Witches of N'Kai

by Caleb Jensen

Dedication

Witches of N'kai was written as a tribute to Geoffrey McKinney's CARCOSA, and Nicolas Dessaux's Searchers of the Unknown.

Setting

Beneath the forgotten ruins of Yoth lies the endless caverns of N'Kai, home to the Great Old Ones, and their unspeakable spawn. Although lost for centuries witches and warlocks have long sought the forbidden place in their mad search for blasphemous lore, and occult power.

Character Creation

1) Choose Equipment: Choose one armor, and either two weapons or a weapon and shield on the chart below. Armor gives your PC a Defense Class **(DC)** and a movement rate (**MV**,) while Weapons tell what damage a character will do in combat **(D)** Shields reduce **DC** and **MV** by 1, and may not be used with Heavy Weapons. The D for ranged weapons is one step lower on the chart.

	Armor		Weapons (D)
	DC	MV	
None	9	12"	1D2
Light	7	9"	1D4
Medium	5	6"	1D6
Heavy	3	3"	1D8

2) Level (LVL): LVL measures the degree of initiation into the dark arts, and the ability to defend one's self against unspeakable horrors. Character's learn a new Ritual whenever they gain a **LvL**

3) # of Attacks (AT): Characters sttart with one attack and gain an additional one every four levels.

4) Save (SV): A Character's **SV is** equal to their **LVL** +4. A Save roll may be called for actions not covered by the Stealth and Stunts Rules, such as picking locks, or discovering a spawn's name. To succeed roll 1d20 under **SV**.

5) Wound (W): Characters start with 0 **W**. If **W** ever equals a character's **LvL** the character has died. After an extended rest reduce **W** by one (min 0.)

6) Name and Describe the Character: Name and describe the character and equipment appropriate to setting.

Example Character: Rothgar the Blue Sorcerer (**DC** 7 **MV** 9 **SV** 5 **LvL** 1 **#AT** 1 **W** 0 **D** 1D6 with short sword or bow).

Combat

0 – Pre-Combat Before Combat begins each combatant must determine their **HP** and Initiative score. **HP** is determined by adding rolling a number of d8 equal to the combatant's **LvL** minus their **W,** Initiative is 1D20 + AC for each attack possessed. Round proceed in initiative order (highest first) until all combatants have acted.

1 – Attack: Characters may attack on heir imitative by rolling 1d20. If the score is *under* your opponent **DC** + *your* own **LVL**, it's a hit.

2 – Damage: On a hit roll the damage dice (**D**) and reduce the opponents **HP** by the result. Should **HP** is reduced to 0 or below the opponent is rendered unconscious and the attacker may give them 1 **W**. Unconscious victims are often taken as Sacrifices.

3 – Morale: If a Spawn's is outnumbered and **HP** is less than their **LVL** X 2 they must check for morale. The DM rolls 1d10, if the result is higher than the spawn's **LvL** they will attempt to escape. PC's may attempt to escape willingly at this step. If there are any combatants left at the end of this step repeat steps 1-3..

Adventure

1 – Stealth & stunts: Actions such as swimming, climbing a rope, or sneaking past a spawn are hindered by armor. To preform such actions roll 1D20 under the character's **DC** +**LVL.** The DM may add modifiers to the number needed before the dice is rolled to reflect difficulty.

2 – Dangers: Hazards and traps add 1 to 4 **W** to characters, and may normally be avoided by succeeding at a stunt.

3 – Witch Craft: Whenever a Character gains a level they may learn a Ritual. Most rituals are self descriptive. Most Rituals summon, Bind, Banish or Contact a particular Spawn, although other's are possible. All Rituals require form of sacrifice, and have a duration of one day. Starting characters know no rituals.

3 – Lore: PC's starts at initiate Level one. When ever a Spawn is defeated in combat, or studied without being seen a number of Lore Points **(LP)** equal to the spawn's Level X 100 is split amongst the party. If a character's **LP** exceeds their current **LVL** X 2500 they gain a level (increasing their **SV**, and learning a New ritual, and possibly their **AT**.)

4) Artifacts: Alien and arcane technology can be found within the caverns. A save is required to discover a Relic's workings. Relics generally grant abilities similar to Powers, but anything the GM imagines are possible. Examples: A cylinder that allows brains to survive indefinitely with out the body. Any brain with in the Cylinder gains telepathic abilities to it's occupant.

Creating Spawn

Spawn are treated as normal characters

1 – Level (LVL): Spawn may start at any level

2) Roll Stats: Roll 2D4 to determine the Spawn's **DC**, and 2D8 for their **MV**. You may add or subtract one from any of these rolls for every three levels the spawn has. A Spawn's **D** is 1D8.

5 – Name and Describe the Character: Roll 2d4 to determine the number of letters in a spawn's name. Roll 1D4 per letter. On a result of 1 to 3 roll 1D20 on the consonant table**(CT)**.On a 4 roll 1D8 roll on the vowel table Descriptions should always invoke disgust or horror.

6 – Powers (PW): Roll 1D20 if the result is under the **LvL** of the spawn roll on the power table and repeat this step (maximum four powers)

#	CT	Power
1	B	**Movement ;** Can Fly, Swim, or burrow at it's full MV
2	D	**Frightful Aura:** Opponents must check for moral each round
3	F	**Slick Ooze:** Lowers DC and MV by one
4	G	**Pseudopod:** On a successful hit, the Spawn may hold an opponent (Roll under AC to escape)
5	H	**Poison:** When hit an opponent must save or be reduced to 0 HP
6	J	**Madness:** When first encountered an opponent must save or go mad
7	K	**Paralysis:** When hit an opponent must save or be unable to act for a # of rounds = spawn's LvL
8	L	**Possess:** When hit an opponent must save or have mind taken over by the Spawn for # of rounds = Spawn's level
9	P	**Blood Drain:** After a hit an opponent must Save or Spawn can automatically Hit on the next round of combat
10	Q	**Summon:** Each round the spawn summons a LvL one spawn into combat
11	R	**Ethereal:** Does not take damage except from artifacts and rituals
12	S	**Regeneration:** gains 1 HP per level per round (max 8 X LvL)
13	ST	**Acidic/ Quills:** When hit by an opponent, that opponent takes Damage = to spawn's LvL
14	TH	**Explode:** When reduced to 0HP dies dealing damage = to LvL to all with in 3 meters
15	V	**Bulbous:** Rolls D12 instead of d8 for HP
16	X	**Armored:** Subtract 2 from DC (min DC 1)
17	Y	**Skitter:** + 3 MV, and initiative
18	Z	**Wicked:** Add LvL to all Damage dealt
19	'	**Devour:** Can consume an opponent at 0HP to gain 1d8 HP per LvL
20	'	**Relic:** Uses an Artifact in Combat

1	2	3	4	5	6	7	8
A	E	I	O	U	Y	'	'

Sample Spawn

Q''hza: Blind subhuman servitors (**DC**7 **MV** 5 **SV** 5 **LvL** 1 **#AT**1, **D** 1D8)

*Ghul:*Dog faced humanoids with rubbery skin. (**DC** 6 **MV** 10 **SV** 8 **LvL** 4 **# AT** 2, **D** 1d8, **PW** 15)

Pyyv: A living song, that causes self destructive impulses(**DC** 8 **MV** 9 **SV** 7 **LvL** 3 **#AT** 1 **D**1d8 **PW** 12, 18)