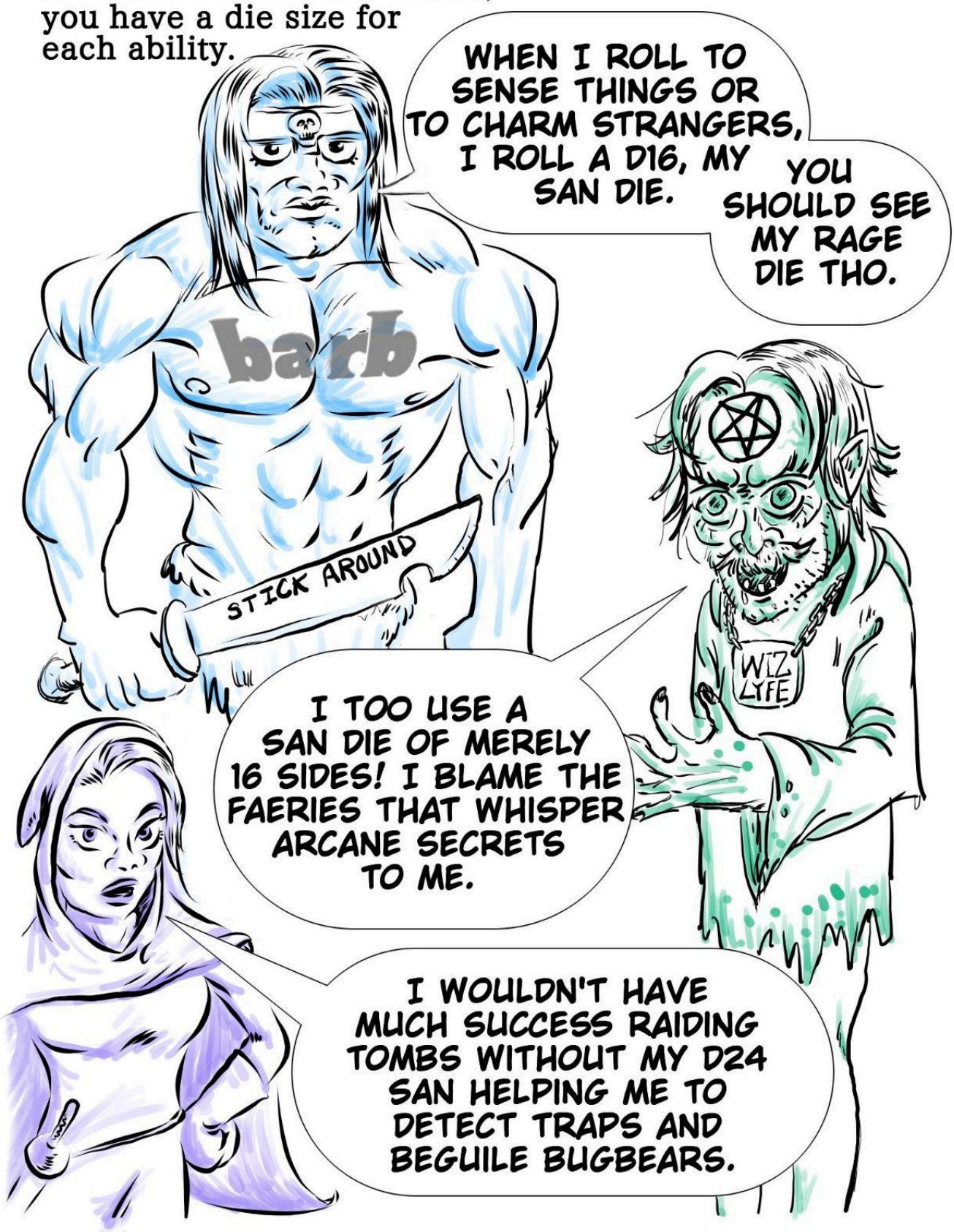
Crypts & Cryts

rules, art :Claytonian

This ain't yer grandma's D&D! There are no ability scores, nor are there modifiers. Instead, you have a die size for each ability.



	Barbarian	Sorceror	Mercenary	Tomb Raider	Comments
STR	d20	d20	d20*	d20	STR die+HD is rolled vs AC to hit in melee.
DEX	d20	d20	d20*	d24	DEX die+HD is rolled vs AC to hit when shooting.
CON	d30 (15LB)	d14 (7LB)	d20* (10LB*)	d16 (8LB)	CON die sides/2=life's blood (base health).
SAN	d16	d16	d20*	d24	SAN is used to sense, forage, and parlay.
INT	d16	d30	d20*	d20	INT is used to cast spells; don't roll a 1!
LUK	d16	d20	d20*	d30	LUK is a score you can burn to raise your rolls.
THRW	14 minus lvl	15 minus lvl	13 minus lvl	12 minus lvl	THRW is a number to roll at or over to do things.
HD	d12 (12HP)	d6 (6HP)	d10 (10HP)	d8 (8HP)	HP=Hit Protection. **1st lvl is HD's max.** Burnable.
ABIL	Rip and Tear	Spells	Maneuvers	Skullduggery	HP regenerates 1 per hour of rest. LB is 1/day.
Quote	Yawp!	Tekeli-li!	Shit. Run!	♪Cha-ching!	AC can be raised from 10 by wearing armor.
Coin	2d8¢	2d10¢	3d6¢	4d6¢	*: 1 of these of mercenary player's choice is a d24; PC is literate if it is INT.

- Your ability scores are ***not*** numbers, they are dice. Roll high vs your class's throw number or foe's AC to do things. Nat ones always fail, and nat 20s, 24s, & 30s always pass.
- HP=Hit Protection. LB = Life's Blood. No LB=death.
  - **HP** at 1st level is equal to the max HD roll possible for your class.
  - **HP can be spent to pass rolls**. HP also regenerates one point per hour of rest, so use it often, I say. Save Bennie for when you are desperate.
  - **Life's Blood** is your true health score; run out of it and you die. Its value is equal to half the size of your starting CON die's sides.
  - **Crits** bypass HP and dip straight into LB!
- Spells encumber casters with weight slots. Roll high with the INT die to cast.
- Roll your **Hit Die** as part of your to-hit roll. If you hit, the number the HD rolled is your dmg to the foe.
- **Initiative** is d6 vs d6 for each side (not character). Tied initiative means simultaneous actions. Spending HP or even LUK on your side's rolled die is allowed.
- To make a character, follow these steps:
  1. Roll a background.
  2. Choose an archetype from the top of this page.
  3. Note class ability in right column on this page.
  4. Do one to three personality things:
     a. Make a memory-bond with a PC in the group.
     b. Decide or roll a berserk button—some act you find offensive to the point of violence
     c. Decide which gods are important to you.
  5. Figure out if you are literate. Most folk aren't.
  6. Choose a starting package of gear.

Rip and Tear: Thick-accented Barbarians add a d3 rage-die to their melee to-hit rolls and feats of strength. If it rolls higher than the hit die, use it for damage instead. It grows one size (d4-d6-d8-d10- d12-d16…) each round you are engaged in the fray. If it rolls higher than your action *and* hit die, you have gotten carried away and it is rerolled as damage on a nearby ally, item, object, or structure as per the CM's whimsy too!

Spells can be performed by sorcerers, who are literate and have access to 4 random ones at 1st level (player rolls on the Order or Chaos list for each one), by passing an INT throw. Each casting—successful or not—weighs the caster down with virtual weight slots till dawn.

Order spells give one slot-burden when cast; **Chaos incantations** give three (failures of either equal one slot of burden). Reversed/altered versions of spells are cast with disadvantage until they are cast 5 times in that way.

A **Maneuver** can be chosen when a Merc hits:

- Deal LVL extra dmg to a nearby target.
- Do a stunt (if contested, roll 2d6+LVL vs foe's 2d6+HD) along with dmg. Other classes have to give up an attack to do a stunt.
- Do a maiming gambit, a stunt that can literally disarm or disfigure, but if you fail a contested stunt, you don't deal dmg and grant adv to foes until you get your groove back by critting.

Skullduggery grants tomb raiders an advantage to rolls involving guile and lowdown things like skulking, dungeoneering, sensing danger, finding secret doors, legerdemain, climbing like a spider-monkey, &c.

Incidentally, **any** class may "backstab." If their foe wasn't expecting a blow, an attacker's dmg goes straight to LB. Tomb raiders find it a bit easier to sneak.

Pregens

What? They break the rules?! Deal with it.gif

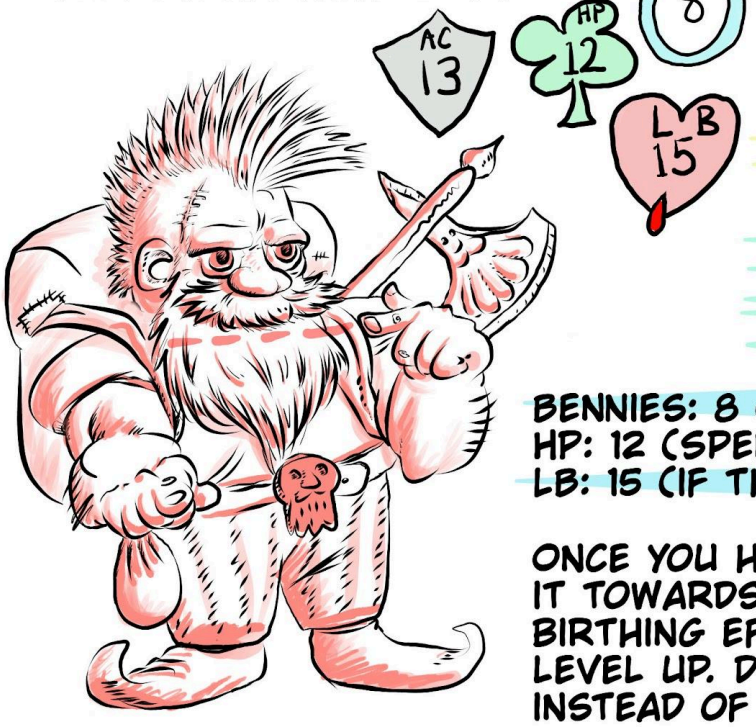
NAME: BOSCLORI

BACKGROUND: DWARVEN HORSETHIEF (ADV TO SNEAK AND RIDE)

TYPE: BARBARIAN (ADD A RAGE DIE TO ATTACKS; IT STARTS AS A D3 AND GROWS A SIZE EACH ROUND)

STR D20	SAN D16
DEX D20	INT D16
CON D30	LUK D16

THROW TARGET #: 13



BERSERK BUTTON: ANIMAL ABUSE

GAWD: THE SWAMP DUCK

BOND: HAS A RUNNING BET WITH THE PLAYER TO YOUR LEFT'S CHARACTER TO SEE WHO WILL BE THE FIRST TO FIND THE GEM OF TOMVAS

GEAR: SACK WITH 3¢, RUCKSACK WITH BEARD BRUSH, 3 CANDLES, TIN MUG, BEARDED AXE, DAGGER. BELT BUCKLE.
ROLL LUK VS 13 (YOUR THROW #) TO START WITH A HORSE.

