



Swords
& Wizardry

dark

VOL I

VOID
CIVIL

**A Grim Set of Variant Rules
By Emanuel James Miller**

IN THIS WORLD...

Heroes are flawed

THE VOID
ALWAYS
CALLS...

You won't change the World,
The World will change You.

All animals must eat.

The glorious past is rotting

Victories are paid in blood or tears, always.

Have you noticed
there are less children
in the world?

HOPE IS SMALL AND FRAIL

Swords & Wizardry dark

VOL I

A Grim Set of Variant Rules

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A Tiny Forward

Take what you like, leave the rest.

This work was created with the intent of being able to draw on the wealth of OSR adventures and settings available, yet play them with mechanics that draw from modern game design. Swords & Wizardry is such an amazing work that allows for this kind of modification without fear of breaking the system as whole. It was inspired by seeing the original direction that Erik Tenkar did with Swords & Wizardry Light. (Go get it if you don't already have it! It's brilliant) A huge shout out to "The Frogs" over at Frog God Games for supporting this heretical little book and the hack designer that comes with it. Special shout out to Zach Glazer for being there for me when many others would not.

This work suffered many missteps from a 1st time designer, including many delays that I never intended. My hope is that you enjoy the work despite the shortcomings of its creator and that it earns your trust that future projects will not suffer the same mistakes this one did.

Keep it Dark.

-EJM

The first volume of in an optional set of rules that are fully compatible with Swords & Wizardry Complete published by Frog God Games. Swords & Wizardry Dark was written, edited (or lack thereof) and laid out by Emanuel James Miller and is published by Void Cvlt in the year 2020, when the Great Plague came upon us all, and as such is ©2020 Void Cvlt. Swords & Wizardry and S&W are trademarks of Matthew J. Finch. Frog God Games and the Frog God Games logo are trademarks of Frog God Games.

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Basic Rules

Use some or all of the following rules in your game

If you miss your roll by 2 or less, succeed at any other non combat action.

Basic Roll: If you fail your roll by 2 or less, you can succeed on any other action except the one you initially tried and/or a combat or other damage causing action. Basically, you don't get to try again to cause damage or whatever you just failed.

Roll under ability score for skill checks.

Skills: for all actions other than combat, use the appropriate ability score and roll UNDER that number.

If it is a skill that is something your class would be good at, roll with advantage. (Advantage does not apply if it is a CLASS ABILITY)

Use Advantage & Disadvantage

Advantage/Disadvantage: if a player has a narrative advantage in a situation, roll an additional d20 and take the highest roll.

If the player is at a narrative disadvantage, roll an additional d20 and take the lowest roll.

This should replace any + or - bonus/penalty whenever possible.

**Short Rest = 1d3
Day Rest = 1hd
3 days = Full HP**

Healing: Characters heal at the rate of 1d3 at a short rest, 1d per day full rest, full recovery after 3 days full rest

Referee determines what is a short rest period based on the narrative.

Equipment is tracked by a d6 Usage Die

Equipment Usage Die: You can have any common item you choose at any time, no list is needed. Once you say what item you have, you may then write it down. You then will roll usage die that starts as a d6. If you roll a 2-6, you keep the d6 and your item. If you roll a 1, your Usage Score is now 2. The next time you roll for an item, if you get a 1 or 2 the you add 1 to your Usage Score. Once your Usage Score is 6 you are at your limit of caring items. For treasure purposes roll once for every 100gp.

Food, Light & Water each get their own separate Usage Die.

Regional Backgrounds

Dark is a world without DemiHumans, instead we have included regional backgrounds.

Mountaineers carve their halls and mines into the heart of the earth. These folk tend to be shorter and stouter than most people. Mountaineers gain advantage when fighting orcs and goblins. **Mountaineers** receive a defensive bonus in combat because they are hard to hit (enemies that are Ogre sized or larger attack with disadvantage). **Mountaineers roll with advantage on** save vs. magic and death magic & poisons.

Forest Dwellers populate the great forests. These folk tend to be lithe, graceful, and beautiful. Forest Dwellers gain advantage when fighting goblins, orcs, intelligent undead, and lycanthropes. Forest Dwellers are also immune to paralysis caused by undead such as ghouls. Forest Dwellers get advantage on saving throws vs. magic.

