt Keeper requires more attention and effort than required by the standard player who is responsible for only their character.

Two overall misconceptions about the Crypt Keeper should be dispelled right here and now.

- They are NOT the most important player in the game. Crypts & Things is a cooperative experience.
- Neither are they the only person from whom the setting comes. They are responsible for the world and all the Non-Player Characters 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 its purpose 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 / Nonplayer Characters

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 Non-Player Characters, and the monsters who oppose the Player Characters 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 Non-Player Characters, 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 Non-Player Characters should be memorable, especially the main opponents, make sure the Player Characters are not constantly upstaged by your 'pet' Non-Player Characters, 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. Player Characters 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 new characters.

Avoid Sadism and Grudge Play

It's very tempting to try to inflict pain and damage on the Player Characters 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 when the Crypt Keeper becomes annoyed with the players and makes them suffer for it in the game. Perhaps they killed off a pet Non-Player Character (which is why a Crypt Keeper should never become attached to Non-Player Characters) or real world disputes/resentments have spilled over into the game. Play becomes an 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.

Do Not Overdo the Rules

Some players and Crypt Keepers fall 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 ration, with 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.

CRYPT CREATION

What is a crypt? Classically a Crypt is a series of underground chambers connected by labyrinthine passageways. 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 characters 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.

As a rough rule for the number encountered, for mobs of monsters I would go with one monster per player character at roughly the same challenge level as the character's level.

If you want to make it more risky add extra monsters. For set pieces where the characters are taking on the villain of the adventure, make sure the villain is protected by hordes of henchmen. Sorcerers should always put a significant number of meat shields between themselves and the adventurers, so they have time to summon up diabolic forces. Ultimately Crypts and Things does not have hard rules about what Challenge Levels and numbers of monsters the players should be encountering dependant on their characters level. Instead Crypt Keepers should develop an instinct for how many monsters their players find fun to fight, and always provide an escape route if the players are overwhelmed by a foe. Also there are some monsters who are just not meant to be killed, only avoided.

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:

- **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.
- **Magical:** Illusory mouths that appear mid-air 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 statues mouth at the far end of a corridor are examples of magical traps.
- **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 all require the the characters to Test their Luck to either avoid completely or half the damage.

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.

Weaponized traps should be on level of the 'weapon' being used. So Dart traps deal 1D4, while a blade trap does 1D6 or even 1D12 for a big swinging blade!

Traps that involve falls do damage based on how far the character falls.

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 group's Nemesis 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 plain location, such as a simple ten foot by ten foot room and put some interesting features into it. For example: a strange columned corridor, a 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 Random Objects below for example Traps, Twists and Dressing.

Safe locations. As cruel and vicious 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 bouse 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.

Table 107: Crypt Location

Roll D20	Crypt Location
1	The ruined temple of the Forgotten Gods.
2	The Murky Lake of the Thing Beneath.
3	The silent village of Those Who 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.

Table 108: Weirdland Features

Roll D10	Weirdland feature
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 are fungi-based.
7.	The region is wrecked by viscous whirlwinds that on a failed Test for Luck pick up and deposit victims D10 miles away from their original location.
8.	Mirages are a common occurrence. Test for Luck; if they are Unlucky 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.

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.

Table 109: Random Objects

Roll D100	Object
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 (D4 damage)
6	Skull on a stake with poison trap (2D4 Damage)
7	Skull on 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 a 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 Test for Luck and if Unlucky 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 Luck Test 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 Test their Luck and be lucky or fall unconscious.
43	Blood-stained altar
44	A blood-stained altar with a body on it with its 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 Player Characters) 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. Test for Luck, if Unlucky 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 there is 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 creature 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 attack and skill 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'
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.

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.

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 depravity 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 characters 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 a game of shock and horror for mature teens, but 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 Luck Test. 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.

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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: "Endless Pain"/"Pleasure to Kill".

Metallica: "Kill 'em All"/"Ride the Lightning"/"Master of Puppets".

Motorhead: "Bomber"/"Ace of Spades"/"Overkill"/"Orgasmatron".

Celtic Frost: "Morbid Tales"/"To MegaTherion"/"Into the Pandemonium"/"Monothesis".

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"/"Once around the Sun".

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"/"Melana Chasmata".

Play Loud and Proud, and remember Home Taping isn't Killing Music...

VENOM IS!!



Name



Gender

Age

Homeland

Class

Level

XP
Bonus

Strength: 

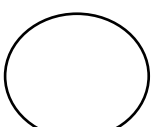
To Hit:
Damage Bonus:

Armour Class

Dexterity: 

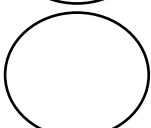
Missile bonus:
AC Modifier:

Hit Points

Constitution: 

Hit Point bonus:

Luck

Intelligence: 

Understand
Language %

Corruption

Wisdom 

Charm %

Sanity

Charisma: 

Max Hirelings

Equipment

Spell book

Life events

Skills (Skill Number=)

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