BENNIES: 8 (SPEND ONE TO REROLL A DIE)
HP: 12 (SPEND TO RAISE A ROLL)
LB: 15 (IF THEY REACH ZERO, YOU DIE)

ONCE YOU HAVE 100¢, YOU CAN DONATE IT TOWARDS A CLAN HOARD'S STATUE-BIRTHING EFFORTS. THIS WILL MAKE YOU LEVEL UP. DWARVES DO STATUE-MITOSIS INSTEAD OF CAROUSING, BUT DO ENJOY A GOOD DRINK TOO.

Starting Packages

Barbarian starting package:

Wizard starting package

Tomb raider starting package:

Mercenary starting package:

d50 Backgrounds

You too can be a 4th level eunuch. Reroll any results that are the same as an extant party member.

- ☐ 1: Born a slave—+1 to CON throws, -1d6 to starting coin roll.
- ☐ 2: Demon blood—+½ LVL bonus to Chaos Magic dmg and throws, can speak Underworlder if a sorcerer..
- ☐ 3: Pyramid builder—adv on craft/trap throws, +1 lvl.
- ☐ 4: Paranoid raid survivor—adv on hide throws, +1 lvl.
- ☐ 5: Hobbit—start w/d16 STR, d24 DEX. Double rations necessary.
- ☐ 6: Wheel of Pain pusher—+2 to STR throws, +1 to CON throws.
- ☐ 7: Serpentman stock—ignores LVL slots of magic weight.
- ☐ 8: Cultist—adv on religion and +1 to LUK throws.
- ☐ 9: Minor noble—literate; +1d6 to starting gold roll.
- ☐ 10: Sultan's dancer—+2 to DEX throws.
- ☐ 11: Harem guard—+1 BAB, eunuch if male.
- ☐ 12: Alchemist's gopher—literate; adv to throws to decipher arcane runes and formulae.
- ☐ 13: Vat-born yesterday—+1 to CON throws.
- ☐ 14: Cursed—10 max HP, HP/LUK burn is twice as effective for you tho.
- ☐ 15: Elf—literate; +d3 starting levels.
- ☐ 16: Swarthy Rebel—+1 dmg, adv on seduction throws.
- ☐ 17: Lunar Empireling—adv on cold throws, +2 to INT throws. Speak with accent.
- ☐ 18: Dwarf–can read dwarf runes; adv on HP gains and on CON throws.
- ☐ 19: Chosen by the Old Ones—+d6 LUK; disadvantage to SAN throws.
- ☐ 20: Gladiator of the Cannibal Giant—+2 BAB; +1 AC.
- ☐ 21: Scrivener of the Bloody Monastery—literate; adv to history throws; +2 to INT throws.
- ☐ 22: Tsathoggua's Kinder—3 corpulence slots; +2 to CON throws; can cast one specific Chaos spell once per day.
- ☐ 23: Temple guard—+1 BAB; +1 to Order magic.
- ☐ 24: Girdle thief—+3 to DEX throws; +1 lvl; -1 hands.
- ☐ 25: Fermented Yak-piss Shaman–Start with one (extra) Order spell.
- ☐ 26: Wardog Trainer–have a hound with HD=to your level; may give up actions in a round to command it to attack or fetch.
- ☐ 27: Graffiti Artist–literate; adv on rumor-mongering and parkour.
- ☐ 28: Isekaied Student–literate; starts with a smartphone.
- ☐ 29: Strong Man–d30 to feats of STR (not melee).
- ☐ 30: Fugitive from the Inquisitors of Ong–literate; hey, you can use the cleric class.
- ☐ 31: Manimal–you have the option to claw, claw, bite for d3, d3, dLVL; roll like monsters do; the bite only happens if both claws hit.
- ☐ 32: Null Monk–can roll full damage with unarmed attacks vs unarmored foes; have adv to avoid temptation.
- ☐ 33: Professional Chessman–once per intellectual contest or game, can ask the GM for a retcon, doing a move over.
- ☐ 34: Retired Nun–adv on giving or receiving healing magics.
- ☐ 35: Street Magician–+LVL to legerdemain and pickpocketing.
- ☐ 36: Ranger–adv to tracking, survival. +1 BAB with a shortbow.
- ☐ 37: Noble of a Ruined House–adv to leadership throws; -d6 Bennie Points to start.
- ☐ 38: Book-presser–literate in d6 languages.
- ☐ 39: Worminger–adv to sailing and knots.
- ☐ 40: Scallywag–adv on cavorting.
- ☐ 41: Spy for the Necromancers of Wym–literate; +½LVL BAB/dmg if attacking an unaware foe.
- ☐ 42: Guerrilla–adv to survival and traps.
- ☐ 43: Royal Taster–adv vs poisons.
- ☐ 44: Groom of the Stool–d6 quantum (to be declared in play) contacts.
- ☐ 45: Nature Cultist–adv with herbs and foraging; disadvantage with social interactions.
- ☐ 46: Lost Boy–has a 20% chance to know d4 details about any given supernatural species; disadv to resisting seductive supernaturals [keep in the lines and veils, CM!].
- ☐ 47: Demigod–a rando deity from the 1980 Judges Guild's Unknown Gods is a parent; CM decides on a special ability the PC has.
- ☐ 48: Slave of the Order Wyrm–one die size bigger CON; one die size smaller SAN. Vermiculoids are a trauma-trigger.
- ☐ 49: Survivor of Naat's Plague–one die size smaller CON; adv to CON rolls and vs Chaos magic.
- ☐ 50: Sleeper Android–literate; have programming to make you cognitively dissonate yourself if anyone brings up the fact that you never eat or bleed or a score of other odd things–"I just ate a meal the other day, I'm pretty sure."

Memory-bond: When your character enters the party, choose another PC and say how you know them. CM adds input and might modify your PC. Examples:

- I healed you after you survived the vampire.
- You taught me how to read between missions.
- We were in the band of the dove.
- My mother lost her title because of your chicanery.

Choose a berserk button: There is one thing you can't stand to see. Maybe it's puppy kicking, theft, or abandonment. If you see that thing happening, get angry and act with righteous fury!

God Has Gotta Be One of My Top Genders: Name a god or credo that your character buys into. The gods notoriously seem not to listen to prayers, but they do mirthfully watch your exploits.

Can I read?

You can if you are a mercenary with INT of d24 or a sorcerer. Many backgrounds allow literacy. A bond *might* grant literacy. PCs that happen to be literate can read scrolls and invocations allowed, causing spell effects.

Example Character Gen

Two players, A and B, sit down with their Cry Master to make characters.

A: So, do we roll 3d6? 4d6 drop the lowest? How do I make an ability score?
CM: That's the neat thing: you don't!
B: Wait, how do we know how strong we are?
CM: Well, akshully, we should roll your background first. It might inform your choice of archetype. Here's the table.
They each roll a d50.
A: I was a mendicant.
B: Me too!
CM: That might be interesting, but usually people reroll matching backgrounds.
B: Okay. *Rolls*. I'm a... hobbit? Oh, this sucks.
CM: Would you like to have that guy eat the NPC lotus and wander off?
B: Yus.
CM: Okay, hand me that sheet. I'll have this hobbit be a foe in the campaign instead.
Distrust of hobbits intensifies. B rolls again.

B: Hokay, third time's a charm. I'm a con-man. Well, I was. So, ex-con. So now we roll these dice to get our scores? *Reaches for dice.*
CM: *Slaps dice away*. No rolls! Yet. Choose a class archetype from these four.
A: Uh, is the mercenary strong?
CM: They can be. You choose one stat to make be a d24.
Merc A: Okay, sounds easy. So d24 STR?
CM: Sure. That's fine. Write it down.
A: And roll the d24?
CM: No! Your STR rolls are d24 whenever you need to test your might. No rolls yet. B, what class?
B: Tomb Raider makes sense. *Stares at dice*. I'm... not rolling?
CM: Good. You're getting it. Record these dice down, players.
They copy die sizes from the table.