Hillfolk reside in the comfortable hill-houses of their bucolic shires. These folk tend to be short and youthful looking. Hillfolk are awarded a defensive bonus in combat because they are hard to hit (enemies that are Ogre sized or larger attack with disadvantage). Hillfolk roll with advantage when firing missile weapons in combat.

Lamplit-borne: live in cities and places of modern societies including townships. They tend to be the vast majority of people by which the above are measured. They can increase an additional stat to +1 but may no character may exceed +1 on any stat (based on Tenkar's human house rule) they may also pick 2 non combat, specific things to roll with advantage or have others roll with disadvantage. (See above for examples)

The Dark

The **Dark** represents either the literal dark of a dungeon or the dark of the **soul** as you become battle weary and broken. The Dark **encourages** you to **go home**, to be safe, to live in the light, in the warmth and **not to venture** where mankind was **not meant to go**.

THE DARK: Place a d6 on the table with the 1 facing up. This is your Dark Die. At the end of your first failed roll in a scene, encounter or room, roll 1d6:

- If the result is higher than the Dark Die, do nothing.
- If the result is equal to or under the Dark Die, increase the number shown face up on the Dark Die.

Your Dark score is a + or - to a roll. The Dark can weigh you down or you may embrace it. Every time you roll d20 add a number of d6s equal to the number on your Dark Die.

If you **resist the Dark** for every 1 you roll, subtract that number from your total on the d20 and decrease your Dark Die by 1.

If you **embrace** the Dark, add the number on the highest die to any roll so long as there are no 1's rolled. After the roll increase your Dark Die by 1.

You can **reduce** the number on the Dark Die by one for every action below:

- a night of carousing, drinking or other acts of wild abandon (must be back in a town) and spending 100gp nothing to show for it.
- by rolling for Food or Light (see equipment usage die) during a short rest if in a dungeon or other adventure site other than a city.
- Having a cleric use Bless (-2 Dark), Prayer (-3 Dark), or Remove Curse (-3 Dark).
- By taking a Dark Condition.

Dark Conditions

A character can only take **one** of each of **Mind, Body,** or **Soul** conditions. If you have **one of each** condition, you go **mad and become lost**. The GM will take control of this new NPC.

All Dark Conditions are removed when a character levels up.

Mind: Before a round of combat or at the start of a scene or before a skill check, roll 1d6 if you roll equal or under the Dark Die then do nothing. If you roll under The Dark Die your character must successfully perform, as a free action, an act that complicates or hinders the scene or otherwise uses up a needed resource of the party, it must be done for every scene and every encounter. This represents the character succumbing to the stress of horrors of adventuring. The Dark Act cannot mere used to directly cause the death of another player.

Body: The Dark takes its toll. Roll 1d6, if you roll above The Dark Die, do nothing. If you roll equal to under The Dark Die you must choose one of the following: forgo natural healing until you fully rest for 24hrs or roll disadvantage until you've had 24hrs rest.

Soul: The Dark eats away at you, bit by bit, until there is nothing left. Every time you use a class ability, roll 1d6, if above The Dark Die do nothing. If you roll equal or under choose one of the following: suspend use of one class ability or roll all class abilities with disadvantage.

I see my mark take a turn to a narrow alley. I follow him and come up close behind him. Silently, a flick of the wrist and the blade slips between his ribs like a lover into satin sheets. The mark finds himself stumbling like a drunk teetering on the edge of unconsciousness. Two towns guard turn the corner in front of us and approach. I sling my arm around the mark and we both drunkenly stumble towards the guards. The mark tries to speak but the muscles in his jaw and neck have a mind of their own and only a sloppy wet sound comes out of his mouth, and maybe a little spittle of blood. I reach for a wall and make a wrenching sound as I let the milk, curds, and bits of beef that I was holding in my mouth splatter on the ground. The guards laugh at my "vomiting" and turn around, deciding that they would rather go the long way. The marks legs finally give up on him and he stumbles to the ground. I roll him over in the moonlight, his eyes wide as he struggles to breathe his last breath. I whisper "She found out what you did to your child and hired me."

