

INTO THE BORDERLANDS

CARCOSA EDITION

Wizard Lizard's blend of OD&D and Into the Odd



CHARACTER GENERATION

1. Roll 3d6 in order for **Strength**, **Dexterity** & **Charisma** (you may swap two stats if you really want to).
2. Roll or pick a background:

- 1 pirates, death-worshipping assassins, value pain and pleasure
- 2 desert nomads, dinosaur riders, value knowledge and resilience
- 3 nihilistic skin-wearing cannibals, shunned by all men, value nothing at all
- 4 mystical, swamp-dwelling lotus-eaters, value eldritch knowledge (madness)
- 5 short & stocky, usually part of a hive-mind, value absolute dedication to work
- 6 spirited away in time and space by curse, sorcery or super science
- 7 jungle hunters, tech transmitted from sire to progeny, value the honorable hunt
- 8 emotionless slavers, adept at sorcery, value their own desires above all else
- 9 proud merchant-kings of the Silken Conclave, value power and money
- 10 small-framed nocturnal pack hunters, believe the world to be Hell
- 11 peerless hoplite warriors who never surrender, value martial prowess
- 12 prized slaves, aphrodisiac pheromones through skin contact, value freedom
- 13 tall, gaunt and hairless neanderthals, value the tribe above the individual
- 14 hedonists protected by supertech dome cities and weapons, value novelty

3. Choose a character class: **Fighter**, **Thief**, **Sorcerer** or **Cleric**.

Fighter (0XP=Man-at-Arms, 2kXP=Veteran, 4kXP=Slayer, 8kXP=Champion, 16kXP=Warlord)

At 1st level, re-roll your starting HP until you get 4 or better.

At 2nd level, even improvised weapons and thrown rocks are deadly in your hands (d6 damage).

At 3rd level, whenever you slay a man, gain an extra attack against another nearby.

At 4th level, men under your level always fail their save vs Critical Damage when fighting you.

At 5th level, attract a detachment of followers who have heard of your exploits.

Thief (0XP=Mouse, 1.5kXP=Rogue, 3kXP=Scavenger, 6kXP=Shadow, 12kXP=Stalker)

In exchange for these limitations, thieves begin with two special abilities and gain an additional one at each level from this list: *backstab*, *scale sheer surfaces*, *pick locks*, *pick pockets*, *move silently*, *hide in plain sight*, *hear faint sounds*, *repair tech*, *poison use*, *reprogram robots*.

Sorcerer (0XP=Sinner, 3kXP=Defiler, 6kXP=Warlock, 12kXP=Necromancer, 24kXP=Sorcerer)

May learn and use rituals. Begin the game knowing three spells, memorize one per level.

Spells and rituals must be found and studied. You can't do sorcery while carrying 2 Bulky Items.

Cleric (0XP=Messenger, 2.5kXP=Envoy, 5kXP=Herald, 10kXP=Prophet, 20kXP=Messiah)

Lawful Clerics serve the Elder Gods, while Chaotic ones serve the Great Old Ones & Outer Gods.

From 2nd level onward, learn to memorize and cast a spell (gain an additional one at each level)

Spells are granted by your deity through nightmares and hallucinatory visions.

You may also present a holy symbol to turn or control undead and robots*.

3. Choose a side (**Law**, **Neutrality** or **Chaos**)

Those aligned with **Law** oppose the Old Ones, while those aligned with **Chaos** serve them.

Neutral people don't care and just want to survive. Alignment has no influence on morality.

4. You speak your own race's tongue, and may know an additional one per 2 points of **CHA** above 10. These can be chosen in advance or rolled for during play (d6=5+ to "know" or learn a new language).

5. Roll 1d6 for your **Hit Points**, re-rolling any 1s and 2s if you are from the Warrior class.

EXPERIENCE

Gain 1 experience point for every silver piece you *squander away in pleasure and vanity projects*.

Murdering people and monsters is worth some experience too - 10-500 depending on how dangerous the enemy is. This is split equally between whoever actively participated in the killing.

PLAYING THE GAME

Save: roll d20 under or equal an appropriate stat when doing something risky.

Initiative: group initiative, all sides roll a d6, high throw goes first.

Attacking: when making an attack, roll your weapon's damage, after subtracting armor, the rest goes to HP, then to STR. Taking STR damage triggers a **Save vs Critical Damage**: roll equal or under your *current* STR (after damage) to stay in the fight. If you fail, you are incapacitated and bleeding out, and will die in an hour without help.

Enhanced attacks deal d12 damage, **Impaired** attacks deal d4 damage.

Gambits are special attacks aimed at gaining some advantage or making use of the environment and any other tricky action. These may be resolved with a Luck Roll or with a Save rolled by the defender.

Scars occur when you are reduced to exactly 0hp. Consult the table at the end of this document.

Death occurs if you are left unattended for too long after taking **Critical Damage** or if your STR reaches 0. If your DEX or CHA reaches 0, you are paralyzed or catatonic, respectively.

Rest: spend a turn (10 minutes) and some appropriate resource to recover all HP.

Restoration: to restore ability score loss, either find a specialist or spend a week in a safe and comfortable location (typically, this happens in-between adventures).

Deprivation: if you lack warmth, food, drink or any other essential stuff, you cannot regain HP.

Reaction & Morale are checked by the Referee using 2d6, ala Chainmail.