CM: Good. *Now* we roll. Roll your LUK die, each of you.
Merc A: So except for STR, I roll only d20s? *Rolls a d20*. 6.
CM: Yup, a d20 is what you needed to roll. You have six Bennies. Spend them in a jam but be aware they are hard to replenish.
Raider B: Tomb Raiders have d30 LUK?! Nice. *Rolls a d30*. I got a 16. My LUK is 16 now? No, that's not right. I have 16 Bennies.
CM: Yes, your LUK is still a die and now you have a resource that is henceforth independent of your die. Now, roll for your starting cash.
Merc A: As a mercenary, I roll 3d6? Okay... *Rolls*. 10 coins.
Raider B: Ha, I get 4d6 coins! And my roll is... 20. Cha-ching.
CM: So berserk buttons?
Merc A: I hate... religion. I'm like a Reddit atheist and if I see indoctrination or clerical power abuse, I bust heads. I'll turn over their tables and whip them.
Raider B: I can stand people lording around the poor. I only ever conned the rich.
CM: How do you know each other?
Merc A: Uh, we burned down a church together.
Raider B: I would never! Well, maybe. Yeah, they had laid claim to a family's treasure-filled tomb. I uh, decided to help redistribute the wealth.
CM: I don't think I'll give any background benefit-esque things... Oh, but roll SAN. If you fail, you have the pyromania affliction.
Merc A: How high do we have to roll?
CM: Well, you guys were kinda level zero, so roll your type's throw number, minus zero, or higher on the SAN die.
Merc A: This is going to be harder for me. *Rolls*. Fail. I love fire.
Raider B: Yeah, I have high SAN and a low throw number. *Rolls*. I passed! Don't worry, I will help you burn down a baron's mansion or something. Just gotta evacuate all the servants first.

CM: Okay, knuckleheads. Buy your starting gear with that coin. Anything left over is lost, so splurge on yourself. Oh, but remember, if your pack—which you have to buy too—is light enough, you'll get an extra point of AC.
Merc A: I'm going to go for a battle ax, so you buy a one handed weapon. That way, you can hold the light.
Raider B: Okay, I'll buy some daggers. And oil. And a lamp. Think I can afford some Leather armor too.
Merc A: I need that as well. I'm out of cash then. Can you buy us some rations?
Raider B: You better be standing in front of me, bud. Uh, how much for things like chalk, mirrors, or twine?
CM: Most things you need would cost one coin. Common stuff like that will fit ten to a slot. You'll need a bag or purse for them.
Raider B: Yeash. We are poor. Time to get to raiding some tombs. Hark, the wallet calls!
CM: I'll give you a couple likely cairn and dungeon rumors to choose from, though I think you'll be looking for something to burn. But first, let's talk lines and veils. It this campaign we won't describe...

The scene fades before we can hear all the adult puerile language.

Example stunts and tricks enabled by the Mercenary's Maneuvers

Example stunts/tricks/maneuvers/faints (stances end when they say they do, when you take a new stance, or the battle ends):

- Take a defensive stance until the beginning of your next turn that gives you +2 AC.
- Push or pull someone somewhere, such as over a cliff.
- Knock a foe supine or prone, granting advantage to melee attackers and disadvantage to ranged attacks against the foe and vice versa (it takes a movement action for them to stand).
- Activate a dual (two)-weapon stance, giving +1 AC and +1 BAB going forward this fight.
- Disrupt a spellcaster, making their spells cast until the end of their next turn be thrown with disadvantage.
- Use a weapon's signature stunt (see weapon entries).
- Use sword and board (shield) to enter a swashbuckling stance, getting +1 dmg and +1 AC going forward till the end of the battle.
- Blind a foe (with eyes), forcing them to attack at a disadvantage.
- Attempt a KO against a foe with the right physiognomy for it (helms prevent this, so use a stunt to knock the helm off first!).
- Take a reckless stance. Damage from and to you explodes!
- Goad any foe into paying you so much attention that an ally can attempt a backstab (dealing LB damage if they hit).

All fun and games until someone fumbles an eye

If a monster rolls a 1 on an attack, one PC within range can roll a free attack attempt on it, and what's more, if that free attack is a crit, the PC will deal a wound to the monster as per the below sub-table.

If a *PC* rolls a 1 on a melee attack, the following table can be used:

1. Your foe gets a free attack roll on you. If they roll a crit on that attack, you take the wound from the following table addition to any damage:
   - 1.1. Lose an eye or ear.
   - 1.2. Lose fingers, toes, or teeth.
   - 1.3. Lose a limb.
   - 1.4. Gut, lung, or heart wound, dooming you to death in LVL hours barring miracle.
   - 1.5. Disfigurement (nose lost, &c) or derangement (-1 to SAN rolls).
   - 1.6. KOed and gurgling your own vomit (roll CON or die, as head-trauma ain't no joke).
2. You damage your weapon, shield, armor, or helm. If you damage an already damaged item, it breaks.
3. Equal chance you weapon gets stuck in foe's hide or armor or that you drop your weapon d6 yards in a random direction.
4. You trip, landing in a prone or supine position that gives advantage to attacks on you.
5. You get hurt, taking d3 dmg.
6. You grant the enemy a d12 init die for next round.

Misc rules you already forgot

Light sources all simultaneously go out after one hour of IRL game time.

The underworld monsters share a language. Sorcerers can read it. Underworldite is a language of oaths and magic.

If you fire at an enemy near your ally and miss, you **will hit the ally instead**, doing d4 dmg (also happens if you try to shoot from behind a friend). If you try to fire at or melee an enemy latched onto or grappling an ally, you will hit your friend for d4 damage if you miss. If you rolled a 1 to hit, you damage your ally's LB!

If you spend a turn aiming, you can roll to shoot with advantage to the to-hit roll. Disadvantage and advantage cancel each other out.

How can other classes pull off stunts? They can suggest what they want to do before rolling and negotiate a cost. Wanna cut off an eyestock? Probably disadvantage is the cost, but maybe the player suggests they forgo a round of attacking to focus or aim. Maybe they put their self at risk to stunt. Anything's possible!

Gear

Each PC starts with coin as per their archetype/ background, and may purchase non-weapon adventuring items for one coin each, unless you want something fancy like steel or silver. Any coin you don't spend before your first adventure gets lost; you start the game hungry for more.

Each character can carry STR die sides÷2 slots of item weight without issue. Disadvantage starts to accumulate for every five slots used beyond that.

Collectively, your tools, pens, pitons, lockpicks, &c, weigh one slot for every ten of them you have. Coins are big cartoony things that weigh one slot per 100 coins. Weapons and armor have listed weights below.

Rations are done thusly: 1 coin for a day's pemmican, and seven rations fit in one slot. You can take a break and eat a ration once per day to roll your HD and regenerate that many HP.

If you **bear** **a light source** in one hand to drive back denizens of evil, they get disadvantage to hit you.

Weight and movement

- If you carry up to STR sides÷2 weight slots, you can move at a rate of **12** hexes per round and have +1 AC.
- From 1 to 5 slots beyond that, your speed goes down to **8, +0 AC**.
- 6 to 10 slots beyond=**6 hexes, -1 AC**.
- 11 to 15 slots (the max) beyond =**3 hexes, -2 AC**.

Armor is added to the base AC score of 10 that most everything has, and DEX does not play a role in the final AC sum.

- **Being lightly loaded:** Carrying only STR die sides÷2 or fewer items gives you +1 AC as long as you are in a situation to dodge about.
- **Shield:** +1AC, one slot, 15¢, can be sundered to absorb one hit. May be used in a stunt.
- **Gambeson:**+1AC, one slot, 3¢.
- **Leather:** +2AC, two slots, 5¢.
- **Scalemail:** +3AC, four slots, 20¢.
- **Chainmail:** +4AC, five slots, 75¢.
- **Platemail:** +6AC, seven slots, 100¢. Disadvantage to dodging/reflex throws.
- **Helm:** +1AC, one slot, 5¢, disadvantage to sensing, avoids KOs from enemy blows, adv vs falling rocks.

The Better Part of Valor

Disengaging from combat is usually risk free, without chance of an "opportunity attack" or "withdrawal rules," because players should feel encouraged to run away whenever possible to preserve their PC's fragile lives.

However, foes may chase you. If so, roll a d20+a dx, where x is the number of hexes you could move in a round as described above, and they will roll the same. If they roll equal to or higher than you, they catch up that round and may add in an attack. If you evade a chasing foe twice in a row, you have probably gotten away, depending on the environment.

Weapons do damage equal to what your HD rolled as part of your attack action. And an extra damage if they are listed as two handed and you wield them as such, keep in mind! They are listed here by name, weight, cost in Coin, and a signature stunt suggestion. As they are suggestions, the true limit to using weapons in daring stunts of martial might are really only limited by your imagination.

1. **Battle Ax** (2-handed): two slots, 5¢, stunt: sunder a shield.
2. **Bastard Sword** (one or two-handed grip as needs be), one slot, 20¢.
3. **Bow** (2-handed): one slot, 15¢, ammo costs 2¢ per bundle of 20 arrows that collectively weigh one slot, stunt: pin a target's sleeve to the wall.
4. **Club**: one slot, 0¢, stunt: break a bone.
5. **Crossbow**: one slot, 15¢, ammo costs 3¢ per bundle of 25 bolts that collectively weigh 1 slot.
6. **Dagger**: melee or ranged, can carry 5 per weight slot, 2¢.
7. **Foot-fist way** (sure you can punch with both hands for +1 dmg): ½ dmg. Punching is free, yo. Stunt: try to KO an unhelmed foe.
8. **Improvised weapons:** ½+slots damage.
9. **Kunai:** ranged, can carry 10 per weight slot, 1¢ each, stunt: pull out all sunk-in kunai for 1LB loss each.
10. **Longsword:** one slot, 15¢**.** Stunt: grapple, punch, or disarm with free hand (if you declared you weren't going for double-grip damage this turn).
11. **Mace:** two slots, 10¢, Stunt: double dmg vs a heavily armored foe.
12. **Spiked Club** (one or two handed variable grip) one slot, 5¢.
13. **Short Spear** (variable grip)**:** melee or ranged, two slots, 4¢.
14. **Short Sword:** one slot, 8¢, stunt: make a secondary attack with a light, offhand weapon using a d16+whatever you already rolled with the HD to hit.
15. **Staff:** -1 dmg if not using a two-handed grip, can be in hand when casting a spell (leaving the other hand free for a lantern, sword &c), two slots, 1¢.
16. **Tomahawk/Hand-ax:** one slot, 1¢, can ignore foe's shield AC bonus when used in off-hand (pulls the shield to the side; this is not a stunt).
17. **Warhammer:** one slot, adv vs heavily armored foes 5¢. stunt: attempt a KO against even a helmed foe.
18. **Zweihander/Claymore** (big freaking 2-handed sword): three slots, 20¢, stunt: cleave into a second foe if your blow killed the first, doing already rolled HD's worth of dmg to them.