The Assassin

Like A Thief

At 3rd level the assassin gains all the thief skills listed on table 6 in S&WC, these skills are rolled vs Save. At levels 3, 6, 9, 12, and 15, the assassin picks one thief skill from Table 6, and that skill is rolled with advantage vs Save.



The Professional

The assassin has the Disguise and Backstab ability described in S&WC, these skills are rolled vs Save. The assassin may choose to combine Backstab with their choice of Move Silently or Hide in Shadows as one action that rolls with advantage vs Save after 3rd level.

I Know Just The Thing

An assassin may attempt to find 1d4 uses of a non-lethal poison whenever in a city that houses an Assassin Guild on a roll vs Save OR they may attempt to find a single use of either a slow-acting (10 days after entering victim), quick-acting (1d4 hrs after entering victim), or instant (1d4 rounds after entering victim) deadly poison. The victim must roll with disadvantage on a Save vs Death.

These replace the following abilities from SW&C: Poison, Thieving Skills.

He slipped like shadows in the moonlight across the rooftops and down the the building's wall until he landed with a muffled tap on the cobblestone. With the sound of the towns guards far behind him, he tucked the small statue carved from ruby into his hidden pocket in his robe. He knew he didn't have long before the bodies were found and the screaming would begin...

The Thief

I Got This

The thief has the Backstab ability described in S&WC. All other Thieving Skills (Climb Walls, Delicate Tasks/Traps, Hear Sounds, Hide in Shadows, Move Silently, Open Locks, Read Normal Languages) are rolled vs Save with Advantage to perform.

The Thief picks one skill to be a “favored skill” that can Embrace The Dark and add the highest Dark Die to their roll vs Save in addition to rolling with advantage, without adding 1 to the Dark Die. The Thief picks 1 additional skill to favor at levels 3, 6, and 9.

I Know Someone...

The Thief may roll vs Save with advantage to get in touch with an underworld contact. This contact can provide information or other services in exchange for a favor to be called upon at a later date or by direct payment/bribe. Information or services rendered grant the thief to roll with advantage for all tasks related to the information or service.

Get The Hell Out

A thief may retreat from a fight without invoking a free action against them.

Saving Throw Bonus:

Thieves gain advantage on saving throws against devices, including traps, magical wands or staffs, and other magical devices.

These replace the thief abilities from SW&C, except for 9th level skills.



The Cleric



*“The humble and thankful are our light,
we must protect them from the darkness.*

*The poor and the sick are our body,
we must care and nurture them.*

*The wicked and cruel are wolves among our flock,
we must cast them out.”*

Illand Adebowaled- High Priest of Thenar’s Sacrifice

Principles of Faith

Name your Deity then pick 3 principles of your faith, any action that is in service of those principles are rolled with advantage. If at any point you act against those principles (Referee’s discretion, but you may plead your case), you lose the ability to roll with advantage unless 6hrs of prayers or other service/acts to your faith are performed. These acts must coincide with your Principles of Faith.

Saving Throw Bonus

Clerics gain advantage on saving throw rolls against being paralyzed or poisoned.

Cleric Spells:

Clerics will use Cleric Table 1 to determine additional spells available to the Cleric.

Cleric Table 1

Wisdom Score	Additional Spells Available
15	1
16	2
17	3
18	4



Casting Spells

Clerics cast spells by rolling with advantage vs their Saving throw. On a success the spell goes off and is available for use again. On a fail to roll above the saving throw number, the spell goes off but is no longer available until the cleric takes a short rest to pray. If the numbered rolled is under the spell level, the cleric gains disapproval. All subsequent rolls are performed with disadvantage until 6 hrs of prayers or other service/acts to your faith are performed. These acts must coincide with your Principles of Faith.

