

CRYPTS & THINGS &

THE CHRONICLES OF ZARTH

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Based on Swords & Wizardry Core Rules

By Matthew J. Finch

Original System and Rules Authors: Dave Arneson and Gary Gygax

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WELCOME TO ZARTH!

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

WHAT IS THIS GAME ABOUT?

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

WHAT IS THE SWORDS AND WIZARDRY SYSTEM?

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

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

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

THE DICE

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

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

CHARACTERS

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

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

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

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

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

Removes the Cleric and Magic-user Class

No Elves, Dwarfs or Halflings..

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

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

RULES SYSTEMS

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

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

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

BACKGROUND AND SETTING

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

UPON SUICIDAL WINDS THEY COME...

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

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

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

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

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

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

Something in the darkness shifted in anticipation.



FIGHTER

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

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

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

Armor/Shield Permitted: Any.

Weapons Permitted: Any.

FIGHTER CLASS ABILITIES ESTABLISH STRONGHOLD (9TH)

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



TABLE 9: FIGHTER ADVANCEMENT

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

MULTIPLE ATTACKS

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

“PUT DOWN
YOUR SWORD
SIR!

IF YOU WANT
TO DIE
LATER..”

SPECIALIST COMBAT STYLES

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

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

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

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

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



SPELL LISTS

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

WHITE MAGIC

FIRST LEVEL

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

SECOND LEVEL

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

THIRD LEVEL

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

FOURTH LEVEL

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

FIFTH LEVEL

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

SIXTH LEVEL

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



AN EXAMPLE OF PLAY

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

The adventuring party made up of :

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

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

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



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

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

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

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

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

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

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

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

Guy: I look closer at the figures

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

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

CK: Yes

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

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

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

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

Stephen: Ok, but Nochem's readies his spell

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

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

Steve: Four points.

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

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

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

CK rolls a d20 for the Thing 2 and gets a 19, Trolos is wearing Leather armour (AC 7) modified for a high dexterity of 18 (-3) which gives him a AC of 4, so the cross referencing that on the Monster To hit table (p 125) needs to get a 14 to hit. So rolling a D8 for damage, gets a 6. Normally if Trolos was at full health, he would have 9 Hit Points, but in a previous encounter Trolos fell down a rotting set of stairs and was badly bruised, so is currently at 5. This means that all Trolos' hit point are gone.

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

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

CK: Make a Saving Throw.

Guy rolls an 17 on a d20, a success!

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

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

Mr C: I hit it with my axe.

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

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

Cheering all round from the players.

CK: What do you do next?

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

Guy: What about the poor bloke on the spit?

Mr C: What about him?

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

CK groans.

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

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

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

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



Mr C: and Jostar readies his axe.

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

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

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

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

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

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

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

Guy: Woohoo a 6!

CK: Damn a 2. Ok

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

Guy rolls a 18.

Guy: 18?

CK: Yes that's a hit!

Guy rolls a D6 for damage.

Guy: Only a 2 I'm afraid.

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

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

CK: Next round roll for initiative.

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

Steve: Are we there yet?

CK: Yes.

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

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

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

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

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

REMEMBER

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

THE CONTINENT OF TERROR

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

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

OF THE PLANET ZARTH

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

OF THE OTHER WORLDS & OTHERS

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

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

OF THE SHROUD

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

SPELLS AND THE SHROUD

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

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

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

Table 31 Encounter in the Shroud

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

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



THE CONTINENT OF
TERROR

0 Miles 200

MAGIC ITEMS

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

Inscription on the Saint Benedict Medal.

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

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

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



Table 35: Magic Items

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

THE ROBE OF MANY EYES

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

BLACK DREAD WINGS

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

RED ZOMBIE

“When poor Silus got the Red Death we knew there was no saving him and we locked him in the old jailhouse. I watched his skin burn up over a matter of days and the creeping red rot gradually take him from the infection in his left leg, turning his skin red and tight as it moved up his body. The most awful parts were when he was conscious, screaming in agony amidst the fever. “Darl its taking my soul to an awful place, all red and evil!” he shouted at me once as he tore desperately at his clothes. Eventually he stood there lifeless, his clothes reduced to rags. I would have mistaken him for one of those usual deadies, if it wasn’t for the angry red hard skin that covered him from head to toe. The others tried pouring burning oil over it, but the oil just burnt off making it look redder and angrier before. Finally we all grabbed our swords and hacked the poor thing to pieces.”

These plague infected Zombies are becoming a distressingly more common sight, as the Red Death spreads outwards from the Locust Star into the world. Primary carriers of the disease are the Red Zombies themselves and they seem to seek out living beings to pass it on. Any victim of their attack will rise two hours after death as one and anyone wounded by them must make a Saving Throw or be infected by the disease. The disease takes 1d6 days to kill an average man, use the Constitution bonus/penalty of the character to modify that amount, during which time the victim will be incapacitated with fever as the hard and angry red skin spreads over the victim. Other Others carry the disease as well (such as the nefarious Nkarth).

Type: Undead

Armor Class: 3 [16]

Hit Dice:2

Attacks: Strike (1d8)

Saving throw: 16

Special: Red death disease.

Move: 6

Challenge Level/XP:3/60



APPENDIX K. KHAOS!