Starting spells

To cast, throw INT. A failure gives one slot of encumbrance. A 1 will be a disaster. Passing gives you encumbrance too. You can twist a spell to an unlisted use by throwing at disadvantage. If you have done this five non-frivolous times, you no longer need to throw with disadvantage; you've mastered a new version.

d8 Chaos spells that may be known at first level

Chaos spells give 3 slots of encumbrance when successfully cast, unless you have a sapient ritual sacrifice handy.

1. **Wrack:** Do LVL² subdual dmg to one target in sight.
2. **Shadow-bind:** One target that has a shadow is bound in place, with -2 AC. You must offer 1LB from someone each round to maintain the spell.
3. **Control Person:** Sapient humanoid follows LVL non-sexual instructions for LVL hours or till done. You can start to control monsters after casting this on 20 people, provided you sacrifice creatures with total HD equal or over to the target.
4. **Hex:** Roll d6+LVL and choose a foe. Apply the sum as penalty points to any rolls they make, doleing them as you see fit, until you have used them up.
5. **Screaming Skull:** Choose up to LVL targets. You can assign d4 exploding damage dice against each one until you have rolled your LVL in d4s.
6. **Tyrant's Glare:** Adv if you cast *Wrack* first. Force one target into surrendering. If your allies threaten it, it will try to escape. If you harm the target, the spell breaks.
7. **Come, My Child:** Summon forth an abomination, birthed from a normal human corpse. It has your LVL in LB/HD, 0 HP, and AC 10. Once you have cast this spell 20 times, start adding your level in HP and 10+LVL AC to subsequently created childer.
8. **Hoarfrost Grasp:** Touched target takes 1d6 cold damage and is covered in paralytic rime (STR throw to break free). For every 20 times you have cast this spell on different targets, you gain d6 damage resistance vs cold sources.

d14 Order spells that may be known at first level

Order spells give you 1 encumbrance slot when either successfully or unsuccessfully cast.

1. **Lay on Hands:** Lvl+d6 HP healing to a touched target. This ends your turn and leaves you vulnerable (grant advantage to hit).
2. **Good Boy:** Charm a mundane beast for LVL hrs. Once you have cast this on 20 beasts of significant power (big, wild creatures that can harm you), you become a non-target for all mundane beasts you leave alone.
3. **Detect Evil:** Smell murders or Chaos spells cast that happened within LVL days on hands of those present. If you cast this in the presence of 20 different people, you can tell all recent sins with a casting. 40 people later and you can cast this to force all present to only speak truth for LVL minutes.
4. **Detect Dweomer:** If an item or creature is enchanted, it glows to you. LVL minutes duration. Once you have found 20 magic arms or talismans, you can cast to tell the properties of magic items you see.
5. **Light:** You glow for one IRL hour. After casting this in 10 dungeons, you gain the ability to cast this spell once a day without a throw or encumbrance.
6. **Purify Victuals:** Make LVL objects safe to consume, free of contagions or poison. Cast on 10 suspicious meals and this spell can cure poisoned people.
7. **Read:** Make any text decipherable to your eyes. Once you have cast this spell 20 times and consumed 20 magic librams, you gain the ability to speak an ancient or supernatural language.
8. **Cast the Bones:** Throw carpal bones, get a cryptic clue to a query. Once you have cast this spell on 20 different days, you learn the spell *Call Upon the Norns*.
9. **Hodor:** A door is held fast. The barrier has LVL in HP, 10+LVL AC, and LVL dmg reduction.
10. **Manifest:** Create a solid item without moving parts that weighs up to LVL² pounds. It lasts until you cast this spell again.
11. **Fix:** An item is restored to its former state. Once you have cast this spell 20 times, you gain the ability to use psychometry on any object by making a SAN throw.
12. **Sleep:** Roll an INT throw -x vs each of up to LVL targets, where x is that target's HD. Each passed throw=target passes out till roused.
13. **Voyeur:** Sense unknown things through up to LVL feet of material. Sense known things up to LVL leagues away. Choose one sense for the casting. If you sense something overwhelming, such as lava, you will need to make a SAN check vs fainting; a 1=your death from shock!
14. **Word of Buoyancy:** Cast to remove LVL×5 feet from a fall of yourself or a target, to float without effort in water even in armor, or to hover LVL feet in one direction. You can roll an INT throw each round to will more movement in one direction. You learn *The Telekinetic Gesture* if you cast this on ten people.

Examples of stunts from multiple PC types

The CM has laid the tableau: Cyber-goblins stand on a hillock, their obvious leader sits on horse-back, sending orders via his Lobot headgear. The PCs are at the bottom of the gnoll, and one decides to clear a path to the leader.

A big, fat barbarian charges

The CM says, “Hmmm. Make a STR throw. If you succeed by a margin of 5, you blast through, no problem. For each number you don't exceed that margin by, Imma roll a free attack on you. If you fail, you'll be stopped by the first gob.

A mercenary charges

CM: Roll an attack. You can spend a battle point per goblin you wanna push by, and your attack will be compared to the AC of whoever is in front of you wherever you are stopped. There are... um, six buggers in the way.

A Sorcerer clears the way

Player: I'mma use *Word of Buoyancy* to make all these goblins be blown away.
CM: Definitely a non-standard use. Disadvantage to the roll. For any amount you exceed your throw by, I'll let you float-away a goblin beyond the first in line. There are, like, six goblins you gotta get out of the way. Roll, then describe what the magic looks like.

A tomb raider charges:

CM: Oof. Gonna be hard. Make a STR throw with disadvantage. If you succeed by a margin of 5, you push through, no problem. For each number you don't exceed that margin by, Imma roll a free attack on you. If you fail, you'll be stopped by the first gob.

Leveling

When the party has blown a fortune (all their cash) on carousing, they may level. Each class rolls 2d8 to see what benefit they get in addition to increased HP. Bonus dice, &c, gained below are cumulative.

Barbarian 2d8 level up roll:
2: Rage die replaces party init die; +1d12 LUK points.
3: +3 HP; ADV vs fear or to exercise willpower.
4-5: +1 die size to your side's initiative rolls.
6-7: Animal companion gained or grows tougher.
8-10: Rage die grows one size permanently. Yawp!
11-12: +2 LB, ADV to bushcraft.
13: +3 HP; rage-die grows a size.
14-15: +1d3 LB; ADV to CON throws.
16: Purpose: topple a cult, wizard, or king to get: one size larger CON; extra HP=LVL; rage die grows a size.

Sorcerer 2d8 level up roll:
2: +1 die size to cast spells; a mutation; an ally mutates too!
3-4: Advantage with and against one spell of your choice.
5-6: ADV to a casting once/session; a mutation.
7-9: Learn a random or plundered spell (no INT throw).
10-11: Add a d6 to a spell roll once per session.
12-13: Master a variation of a spell; a mutation.
14-15: Ignore one slot of spell weight[1].
16: Riddle of steel: kill and eat a supernatural: HD grows a size.

Mercenary 2d8 level up roll:
2: Challenge: kill a biggie *mano a mano* to get a magic weapon or upgrade one.
3-4: d6 points[2] rolled at the start of any battle to be used as virtual HP (use or lose by fight's end).
5-7: Hit die goes up a size (d12...d14...d16...d20...).
8-12: Add a d6 to an attack roll once per session.
13: +1 AC, crit range grows by one (from 20 to 20-21, &c).
14-15: Reroll attack roll hit die LVL times per day.
16: Stat of your choice grows bigger; crit range grows by one.

Tomb Raider 2d8 level up roll:
2: Guildquest: Rob a noble's house to get d30 Bennies.
3-4: On a successful ambush-hit, explosive dmg & deal KO dmg directly to foe's LB (like a crit).
5-6: DEX die grows a size.
7-8: THRW number lowered by 1.
9-11: +d6 Bennies.
12-13: +d4 to a skill you have or make up.
14-15: +1 to HD size when using a dagger, dagger dmg explodes.
16: +d20 Bennies.

[1] This is cumulative if you roll it multiple times.
[2] Yes, if you roll this result again, grow the die.

Did Someone Say Wizard Mutations?

When leveling, if a sorcerer did not roll a mutation result, they still may elect to roll one to get d6 LUK. If there is some option in a mutation, think about how corrupt (given to casting Chaos spells) the wizard is, and flavor it accordingly.

Level Two Mutations (d8): 1) Weird eye color, number, irises, &c; 2) antennae or feelers; 3) gains features of a certain animal; 4) unable to handle cold iron without pain; 5) -1 size SAN; 6) can see ghosts everywhere; 7) horns; 8) unnatural voice.

Level Three Mutations (d8): 1) Animals react dramatically to you; 2) certain holy symbols now drive you back; 3) pineal gland grows an extra-skullular tentacle; 4) extra face grows somewhere; 5) eye-stalks; 6) cold iron causes 1 dmg when touched; 7) mouth drips a substance, 8) something from level 2.

Level Four Mutations (d8): 1) Special diet necessary; 2) wings; 3) beast-feet; 4) hollow bones; 5) sigil of chaos branded into neck; 6) strange growths; 7) prehensile something grows; 8) something from level three.

Level Five Mutations (d8): 1) Odd or absent reflection; 2) whenever you cast a spell, some aspect of it lingers on your person like a minor cantrip; 3) someone uttering your birth name paralyzes you for a round; 4) you need to touch a dead hand to cast spells now; 5) animal head, 6) slimy skin secretions; 7) beastial (dangerous to allies) transformation in the absence of light; 8) a level four mutation.