Example:

*Kadraari a **3rd Level Cleric** of Thenar's Sacrifice, has a **wisdom score of 17**. So she has a **total of four 1st level spells available** to her. Kadraari sees the foul orcs approach from the clearing, she knows what is coming. These are the same beasts that slaughtered the farmers from the town her and her party just came from. She closes her eyes. Her lips silently utter a small prayer to Thenar in her quest to smite the orcs, she attempts to cast Protection from Evil vs her saving throw of 13 and rolls a 1. The spell does not go off and she has gain disapproval from her deity. Thenar along with this spell no longer available to her until she takes a short rest. The orc snorts and charges at her, she opens her eyes just in time to see the snarling, drool filled mouth right at eye level with her as the orc slashes her deep. Thenar is not hearing her prayers, the rest of this fight will not have his blessings, she knows she likely will shed blood, but she is resolved to do her lords work, no matter the cost. For the rest of the combat she rolls with disadvantage.*

Turning Undead

If a cleric is acting while they have disapproval from a spell failure, they will roll 3d10 and take the lowest 2 dice then consult Table 33 in S&WC.

**These replace the following abilities from S&WC:
Spell Casting, Banishing Undead.**



The Druid

So-called lawful beings are what destroyed the balance of the Old Gods of Nature. Our world is has been allowed to fall into ruin by unbalancing nature in favor of the lost 'order' of this modern world.

- Xildi Grand Druid of The Burnt Grove

Neutrally aligned druids

Druids may roll with advantage on any non-combat roll. After the roll, the Referee will work with the player to determine how the “scales of nature will be balanced”. This can take form in an action that is of equal consequence as the action that the druid took for a roll with advantage. The druid will not roll with advantage until the “scales have been balanced”, this includes any Druid action that normally allows rolling with advantage.

Chaos aligned druids

All roles, including combat, where the Druid is introducing chaos into the situation will roll with advantage. All rolls that help any lawful creature or person, will be rolled at disadvantage.

Saving Throw Bonus: Druids gain advantage bonus on saving throw rolls against fire

The Fighter

"I ain't never had much use for gods, or magic, and I don't give two shits about king and country an all that. Unlike our little sneaky bastard over there, I ain't little and quiet like. No, I'm big and strong, and killin' is what I've always done best. -Solk Ducell, Mercenary

Fighters gain all bonuses from Table 1 (STR Bonus to hit & Damage) and table 10 (Parry) in S&WC and the following Class Abilities:

Bring Em' On

Fighters get 1 attack per level against creatures their level or under. Example: If you are a 3rd level fighter fighting 3 Orcs (1hd each) you attack all 3. If the same fighter then encounters 3 Bugbears (3hd each) you can only attack 1 because they are the same level as you in HD.

You Ain't So Tough

If attacking an opponent who's HD are 2 higher than the current level of the Fighters HD, all attacks are made with advantage.

The Forge of Battle

Any non-combat action, taken while not in active combat, that would put the Fighter in a more tactical advantage is rolled VS Save. This represents the field tactics and panache of the Fighter. They usually have an uncanny ability to be the most creative in the heat of battle.

Example: Solk rushes towards the commotion ahead and sees the Orcs attacking his party. He won't close the distance in time. He sees a log rushing along in the river to his left and forms a plan. He runs and jumps on the log to shoot past the area the Orcs are attacking so he can rush them from behind. The GM determines the player would have toll above a 13 to do this, Solk rolls with advantage for this maneuver.

**These replace the following abilities from S&WC:
Multiple Attacks and Parry.**

The forces that manipulate reality around what mortals' call 'magic' do not take lightly to feeble attempts to coax them into action. The Law of Reciprocity of Chaos and Order will return three times unto you, the power you wished to unleash unto reality. - The Magus Bryantwise Carrollger

The Magic User is created the same as described in S&WC. The key difference in Swords & Wizardry Dark is that the spells slots are no longer a used. All spells are rolled vs Save. Spells fall into two categories, Learned and Mastered spells.

Saving Throw Bonus:

Magic-Users gain advantage on all saving throw rolls against spells, including spells from magic wands and staffs.

LEARNED SPELLS

A Magic User may attempt to use new spells before the spell is mastered, however, all spell rolls are done with disadvantage vs Save.