Khaos is the crawling corruption that exists outside the order of the world. As Zarth runs out of energy, more Khaos seeps into the world in the form of mutated monsters. Khaos is especially prevalent round the lairs of Black Magicians whose repeated strains upon the nature of reality cause it to break down. Sometimes these evil sorcerers will deliberately create Khaos creatures to act as guardians and pets.

Creatures tainted with Khaos are mutant versions of their normal species. Roll D20 to determine a Khaos feature. Note this list is not comprehensive, and given the nature of Khaos Crypt Keepers are encouraged to create their own features randomly at whim.

1. Extra head +3 to any perception skill check.
2. Extra intelligent – if animal has human intelligence.
3. Magic resistant + 3 Saving Throw
4. Magic just bounces off the creature, which can not use magic itself.
5. Explodes upon death causing +2D6 damage, Saving Throw halves.
6. Extra set of arms which give an extra weapon attack.
7. Extra set of arms with claws, an extra attack doing 1d4 damage
8. Extra tough hide, - 1 AC
9. Gift of Tongues, can speak any language.
10. Babbles incomprehensively
11. Completely transparent
12. Naturally invisible
13. Eyes in the back of its head and is never surprised.
14. Leaps like a toad, up to 50 foot in the air.
15. Extra set of legs moves an extra +3 and gains a +3 on any Saving Throw where balance is an issue.
16. Large valuable gem (5d20) embedded in its forehead.
17. Extra dumb -3 Intelligence.
18. Extra strong, does one dice type up in damage (e.g. D4 becomes D6) in combat.
19. Extra Tough, Maximum Hit points per Hit Dice.
20. Berserker! + 3 to hit and damage, -2 AC.

(Note: remember to factor in Khaos abilities as extra “Special Abilities” when calculating experience points.)

APPENDIX L. LOVE AND LOSS

Strong passions run high through the pages of Sword and Sorcery stories, and while there is a good dose of magic, fighting and weird locations, the whole adventure is often run through with a lead character’s love interest. Often the hero is fighting to save them from some overwhelming evil, while trying to stay alive in

PROCEDURE

When the character encounters a potential Lover, as determined by the Crypt Keeper, make a Saving Throw to see if they fall under their spell and become their lover and suffer the following effects. Note this may not be a mutual affection, depending on the -NPC.

1. Character is under effects equivalent to a permanent Charm Person spell until their Lover dies.
2. Character loses D6 Wisdom permanently when Lover dies, as the result of sanity-threatening heartbreak. The character also spends 2D100 days darkly brooding the death of their lover. During this period if they exact revenge against the murderers they gain double XP.
3. Character gains double XP when performing the wishes of the Lover.
4. The character is +3 to Saving Throws and +2 to attack and damage while fighting to save their Lover.



APPENDIX N. BIBLIOGRAPHY

BOOKS

Conan & Kull Stories by Robert E. Howard

Elric (esp Stormbringer), Corum, Hawkmoon series by Michael Moorcock

Clark Ashton Smith various short stories, in the public domain check out

COMICS

The Savage Sword of Kull Volume 1 (Dark Horse Comics)

Slaine (2000AD, Rebellion publishing)

ROLEPLAYING GAMES

AD&D 1st Edition, Esp. Dungeon Masters Guide and the Fiend Folio.

Stormbringer 1st-3rd Ed (Chaosium)

Early White Dwarf (pre issue 90) – see White Dwarf Best of Articles 1-3 / Scenarios 1-3.

Fighting Fantasy – the darker moments of the series esp. Death Trap Dungeon, Island of The Lizard King, and Steve Jackson's *Sorcery* Series.

The Savage North (D101 Games)

Call of Cthulhu

TSR UK Modules esp. All That Glitters, The Gauntlet and The Sentinel.

OLD SCHOOL RENAISSANCE GAMES

OSRIC

<http://www.knights-n-knaves.com/osric/>

Labyrinth Lord

<http://www.goblinoidgames.com/labyrinthlord.html>

Swords and Wizardry

<http://www.swordsandwizardry.com/>

Lamentations of the Flame Princess

<http://www.lotfp.com/RPG/>

BLOGS

Swords against the Outer Dark <http://sworddandsanity.blogspot.com/>

Akratic Wizardry <http://akraticwizardry.blogspot.com/>

Grognardia <http://grognardia.blogspot.com/>

Lamentations of the Flame Princess <http://lotfp.blogspot.com/>

APPENDIX M. SOUNDTRACK

The following audio influences make up the soundscape of Crypts & Things

Anthrax “Spreading the Disease”/”Among the Living”

Black Sabbath any with Ozzy singing.

Nuclear Assault “Nuclear Assault”/”Game Over”

Venom – “Welcome to Hell”/”Black Metal”

Megadeth “Killing is my business”/”Peace Sells”

Exodus “Bonded by Blood”

Kreator “Flag of Hate”/”Pleasure to Kill”

Metallica “Kill ‘em All”/”Ride the Lightning”/”Master of Puppets”

Motorhead “Bomber”/”Ace of Spades”/”Overkill”/”Orgas matron”

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”

Kreator “Endless Pain”/”Pleasure to Kill”

Slayer “Show no Mercy”/”Haunting the Chapel”/”Hell Awaits”/”Reign in Blood”/”South of Heaven”/”Seasons in the Abyss”

The Sword “Age of Winters”/”Gods of the Earth”

Triptykon “Eparistera Daimones”

Play Loud and Proud, and remember Home Taping isn't Killing Music...

VENOM IS!!