Level Six Mutations (d8): 1) You take double damage from cold, but half from heat; 2) Direct sunlight burns you; 3) when you cast spells, throw or cast a random spell instead; 4) you can mind meld (it takes a few minutes); 5) every time you roll a 13, you expectorate frogs for a round; 6) you need exotic materials to heal naturally; 7) when you cast a spell, if you roll a 1; you morph into a rampant beast until you can make an INT throw; 8) some level five mutation.

Level Seven or higher mutations (d8): 1) You are straight up inhuman looking[3], 2) eyes where they should not be; 3) have to soften food by spewing acid on it first; 4) you cannot cross lines of salt or silver; 5) giants don't attack you if you don't attack them, but all beasts consider you a prime target; 6) you need to store your soul in an object; 7) librams no longer are enough for you and so you have to get new spells by consuming the brains of other wizards; 8) two lower level mutations.

[3] You remember how even the good wizards would turn into diaphanous alien-bug things in Dark Sun?

d40 spells that may be found in plundered tomes

It should be obvious if these are Order or Chaos… Questing for a spell the PC wants requires a journey to find some sort of reagent that is to be done as a drug by the wizard in order to grok. Leveling up or even mastering certain spells may give you a spell–without quests or theft–occasionally.

Cast spells frivolously at your own peril! If you roll a 1, the CM has the blessings of Gygax's Geist and Arneson's Spector to bring down great misfortune on your foolish sorcerer. This class is playing in hard mode.

Learning plundered spells: If you find a spell in someone else's tome (PCs don't share cuz wizards are crazy), you can attempt to learn it over a week's time, at the end of which you have to throw INT successfully. If you fail, the spell is beyond your comprehension until you earn another level (and a level up roll may teach it to you, bypassing the need for this process). If you fumble, the tome was memetically trapped! Roll SAN or go crazy! Then roll CON or mutate!

1) **Aegis of Good:** Those within LVL hexes of you enjoy a +1 bonus to AC and throws vs evil/chaotic foes. This bonus does not enhance past already in place enchantments. After casting this in 20 battles, the bonus to AC and throws increases to 3.
2) **The Disembodied Sound:** This spell is cast psionically and thus silently, though its intoning gestures still need to be done—usually behind one's back. A sound, sounds, or voice is generated somewhere within earshot of the caster. It can be almost anything the caster desires, but it will be no louder than 10×LVL decibels and must be within a range or hertz the caster their self could hear. After casting this spell in 10 adventuring sites (dungeons &c), you gain the ability to program sounds on objects and name triggers—id est, "when someone enters this room, a voice says, 'You are doomed!'" This effect is permanent.
3) **Veil of Obfuscation:** The caster or a touched subject becomes unnoticed, effectively invisible for LVL 10 minute turns or until they draw blood or otherwise draw attention through blunders or on purpose. Hest! Once you have snuck past 20 different treasure guardians, you become invisible all the time, given away only when your blood is drawn (any HP damage).
4) **The Knock That Must Be Answered:** Unlock or clear any one locked (even magically barred) doorway, portcullis, &c, or force a person to answer a question to the best of their knowledge. Once you have cast this spell on 20 locked adventure site doors, you can cast this spell to command a wall to open for 1 minute.
5) **Telekinetic Gesture**: Raise a target into the air, up to LVL yards within a matter of seconds. When you either will it or stop concentrating, the target drops. With a DEX throw first, you can use this power to deflect a projectile or slow a falling object of no more than LVL slots worth of encumbrance (a person weighs about 5 slots). If you cast this spell on 20 different targets, you learn The Leap That Misses the Ground.
6) **Revelation of the Named:** Name an object you have sensed before (the five senses and *Sense the Remote* count). You know the direction that object lies in. You can ask up to LVL yes/no questions about it's distance, status, surroundings, etc. Once you have cast this spell conderning 15 objects, you can cast it on objects you have never personally sensed.
7) **That Was My Double, You Boob:** Create up to LVL perfect illusions of yourself. Foes that could conceivably attack either you or a double must attack a random one of you. A clever wizard can use the environment to take their self out of the running. Every fifth time you cast this in combat, you create an accidental clone that goes their own way. They may come back as an ally or foe, or a replacement PC if you die.
8) **Don't Fear the Reaper:** You summon forth an illusion that seems deadly, having a chance of killing a target outright equal to your [level minus target's hit dice]×10% or at least 10%. Every 20th target you kill allows you to add one to the amount of illusions you create with one casting.
9) **The Secretion:** You can apply or throw (DEX roll needed after casting check) a plasm that either locks a door or chest, creates an anchor and rope-faximile, or binds the limbs of a target. Locks or binds can be undone by brute-force (STR throw) or spells like *The Knock That Must Be Answered*. Once you have secreted 20 foes, the plasm can be used to knock incorporeal creatures into our reality where they are solid and more easy to kill.
10) **Undo The Words:** Can be uttered to attempt to counter a spell (higher throw wins), or undo an ongoing enchantment, or to encipher or uncypher up one text (only magic can read such an enchanted text; normal code-breaking fails).
11) **Fiery Touch:** Your touch can alight things this round. If you touch a foe, they take ½ LVL dmg. Once you have cast this spell on five foes, the damage is now LVL and you can start to throw small fireballs that do d4 dmg with a DEX throw. Five more foes and your fireballs do d6 dmg. Five foes more and it becomes d10 dmg. Five beyond that and it becomes d12 dmg for the target and all beings (friendly fire) adjacent to it. 20 beyond that and you do LVL^2 to everyone in a 45% cone going 30 yards.
12) **The Leap That Misses the Ground:** You and up to LVL-4 additional people holding hands gain the ability to fly. You control the direction of the group. The spell ends when you will it to end, when anyone lets go, or when any of you touch stone. Once you have cast this spell on 10 different adventures, you personally gain the ability to fly as deftly as sparrow.

13) **The Quickening**: Touched target gains 1 extra action each round for LVL rounds. Alternatively, this spell may be used to restore 1 lost Life's Blood to a touched target, even reviving someone who died within the last LVL rounds. If you save 20 lives this way, you can double a numerics of this spell.
14) **Arrest:** Stops the motion of a target you name. If the target has agency or is affected by a force such as gravity, they break free unless you commit to sacrifice all actions short of talking to concentrate on their suspension with a spell throw on each of your turns.
15) **Hearts in the Dark:** Hearts of vertebrates glow to you for LVL exploration turns. The glow illuminates ghosts and dimension shifted things lurking near the hearts. Once you have cast this spell 20 times, you can see ghosts and other undead glowing in the dark.
16) **The Invisible Alliance:** You and anyone touching you fade from notice. An attack, shout, or other loud sound will break the spell, as will breaking the touch. If you cast this spell 20 times, you forget it forever.
17) **The Storm's Winch**: Creates a bolt of lightning that either does LVL^2 dmg or magnetically closes the gap between the caster and a ferrous substance (foes in metal armor experience both).
18) **The Arrow Eater:** You start to glow lightly. Any slings and arrows directed your way disappear mid-journey until LVL missiles have been eaten. After absorbing 30 slings and arrows during the course of one or more castings, you can cast this spell to make a designated ranged weapon disappear (its holder gets to make a SAN save on the weapon's behalf tho).
19) **Gills of Blood:** Carefully, you cut gashes onto the neck of the target (roll a 1 on the spell throw and you do an exploding d6 life's blood dmg!). While the wounds yet bleed (1HP per minute), you need not breathe. If you cast this spell on a target 20 times, it gains the gills (not the bleeding) permanently.
20) **Enthrall the Monster:** Any target must follow your instructions for LVL^2 rounds. If the target has a moral code of some kind, they get a SAN throw to attempt to resist compulsions to do things that violate their principals. All commands to do sexual things fail. If you cast this spell on 20 different targets, the duration increases to minutes instead of rounds. 20 further targets increases the duration to days instead of minutes.
21) **Confusing Meme:** For your level in rounds, a target must make a SAN throw before each of its planned actions, and if it fails it either (d4) 1) Attacks a random target, 2) Moves in a random direction, 3) grants a free hit to a foe as if it had rolled a one to hit, 4) gibbers in a way that forces all within earshot, save for the caster, to throw SAN vs contracting the same condition (for a number of rounds equal to your level. If anyone rolls a 1 on their SAN check, they are permanently mad! Each time you have cast this spell on 5 different individuals (memetic infection doesn't count), you may designate one person to either make immune to this spell or to restore their sanity.
22) **Draw the Duo-passage:** You start this spell by drawing doors with chalk on two surfaces, and finish it by making your INT throw to cast it. Once active, anyone may pass between the two doors provided they fit and that they do so before LVL IRL hours have passed. After that, the chalk sublimates.
23) **Overgrowth:** You command extant plants or fungi to rapidly grow and build a barrier to passage (takes 10 minutes to cut through. It is LVL×10 yards long. Every fifth time you cast this spell, you grow green, continuously regenerating moss from about 10% of your pores. Eventually, you will be covered.
24) **All the World's a Stage:** You designate an area up to LVL^3 yards in size to appear as whatever static scene you want. After your works are believed by 10 individuals or groups, you gain the ability to add animation to the scene. 10 times further and you can add sound. 10 times after that everyone that enters it has to make a SAN check vs playing along with what's happening.
25) **The Great Canvas:** You designate an area of LVL^2 yards to be a kind of terrain (forest, &c). All beings who enter it are rendered by illusion to be non-animal objects that fit in with the terrain as long as they stay in its bounds.
26) **Protean Change:** This spell always has CON saves rolled against it even if the target is willing. You change either yourself or a target of your level (HD) or lower into any physical thing that you have both touched and that one could name in a forest, a room, or a sea. If an animal the target will retain its mental faculties. The duration is LVL rounds. After you have cast this on 30 HD worth of different creatures, the duration increases to turns. 30 more increases the duration to days. 30 more increases the duration to months. 100 beyond that makes the effect permanent. If the target dies or is broken, they are simply restored to their pre-change, living form.
27) **Remove Affliction:** You take an affliction, sickness, doom, derangement, or curse from a target. If you are casting this Order, the affliction goes to you. If gray (not totally evil), you transfer it to a random party item or treasure, cursing it. A Chaos casting of this spell transfers to a random target you know.