CRIT FAIL RANGE

The Crit Fail range for LEARNED SPELLS is 2x the spell level. On a fail the Magic User will take 3x damage equal to the spell level and the spell is forgotten until the Magic User rests and has time to re-read their spell book. Example: A level 1 spell has a Crit Fail Range of 2, on a roll of 2 or under the spell is forgotten and the Magic User takes 3 points of damage.

Magic User

MASTERED SPELLS

Mastered Spells: Table 12: Magic-User Advancement table in S&WC references the number of spells that are able to be MASTERED by the Magic User. Each spell takes 1 week per level to MASTER the spell and casts it normally. Example: A 3rd level, a magic-user with a 15 intelligence score can attempt to learn 6 new 2nd level spells. It will take 2 weeks per spell to Master.

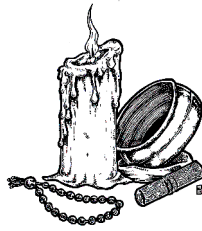
CRIT FAIL RANGE

The Crit Fail range for MASTERED SPELLS is equal to the spell level. On a fail the Magic User will take 3x damage equal to the spell level and are forgotten until the Magic User rests and has time to re-read their spell book.

SPELLS SHOULD BE MARKED WITH AN L FOR LEARNED OR M FOR MASTERED.

A PRICE OF BLOOD & DARKNESS

If a Magic User fails a spell roll, they may re-attempt it using blood (HP) equal to 3x the spell level to ensure the spells goes off. However, should they take this dark path, they must automatically take a Dark Condition no matter where the blood came from. Blood used in this manner does not necessarily have to be the Magic User's...



monk

A single breath, a perfect moment a perfect mind.
A diamond cutting through the illusion of self,
aware of each pulse of life, each breath of all things,
of all Ka-Qi-Sonne united in the harmony of life and
death.

~Dema No Fell- Grand Master of The White Flower

Monks have use of thief skills as outlined in S&WC, To perform these skills they roll d20 vs Save. Unlike the Thief class, they may not roll advantage for these skills.

The following ability is added to the Monk Class:

A Single Breath: A monk may spend the first combat round remaining calm and as motionless as possible. During this single breath, the monk is focusing on the reality of the situation, on seeing the actions of others. During this time the Monk will add a defense die (see Monk Table below) to their AC for the round they remain still. The monk can take no other actions, they may not communicate with other characters or do anything but observe the world around them. If the Monk performs any action other than remaining still and calm, they lose focus and not roll with advantage on subsequent rolls.

After taking A Single Breath, the Monk may roll with advantage for a number of rounds equal to their level.

Level	Defense Die
1-5	D4
6-10	D6
11-15	D8
16-20	D10



Example: Dasel the Initiate of Diamond Path, is a 2nd Level Monk. She stands with her friends in a clearing as small warband of 5 Orcs emerges from the trees. The rest of her party at once begins to attack the orcs. Amid the whirlwind of battle, Dasel stands still. She see the armor glistening in the sunlight, as the fighter swings his sharp sword through an advancing orc, she can feel the air grow electric as the one who wields mystical power summons bolts of energy and hurls them toward the warband. She smells burnt flesh and hears the screams of battle. (The Player rolls a d4 and gets a 2. Adding this to her AC of 12 for a total of 14) She stands still in the screams and blood as the contorted face of the foul orc charges toward her, jagged blade in hand. (the DM rolls to attack and gets an 11, not enough to hit the monk) Time slows to crawl as she shifts her weight to her left foot and swings her right leg behind her. She holds her body tall and straight, as if this movement were not a matter of life or death, but simply the movement of a flower in the wind.

Dasel will roll with advantage for the next 2 rounds of combat since she is level 2.

All Life is a Light: A monk must take care to not kill unless all other options have exhausted themselves. If a monk performs any act that is cruel or excessive, they may not use Take A Breath until they spend 6hrs in meditation.

Saving Throw Bonus: Monks gain advantage against paralysis and poisons.

The Paladin

I am the Shield of Thenar,
I protect the innocent and the weak who live at peace in her lands.

I am the Sword of Thenar,
I root out the wicked who would bring ruin to her lands.

I am the Water of Thenar,
I will flow in her lands, nourishing the land and washing away the filth.