Detachment: groups of fighters acting together count as one unit called a detachment.

Individual attacks against Detachments are Impaired (unless using explosives and so on), while Detachments attacks against individuals are Enhanced and can hit multiple targets at once. When a detachment takes Critical Damage, it is routed. When its STR reaches 0, it is destroyed.

Sanity: sanity-blasting abominations cause HP and CHA damage by their mere presence. Losing CHA in this way triggers a Critical save (as per STR Critical Damage). Success means you keep your composure and will no longer suffer sanity damage from this abomination in particular. Failure means temporary insanity (1 catatonia, 2 primal, continual screaming, 3 cackling laughter, 4 violent weeping, 5 prostrating and worship, 6 violent rage - try to kill nearest thing alive) which usually means you're helpless until tended to. Spending a turn calming the PC brings them back to their spirits, as with STR Critical Damage. Dropping to 0 CHA means the character is permanently insane and is removed from play (mercy kill or become an NPC).

SCARS TABLE

<i>d12</i>	<i>Effect</i>
1	BattleScar (d6, 1=eye, 2=cheek, 3=throat, 4=chest, 5=stomach, 6=hands)
2	Shaken Nerves - you stammer and shake unless you calm your nerves somehow.
3	Hobbled - reduced to a limp until fixed by a specialist.
4	Smashed Mouth - you lost a lot of teeth and spit blood everywhere.
5	Bloody Mess - it needs stitches, you are <i>deprived</i> until you see a specialist.
6	Punctured Organ - if you suffer critical damage before seeing a specialist, you'll die.
7	Maimed (d6, 1=nose, 2=ear, 3=finger, 4=chunk or scalp, 5=random eye, 6=jaw).
8	Torn Limb - a random limb is torn off or in need of amputation.
9	Splintered Mind - develop a random or appropriate insanity as a coping mechanism.
10	Shattered Ego - if you achieve revenge, re-roll your HD and keep a higher result.
11	Fractured Skull - you feel like a slightly different person, re-roll CHA with 2d6.
12	Doomed to Die - you should have died. You have constant nightmares.

If you fail your next save vs Critical Damage, you die horribly. Otherwise, remove this effect.

TURN UNDEAD

Cleric Level →	1	2	3	4	5
<i>Undead HD</i>					
1 (Zombies)	9+	7+	T	D	D
2 (<i>Ghouls</i>)	11+	9+	7+	T	D
3 (Son of Kyuss)	N	11+	9+	7+	T
4 (<i>Unquiet Worms</i>)	N	N	11+	9+	7+
5 (<i>Mummies</i>)	N	N	N	11+	9+

Note: Space Aliens seeing a Cleric successfully turn a Robot causes them to suffer from temporary insanity as if they had failed a Critical CHA save.

Encumbrance

Carrying more than two Bulky items (heavy metal armor, two-handed weapons, shields, etc.) makes you Deprived (reduced to 0hp until you lighten your burden and have a short rest).

In addition, you can carry up to your **STR** in significant items - each extra item after that will count as Bulky (items that already would count as Bulky otherwise will count double).

Theoretically, you could carry up to 100 insignificant items before they became Bulky.

Exemple of Significant Items

- Sword • Shield • Torch • Wand • Suit of armor • Quiver of arrows • Staff • Dagger • Scroll • Book
- Potion • Thieves' tools

Exemple of Insignificant Items

- *Basic clothing worn* • *Pendant* • *Gem* • *Ring* • *Holy symbol* • *Belt pouch* • *Fishhook* • *Flint & steel*
- *Coin*

When in Doubt

1. If the item has system weight (and is not a magic item), it is probably encumbering.
2. If it is a magic item that can be crafted easily (scrolls, potions), then it is encumbering.
3. Items made for helping to carry other things are insignificant (backpacks, pouches) in moderation.

TEMPORARY STARTING EQUIPMENT (WIP)

Fighter - take a helmet then roll d6:

- 1 - shield (armor 1, Bulky), spear (d6)
- 2 - trident (d8), net
- 3 - bow & arrows (d8), dagger (d6)
- 4 - javelins (d6) & war axe (d8)
- 5 - heavy metal armor (armor 1, Bulky) & two-hander (d10, Bulky)
- 6 - lasgun (d8)

Thief - take a toolbox then roll d6:

- 1 - additional expedition resource
- 2 - manacles & slave collar with *remote detonator*
- 3 - *loaded dice & marked deck of playing cards*
- 4 - set of four talkie-walkies
- 5 - collapsible 10' pole & binoculars
- 6 - grey alien artifact detector

Sorcerer - take grimoire & spell components pouch then roll d6 twice on Marvels & Malisons tables (after determining spells).

Cleric - take holy idol & spell components pouch then roll d6 twice on Apotropaism & Vivimancy tables (even though you don't get a spell at first level).

ON LANGUAGES

- When PC first encounter an individual or group of NPC, make a Luck Roll if there is no interpret.
- Languages that are close on the rainbow spectrum are similar (+1 on Luck Roll).

1 → What the fuck is he saying? (no understanding)

2-3 → I get it, kind of (basic understanding, misunderstandings possible, little nuance)

4-5 → We understand most of what's being said (good understanding)

6 → We understand each other well! (better reaction)

- PC hanging out together for at least a week (second session together) can understand each others fine.