28) **Rise From Your Grave:** You command a dead soul to rise. It manifests as a [your LVL] HD shambling corpse that follows simple commands you give it. If you make another undead, this one will go about life-hating undead shenanigans. Once you have raised 20 such ghouls, you gain the ability to control LVL undead at a time. After that, once you have raised zombies at 10 unique locations, your dead creations rise with [your LVL]^2 HD, and you can control LVL^2 of them at a time (if you make new ones beyond the limit, the earliest ones go AWOL). Once you have 100 undead under your sway, you gain the ability to restore entombed corpses to the very semblance of life, though they have free will and will turn to dust if they die again.
29) **The Servile Cloud:** You summon forth a being from the plane of farts. When you acquire this spell, the cloud can do one of the following, chosen at random (d4).
    29.1) Carry up to LVL slots of things for you for up to LVL hours, following you like a dog.
    29.2) Spirit you to one place that you name. If it is on another plane, you have to traverse the plane of farts necessitating a CON throw vs death.
    29.3) Center on a spot within your sight and make a stink that does 1 dmg to anyone that enters or starts a round in it and giving them disadvantage to all throws.
    29.4) Attempt to assassinate a target you both name and have a bit of gas from (a burp, &c in a jar), in which case the cloud becomes a [your LVL] HD entity that is mobile and can transverse the planes quickly. It does damage as per the **c** entry above and can only be damaged by magical weapons or something like a leaf blower.

    After completing the task, it will leave your service. If you cast it in 5 different dungeons, you gain another option at random from above.
30) **Open the Elemental Gate:** This spell opens a gateway to one of the elemental plane of fire, water, wind, rock, or wood which you can either enter with any willing companions or that you can coax an elemental out of. The trick is that you need something significant already in the area to open the sphincter between worlds. For instance, to coax the plane of fire, you need perhaps a conflagration or an active lava-flow within several yards. Besides having handy immunity to many kinds of attacks, elemental creatures will have 1 HD. Once you have summoned a particular kind of elemental 5 times, you start to draw 2 HD ones. Then 5 times after that, 3HD and so on until eventually you start to get 10 HD elementals and gain the ability to cast this spell with the additional option of gaining LVL resistance to the elemental damage types associated with your 10 HD affinities. Whenever you summon 10 HD elementals, there is a 10% chance you come to the attention of the Evil Elemental Eidolons, who are jealous of men's realm.
31) **Call Upon the Norns:** The northern kindly ones know all and see all, for they measure out the skeins of men's fates. You can ask them a question with this spell, but the CM rolls secretly and lies if your throw fails. In any case, there is never more than a 90% chance the answer is correct. You can also cast this spell to petition the Norns level times per level to grant a carefully worded wish.
32) **Soul Transfer:** You either transfer a soul from one body to another (this works on recently dead bodies), forcing any extant souls into the aether, or you transfer a soul to a precious gem or weapon. In the later case, the weapon will gain the ability to think and communicate telepathically, even being able to cast spells by convincing its wielder to intone the right words. If an item is broken, the soul is lost to the chaos planes.
33) **Pass Barriers:** Touch a surface and appear on the other side of it. Once you have passed through 10 kinds of materials, you can start using this spell to visit other planes of existence. At first your journey's will be random, but you may visit any plane you have previously visited, including your home world of course. After visiting 10 planes, you gain the ability to take LVL allies holding your coattails through surfaces or to the other planes. You also gain the ability to travel to antipodes of wherever you are standing.
34) **Thither:** You name a place you have been and are there with any possessions you were carrying. After you have teleported over 100 miles total, you gain the ability to take LVL people and their possessions with you. 300 miles beyond that and you can start to teleport to places on the same plane other people in your group describe. 500 miles beyond that and you gain the ability to program a condition that will automatically teleport you to a place you programmed. Teleport 1000 more miles to unlock the ability to travel between planes and galaxies.
35) **Clay and Stone**: You can convert LVL^3 yards of natural rock to mud or vice versa, lasting ten minutes. After you have cast this spell in ten dungeons, you can affect worked stone. 10 times beyond that and you can start to make LVL in number 1 HD mud elementals. 20 beyond that and you unlock the secret of stone golem-craft, and can have up to LVL×2 HD of golems serving you. You also gain the ability to cast this spell to create, out of thin air, foot-thick rock walls of up to LVL yards square (height times width). 5 times beyond that and you can use this spell to turn targets into statues and statues into flesh and blood creatures (if they were formerly alive, they regain their consciousness, if not, they are sentient, capable of language if carved to look like a species that talks, and free-willed).

36) **Runes of antithesis:** You may draw runes on yourself or a target, using ash and sap from the doloc tree—which is not easy to find, tho merchants may sell it at a dear price—, as many times as you can pass a Dex throw without failing. Whenever a spell would target a rune-bearer, it fails unless a crit is rolled and one of the runes burns away, dealing 1 dmg to the runebearer. The runes also prove somewhat effective for being invisible to ghosts, but unpainted body parts will be visible. Runes smudged or washed away will lose their power. Changing outfits or sleeping will smudge them.
37) **Weather Wizardry:** For the next 12 hours, you don't get wet in the rain nor does the wind tug at you. If you cast this during five different downpours, you can start to cast this spell to either cause or cease rain, to call the north wind, or to make the sky overcast or clear. If you change the weather on 20 different days, you can cast this to summon floods, frost snaps, tornados, and hurricanes. 20 more times and you can cause eclipses, angry up the blood of a volcano, or call down meteor storms that can devastate castles. *Who's laughing at the weather wizard now?*
38) D**eath Cube:** Up to LVL×d8 HD worth of creatures within a 20 yard cube, the base square of which you dictate by looking through your index fingers and thumbs pressed together and peered through, must make a CON check vs exploding heads. Headless creatures are, of course, immune, as are undead and unliving ones, such as golems and robots. You choose where to apply the allotment of HD targeting to among viable creatures in the cube.
39) **One With Nothing:** You designate the origin point of a 3 yard radius sphere where things cease to exist. Creatures in the area may make a CON throw to ignore the spell and will shift out of it. After casting this spell on 20 different creatures successfully, if you are more of a Dark magic user than a Light one, you change into a null-sphere under the control of the CM! Null-spheres are movement-hating 3 HD monsters of nothingness that are immune to non-spell damage. If you were more Light, you gain the ability to cast this spell to command any Null-spheres you may encounter on your travels.
40) **It's Pronounced Geesh:** You make a covenant with a willing target. They must do something they agree to, as must you; reneging will force an HP cap of -1 HP per day, and then an LB cap after that (till you die or the gease is dispelled somehow). After you have seen 5 compacts resolved successfully, you no longer need to provide something in return and thus you yourself don't lose HP or LB. After 10 more successful covenants, your casting of this can be on unwilling targets (that can't make a SAN throw).

For Crypt Masters only

Adjudicating

Rather than use the die chain or modifiers, try to use advantage/disadvantage to adjust rolls for difficulty.

Using Bennies, LUK, and SAN

Bennie Points are rolled at character gen. They are a spendable resource, and each class has some way to get them back via leveling or maneuvers.

LUK itself is a score (well, a die-size). Have a player roll their LUK die vs their throw number when they ask a question like, “are there any stalactites hanging over there, across the chasm we wanna cross?” Things that may be true, if the PCs are fortunate. LUK may be useful in other situations.

SAN should be used where Charisma/Will or Wisdom/Awareness are used in other elf games. If you are crazy, you may be too busy counting your fingers, not thinking about your tongue, or listening to the voices in your head to talk smoothly or notice a monster creeping up.

There are times when the CM is within their rights to ask the PCs to roll SAN vs freaking out. Say someone gets cut down on the PCs’ side, a PC kills their first human, a monster is particularly creepy, what they thought was their mother rips off her face to reveal she was a grue the whole time, or any number of horrible things. A roll vs freaking out (running away, &c) could be very appropriate.

List of temporary freakout ideas (you might have to do this each round until you manage to roll SAN successfully at the beginning of your turn) that you perform on your turn:

1. Run away.
2. Run into a wall, necessitating a CON check vs KOing yourself.
3. Fall to knees gibbering.
4. Cut into an ally to curry favor. “Please, accept my offering!”
5. Trip an ally to let them get eaten first.
6. Drop weapon and cower.
7. Cower behind an ally.
8. Roll SAN again. On a pass, cut into self just enough to release some tension, on a fail, hurt self for d4 dmg, on a fumble, kill self.
9. Roll SAN again. On a pass, scream loudly. On a fail, scream and gain a derangement.
10. Attack wildly. If you fail to hit the foe, you hit an applicable ally for d4 dmg.