I am the Flame of Thenar,
I will burn bright in her service and extinguish when my work is done.
-The Holy Paladan Creed

A Paladin gains all the abilities listed in S&WC along with the following:

A Knight of Piety:

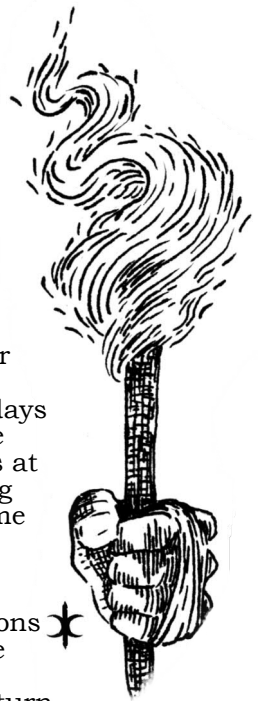
All Paladins are vessels of light and Law and thus no other alignment may become a Paladin.

Utmost care must be taken when playing a Paladin, as even the slightest infraction against their chosen deity. Like the cleric, paladins must choose 3 Principles of Faith. When acting in service of those principles, the Paladin rolls with advantage.

If at any point the Paladin act against those principles (GM's discretion, but you may plead your case), the Paladin will lose the ability to roll with advantage as well as all class abilities unless d20 days of prayers or other service/acts that coincide to the Principles of Faith are performed. Failure to do this at the first opportunity will result in the Paladin losing all class abilities and becoming a Fighter of the same level as currently held by the Paladin.

A Light in the Darkness

If the Paladin is outnumbered by creatures or persons of Chaos, they will become the focus of any adverse action. All creatures of Chaos have an instinctual nature to hate the Paladin and want to either flee, turn away, or destroy this creature of Order. When in combat, any creatures of Chaos with hit dice under the Paladins' hit dice, will choose to focus their attention on the Paladin. At the beginning of combat, if outnumbered, the Paladin rolls a d20 vs Saving Throw. On a success, all attacks and actions against the Paladin are done with disadvantage.





The Ranger



Kumu had been taken to do his first kill when he was a boy, he was alone in the woods when late a night a pack of wolves tried to circle him. He'll never forget the wolf's eyes in the dark, the wolf was looking at Kumu not as a man, but as prey. The Ranger Kefia looked at him with the same look, there was little doubt, she was the hunter.

The Ranger is the guerrilla fighter, the lone operative, the unseen guardians of the known world. They alone have either chosen or were born into a life of never-ending war, they keep the monsters at bay.

The Pathfinder

Rangers pick an environment they come from (mountainous, forests, plains, etc) and may track any creature by rolling vs Save with advantage for their chosen environment. If the environment is not where they are from, they roll without advantage. Rangers also may always forage for rations by rolling vs Save with advantage. On a success they find 1 day's ration for every hour spent. This represents the Ranger hunting and using the knowledge of a life spent in the wild on the hunt.

First Blood

If being followed or tracked, or if setting up an ambush, the Ranger rolls vs Save to set a trap using items from the environment and any items carried on them, that can only be detected by a creature who is actively looking for traps (Save vs Number Rolled by the Ranger). The Ranger may set 1 trap for every 30 min spent. Damage is 1d4 +1 per level by trap. If being chased, the Ranger can use something from the environment as an improvised weapon that does 1d4+1 per level.

The Oath

Rangers pick a creature as the creature they are sworn to destroy. All attempts to track are done on a successful Save with advantage. All attacks are done with advantage, however the creature chosen will always attack the Ranger before anyone else in the party.

These abilities replace: Outdoor Tracking, Underground and City Tracking. All other abilities are as described in S&W.

the darklands adventure generator

The Adversary

- 1 A possessed official who is charismatic to the downtrodden.
- 2 The demon trapped in the village's well that has managed to slowly infect some of the town's residents.
- 3 A spurned lover who is the town's hero.
- 4 An exiled official that will stop at nothing to reclaim their standing.
- 5 A diplomat whose patriotic love will justify a means to an end.
- 6 A father/mother desperate to hide a secret about their children.

