

Witches of N'Kai

Setting:

Beneath the forgotten ruins of Yoth lies the horrors N'Kai, home to the unspeakable Great Old Ones, and their spawn. Only mad men, and seekers of Forbidden lore would dare brave N'kai's endless caverns.

Character Creation

1) Choose an armor: This gives your PC an armor class (AC) and a movement rate (MV).

Armor	AC	MV
None	9	12
Leather	7	9
Chain mail	5	6
Plate mail	3	3
Shield	-1	-1

3° Choose Weapons: Characters start with three weapons or two weapons and a shield

Weapon Description

Small Weapons	1D4
One handed Melee	1D6
2-handed Melee	1D8
Range weapon	1D6

3° Level (LVL): measures the degree of initiation into the dark arts, and the ability to defend one's self against unspeakable horrors.

4° # of Attacks (AT): At level 1 characters get one Attack a round, and gain one additional attack every four levels. When ever a character gains a Level they learn a new ritual.

5° Save (SV): This number is equal to a character's LVL +4. When a Save is called for the player must roll under this # to succeed. This roll may also be made to for actions that are not covered by the Stealth and Stunts Rules, such as picking locks, or conducting research.

6° Name and Describe the Character

Combat:

0° Hit Points: Before Combat begins each combatant rolls a D8 for each level they have and records that number. This is the character's Hit points (HP) for the combat. If character's have not rested since last combat the previous total is used.

0.5° Initiative: After HP are assigned roll 1D20 + AC for each character per attack they posses, this is their imitative score. Repeat steps one through three in combat until all combatants are either dead, unconscious, or have retreated.

2° Attack: roll 1d20. If the score is *under* your opponent AC + your own level, it's a hit.

3° Damage: When you hit an opponent, roll the damage (D) dice. Deduces the result from your opponents hit points (hp). When HP are below 1 characters are either unconscious or dead. Spawn usually prefer to capture their victims to use as sacrifices. If a combatant reduces an opponent to 0 HP they may make an additional attack at the end of the round

4° Morale: When a Spawn is outnumbered and reduced to a number of hit pints = to their LVL *2 they must check for morale. The DM rolls 1d10, if the result is lower than the spawn's level they will retreat, unless pursued.

Adventure

1° Stealth & stunts: Actions such as sneaking past a spawn, swimming, or climbing a rope are easier in lighter armor To perform such actions roll 1D20 under the character's AC +LVL. The DM add modifiers to the number needed before the dice is rolled to reflect difficulty.

2° Dangers: If a trap or hazard that would normally kill a man is encountered such as a fire or a trap characters must roll a Save or die (Option: Alternatively subtract 1-4 from their level for the purposes of determining Hit points Only for the next few combats.)

3° Witch Craft: When Ever a Character gains a New level they may learn one Ritual. Most rituals are self descriptive, and either summon, bind, or banish particular type of spawn, although others are possible. All Rituals take ten minutes per LVL of the creature affected and require esoteric ingredients or some form of sacrifice. Lvl 1 characters know no rituals.

3° Lore: PC's starts at initiate Level one. When ever a character defeats a spawn or manges to stealthily study one, they receive a number of **Lore Points (LP)** equal to the spawn's Level X 100 to be split amongst the party. If a character's LP exceeds their current level X 2000 they Gain a level (increasing their SV, and learning a New ritual, and possibly their AT.)

Creating Spawn

Spawn are created as per the standard Character creation rules except as follows: (note that the spawns AC, MV, and Damage are the result of their own abilities and not gear)

3°Level (LVL): Spawn may start at any level

6° Name and Describe the Character: Roll 3d4, this is the # of letters in the name. Roll !D4 per letter on a result of 1=3 roll 1D20 on the consonant table(CT). On a 4 1D6 roll on the vowel table

7°Powers: Roll one D20 if the result is under the spawn's level roll on the power table and repeat this step

#	CT	Power
1	B	Flight / Hover: May Fly at full Speed
2	D	Swim / Amphibious: No Swim Check needed
3	F	Burrow: May move underground at full speed rather than attack
4	G	Frightful Aura: Opponents must check for Moral after each round or retreat
5	H	Slick ooze: Lowers AC and Movement of Target by 1 per hit
6	J	Summon: Summons one level one Spawn per Level of Spawn each round of combat
7	K	Ethereal: Can only be attacked by Rituals and Artifacts
8	L	Possess: After a successful Hit the Spawn gains control of the character for a # of Rounds = to Spawn's Level
9	P	Madness: Opponents must Save or go mad when spawn is first encountered
10	Q	Stealth: Initiative always = 10 + AC
11	R	Poison: If hit an opponent must Save or be reduced to 0 HP
12	ST	Paralysis : If hit an opponent must save or be unable to move for a # of rounds = to Spawn's Level
13	T	Regeneration: Gains 1 HP per round
14	ST	Blood Drain : If hit an opponent takes 1D6 damage on following round in addition to normal damage
15	V	Acidic: Any attack that damages the spawn deals one damage to the attacker
16	X	Witchcraft : Knows a # of Spells = to it's LV
17	Z	Area Attack: Can Attack all characters in reach
18	Th	Artifact: uses an Artifact in combat
19	'	Pseudopod: Can hold a character after a successful hit (Roll under AC to escape.)
20	'	Ranged Attack: 1D8

1	2	3	4	5	6	7	8
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Dedication

Witches of N'kai is meant as a tribute to Geoffrey McKinney's [CARCOSA](#), and Nicolas Dessaux's [Searchers of the Unknown](#). Please follow the links for more information.