List of derangements, that prevent you from being able to level/carouse until you resolve them a bit:

1. Pyromania: Resolve by burning a structure with rooms equal to your level.
2. Kleptomania: Resolve by stealing LVL items.
3. Face-blindness: Resolve by looking into LVL dungeon mirrors (mirrors found at adventuring sites).
4. Secrets†: You're certain that a random ally or NPC has a secret, and you must find it out by any means necessary (the secret doesn't have to be true, but your character must be satisfied with the confession).
5. Paranoia: You must change your current, true name and hide it in a Matryoshka doll in a box in a chest within the pits of _____ (the CM can decide how to get you the name of the place).
6. Resentment: You must secretly or suddenly set up a situation harmful to a random ally or NPC. This should expose them to significant possibility of harm or loss of reputation.
7. Power: You must gain an office with sway over no less than 100×your level sapient beings.
8. Puzzlemania: You have to solve one adventure puzzle or riddle on your own. If anyone tries to help you, not only is the chance to end this condition ruined, but you also have the Resentment condition from above towards that character too!
9. Monsterphilia: you have to woo one monster. Consummate the relationship somehow before regaining your wits.
10. Gold fever: You need to collect at least 100 coins (no sharing!), then roll a (DC 15-1 for every 100 coins hoarded since you got unwell) SAN save, or you still have this condition.
11. Fear: Hire a body guard and cower during fights as long as the body guard lives. After they die you reluctantly start taking care of business again.
12. Obsession: Choose a quest/mission/objective you have yet to fulfill (even if it is a really old one you kinda forgot), or throw yourself at the mercy of the CM and they will make up one for you. Drop any other current objectives and single-mindedly pursue that one to completion.
13. Fey-primitivism: You abhor worked metal of any kind, and seize up with imagined allergic reactions at the touch of such. This condition ends once a foe has pierced you with such an implement and you survive.
14. Tomemania: You become obsessed with finding esoteric information (of your choice) that you are convinced is to be found in the tome of _____ and won't be sane until you have studied it for a number of weeks numbering your LVL. You must do some research to find the name of the tome, as well as clues to where it might be.

Crypt Critters

If using another elf game with HD and HP, the HD is how much LB monsters have and the Hit Points become Hit Protection, but I personally like to just give them 5HP per HD, as that is some easy math. Maybe give the boss monsters 3d6 or more extra LB.

When a monster rolls to hit, it rolls an action die plus a damage die. The damage dice are summed individually to the effort to hit, and since it is already rolled, if the hit is a success you know right away how much damage was dealt. You can represent claw-claw-bite with three small dice and then you have your narrative built into the speedy die roll too. *For instance, a drake has claw-claw-tail, so it rolls a d20, two d3s, and a d8. The respective rolls are 14, 1, 2, 6, so it hit ACs of 15, 17, and 20. None of these are crits. If all three attacks hit, they do a total of 9 damage.*

To both hit or roll throws, a monster rolls its action die, and gets vantage if the situation warrants. The size of the action die—and maybe the damage die too—that a monster uses is determined by the number of HD (or level, if you prefer) of the monster, as follows:

HD	Act-Die	Dmg-Die	AC range
1-4	d14~d20	1d3~1d6	10-14 AC
5-10	d24	d8	15AC
11-14	d30	d10	16AC
15-16	d36	d12	18AC
17	d48	d14	19AC
18	d60	d16	20AC
19	d100	d20	25AC
20+	d120	d30	30AC[4]

Action dice are used for both attacks and throws (monster entries usually don't specify ability die sizes). The difficulty for a monster to do a thing that is not an attack is usually ten.

Ten is their throw number and it is not modified by HD. However, add the level of a PC to the throw number (making it more difficult to roll at or over) if a monster is attempting to overcome the PC's spell, and make the difficulty 10+[stunt die roll] for overcoming PC maneuvers.

Even more crit numbers

So monsters can roll some big dice. If the action die rolls its max number, or any max number of any die from the list above, the monster rolls critical damage to their target's LB.

Example level one (one HD) monster

Finger-worm AC 12 (14 vs bludgeoning), 1 LB, 5HP, d20+d6 dice

The Finger-worm is a gigantic (big as a donkey or larger) finger with little fingers growing like villi here and there on it. It has the texture and elasticity of an earthworm, and slime to lubricate its passage. It has an amphisbaenic anatomy (fingernail "heads" at each end of its length). Even larger (more HD) versions of this monster are rumored to be deeper in the underweird.

Attack option one1: Flick, d6 dmg and throws the target d12 yards.

Attack option 2: Pin, d6 dmg and CON throw vs contact-slime that forces foe to grow exploding d6 fingers (this could be good if the target is missing fingers for some reason); any target that grows 18 fingers from one attack turns into a Finger-worm their self.

Special Powers: Tho blind, finger-worms can sense vibrations and if anyone is flipping them off.

Another level one example

Breyark AC10*, 1LB, 5HP, d16+d6 act-dmg.

Breyarks are diminutive digitigrade humanoids that have saurian and avian features, including bimonocular eyes (eyes on the sides of their heads like a chicken). Tho cowardly, if they outnumber PCs, they may try to swarm and eat them. 1d20 breyarks is a common number to encounter.

Attack: Bite: d6 dmg. On a crit: (in addition to LB dmg) another breyark that is adjacent to the target may make a free attack.

*if a foe targets a breyark while its packmates are adjacent to the foe, they all do one automatic bite damage to said foe.

[4] Lots of monsters have immunity versus mundane weapons, And the baddest dudes can only be taken down by weapons from a legendary collection. Yer Masamunés, yer excaliburs…

Magic Items

No +1 swords; we can do better. Magic arms often get better in a manner similar to spells. Magic weapons can hit ghosts and other incorporeal types, but are not especially puissant vs lycanthropes when compared to mundane weapons.

Each item is unique (well… maybe a twin or set is out there somewhere). Here is a table to help you generate one. WPN level refers to the weapon's own level, which is independent of the wielder. If certain conditions are met, the weapon will level up.

Origin (d10)
Each item should have an amount of WPNLVL equal to the roll of a d6 or more to start.

1. A wizard did it.
2. A god threw it into the world pool.
3. Born from a tragedy.
4. Absorbed the radiations of the underworld.
5. Forged by under-dwarves.
6. Lost by a giant.
7. Created to fight a demon by an abbot.
8. Thrown into the present from the far future by a paradox.
9. Created by a shadow-people weaver.
10. Assembled by the Chaos Federation to sew discord.

Powers (d20)
You can roll a PC's LUK die or do a tarot draw when you roll on this table to see if the power is actually the reverse of what is written (ignore if impossible to riff that way). Cursed items will probably stick with you until you undergo some sort of quest to destroy or change them.

1. Has d3 spell-simulating abilities, useable WPNLVL times per day.
2. Glows if a certain thing or creature is within WPNLVL yards.
3. Adds a rage-die to strikes, ala the barbarian. Doesn't reset between fights, but rather keeps growing until it causes trouble.
4. HP or LB draining; drain is equal to WPNLVL.
5. Induces a certain kind of being to flee. Throws vs this are 10+WPNLVL.
6. Can cut anything weapon-LVL times per day.
7. Heals wielder whenever they down an enemy; the healing is equal to whatever damage their HD roll. CM decides if this item heals only HP this way.
8. Cursed! Makes you use a d20 or larger hit die, and you take equal damage.
9. Cursed! Deals equal damage to a random ally. As it levels, you learn how to deal less damage, but never none.
10. Cursed! You are blind (grant advantage to attackers), but you do hit more accurately, or harder or both by an amount (maybe a hit-die) based on the WPNLVL.
11. Gives suggestions, riddle-clues, or answers WPNLVL times per day.
12. Holding it forth summons something that fights by your side.
13. Those hit by it have to throw vs 10+WPNLVL or catch a horrid wasting disease.
14. Blursed! The first time the owner rolls a 1 in a given day, they have seisures (quite helpless) for a round and have a vision—either something the CM wants to seed or the answer to a question the player might have.
15. Cursed! Filled with the intellect of an evil creature, sealed away, that wants to be free or take over the body of the owner.
16. Blessed! You are immune to disease and corruption.
17. Curses you with immoratality. Maybe like Dorian Gray or something.
18. Stores souls of those it slays. Roll a d100 over the number of every soul when a new one gets sucked in, or it explodes. Make a SAN check up to WPNLVL times per day to release a soul and do d6 damage to any target.
19. Grants speed. An extra action or movement per round for every three WPNLVLs the item has.
20. Effectively a henchman that takes its own actions on the PC's turns. CM voices it (decides what it wants to do) and the player rolls the dice.

Material (d12):
Iron for slaying elves, silver for killing werewolves, vampires, and witches; meteoric iron for killing deities. All sorcerers know this.
1~4: Bronze
5: Iron
6: Silver
7: Meteoric iron
8: Gyger-flesh
9: Circutboards
10: Gold
11: Bone
12: Laser

Form of the item (d14)
There are suggestions for additional powers, replacing powers, or adjustments to powers.

1. Ring: Only works when worn. Rings tend to temp people.
2. Ax: Fill the wielder with a beserk rage.
3. Polearm: Provide extraordinary reach or defence.
4. Sword: All magic swords can talk. It is known.
5. Staff: Some sort of defensive power. Maybe it emits light.
6. Rod: Some sort of commanding or calling power.
7. Crystal ball: An ability to spy or see visions.

8. Wand: Spells, of course!
9. Warhammer: Slams and pushes. Maybe the ability to shrink down.
10. Sickle: Power involving time, mantises, or death.
11. Tiara: An effect of the intellect or beauty of the donner.
12. Necklace: Spell charges or summons stored in the beads. Pluck one off!
13. Figurine: Animation, transformation, or summoning involving its namesake.
14. Household item (vase, house, purse, door, &c). Probably an effect related to its mundane counterpart's functions.

Optional subtable of mundane items (d50)
Some items are quite cumbersome, which can be interesting in and of itself, but the CM might throw LUK on behalf of the player to see if the item is actually a miniture figurine or has the ability to shrink.