Wants To

- 1 Destroy the town or village.
- 2 Trap the soul of someone pure in a dying/decaying/corrupted/damned body.
- 3 Possession of a holy man.
- 4 Corruption of the virtuous or righteous.
- 5 Open a gate to a world with neon purple skies, blackened trees and a sun's twisted light transforms the flesh.
- 6 Money, power, blind faith, or unquestioning love.

So they can

- 1 Destroy the town or village
- 2 Trap the soul of someone pure in a dying/decaying/corrupted/damned body
- 3 Possession of a holy man
- 4 Corruption of the virtuous or righteous
- 5 Open a gate to a world with neon purple skies, blackened trees and a sun's twisted light transforms the flesh
- 6 Money, power, blind faith, or unquestioning love

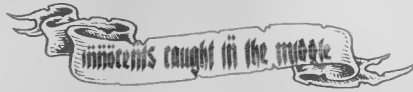
the dark tools they use

- 1 A scroll that summons a minor demon who trades a favors for a lives
- 2 A vile that was found in a place that was the site of a great evil, that can solve all of someone's problems
- 3 A pact offered by two petty cosmic priests to force the hands of fate, just to see the outcome
- 4 A glowing neon pink rock that fell on a startled night
- 5 A sub race of humans created by a tribe that has secretly infested the land that come from beyond the sea that some people know only in hushed secrets as "The Vi"
- 6 A secret cabal of worshipers who are upstanding citizens That people admire



uneasy allies

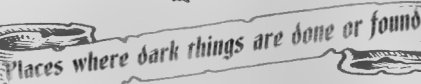
- 1 A person who claims to "see" things but the town takes pity on because they think they are crazy
- 2 A grief-stricken parent who thinks they can save a character as a proxy for a dead child
- 3 An agoraphobic crafter who can create tools that can be somewhat useful
- 4 A leader of a secret coven of backstabbing, selfish, self righteous witches that should not be trusted
- 5 A drug addicted mother with connections to a band of murderous marauders
- 6 A polycule made up of heathens, whores, alchemists, tradesmen, and strongmen/women that nobody in the town white trusts because they suspect what they really do being closed doors



innocents caught in the middle



- 1 A barrister trying to overcome her unspeakable past
- 2 A brave soul who just wants to do the right thing
- 3 An old soldier who wants to finally win a "war"
- 4 An inventor who never caught a break in their lonely life
- 5 A child who is looking to find a new family
- 6 A meek council member trying to do the right thing



places where dark things are done or found

- 1 A cave with dimly lit veins that glow with a faint pluses of neon pink
- 2 A hidden grave site deep in the forest with headstones that are worn with time that have the birth and death dates barely viable. Mother, father and 66 children. None of the children lived post age 4
- 3 A far away and almost forgotten forge deep in the mountains that are believed to be haunted and evil, but is really the place where drugs or vile potions are made by a gang that peddles them in shadows and secret places
- 4 The catacombs beneath the town's oldest church. The church is pure but the ruins it of built upon is not
- 5 A secret temple deep in the lands of indigenous people who fear it and stay away, and stop anyone who wants to enter
- 6 A far outpost high in the snow-covered mountains where creatures who fell from the sky killed the inhabitants and died out from a civil war among themselves a hundred years ago



muggins

- 1 A flute made of twisted black metal unlike anything seen before
- 2 A child's doll with lifelike eyes
- 3 The remains of a holy man
- 4 An ancient coin that looks like silver but is not silver that has an eagle and strange writing no one has ever decipher
- 5 6 mummified hearts that whisper secrets
- 6 A slab of metal and glass that some can see constellations during starless nights

Not Coming Soon
1 zine 2 games

Fear & Reason

Cosmic horror

&

Die, Witch, Die!

You hate that witch
That witch hates you.
One of you will die.

A 2 player game about modern witches and vengeance

Free pdf's will be sent to all backers of this project.

ARIZONA'S ONLY RPG FOCUSED EVENT



crit hit

**IF YOU BACKED THIS, YOU GOT 2 PASSES WAITING FOR YOU
TO WHENEVER THE NEXT CRIT HIT CONVENTION IS HELD.
SORRY THIS SHIT WAS LATE.**

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