1. Chair
2. Rug
3. Pitcher
4. Satchel
5. Couch
6. Painting
7. Hourglass
8. Table
9. Apeture
10. Bucket
11. Statue
12. Sarcophagus
13. Lockpick
14. Gloves
15. Boots
16. Hat
17. Vest
18. Robe
19. Bed
20. Pot
21. Fireplace
22. Cauldron
23. Jar
24. Gem
25. Pillow
26. Tub
27. Broom
28. Box
29. Chest
30. Nails
31. Hammer
32. Anvil
33. Wagon
34. Yoke
35. Whip
36. Holy Symbol
37. Portable Shrine
38. Litter
39. Bottle
40. Potted Plant
41. Tree
42. Bones
43. Chain
44. Rope
45. Ladder
46. Pick
47. Minecart
48. Book
49. Bookcase
50. Pipe

Sample items

All items should be unique. You can take the sample items as is or feel free to roll on the powers table above to grant an item some extra jenesequa. Like any item, you can have them start at WPNLVL 1 to 6. An INT throw made while in a well-stocked library may reveal some of the history or properties of an item, but only one check per day is allowed, and after three strikes it becomes apparent the library lacks the info you need.

The Blursed, Puissant Sash of Monstrous Strength
This sash was woven from the silk of the ur-moth in the fourth aeon.
The first time a PC dons this, they must throw LUK or hereafter not be able to doff it. Outside of combat, it grants two die-size upgrades to STR. In combat, the power proves too overwhelming, actually giving one size penalty to STR rolls to hit, unless the attacker is unarmed. Either way, they can deal an extra 5 dmg or add +5 to the potence of a maneuver. But also in addition to this, the first time in a combat the wearer rolls a 5, 2-4, or 1 on their ability die, they have over-exerted the flesh and thus sprained, broken, or broken off, respectively, one of their own limbs!

Rod of Toth
The rod was granted by an underworld god that wanted its priests to send it strong souls.
If you touch this rod to someone, they will heal up to WPNLVL in HD rolls. Then roll a d100, and if it rolls at or under the healed character's LVL, they are taken to the underworld to serve the god for at least a year and a day. Forever, if they can't pass a LUK throw.

The Periapt of Punishing Pews
This diadem was forged by the psi-lords of a lost desert world as a weapon to fight a great beast.
The periapt can issue forth a sweeping laser beam WPNLVL times per day. This can cut through things the size of a dragon, door, or column, and is quite lethal to most beings. However, a SAN roll is required if the wearer is violently agitated (being hit by a crit counts). If it is failed, the wearer passes out. If a fumble happens, instead roll a d3: 1) brainblast forces all present to throw INT or pass out; 2) intellect of wearer gets trapped in the periapt (it will attempt to possess anyone else who puts it on; 3) a laser show forces everyone to throw DEX or lose a limb—fumblers get cut in twain; if you survived that, you now got to worry about the structure around you collapsing.

The CM should feel free to throw the LUK of the PC who finds it. Failure would mean it is possessed and a fumble would indicate it is cursed and can't be removed.

Appendix

Alternate ability dice generation

So you think you want to try and break out of the stereotypes? Knock yourself out. **If the CM says you can.**

Choose a die size. The bigger the die, the more chance you will have an interestingly-sized ability die.

d4	die	**d6**	die	**d8**	die
1-3	d20	1-2	d16	1	d14
4	d24	3-4	d20	2-3	d16
		5-6	d24	4-5	d20
				6-7	d24
				8	d30

Choose your class archetype. You get that archetype's HD, ability, starting gold, BAB, and level-up table.

Alternative to that alternative

Roll 3d6 down the line. Compare the total of the dice for each ability to the table below to find your die size. We will never discuss the totals again, so no need to record them.

total	ability die
3	d14
4-6	d16
7-14	d20
15-17	d24
18	d30

Alternate backgrounds

More sword and sandals ancient earth list:

- [ ] 1: Born a slave—+1 to CON throws, -1d6 to starting gold roll.
- [ ] 2: Demon blood—+1 die size to Chaos Magic dmg or throws.
- [ ] 3: Pyramid builder—adv on craft/trap throws, +1 starting lvl.
- [ ] 4: Paranoid raid survivor—adv on hide throws, +1 lvl.
- [ ] 5: Caravaneer—adv on haggling and +1 to SAN throws.
- [ ] 6: Wheel of Pain pusher—+2 to STR throws, +1 to CON throws.
- [ ] 7: Serpentman stock—ignores LVL slots of magic weight.
- [ ] 8: Cultist—adv on religion and +1 to LUK throws.
- [ ] 9: Minor noble—+1d6 to starting gold roll.
- [ ] 10: Sultan's dancer—+2 to DEX throws.
- [ ] 11: Harem guard—+1 BAB, eunuch if male.
- [ ] 12: Alchemist's gopher—adv to throws to decipher arcane runes and formulae.
- [ ] 13: Vat-born yesterday—+1 to CON throws.
- [ ] 14: Cursed—10 max HP, HP/LUK burn is twice as effective for you tho.
- [ ] 15: Atlantean blood—+d3 starting levels.
- [ ] 16: Swarthy Macmornite—+1 dmg, adv on seduction throws.
- [ ] 17: Hyperborean—adv on cold throws, +2 to INT throws.
- [ ] 18: Lemurian—+2 SAN throws, adv to nautical throws.
- [ ] 19: Chosen by the Old Ones—+d6 LUK, disadvantage to SAN throws.
- [ ] 20: Gladiator of the Cannibal Giant—+2 BAB, +1 AC.
- [ ] 21: Scrivener of the Bloody Monastery—adv to history throws, +2 to INT throws.
- [ ] 22: Tsathoggua's kinder—3 corpulence slots, +2 to CON throws, can cast one specific Chaos spell once per day.
- [ ] 23: Temple guard—+1 BAB, +1 to Order magic.
- [ ] 24: Girdle thief—+3 to DEX throws, +1 lvl.

Cleric

When the players get bored of playing three non-magic classes and two flavors of wizard, they can turn to other player classes and options. One such is the Cleric.

- A cleric has a d16, d20, or 24 for each stat, randomly determined, but also has a d16 Devotion die that they roll to cast spells or invoke miracles. A cleric has a d7 hit die. Their throw number is 16.
- A cleric asks the CM to assign a god or pantheon that is interested in the cleric based on the Cleric's personality and background. This patron will send swevens, prophetic dreams to the cleric's party, and the cleric must decide what they mean.
- In order to keep on the good side of their god, the CM will hand down some dictates to follow. Standard ones will look like this:
    - Abstain from fornication so that ye may devote yourself truly to the work, heedless of offspring.
    - Abstain from fermented beverages, drugs, and other things that would cloud your purpose.
    - Keep the sabbath day holy.
    - Keep only what you need to survive [buying weapons to slay evil is okay] and donate the rest to temples [this is an alternative to carousing the other PCs do to level up].
- A cleric can perform one miracle per day, and it will have to be something their gods care about. Roll Devotion+LVL to see how effective it is, and a 1 will of course be some sort of trial instead of a success.
- Clerics can cast any spells from the Starting Spells' selection of Order spells (they have to worry about burden as usual). Chaos spell clerics may exist too…

2d8 cleric level up table:

2: Wax mighty, gaining +1 BAB

3-5: Gain the service of a divine agent or mount, a being appropriate for the pantheon. The holy entity will have HD equal to the cleric when they roll this result.

6-10: gain the ability to drive off anathema to their gods, or, if they already have that ability, get +1 to do so. Present anathema must throw successfully vs the cleric's Devotion throw or be driven away. Any that roll a 1 are destroyed outright.

11-13: Divine protection grants +1 to throws to avoid being turned to stone, ensorcelled, or charmed.

14-15: Gain a punishment die. You can add it to the damage dealt to an unholy foe, after rolling normal damage.

16: Angels looking out for you grant d10 LUK.

Psion

Psion is a class your CM may allow.

- A psion has a d24, 2d16, and d20s to be allotted among your stats as you see fit. Their HD is a d6. Their throw number is a 14.
- A psion also has an ability called Psi, which starts as [3d6]*5. To throw it, you don't roll high; roll a d100 at or under your Psi score to manifest a psionic power you know.
- Psions learn powers by following a psi-chain, a group of increasingly awesome powers. You start with two trees.
- When you attempt to manifest a power, choose any from powers you know on the chain. You can attempt a power lower on the chain that you don't have, but this is 5% harder from the top (start) of the tree the power is.
- Whenever you finish throwing to try and manifest a power and succeed, you lose 5% from your Psi score for the day, which comes back to full after 4 hours of meditation with hippy-crystals.
- If you roll doubles when trying to manifest a power, it is a crit on a success and a fumble on a failure. Your CM will come up with some extra psi-spice.
- Parties that allow a psion into their ranks must pay a dear price: If a psion is present, all snake eyes rolled on encounter dice mean a psionic encounter, which could include a Hell Liege!

2d8 Psion level up table:
2: Image training gives you +1 BAB.
3-6: Choose a new chain to gain access to or move down one step on a chain you already have, learning a new power.
7-10: Gain 5% extra Psi score. You can't exceed 95% tho.
11-14: Cosmic awareness grants d6 LUK.
15-16: Gain a new chain or power and 5% extra Psi score.

Fire chain of psi powers:

1. Control normal flame: Cause an extant flame to flare, dealing d4 damage to nearby creatures.
2. Febrile gesture: raise a target's body temperature for level turns. It has disadvantage to CON throws.
3. Fervid finger: Do LVLd4 dmg to a target.
4. Flaming fabric: Ignite a target's clothes or a flammable item they are holding. Targets wearing flaming things take d6 dmg per round, but the flames die if a 1 is rolled on said damage.
5. Heat metal: Force targets to throw or drop metal weapons, and if they hold on they take d6 dmg. Alternatively, deal d6 dmg to someone in chain or heavier metallic armor and force disadvantage on them to everything they attempt until your next turn.
6. Great Balls: Throw one fist-sized fireball for every three levels you have. They can be directed at the same target or multiple ones. All targets have to throw DEX to dodge or take d8 damage.
7. Flame-soul: You turn into a flame elemental for the rest of this battle (only magic attacks and weapons can harm you, but watch out for regular old water).
8. Lava-spout: You can only manifest this power if you also have learned all the Kinesis-chain powers.

Kinesis chain of psi powers: