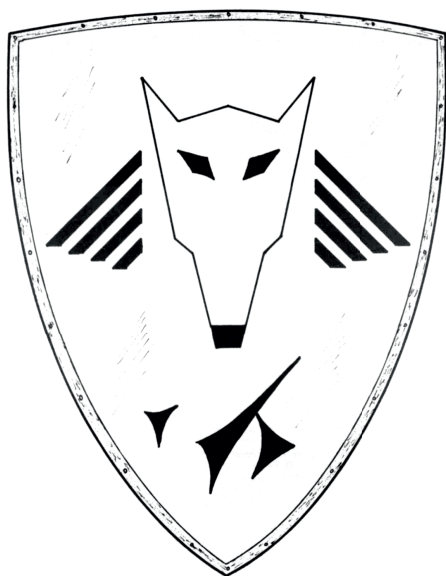


Wilderlands Sandbox Campaign

For B/X Fantasy Role Playing Game

Norman J. Harman Jr.



This is the story of a gang of insanely greedy, stupid, merciless cowards trying to bullshit their way to a wholly undeserved victory. In other words, we're in the game to make mischief in a fictional world and keep each other entertained.

– <http://muleabides.wordpress.com/2009/11/04/in-praise-of-poor-role-playing/>

Contents

1	Character Creation	2
	Ability Scores	2
	Alignment	3
	Languages	3
	Clerics	4
	Fighters	6
	Magic-Users	8
	Thieves	10
	Dwarves	12
	Hobbits	13
	White Elves	14
	Wood Elves	16
2	Retainers	18
3	Spells	22
	Magic-User & White Elf Spells	23
	Cleric Spells	26
	Wood Elf Spells	28
4	Playing the Game	30
	Combat	32
	Death	34
	Experience Points	35
5	Referee Procedures	36
	Reaction Checks	37
	Encounters	38
	Dungeon Exploration	40
	Wilderness Exploration	44
	Towns & Downtime	52
A	Coins, Encumbrance & Equipment	56
B	Alchemical Lab	61
C	Job Offers and Missions	62
D	Carousing Mishaps	63
E	Optional Rules	66
	Design Notes	69

List of Tables

1.1	Ability Scores	2
1.2	Languages	3
1.3	Cleric Advancement	4
1.4	Cleric Turning Undead	5
1.5	Fighter Advancement	6
1.6	Magic-User Advancement	8
1.7	Thief Advancement	10
1.8	Dwarf Advancement	12
1.9	Hobbit Advancement	13
1.10	White Elf Advancement	14
1.11	Wood Elf Advancement	16
5.1	Reactions	37
5.2	Alignment of Unknown Groups	37
5.3	What are the Monsters Doing?	38
5.4	Failed Dungeon Exit	42
5.5	Movement Modes	43
5.6	Stocking Dungeon & Wilderness	43
5.7	Movement Point Cost per 5mi hex	45
5.8	Getting Lost	45
5.9	Wilderness Search	46
5.10	Stronghold Reaction	48
5.11	Tracking Down Rumors	52
5.12	Villages	53
5.13	Village Encounters	53
5.14	Yokels	54
5.15	Recruiting Results	55
5.16	Leveled Adventurers	55
5.17	Zero-level Adventurers	55
A.1	Arms & Armor	56
A.2	Coin Weights & Exchange Rates	57
A.3	Encumbrance & Movement	57
A.4	Shopping	58
A.5	Item Saving Throws	60
B.1	Random Alchemical Substances	61
B.2	Miscibility Table	61
C.1	Jobs: Do?	62
C.2	Jobs: What, Where, Who?	62
C.3	Jobs: Where Specifically?	62
D.1	Magical Messes	63
D.2	Clerical Conundrums	64
D.3	Party Problems	65
E.1	Death & Dismemberment	66

Introduction

Additional rules for running a B/X, Sword and Sorcery sandbox using the Judges Guild *"Wilderlands of High Fantasy"* setting. Focusing on random generation of content both during prep and at the table during play. Expanding on the game's procedures and codifying a few points left unclear. Classes and spells have been altered to better fit the aesthetic.

Required for play, in addition to a copy of the B/X rules, is a copy of *"Judge's Guild Ready Refsheets"* and *"Wilderlands of High Fantasy"* Map One and key. Other useful resources include: Judge's Guild's Castles, Islands and Villages books, *"City-State of the Invincible Overlord"*, *"Kelnores Forts"*, *"Mines of Custalcon"*, among others. Necrotic Gnome Productions' B/X Essentials series. New Big Dragon's *"d30 Sandbox"* and *"d30 Companion"*.

These rules and author's old school sensibilities owe a great debt to and are often straight copied from the numerous OSR bloggers and the games of local refs, Jimm Johnson and Steven Clark. Design notes may be found on page 69.

IMAGE CREDITS

Creative Commons Attribution No Derivatives 3.0

- p9 "Firebenders of the Mont Order"
- p32 "Knights of the Mont Order duelling through dawn"
- p40 "Mont Order Crypt discovery"
all <http://sinister-order.deviantart.com/>
- p11 "Thunderstruck" – <https://www.deviantart.com/solidtom>

Public Domain

- p5, p6, p17, p57, p22, p29, p18, p47, p55, p43 – Open Clipart.
- p15 "Beast on Heron" – unknown
- p38 "The People of the Black Circle II" – Hugh Rankin

The Wilderlands of High Fantasy

100 Miles



Chapter 1

Character Creation

Character background is what happens between levels one and six.

Gary Gygax

1. Roll 3d6, in order, for character's six ability scores. (Optionally, whine that your character is "hopeless" and petition Referee for redress).
2. Choose a Class (Cleric, Fighter, Magic-User, Thief, Dwarf, Hobbit, White Elf, Wood Elf) and alignment (Law, Neutral, Chaos).
3. Record starting equipment and gold.
4. Record To-Hit, Saving Throws, AC, Movement Rate and class abilities.
5. Roll and record Hit Points.

ABILITY SCORES

3d6 **rolled in order** for each of the six abilities. Actions may be resolved with Tests of Abilities (d20 less than or equal), Feats of Abilities (d100 less than or equal), Conflicts of Abilities (compare scores, no roll) see (p36).

TABLE 1.1 ABILITY SCORES

Ability Score	Modifier	Intelligence Linguistics	Charisma Retainers*	Morale†
3	-3	Can't read or write	1	4
4-5	-2	Can't read or write	2	5
6-8	-1	Can barely read or write	3	6
9-12	0		4	7
13-15	+1	One additional language	5	8
16-17	+2	Two additional languages	6	9
18	+3	Three additional languages	7	10

* **Retainers** number that may be simultaneously employed. See (p18).

† **Morale** starting morale of new retainers.

Strength Modifier applies to Melee To-Hit (**NOT damage**), Forcing Things open (p31), and Bashing Things (p30). May lift 20 lbs x Strength score.

Intelligence Determines linguistic ability and additional languages known.

Wisdom Modifier applies to saves vs magical effects. Including spells, magic items and magical abilities of creatures.

Dexterity Modifier applies to Ranged To-Hit and Armor Class.

Constitution Modifier is added to Hit Points per Hit Die (can't reduce Hit Die to less than 1 Hit Points), Saves vs Poison.

Charisma Modifier applies to Reaction Checks (p37).

ALIGNMENT

Law Truth, justice, and sacrifice to the greater good is the natural way of life. All things should adhere to a code. The wilderness should be tamed. Demons, undead, witches, and chaos are bad.

Neutral I'll do me, you do you. I matter most and my personal survival and advancement are the most important.

Chaos Personal freedom is paramount. Evil is relative. The ends justify the means. Lying and telling the truth can both be useful. Better to be lucky than good. Have a frabjous day! Callooh! Callay!

LANGUAGES

Monsters have a 2-in-6 chance of also being fluent in the local human dialect, Altanian. Reaction Checks (p37) and Morale Checks (p18) are easier if you speak the target's native tongue.

TABLE 1.2 LANGUAGES

More common languages	
1-5	Altanian "common" (City-State peoples)
6	Amazonian (Sea Rune peoples)
7	Dunael (Dearthwood peoples)
8-9	Orichaian (Moonraker Moor peoples and Roglaroon Riverfolk)
10	Skanic (Skandik sea raiders)
11	Virid (Viridistan peoples)
12-13	Dwarvish
14	Elvish
15	Giant
16	Goblin (goblins, hobgoblins, bugbears)
17	Breyark (kobolds, gnolls)
18	Orcish (orcs, ogres)
19	Zlryn (lizardman, trolls)
20	Rare, esoteric languages → d8
1	Draconic (dragons, Orichaians)
2	Kelnorian (ancient, extinct empire)
3	High Viridian (Viridistan nobles)
4	Language of Chaos (demons, elves, priests)
5	Language of Law (devas, dwarves, priests)
6	Primordial (elementals)
7-8	all the "monster" languages

CLERICS

TABLE 1.3 CLERIC ADVANCEMENT

Level	XP	To-Hit THAC0	Saving Throws					Spells Cast Per Day					
			P/D	W	P/P	BW	S/D	1	2	3	4	5	6
1	0	19	11	12	14	16	15	0	-	-	-	-	-
2	1,500	19	11	12	14	16	14	1	-	-	-	-	-
3	3,000	18	10	11	13	15	13	2	0	-	-	-	-
4	6,000	18	10	11	13	15	13	2	1	-	-	-	-
5	12,000	17	9	10	12	14	12	2	2	0	-	-	-
6	24,000	17	9	10	12	14	11	2	2	1	1	-	-
7	36,000	16	8	9	11	13	10	2	2	2	1	1	-
8	48,000	15	8	9	11	12	9	3	3	2	2	1	1
9	60,000	14	6	7	9	11	9	3	3	3	2	2	1
10	72,000	14	6	7	9	11	9	4	4	3	3	2	2

Hit Die: d6 (minimum 3, optionally roll d4+2 instead)

Starting Languages: Altanian and one additional language per positive Intelligence Modifier. Lawful Clerics learn the language of Law. While Chaotic Clerics learn the Chaos tongue.

Starting Equipment: Plate Mail & Shield (AC 2), holy symbol, 1 flask holy water, backpack, 2 large sacks, 1 small sack, belt pouch, flint & steel, 6 torches, 2 pints oil, rain cloak, camping gear, 14 days trail rations, 10 gp.

Pick one: 50 ft. rope OR 10 ft. pole OR sledge hammer.

Pick one: 10 spikes & hammer OR crowbar OR booze.

Pick one: d6-1 or d6 weapon (p56).

Clerics may use all armor and shields. But, doctrine limits weapon choice to only d6-1 and d6 weapons.

Cleric Spell Casting

Wisdom	Bonus Spells Cast Per Day
13-15	one 1 st
16-17	one 1 st , and one 2 nd
18	one 1 st , one 2 nd , and one 3 rd

Clerics automatically know all Cleric Spells (p26). They don't need to memorize spells and may cast any spell they know up to their Spells Cast Per Day (Table 1.3). These reset at dawn.

Clerics may also cast (any level of spell) directly from a Cleric spell scroll. Destroying the scroll in the process. And may scribe spells into new scrolls for *100 gp per spell level*. But only spells whose level is available from their spells cast per day. I.e. scribing scrolls is restricted by the Cleric's level.

By holding forth their holy symbol and chanting, Clerics may turn or destroy undead (Table 1.4). The cleric will indicate which group of undead they are targeting and the Referee will resolve the attempt. They also know and may perform rites and rituals appropriate to their religion and level.

Clerics may start as Neutrals. But to acquire spells of 2nd level or greater, they must dedicate themselves to either Law or Chaos and to one specific deity. The choice of deity may or may not impose restrictions and / or provide benefits.

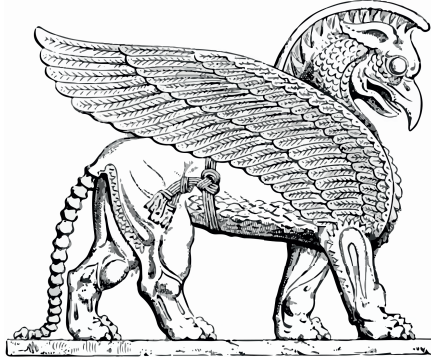


TABLE 1.4 CLERIC TURNING UNDEAD

Undead HD	Cleric Level									
	1	2	3	4	5	6	7	8	9	10
1	7	T	T	D	D	D	D	D	D	D
2	9	7	T	T	D	D	D	D	D	D
3	11	9	7	T	T	D	D	D	D	D
4	-	11	9	7	T	T	D	D	D	D
5	-	-	11	9	7	T	T	D	D	D
6	-	-	-	11	9	7	T	T	D	D
7	-	-	-	-	11	9	7	T	T	D
8	-	-	-	-	-	11	9	7	T	T
9	-	-	-	-	-	-	11	9	7	T
10+	-	-	-	-	-	-	-	11	9	7

roll number or higher on 2d6 to successfully turn 2d6 Hit Dice of undead.

T automatically turn 2d6 Hit Dice of undead.

D automatically destroy 2d6 Hit Dice worth of undead.

On success, at least one creature is always turned or destroyed. A Cleric may continue turning round after round.

FIGHTERS

TABLE 1.5 FIGHTER ADVANCEMENT

Level	XP	To-Hit THAC0	Saving Throws				
			P/D	W	P/P	BW	S/D
0	-200	20	14	15	16	17	18
1	0	19	12	13	14	15	16
2	2,000	18	11	12	13	15	16
3	4,000	18	11	12	13	14	15
4	8,000	17	10	11	12	13	14
5	16,000	16	9	10	11	12	14
6	32,000	15	9	10	11	11	13
7	48,000	14	8	9	10	10	12
8	64,000	14	7	8	9	10	12
9	80,000	13	7	8	9	9	11
10	96,000	12	6	7	8	8	10



Hit Die: d6+1 (mininum 3, optionally roll d4+3 instead)

Starting Languages: Altanian and one additional language per positive Intelligence Modifier.

Starting Equipment: Plate mail & Shield (AC 2), backpack, 2 large sacks, 1 small sack, belt pouch, flint & steel, 6 torches, 2 pints oil, rain cloak, camping gear, 14 days trail rations, 10 gp.

Pick one: 50 ft. rope OR 10 ft. pole OR sledge hammer.

Pick one: 10 spikes & hammer OR crowbar OR booze.

Pick three: weapons (p56).

May wear all armor, utilize all shields and wield all weapons.

On a critical hit, in addition to normal effect (p34), Fighters may immediately make another attack. They are trained to fight from the second rank using spears and polearms. When serving a Fighter, men-at-arm type retainers have +1 morale.

For their rights and privileges to be recognized, Fighters should establish a coat of arms by third level.

At third level, Lawful Fighters may opt to become Paladins. Gaining the following benefits and duties.

- Tithe 20% of treasure.
- Uphold Lawful ideals and oppose Chaos.
- Employ only Lawful retainers, who gain +2 (total) to their moral.
- Gain a warhorse of exceptional loyalty (ML12) and health (max Hit Points and using Paladin's saves).
- Gain a Squire (1st level Fighter) and a Page (non-combatant). These followers must be equipped, housed, and fed but otherwise serve without pay.
- Ability to "Lay Hands" once per day on one target other than the Paladin. Restores all Hit Points. Removes exhaustion, stun, and paralysis. Cures poison, blindness, deafness and disease.
- Ability to cast Cleric spells from scrolls (any level of spell).

MAGIC-USERS

TABLE 1.6 MAGIC-USER ADVANCEMENT

Level	XP	To-Hit THACO	Saving Throws					Spells Cast Per Day					
			P/D	W	P/P	BW	S/D	1	2	3	4	5	6
1	0	19	13	14	13	16	15	1	-	-	-	-	-
2	2,000	19	13	14	13	16	14	2	-	-	-	-	-
3	4,000	19	13	14	13	16	14	2	1	-	-	-	-
4	8,000	18	12	13	12	15	13	2	2	-	-	-	-
5	16,000	18	12	13	12	15	13	2	2	1	-	-	-
6	32,000	17	11	12	11	14	12	2	2	2	-	-	-
7	48,000	17	11	12	11	14	12	3	2	2	1	-	-
8	64,000	17	10	11	10	13	11	3	3	2	2	-	-
9	80,000	16	10	11	10	13	10	3	3	3	2	1	-
10	96,000	15	9	10	9	12	9	3	3	3	3	2	1

Hit Die: d6-1 (minimum 3, optionally roll d4+1 instead)

Starting Languages: Altanian and one additional language per positive Intelligence Modifier. Magic-Users also learn one additional language per level including 1st.

Starting Equipment: Dagger, 6 Darts, lantern, scroll tube, 6 scroll parchments (3 of which contain starting spells), ink & quills, backpack, 2 large sacks, 1 small sack, belt pouch, flint & steel, 6 torches, 2 pints oil, rain cloak, camping gear, 14 days trail rations, 10 gp.

Pick one: 50 ft. rope OR 10 ft. pole OR sledge hammer.

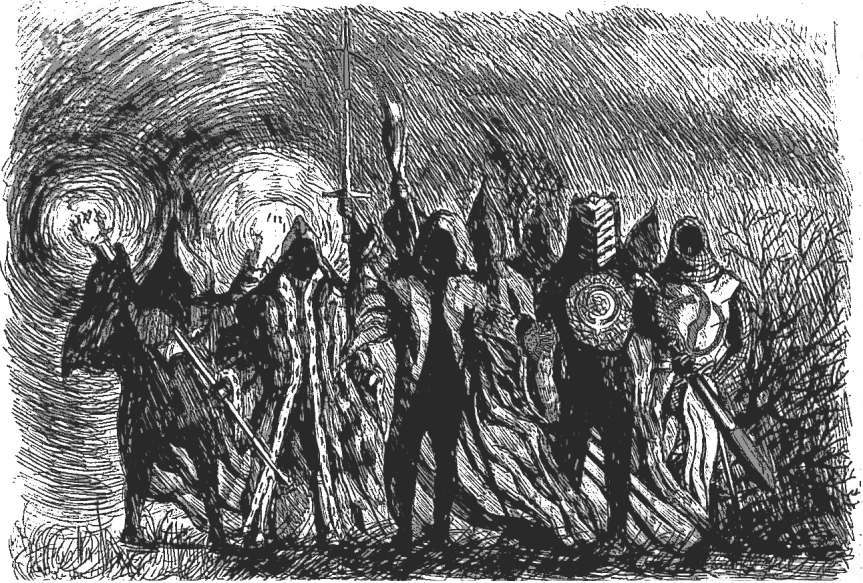
Pick one: 10 spikes & hammer OR crowbar OR booze.

Starting Scrolls Detect Magic, Sleep, and Magic Missile (or choose any 3).

May not wear armor, nor utilize shields. Any weapon a Magic-User wields will only do d6-1 damage due to their lack of martial puissance.

Magic-Users have a 4-in-6 chance to determine the properties of a magic item or potion. Magic-Users may brew potions and they know the formula for Potions of Healing (250 gp, 1 week).

At third level (or later), Magic-Users may join a Wizard's Conclave. Gaining all the rights and responsibilities thereof.



Magic-User Spell Casting

Intelligence	Bonus Spells Cast Per Day
13-15	one 1 st
16-17	one 1 st , and one 2 nd
18	one 1 st , one 2 nd , and one 3 rd

Magic-Users don't need to memorize spells. They may cast directly from any Magic-User scroll they possess, regardless of the spell's level. But this destroys the scroll. Alternatively, they may expend one of their Spells Cast per Day (Table 1.6) slots to cast a spell without consuming its scroll. They must still have the scroll in hand. These reset at dawn.

A Magic-User's collection of scrolls represents their known spells (p23). These scrolls are effectively, their "spell book". During Downtime Sequence They may make copies of Magic-User scrolls they physically possess and whose spell level is available from their Spells Cast per Day for *100 gp per spell level*.

Learning Spells: Since possessing a scroll effectively means knowing its spell; looting, stealing, and buying scrolls is the primary means of expanding one's grimoire. In addition, each Downtime Sequence (p52), a Magic-User may select one spell they do not have the scroll for and roll (number of times per day they could cast a spell of that level)-in-6 chance to "discover" it. If successful, they must spend 100gp per level of the spell to scribe it onto a scroll. This spell research does not preclude other activities such as copying scrolls or brewing potions.

THIEVES

TABLE 1.7 THIEF ADVANCEMENT

Level	XP	To-Hit THAC0	P/D	Saving Throws			
				W	P/P	BW	S/D
1	0	19	13	14	13	16	15
2	1,250	19	13	14	13	16	15
3	2,500	18	13	14	12	15	14
4	5,000	18	13	14	12	15	14
5	10,000	17	12	13	11	14	13
6	20,000	17	12	13	11	14	13
7	30,000	16	11	12	10	13	12
8	40,000	15	11	12	10	13	11
9	50,000	14	10	11	9	12	10
10	60,000	14	10	11	9	12	10

Hit Die: d6-1 (mininum 3, optionally roll d4+1 instead)

Starting Languages: Altanian, Thief’s Cant and one additional language per positive Intelligence Modifier.

Starting Equipment: Leather & Shield (AC 6), backpack, 2 large sacks, 1 small sack, belt pouch, flint & steel, 6 torches, 2 pints oil, rain cloak, camping gear, 14 days trail rations, 10 gp.

Pick one: 50 ft. rope *OR* 10 ft. pole *OR* sledge hammer.

Pick one: 10 spikes & hammer *OR* crowbar *OR* booze.

Pick two: weapons (p56).

May only wear Light (AC 7) armor. May utilize all shields and wield all weapons.

When target is surprised (and Thief is not surprised), or, after spending a Round successfully Sneaking and maneuvering into position, Thieves may Back Stab with melee weapons, gaining +4 To-Hitand +6 to damage.

At third level, Neutral Thieves may opt to join The Bakers Guild (thieves guild). Chaotic Thieves may join “The River” (assassins guild).

Thief Abilities

- 4-in-6 Extraordinary Climb
- 2-in-6 Listen or Search
- 2-in-6 Pick Locks and Pockets
- 2-in-6 Read Languages (also cast from Magic-User scrolls)
- 2-in-6 Sense Traps (passive ability rolled by the Referee during exploration)
- 2-in-6 Sneak

Upon gaining each level after 1st, increase (add one to) the chance of two different Thief Abilities.



DWARVES

TABLE 1.8 DWARF ADVANCEMENT

Level	XP	To-Hit THAC0	P/D	Saving Throws			
				W	P/P	BW	S/D
1	0	19	8	9	10	13	12
2	2,000	18	7	9	9	12	11
3	4,000	18	7	8	9	11	11
4	8,000	17	6	7	8	10	10
5	16,000	16	5	7	7	9	9
6	32,000	15	5	6	7	8	9
7	48,000	14	4	5	6	7	8
8	64,000	14	3	5	5	6	7
9	80,000	13	3	4	5	5	7
10	96,000	12	2	3	4	4	6

If you rolled a Constitution low enough to have a negative modifier, you can't play a Dwarf.

Hit Die: d6+1 (minimum 3, optionally roll d4+3 instead)

Starting Languages: Dwarvish, Language of Law, Altanian and one additional language per positive Intelligence Modifier.

Starting Equipment: Plate Mail & Shield (AC 2), backpack, 2 large sacks, 1 small sack, belt pouch, flint & steel, 6 torches, 2 pints oil, rain cloak, camping gear, 14 days trail rations, 10 gp.

Pick one: 50 ft. rope *OR* 10 ft. pole *OR* sledge hammer.

Pick one: 10 spikes & hammer *OR* crowbar *OR* booze.

Pick two: weapons (p56).

May wear all armor and utilize all shields. Their two-handed melee weapons inflict d6 damage (instead of d6+1).

Dwarves fight as well as Fighters, have excellent saving throws and posses some unique abilities. Dwarves are unnatural creatures of the deep earth. They procreate by constructing a child from precious metals and gems worth a total of at least 10,000 gp. The drive to reproduce has made dwarves into excellent miners and adapted them to working and living underground.

Dwarves possess infravision to 60 ft. They always know what "Dungeon Level", and thus danger level, they are on. Dwarves have a 2-in-6 chance to Listen or Search and to Sense, passively rolled by the Referee during exploration, Traps and construction tricks (secret doors, shifting walls, hidden spaces, elevators, etc.) They also have increased 2-in-6 chance when listening. Dwarves are immune to non-magical diseases.

At third level, Lawful and Neutral Dwarves may seek out liege.

HOBBITS

TABLE 1.9 HOBBIT ADVANCEMENT

Level	XP	To-Hit THAC0	P/D	Saving Throws			S/D
				W	P/P	BW	
1	0	19	8	9	10	13	12
2	2,000	18	7	9	9	12	11
3	4,000	18	7	8	9	11	11
4	8,000	17	6	7	8	10	10
5	16,000	16	5	7	7	9	9
6	32,000	15	5	6	7	8	9
7	48,000	14	4	5	6	7	8
8	64,000	14	3	5	5	6	7
9	80,000	13	3	4	5	5	7
10	96,000	12	2	3	4	4	6

If you rolled a Charisma low enough to have a negative modifier, you can't play a Hobbit.

Hit Die: d6 (minimum 3, optionally roll d4+2 instead)

Starting Languages: Altanian and one additional language per positive Intelligence Modifier.

Starting Equipment: Chain & Shield (AC 4) or Leather & Shield (AC 6), backpack, 2 large sacks, 1 small sack, belt pouch, flint & steel, 6 torches, 2 pints oil, rain cloak, camping gear, 14 days trail rations, 10 gp.

Pick one: 50 ft. rope OR 10 ft. pole OR sledge hammer.

Pick one: 10 spikes & hammer OR crowbar OR booze.

Pick two: weapons (p56).

May only wear Light (AC 7) or Medium (AC 5) armor and utilize shields. All Hobbit sized weapons do only d6-1 damage. They gain -2 to their AC when attacked by larger than man-sized creatures.

Hobbits fight as well as Fighters, have excellent saving throws and have some of the abilities of Thieves. They are also short and get into everything.

At third level, Neutral Hobbits may opt to join The Bakers Guild (thieves guild).

Hobbit Abilities

- 2-in-6 Extraordinary Climb (not if wearing Medium Armor)
- 2-in-6 Listen or Search
- 2-in-6 Pick Locks and Pockets
- 2-in-6 Sense Traps (passive ability rolled by the Referee during exploration)
- 4-in-6 Sneak (-2 if wearing Medium Armor)

Upon gaining each level after 1st, increase (add on to) the chance of two different Hobbit Abilities.

WHITE ELVES

TABLE 1.10 WHITE ELF ADVANCEMENT

Level	XP	To-Hit THACO	Saving Throws					Spells Cast Per Day					
			P/D	W	P/P	BW	S/D	1	2	3	4	5	6
1	0	19	12	13	13	15	15	1	-	-	-	-	-
2	2,500	18	12	12	12	15	14	2	-	-	-	-	-
3	5,000	18	11	12	12	14	13	2	1	-	-	-	-
4	10,000	17	10	11	11	13	12	2	2	-	-	-	-
5	20,000	16	10	10	10	12	11	2	2	1	-	-	-
6	40,000	15	9	10	10	11	11	2	2	2	-	-	-
7	60,000	14	8	9	9	10	10	3	2	2	1	-	-
8	80,000	14	8	8	9	10	10	3	3	2	2	-	-
9	100,000	13	7	8	9	9	9	3	3	3	2	1	-
10	120,000	12	6	7	8	8	8	3	3	3	3	2	1

If you rolled a Dexterity, Intelligence or Strength low enough to have a negative modifier, you can't play a White Elf.

Hit Die: d6 (minimum 3, optionally roll d4+2 instead)

Starting Languages: Elvish, Altanian, Chaotic, Goblin and one additional language per positive Intelligence Modifier.

Starting Equipment: Heavy elf armor & Shield (AC 2), obsidian dagger and spear, backpack, 2 large sacks, 1 small sack, belt pouch, flint & steel, 6 torches, 2 pints oil, rain cloak, camping gear, 14 days trail rations, 10 gp.

Pick one: 50 ft. rope *OR* 10 ft. pole *OR* sledge hammer.

Pick one: 10 spikes & hammer *OR* crowbar *OR* booze.

May wear all armor, utilize all shields and wield all weapons.

White Elves must be Chaotic or Neutral. If they ever become Lawful, they lose all spell casting ability. White Elves mix the abilities of Fighters and Magic-Users. They have pale blue skin, white hair and are erratic, aloof, semi-immortal creatures shaped by Chaos.

Elves can't tolerate the touch of non-magical iron, copper, or tin. They require arms and armor plated with silver, gold, platinum, mithral, or made from enchanted materials. Elves enjoy food and drink but suffer little for their lack (treat 1 week without as if 1 day without).

White Elves possess infravision to 60 ft. Have a 4-in-6 chance to determine the properties of a magic item or potion, and a 2-in-6 chance to Listen or Search. They also Sense, passively rolled by the Referee during exploration, Traps and construction tricks (secret doors, shifting walls, hidden spaces, elevators, etc.) Elves are immune to charm, magical sleep, non-magical diseases, and the paralyzing effects of undead including ghouls.

White Elf Spell Casting

White Elf magic is unnatural and acquired through pacts with demons and other beings. While their spells have similar effects to and use the same list (p23) as Magic-User spells, they do not need nor may they utilize Magic-User scrolls. Instead they intrinsically know a number of spells equal to their Spells Cast per Day (Table 1.10). Each time they gain a spells cast per day slot, they learn a spell of player's choice. Like all casters, these slots may each be used once and all of them reset at dawn. Elf armor does not inhibit their ability to cast spells.

Thus a first level White Elf picks one 1st level spell. Which they may cast once per day. At second level, they will select another 1st level spell. For a total of two 1st level spells known. And will be able to cast two 1st level spells per day. That could be one 1st level spell twice or two different 1st level spells, once each.



WOOD ELVES

TABLE 1.11 WOOD ELF ADVANCEMENT

Level	XP	To-Hit THACO	Saving Throws					Spells Cast Per Day					
			P/D	W	P/P	BW	S/D	1	2	3	4	5	6
1	0	19	12	13	13	15	15	1	-	-	-	-	-
2	2,500	18	12	12	12	15	14	2	-	-	-	-	-
3	5,000	18	11	12	12	14	13	2	1	-	-	-	-
4	10,000	17	10	11	11	13	12	2	2	-	-	-	-
5	20,000	16	10	10	10	12	11	2	2	1	-	-	-
6	40,000	15	9	10	10	11	11	2	2	2	-	-	-
7	60,000	14	8	9	9	10	10	3	2	2	1	-	-
8	80,000	14	8	8	9	10	10	3	3	2	2	-	-
9	100,000	13	7	8	9	9	9	3	3	3	2	1	-
10	120,000	12	6	7	8	8	8	3	3	3	3	2	-

If you rolled a Dexterity, Wisdom or Strength low enough to have a negative modifier, you can't play a Wood Elf.

Hit Die: d6 (minimum 3, optionally roll d4+2 instead)

Starting Languages: Elvish, Altanian, Breyark, Faerie and one additional language per positive Intelligence Modifier.

Starting Equipment: Elf mail & Shield (AC 4), elf sword, elf bow, quiver & 20 leaf arrows, backpack, 2 large sacks, 1 small sack, belt pouch, flint & steel, 6 torches, 2 pints oil, rain cloak, camping gear, 14 days trail rations, 10 gp.

Pick one: 50 ft. rope *OR* 10 ft. pole *OR* sledge hammer.

Pick one: 10 spikes & hammer *OR* crowbar *OR* booze.

May only wear Light (AC 7) or Medium (AC 5) armor, utilize shields and wield all weapons.

Wood Elves must be Chaotic or Neutral. If they ever become Lawful, they lose all spell casting ability. Wood Elves mix some of the abilities of Fighters and Druids (a class not otherwise present in these rules). Their fey magic is based on herbs, salves, poultices, songs, and poems.

Wood Elves have a 2-in-6 chance to Listen or Search and to Sense, passively rolled by the Referee during exploration, Traps and construction tricks (secret doors, shifting walls, hidden spaces, elevators, etc.) They are excellent woodsmen having a reduced chance of becoming lost, an increased chance of finding food/water, and leave no trace of their passing and are near impossible to track. Wood Elves may only have animal and monster retainers. "Woodland" animal retainers have +2 morale and can be commanded as Dog Retainers (p19).

Like all elves they possess 60 ft. infravision, are immune to charm, magical sleep, non-magical diseases, and the paralyzing effects of undead including ghouls. Can't tolerate the touch of non-magical iron, copper, or tin. Suffer less without food or water (treat 1 week without as if 1 day without).

Wood Elf Spell Casting

Wood Elves automatically know all Wood Elf Spells (p28). They don't need to memorize spells and may cast any spell they know up to their Spells Cast per Day (Table 1.11). Each spell cast consumes one slot, all of which reset at dawn. They can't cast spells from scrolls.

Beast Form

Wood Elves may expend a Spells Cast per Day slot to transform into an animal with Hit Dice less than or equal to twice the expended spell level. Normal equipment (not treasure) transmutes into animal form. Transformation lasts until; dawn, animal form's Hit Points are reduced to 0 or below, Elf expends spell slot to take on a new form, or the elf wills it.

The Elf must keep track of damage taken, a single value shared across all forms. Roll (d6+1 per Hit Die) for and keep separate each form's Hit Points total. When transforming, it is possible that a form with low Hit Points will immediately end due to damage taken being greater than or equal to form's Hit Points. Returning to elf's natural form when damage taken exceeds elf's Hit Points will result in the death of the elf.



Sampling of Beast Forms:

- 1 HD Antelope, Giant Shrew
- 2 HD Giant Bat, Eagle, Mule Deer, Wolf
- 3 HD Boar, Mtn Lion, Hippogriff, Caribou
- 4 HD Black Bear, Unicorn, Giant Weasel, Elk
- 5 HD Giant Boar, Lion
- 6 HD Small Roc, Polar Bear
- 8 HD Saber-toothed Tiger

Chapter 2

Retainers

Fear of torment drives the slave,
Desire of reward drives the hireling,
Getting someone else to trigger the
pit trap drives the PC.

Nicodemus

RETAINER DEATH

Death of a retainer, unless really not the employer's fault, will permanently reduce employer's Maximum Retainer score by 1. Likewise a permanent reduction is incurred, if a retainer flees employment due to extreme abuse by players.

Animal (including dogs) and monster retainers never cause reduction of Maximum Retainers. Nor do summoned, charmed, or similar magically acquired retainers.

RETAINER MORALE

After an adventure during Towns & Downtime (p52) players must, for each of their retainers, roll a 2d6 Morale Check modified as follows.

- 1 Opposite alignment (Law vs Chaos).
- +1 Character speaks retainer's native language.
- +1 Men-at-arms serving Fighters.
- +/- Treatment, bonuses, etc.

A roll less than or equal to morale; retainer will continue serving the character. Otherwise they move on to greener pastures. It might be possible to rehire retainers who have left (after repaying hiring cost).

After the retainer has accompanied the character on 2 or 3 successful adventures, the Referee may permanently raise the retainer's morale by 1.

ANIMAL & MONSTER RETAINERS

After parlay / bargaining, charming, subduing, etc. It is possible to recruit wild animals and monsters as retainers. At the end of each adventure, as with any other retainer even if magically recruited, they must pass a morale check or will leave.

Intelligent creatures must be bargained with (roll monster's Reaction (p37) to initial offer).

Unintelligent creatures must be commanded similar to a Dog Retainer (pass Morale Check). And may require and/or benefit from training (p20). The animal retainers of Wood Elves start trained. Gaining +2 morale and may be commanded as trained dogs (p19).

These types of retainers don't typically earn XP. But, ...



DOG RETAINERS

25 gp to buy. Essentially free to maintain.

Dogs have +2 base moral, 50" move, AC 7, d6+1 HD, and do d6-1 damage. Start at first Level. They save, attack, and gain levels as Fighters. Increasing damage to d6 at second, AC 6 at third, and damage to d6+1 at fourth level. Also earning +1 morale per level (max 12 morale). Dogs take ½ share of XP from defeated foes and earn 4x XP for gold spent on training them.

For a dog to obey master's command; *attack, heel, stay, track*, etc., it must pass a Morale Check. Unless commanded otherwise they will stay near to and defend their master.

LEVELED ADVENTURER RETAINERS

100 gp to hire. ¼ to ½ treasure share. Min. of 50 gp per week.

Hiring fee is advance against treasure share. Take ½ share of XP from defeated foes and earn ½ exploration based XP. Also earn XP for gold paid to them. A player may take over a leveled retainer when their main character dies.

NON-COMBATANT RETAINERS

5 gp per job. They also expect room and board at 1 gp per day.

Treasure haulers, torch bearers, shield bearers, weapon bearers, and the like. They are willing to enter dungeons but will not fight except to defend themselves. Each has a dagger or club, AC 9, 3 hp, save and attack as 0-level Fighters. 1 in 6 are Hobbits. Don't generally earn XP.

ZERO-LEVEL ADVENTURER RETAINERS

d3+1 x 10 gp to hire. 2 gp per day of inactivity or traveling.

Earn XP only for gold paid to them (for adventuring). Starting at -200 XP. If the get to 0 XP they become Leveled Adventurer Retainers. Increase their morale by one and roll d6 to determine human type; **1-3)** Fighter, **4-5)** Cleric, **6)** Thief. Then make a Morale Check. Failure means they leave to pursue their own adventures.

SPECIALIST RETAINERS

Specialists are skilled tradesmen and/or possess specialized knowledge. Unlike retainers they do not accompany characters on adventures. Specialists are usually hired for a specific task. And only, rarely, are put on retainer. Since they are not the same kind of hired help, specialists do not count toward or affect a character's maximum number of retainers.

Alchemist

Alchemists can identify all manner of substances mundane and magical for d10 x 10 gp. Perform chemical processes such as rendering monster parts or melting, mixing, and plating metals. Produce acids, perfumes, oils, unguents, and incenses. Provided with the key ingredient they'll brew potions for ½ the cost *Ready Ref Sheets, p19*. With positive Reaction Check (p37) they are willing to sell potion formulas for twice the listed cost *Ready Ref Sheets, p19*. They also act as Sages for any subject within their purview.

Animal Trainer

200 gp + d2 x 100 gp per month.

Trainers are required to turn unintelligent, exotic animals, such as pegasus, hippogriffs, and giant weasels into Animal Retainers (p18). It may be difficult to find a trainer able to train a specific animal type. Some may be found in the City-State. Others are scattered around. Often in remote places.

It takes at least one month to tame a wild animal, increasing their morale by +2. Additional time is required to teach unnatural behaviors such as being a mount, endangering its life, etc. Horse trainers can battle ready up to ten horses a month. Increasing their Hit Points by +1 per HD in addition to +2 morale.

Astrologer

10 gp per reading.

Most settlements village or larger will have an astrologer. A basic reading costs 10gp gets 2d6 roll. With a "sacrifice" of 50 gp or more roll d6 + d8. A great sacrifice, 200 gp or more, earns a 2d8 roll. Outcome effects entire group and lasts until next Downtime Sequence (p52).

Roll	Outcome
------	---------

- | | |
|-------|--|
| 2 | Monsters receive undisclosed bonuses. |
| 3-4 | Twice as many random encounters. |
| 5-9 | The omens are unclear. No effect. |
| 10-11 | Each player gets one saving throw or To-Hit re-roll. |
| 12 | Half as many random encounters. |
| 13+ | As "12" and all player saving throws are rolled using d30. |

Armorer, Blacksmith, Leatherworker, etc.

80 gp + d4 x 10 gp per month

Per month, 5 weapons, or 1 complete suit of armor, or 3 shields may be produced. Must pay ½ to ¾ cost of materials. This rate may be doubled by hiring assistants for an additional 40 gp per month

In addition to producing weapons and armor, one smith is needed per 50 troops or mounts in order to maintain armor and weapons.

Chronicler, Venerator

$d6+2 \times 100$ gp per month

Abstracts together several related occupations hired to raise the social status of people in the Noble, Gentlemen, and Military hierarchies. Increase character's Social Level (p68) by one if 2d6 die roll is greater than their current Social Level.

Cleric

Spell level $\times 200$ gp per spell.

Must roll Reaction (p37). Friendly Clerics will cast spells or sell a scribed scroll. Indifferent priests typically will not sell scrolls but may still be willing to cast the spell themselves. All Clerics will also be guided by their religion and alignment in deciding what spells they provide.

Physician, Herbalist

$d6^{\text{ex}}$ gp.

Cure diseases, sell wolfsbane, other herbs, maybe poisons, maybe a healing salve. Act as poor but much cheaper Sages for subjects within their purview.

Sage

$100 \text{ gp} + d4^{\text{ex}} \times 100$ gp per researched topic.

Every castle ill have a member of The Sacred Dominion of Savants. Cities will have several. They are sworn to provide truthful information and research to any who ask and who can, of course, pay. The amount of information received will depend on the obscurity and narrowness of topic. Sages specialize in a few topics and it will be worth finding one who is an expert in field of inquiry.

Seafarer

3 gp rower, 12 gp sailor, 150 gp navigator, 250 gp captain; per month.

Rowers are unskilled. Sailors are skilled who can handle a ship. It is virtually impossible to sail open ocean and many rivers without a navigator. A captain is required for any large ship and in open waters provides a 3-in-6 of an extra hex of movement per day.

Slanderer, Spy, Thief

$d6 \times 100$ gp per mission.

Spies are hired to gather information about a specific person, group or area. They are also used for sabotage, rabble rousing, rumor mongering and the like. The Referee will determine the probability of success based on the scope and difficulty of mission, the details and what aide if any is provided by the characters. Spies may or may not be reliable, and could stab the hiring character in the back. Maybe literally!.

Chapter 3

Spells

Now they will know why they are afraid of the dark. Now they learn why they fear the night.

Thulsa Doom

There is no memorization of spells. Spell casters may cast any spell they know up to their allowed Spells Cast per Day. Only Clerics and Paladins may cast spells from Cleric scrolls. Only Magic-Users and Thieves may cast spells from Magic-User scrolls. Casting from a scroll destroys the scroll. There are no level restrictions when casting from a scroll. A first level Magic-User could cast the 6th level spell *Disintegrate* if they had that scroll. *Read Magic* spell does not exist and is not required.

The spell lists below are based off of B/X lists, modernized, with fiddly bits removed, stupid restrictions ignored and weak spells combined and/or made more useful.

Spells that have "or" in their titles require character to choose one of those options at the moment of casting. While those with "and" provide all the mentioned effects. Spells that seem reversible, are. The notation " (inches) represent feet in dungeons, indoors and other confined areas; and yards out-of-doors. Most spells can be cast backwards to dispel the same spell. E.g. *Sselb* will counter and dispel *Bless*.

The author likes to run spells as more fantastical and flexible than as written. This is one of the reasons spell descriptions are purposefully minimal and vague. Most everything is up for creative modification. For instance, because it is a common trope, having a bit of target's hair enables *Magic Jar* possession at any range. If a spell seems worthless and you'd never bother with it, bug the Referee with suggestions to make it less stupid.



MAGIC-USER & WHITE ELF SPELLS

First Level Magic-User Spells

1. **Charm Humanoid:** 4Hit Die or less. Acts as morale 10 retainer (p18). Typically hostile after failing morale check.
2. **Detect Magic:** (2 Turns) 60" range.
3. **Floating Disc:** (1 hour per Magic-User level or 1 day per when out-of-doors) carries 2,000 lbs.
4. **Hold Portal:** (2d6 Turns).
5. **Light:** (24 Turns) 30 ft. radius. Only visible to allies.
6. **Magic Missile:** One missile per two Magic-User levels (round up). Each does d6+1 damage and automatically hits desired target.
7. **Protection from Chaos or Law:** (12 Turns) One target gains +4 on saves and -1 pip per damage die vs aligned and/or enchanted attacks.
8. **Read and Speak all the Languages:** (6 Turns)
9. **Resist Cold or Heat:** (6 Turns) Affects entire party. +4 on saves, -1 pip per damage die.
10. **Shield:** (6 Turns per Magic-User level). Self only. AC 4 vs melee and AC 2 vs ranged attacks.
11. **Sleep:** Affects d6 HD per Magic-User level of enemies. Creatures with more than 4 Hit Die are immune. Sleep is deep but not magical.
12. **Ventriloquism:** (1 Turn per Magic-User level) Throw Magic-User's or another's voice. Or, create any audible illusion desired.

Second Level Magic-User Spells

1. **Arcane Lock:** Wards portal against passage by virtually any means.
2. **Clairvoyance and Clairaudience:** (6 Turns) See and hear from any spot within 60". Or, infinite range if viewing through the senses of a known creature.
3. **Detect Chaos or Law:** (2 Turns) 60" range. Reveals objects, areas and creatures of innate alignment such as swords, altars, demons and devas.
4. **Invisibility:** One target.
5. **Levitate:** (6 Turns). One target.
6. **Knock:** Unlock all the things.
7. **Locate Object:** (6 + 1 Turns per Magic-User level). 120" range.
8. **Mirror Image:** (6 Turns) d4+1 images. One image is lost per successful hit on Magic-User.
9. **Passwall:** (6 Turns) Creates a 10 ft. long per Magic-User level, 10 ft. round mystical passage.
10. **Phantasmal Force:** (concentration) Visual, audible and "physical" illusion.
11. **See Invisible:** (1 Turn per Magic-User level). 60" range. Affects entire Party.
12. **Web:** 60" range. Will slowly smolder in contact with open flame.

Third Level Magic-User Spells

1. **Continual Light:** 30 ft. radius. Requires and consumes a gem of at least 100 gp value.
2. **Dispel Magic:** Any creature, object, effect in sight. Can be readied and cast as reactive "counter spell".
3. **Fire Ball:** 240" range, 20 ft. radius or thirty 10 ft. cubes if confined. Magic-User level x d6 dice damage.
4. **Fly:** (d6+1 Turns per Magic-User level or Hours if out-of-doors) 40" Movement Rate.
5. **Haste:** (3 Turns) Affects entire party. Death Save or age 2d6 years. Double movement and actions (one during Back Stab segment, one in normal combat segment).
6. **Hold Humanoids:** (6 Turns) Affects d6 targets or a single target (at -4 to save) that can see Magic-User.
7. **Infravision:** (until dawn) Affects entire party.
8. **Invisibility, mass:** Affects entire party. Lost individually.
9. **Lightning Bolt:** 180" range. 60" x 10 ft wide. Level x d6 dice damage. Will lose 1 die of strength and rebound off stout barriers.
10. **Protection from Chaos or Law 10 ft. radius:** (12 Turns) +4 on saves and -1 pip per damage die vs aligned and/or enchanted attacks.
11. **Protection from Missiles:** (6 Turns per Magic-User level). Affects entire party. Immunity to ranged attacks and Magic Missile spells.
12. **Water Breathing:** (until dawn) Affects entire party.

Fourth Level Magic-User Spells

1. **Arcane Eye:** (6 Turns) Mobile eye with Infravision, See Invisible, Detect Magic and 80" move rate.
2. **Charm Monster:** Acts as morale 10 retainer (p18). Typically hostile after failed morale check.
3. **Confusion:** (6 Rounds).
4. **Dimension Door:** Magic-User teleports to any spot within 360". Or transposes the position of any two creatures within 360". Saves apply if unwilling.
5. **Field of Force:** (d6 Rounds per Magic-User level) 10 ft. radius sphere / dome. Or, covers "hole" up a 30 ft. x 30 ft. Hits, vs AC9, by creatures of 6 or more HD reduce the duration by d4 Rounds. Field is magic permeable but spells of 3rd level or below are at ½ strength.
6. **Hallucinatory Terrain and Massmorph:** Either effect. Could create safe resting area.
7. **Polymorph Others:** Target typically takes on personality as well.
8. **Polymorph Self:** (6 + 1 Turns per Magic-User level). Form only.
9. **Remove or Bestow Curse:**
10. **Speak With and Control Plants:** (6 Turns) Grow, shape, and animate. Inanimate plants are under the full control of Magic-User. Intelligent plants act as morale 10 retainers (p18).
11. **Wall of Fire:** (concentration + d6 Rounds) Twelve 10 x 10 ft. sections.
12. **Wall of Ice:** (12 Turns) Twelve 10 x 10 ft. sections. Hits, vs AC9, by creatures of 6 or more HD reduce the duration by d4 Turns.

Fifth Level Magic-User Spells

1. **Animate Dead:** Requires preparation of 1 hour per HD of corpse. The risen act as morale 10 retainers (p18).
2. **Cloudkill:** (6 Turns). U R ded.
3. **Conjure or Banish Elemental:** Hour to conjure. Acts as morale 8 retainer (p18). Always hostile after failed morale check.
4. **Contact Other Plane:** (1 question per Magic-User level) Takes d6 Turns per question.
5. **Feeblemind:** Magic-Users save at -4.
6. **Hold Monsters:** (6 Turns). Affects d6 targets or a single target (at -4 to save) that can see Magic-User.
7. **Magic Jar:** Hour to cast. Possess bodies of other creatures.
8. **Reincarnation:** Day to cast.
9. **Telekinesis:** (1 Turn per Magic-User level) 5,000 lbs. per Magic-User level.
10. **Teleport:** Drawing a magic circle (takes 1 Turn) prior to casting will teleport all within.
11. **Transmute Rock to Mud and Move Earth:** Do whatever you want with earth and stone.
12. **Wall of Stone:** Twenty 10 ft. x 10 ft. 5 ft thick contiguous sections arranged to taste.

Sixth Level Magic-User Spells

1. **Alter Memory:** "No, I did not charm you. Yes, you're a willing servant." "These are not the scoundrels you are looking for." Etc.
2. **Anti-Magic Shell:** (6 Turns) Mobile, centered on Magic-User, 0 to 10 ft. radius adjustable. May also be cast on something to create anti-magic field up to 10 ft. radius.
3. **Control Weather or Lower / Part Water:**
4. **Death Spell:** Save or Die.
5. **Disintegrate:** Beam of not existing anymore.
6. **Geas:** Force creature to undertake quest.
7. **Invisible Stalker:** Relentlessly pursues target or task.
8. **Project Image:** (6 Turns/Permanent) The ultimate "physical" illusion.
9. **Stone to Flesh or Statue:**
10. **Symbol:** of Sleep, of Pain, of Anti-magic, of whatever.
11. **True Polymorph:** (1 Turn per Magic-User level) Be the dragon!
12. **Wall of Iron:** Twenty 10 ft. x 10 ft. 3 in. thick contiguous sections arranged to taste.

CLERIC SPELLS

First Level Cleric Spells

1. **Cure Wounds I:** Restore lost Hit Points equal to 1 of target's Hit Dice.
2. **Detect Chaos and Law:** (2 Turns) 60" range. Reveals areas, creatures, and objects of innate alignment such as swords, altars, and demons.
3. **Detect Magic:** (2 Turns) 60" range.
4. **Light:** (24 Turns) 30 ft. radius. Only visible to allies.
5. **Protection from Chaos or Law:** (12 Turns) +4 on saves and -1 pip per damage die vs aligned and/or enchanted attacks.
6. **Purify Food & Drink:** Eliminates poison and risk of disease.
7. **Remove and Resist Fear:** (6 Turns) Affects all allies within earshot of Cleric.
8. **Resist Cold or Heat:** (6 Turns) Affects entire party. +4 on saves and -1 damage per die.

Second Level Cleric Spells

1. **Bless or Consecrate:** (6 Turns) Allies within sight of Cleric receive +1 to their saving throws, To-Hit, and damage rolls. Also, bless crops, concentrate altar, etc.
2. **Cure Wounds II:** Restore lost Hit Points equal to 2 of target's Hit Dice.
3. **Find Traps:** (6 Turns) Reveals all visible traps.
4. **Hold Humanoid:** (6 Turns) Affects d6 targets or a single target (at -4 to save) that can see Cleric. 4 HD or less
5. **Know Alignment:** Details a single object's alignment, strength of ego, purpose, powers, etc. Effectively identifies swords.
6. **Lower or Part Liquid:** (1 Turn per Cleric level).
7. **Silence 15 ft. Radius:** (6 Turns) 60" range.
8. **Speak with Animals:** (6 Turns) Also counts as automatic friendly Reaction.

Third Level Cleric Spells

1. **Animal Growth:** (12 Turns) Also limited communication and control as dog retainer (p19).
2. **Animate Dead:** Chaotic only. The risen act as morale 10 retainers (p18).
2. **Sticks to Snakes:** (6 Turns) Lawful only. Snaks act as morale 10 retainers (p18).
3. **Cure Disease:** All in area. Ineffective against lycanthropy, vampirism, mummy rot, or similar powerful magical diseases.
4. **Cure Wounds III:** Restore lost Hit Points equal to 3 of target's Hit Dice.
5. **Dispel Magic:** Any creature, object, effect in sight. Can be readied and cast as reactive "counter spell".
6. **Locate Object:** (6 + 1 Turns per Cleric level). 120" range or more if object is known.
7. **Remove or Bestow Curse:**
8. **Striking:** (1 Turn) touched weapon is +1 To-Hit, does +d6 damage and counts as magical.

Fourth Level Cleric Spells

1. **Continual Light:** 30 ft. radius. Requires and consumes a gem of at least 100 gp value.
2. **Create Food & Water:** Magical feast for party. Or, one week's worth of trail rations per Cleric level.
3. **Cure Wounds IV:** Restore lost Hit Points equal to 4 of target's Hit Dice.
4. **Detect Lie:** (1 question per Cleric level) Forces truth if target fails Save vs Charm.
5. **Neutralize Poison:** Acts retroactively if cast quickly enough.
6. **Protection from Chaos or Law 10 ft. radius:** (12 Turns) Provides +4 on saves and -1 pip per damage die vs aligned and/or enchanted attacks. Hedges out aligned creatures.
7. **Speak With and Control Plants:** (6 Turns) Grow, shape and animate. Inanimate plants under the full control of Cleric. Intelligent plants act as morale 10 retainers (p18).
8. **Find the Path:** (until dawn).

Fifth Level Cleric Spells

1. **Commune:** (1 Turn) Three yes/no questions truthfully answered.
2. **Cure Wounds V:** Restore lost Hit Points equal to 5 of target's Hit Dice. Or, two Hit Dice in 10 ft. radius.
3. **Dispel Chaos or Law:** (chant) 30 ft. radius around Cleric.
4. **Flame Strike:** 240" range. d6+1 x 6 points of holy fire damage to all within 10 ft. diameter.
5. **Insect Plague:** Not as lame as written.
6. **Quest:** Force creature(s) to fulfill holy quest. To faithful, acts as Bless until accomplished.
7. **Raise Dead:** Pull a Miracle Max.
8. **True Seeing:** (1 Round per Cleric level). All is revealed.

Sixth Level Cleric Spells

1. **Animate Objects:** Objects become morale 10 retainers (p18).
2. **Blade Barrier:** (3 Rounds per Cleric level) Forms around Cleric or as a wall within 60". Actively attacks enemies.
3. **Conjure Allies:** Deity sends stout, loyal creatures to aide Cleric.
4. **Heal:** Affects all in party. Restores all Hit Points, removes exhaustion, stun, paralysis, cures all afflictions; including poison, blindness, deafness, disease, feeblemind, lycanthropy, mummy rot, and vampirism.
5. **Regenerate:** (1 Turn) Restore 1 Hit Die of target's lost Hit Points per Round, regrow body parts, restore lost abilities, etc.
6. **Stone Tell:** (1 Turn per Cleric level). 1 question that "stone" could know per Cleric level truthfully answered.
7. **Word of Chaos / Law:** 60 ft. radius. Opp alignment; 1-3 HD destroyed, 4-7 HD paralyzed, 8-11 HD stunned, 12+ HD deafened (-2 To-Hit).
8. **Word of Recall:** Instantly transports entire party to previously sanctified safe area.

WOOD ELF SPELLS

First Level Wood Elf Spells

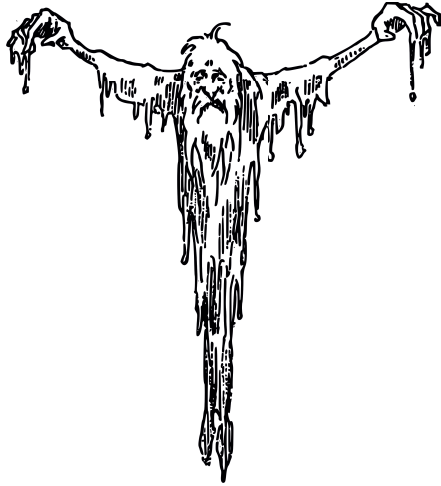
1. **Charm Beast and Speak with Animals:** The typical means of gaining animal retainers (p18). Starting morale based on Charisma with +2 bonus.
2. **Faerie Fire:** (1 Turn) limns the creatures / objects desired with a pale glow. This luminescence causes no damage but shows the outlines of the object(s) even if invisible, ethereal, through magical darkness, etc.
3. **Locate Food & Water:** (until dawn)
4. **Locate Plant or Animal:** (until dawn)
5. **Summon Air or Water:** (1 Turn) moderate wind or fog. 10" cube per Elf level. Or . . .
6. **Warp Wood:** Be creative.

Second Level Wood Elf Spells

1. **Clairvoyance and Clairaudience:** (6 Turns) See and hear through the senses any known animal.
2. **Cure Wounds II:** Restore lost Hit Points equal to 2 of target's Hit Dice.
3. **Invisibility:** Self only. Also masks sound and smell.
4. **Phantasmal Force:** (concentration + d6 Rounds) Visual, audible and "physical" illusion.
5. **Summon Earth or Fire:** (1 Turn) Pyrotechnics, smoke, heat, spike stones, boulder, etc.
6. **Water Breathing:** (until dawn) Affects entire party.

Third Level Wood Elf Spells

1. **Call Lightning:** (6 Turns) 6d6 damage per strike. Strikes charge up over d6 Rounds. One strike per Elf level. Must be out-of-doors or have source of lighting.
2. **Conjure Animal IV:** (until dawn) Animals up to 4 HD arrive to serve Elf.
3. **Cure Disease:** Affects all in area. Ineffective against lycanthropy, mummy rot, vampirism, or similar powerful magical diseases.
4. **Neutralize Poison:** Acts retroactively if cast quickly enough.
5. **Protection from Cold or Fire or Lighting:** (until dawn) Affects entire party. Total immunity to mundane sources of chosen element. Provides immunity from one magical source and then is dispelled.
6. **Speak With and Control Plants:** (6 Turns) Grow, shape, and animate. Inanimate plants are under the full control of Elf. Intelligent plants act as morale 10 retainers (p18).



Fourth Level Wood Elf Spells

1. **Conjure Animal VI:** (until dawn) Animals up to 6 HD arrive to serve Elf.
2. **Create Food & Water:** Magical feast for party. Or, one week's worth of trail rations per Elf level. It's all vegan though.
3. **Dispel Magic:** Can be held and cast as reactive "counter spell".
4. **Hallucinatory Terrain and Massmorph:** Either effect. Could create safe resting area.
5. **Insect Plague:** or vicious squirrel swarm. Similar to 5th level Cleric spell.
6. **Plant Door:** Elf teleports to any plant in sight. Or to any plant for which they posses a still fresh leaf, flower, etc. Conducting a 1 Turn ritual prior to casting spell allows transporting entire party.

Fifth Level Wood Elf Spells

1. **Barkskin:** (until dawn) Target has AC 3 and takes -1 pip per damage die received.
2. **Conjure Animal VIII:** (until dawn) Animals up to 8 HD arrive to serve Elf.
3. **Commune with Nature:** Have a really nice chat.
4. **Confusion:** (6 Rounds) Similar to 4th level Magic-User spell.
5. **Find the Path:** (until dawn)
6. **Irresistible Dance:** (until 1999) Similar to 8th level Magic-User spell.

Chapter 4

Playing the Game

A clever person solves a problem.
A wise person avoids it.

Albert Einstein

WINNING AT D&D

Attempt to maximize your distance moved per turn. This minimizes wandering encounters which are high risk and low reward. And makes better use of spell and potion durations.

While exploring, ask questions about what you see. Follow up on unusual items. Look up. Test floors before stepping on them. Scout ahead.

Keep some sort of map, even if it's just a flow chart. When you get lost, you can end up in real trouble. Use your map to consider the area surrounding an encounter. Determine where reinforcements may appear, where you may be outflanked and outflank them instead! Establish paths of retreats to secure, defensive rendezvous points.

Don't assume you should fight or can even defeat every monster you encounter. Consider what you can gain from the encounter versus what you have to lose. Information? Treasure? Can you trick, lure away or avoid monster? Bargain with any creature willing to parlay. If you don't like what you hear, you can always start a fight then.

Retainers are an important part of the game. Hire men-at-arms for extra muscle, porters so you're not slowed down with loot. Make use of specialists. Hire sages. Check in with the grizzled one-armed guy in the tavern before each foray; he may have suddenly remembered more details.

Put Fighters in the 2nd rank where (only) they can attack using spears and polearms. Ranged attackers also work well from the 2nd rank. Put Dwarves and Hobbits in front rank; they both have passive trap detection and vertically superior characters can make ranged attacks over them. Find ways to earn the +1 To-Hit advantage bonus. And, to make opponents suffer the -2 To-Hit unstable footing penalty.

Protect the Magic-User. They are squishy and you'll want their spells later. Clerics make great rear guards, having good AC but lacking the front line offensive abilities of Fighters. You'll want them still standing so they can heal.

BASHING THINGS

All characters have a 2 + STR Mod-in-6 chance to bash open doors, locks, and through barriers. Using a sledgehammer increases chance by 1, but on failure, the wielder forfeits their first action of any ensuing encounter "recovering".

Failure Bashing means that it took multiple, noisy attempts to succeed. The player must make a wandering monster check. In any ensuing encounter there is no chance that the party will gain surprise.

CLIMBING THINGS

Everyone can climb a rope, ladder, or scramble up a moderate slope a number of feet equal to 6x their Movement Rate per turn or their equal to Movement Rate during "combat".

The Extraordinary Climbing ability of Thieves and Hobbits is a near super-human ability to climb sheer surfaces without ropes or other aids. It may only be attempted if lightly or unencumbered and when both hands are free. Failure typically means no safe path can be found rather than falling to one's death.

DETECTING TRAPS

Poking ahead with a 10' pole gives 2-in-6 to detect some traps (pits, pressure plates). Other traps may likewise be detected by inspecting locks, dusting for trip wires, and whatever else the player's imaginations can come up with. Dwarves, Hobbits, Thieves, and Elves also passively sense traps.

FORCING THINGS

All characters have a 2 + STR Mod-in-6 chance to force open doors. Using a crowbar increases chance by 1, but on failure, the wielder forfeits their first action of any ensuing encounter "recovering".

Failure Forcing means that it took multiple attempts to open door. In any ensuing encounter there is no chance that the party will gain surprise.

LISTENING AND SEARCHING FOR THINGS

All characters have a 1-in-6 chance to hear noises or to detect construction tricks: secret doors, shifting walls, hidden spaces, elevators, and the like. Dwarves, Elves, Hobbits and Thieves have improved chances for both Listening and Searching.

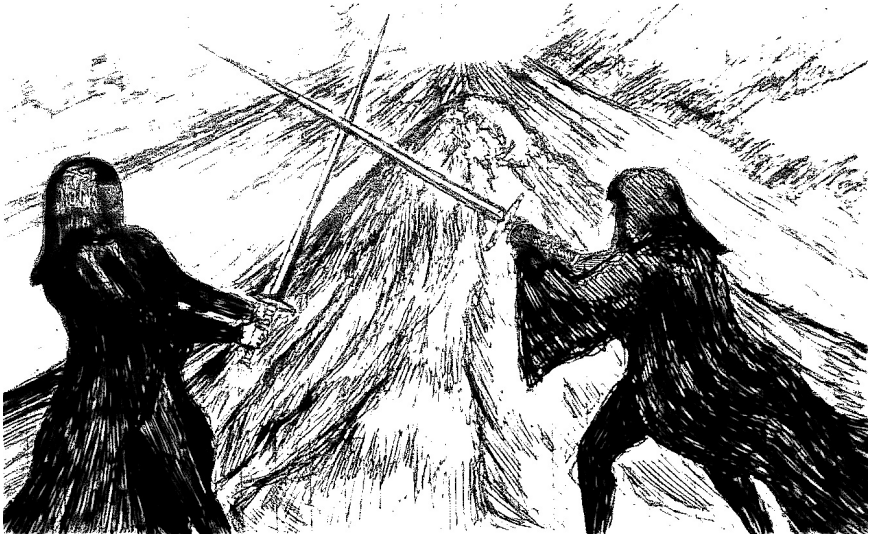
During Dungeon Exploration up to two characters may listen at each door, down each hallway, etc. A successful Listening check (at a door, down a hallway, etc.) earns a +1 chance that party will gain surprise in any ensuing encounter.

Detecting construction tricks is done as part of a Search (p40). Each searcher may cover an area equal to their Movement Rate (p57) per Turn spent searching. E.g. character with 30" move could search thirty linear feet of walls or three ten foot squares of dungeon floor. In addition, during exploration, Dwarves and Elves passively detect construction tricks (automatically rolled by the Referee).

SWIMMING

It's assumed all characters know how to swim, or at least, will learn quickly when pressed. Swimming speed is equal to Movement Rate per round for short distances. Swimming in Medium or Heavy armor (or equivalently encumbered) is nearly impossible. Only a 1-in-6 + STR Mod each round. Failure means no movement and suffer d6 damage.

COMBAT



Combat Sequence

Surprise In addition to normal Combat Sequence actions. Those gaining surprise may make ranged and melee attacks (including any necessary charge), or utilize wands (no spell casting). Thieves may attempt to Sneak. Enabling a back stab attack in the first round.

1. **Back Stab** Resolve back stab attacks and movement of any back stabbers now before anyone else acts.
2. **Morale** Monsters that roll more than their morale on 2d6 will surrender or flee. On a die roll of 2, monsters go berserk. Checks are required after:
 - First friendly death.
 - Half of friendlies are incapacitated.
3. **Parlay** Players may attempt to negotiate or surrender. Roll monster Reaction (p37). If neutral or positive proceed with Parlay Sequence (p39). On a hostile result the monsters attack automatically winning initiative.
4. **Initiative** Each side rolls d6, highest roll goes first. Ties are simultaneous.
5. **Combat** Act in only a) or b). Each segment is done in initiative order.
 - a) *No movement.* Ranged attacks, spell casting including from scrolls and staves, opportunity based actions e.g. set vs charge.
 - b) Move and/or; melee attack, wand use, sneak, all other actions (finagle the McGuffin, cut prisoner free, etc). Characters with 0 or less Hit Points die.

Movement in Combat

Movement Rate (p57) is the feet (or yards outdoors) per combat Round that may be covered while in melee. If they started the round not in melee or their side won initiative, a character may “run” at 3x their Movement Rate. Running prohibits attacking (except for initial charge into melee) and is for closing distance with enemies or fleeing from combat.

Enemies block movement past them. This is how to protect Magic-Users, provide a rear guard for fleeing allies, etc. Generally; ranged attacks and spell casting prohibit movement.

The winners of initiative may retroactively “follow” their melee opponents if all those opponents have moved away. I.e. enemies left no “rear guards”.

Fleeing from melee only works if; initiative won and running away (at 3x movement), or an ally blocks the opponent’s pursuit, or possessing a much faster Movement Rate than opponents. If, at the start of a round, no character wishing to flee is in melee proceed to (p41) or (p47) as appropriate.

Melee Attacks

May move and attack in any combination.

Melee To-Hit Modifiers:

- +3 to -3 Strength modifier.
- +1 Advantage; charging, tactics, be creative!
- +2 Target cast spell or fired missile (not thrown) weapon.
- +4 Target unaware of attack; e.g. back stabbing from the shadows.
- 2 Unstable footing or position; flying, pitching deck.
- 4 Can’t see target.

Ranged Attacks and Spell Casting

Ranged attackers and spell casters are too busy “looking for a clear shot” and recovering to appreciably move. It is possible but hard, -4 To-Hit, to make ranged attacks while in melee. Also note that melee attacks vs missile weapon users (or casters) are at +2 To-Hit.

Ranged Attack Modifiers:

- +3 to -3 Dexterity modifier.
- +1 Advantage; short range, tactics, be creative!
- +4 Target is unaware of attack; e.g. if surprised.
- 2 Unstable footing or position; flying, pitching deck.
- 2 Past two or more ranks of allies.
- 4 While in melee.
- 1 to -4 Target behind cover.

Critical Hits and Fumbles

Only player characters and “bosses” score critical hits on a natural 20 To-Hit roll. Critical hits have one of two effects chosen by the player. 1) Whatever they can convince the Referee of happening. 2) Max damage. Fighters also may make an immediate, additional attack.

There are no standard fumbles for natural 1 To-Hit rolls. Although, the Referee reserves the right to have bad rolls generate bad consequences.

Combat Morale

Monsters must check moral after their side’s first death and when half or more of their group is incapacitated. A 2d6 roll greater than the morale of the monster is a failure and the monster will either attempt to retreat or surrender. On a natural 2 the monster goes berserk. After both required morale checks are passed, monsters will fight to the death.

The Referee may apply bonuses or penalties to morale check, with a range of -2 to +2, depending on the circumstances. For instance; +1 leader death, +1 inflicted no losses, -1 inflicted more losses than they took, etc.

Player character retainers normally do not make morale checks during combat. These morale rules are for small encounters. They are not meant for skirmishes or mass battles between military forces.

DEATH

Nor is the game “lost” when an unlucky player’s character dies, since the player may simply “roll up” a new character and continue playing.

– Moldvay Basic, p4

Player character and retainer death occurs at the end of party’s Combat Segment when Hit Points minus damage taken is zero or less. See optional But I Don’t Wanna Die table (p66). Carried items must Save (p60).

Death may be cheated in several ways; raising Hit Points above 0 before end of Combat Segment, the 5th level Cleric spell *Raise Dead* possibly cast from scroll or by friendly NPC, the 5th level Magic-User *Reincarnation*, and Divine Intervention (p??).

The Ministrum of Mortality

The Invincible Overlord’s bureaucracy covering matters of death. Including, wills and death taxes.

Wills written (they can be simple) and handed to magistrates (aka the Referee) prior to actual end of life will be enforced by the gods. May use “my third cousin once removed” as placeholder for new first level character. Material wealth (treasure, goods, property) will taxed at 10%.

EXPERIENCE POINTS

Exploring the unknown and squandering looted, stolen, or otherwise obtained wealth are the primary means of gaining experience points. Defeating monsters is the means to an end, not the end itself.

Carousing XP

As part of *Towns & Downtime* (p52) characters may convert loot into XP. At a rate of one XP per gp. The amount that may be converted is determined by the player choosing a number less than or equal to character's current level, then rolling that number of d6^{ex} and multiplying total by 100 gp. In a city, the number of dice rolled may be up to twice the character's level. Characters with Bakers Guild connections may pay a 100 gp fee and re-roll the dice once.

If the roll calls for more wealth than the character has, the Referee gets to adjudicate what horrible thing has happened (p63).

Wealth is blown, abstractly, on class appropriate shenanigans. The only restriction is that the character receives no mechanical benefit from spending it. It vanishes into and greases the milieu's economy. Some examples; Carousing like Conan. Experimenting like a Mad Mage, Clerics and Paladins funding "good works", temple donations, Dwarves adding to their child.

Exploration XP

Travel widens your perspective and level ups your character! 100 XP per unknown overland hex *Searched* (p46). 100 XP times the dungeon level for each dungeon level explored and mapped.

This XP amount is earned by *each* player character. Half as much is earned by each Leveled Retainer.

Heroic Sendoff XP

When burning a fallen comrade in a pyre or sending their funeral ship to sea, each character may contribute grave goods of 100 gp or a magic item per level of the deceased. Receiving XP equal to thrice the gold amount, 250 XP for a one-shot item and 2,000 XP or more for permanent magic items. – Jeff Rients.

Monsters Defeated

Generally **NO** XP is earned for overcoming monsters. Exceptions may include major chaotic creatures (demons, dragons), quests to kill specific creatures, contracts, commissions, and turning over outlaws (alive) to The Ancient Order of Executioners, Wardens and Torturers.

Any XP earned from monsters is divided among all party members. Leveled adventurers and dog retainers each take a ½ share.

Chapter 5

Referee Procedures

What is best in Elf-games?
To crush the PC's, see them re-rolled
before you, and hear the lamentations of
their players.

... the DM must be a truly disinterested party, giving information as required by questioning and proper action, but neither helping nor hindering otherwise. – Module B2, p3

Healing All healing (spells, potions, natural) is based on the target's Hit Die including their Constitution Modifier.

Tests of Abilities E.g. swing on chandelier, jump down on two enemies. Probably just let the player do it. Or, roll d20 less than or equal the ability score for dramatic success!

Feats of Abilities E.g. bend bars, decipher code. Roll d100 less than or equal to the ability score for cinematic success!!

Conflicts of Abilities E.g. tug of war, race. Compare ability scores, no rolling. Possibly modified by character level/HD or Social Level (p68).

Disease Every week of downtime, every day of travel in a swamp, once per sea voyage, and once per encounter with disease carriers (rat's and the like) there is a 1-in-6 chance the party will be exposed to a contagious disease. For every exposure, each non-elf, non-dwarf character must Save vs Poison or become infected. Infection causes Exhaustion and prevents Hit Points recovery. In addition, 2-in-6 diseases are deadly; inflicting d6+1 damage per day/week until cured. Magical cures are foolproof and automatic. Medical aide (from physician or herbalist) costs d6^{ex} gp and passing a Test of Constitution to cure the disease. Otherwise, it requires a Feat of Constitution to recover unaided from infection.

Exhaustion -2 to all d20 rolls (To-Hit and Saves), +1 encumbrance level (p57).

Level Drain Save vs Paralysis to avoid. Negative levels are gained rather than XP lost. Player's must discover if and how they may be recovered.

Paralysis lasts 2d4 Turns.

Poison Most act in d6-1 Rounds, are Save or Die (some still do damage even after successful save). Others may paralyze, put into coma, etc. Low-level poisons provide a +2 or +4 bonus to save and victim will have several Turns of agonizing pain before death.

Potions last 6 + d6 Turns. Drinking a potion can be done in addition to other activities during a Round. Administering a potion (to another) would be the only non-movement action allowed in a Round. Mixing drinks? See Miscibility Table (p67).

Stunned ½ move, -4 To-Hit. Save vs Paralysis to avoid or recover from.

REACTION CHECKS

TABLE 5.1 REACTIONS

2-5	Negative	Refuse offer. Attack, flee if outnumbered.
6-8	Indifferent	Counter offer. Wait, attack if threatened.
9-12	Positive	Accept offer. Parlay, flee if attacked.

- 1 Party is Chaotic.
- +1 Both sides are Lawful.
- +1 Share native language.
- +1 Same religion.*
- +/- Charisma Modifier.*
- +/- Social Level (p68) differences.*

* These modifiers only apply checks made in "civilized" areas. Such as in town, with merchants. etc.

Determining Party Alignment

Law if greater than half the player characters are Lawful. Chaos if greater than half the player characters are Chaotic. Otherwise party's alignment is Neutral.

Alignment of Unknown Groups

In cases in which alignment is not predetermined, use common sense. Or, the following table.

TABLE 5.2 ALIGNMENT OF UNKNOWN GROUPS

	Law	Neutral	Chaos
Dwarves	1-2	3-5	6
Elves		1-2	3-6
Hobbits	1-5	6	
Humans*			
- city†	1-2	3-4	5-6
- rural	1	2-4	5-6
- village	1-3	4-5	6

* A group of "Common Folk" from given settlement. Patrols will match liege's alignment. Bandits, Brigands, Berserkers, Dervishes, etc. have specific alignments.

† The City-State of the Invincible Overlord, Warwik, or Viridistan.

ENCOUNTERS



TABLE 5.3 WHAT ARE THE MONSTERS DOING?

2	Returning to lair with treasure. Roll for treasure.
3	Returning to lair with prisoner / prey.
4	Returning to lair to heal up after a fight. Only d6 x 10% Hit Points.
5	Fighting with another creature. Roll up other creature.
6	Just passing by on the way to somewhere else.
7	Defending territory.
8	Hunting for food or loot.
9	Chasing after another creature. Roll for other creature.
10	Running away from another creature. Roll for other creature.
11	Sleeping or looking for a place to sleep.
12	Building new lair; digging a hole, setting up camp, etc.

Source "Fight On! #2" p26.

Encounter Sequence

1. Optionally determine what the monsters are doing (p38).
2. **Surprise** 2-in-6 chance for both monsters and party. If party surprised; foragers, hunters, scouts, and searchers may start separated. Randomly determine which group encounter is with.
 - **Monsters Surprised** is not possible when using light source unless opening a door.
 - **Monsters Surprised** is not possible after failed Forcing or Bashing.
 - **Monsters Surprised** chance increased by +1 after successful Listen.
 - **Party Surprised** chance increased by +1 if foraging, hunting, or searching.
3. **Distance** 2d6 x 10 ft. (4d6 x 10 yds. wilderness) or d4 x 10 ft./yds. when either or both are surprised.
4. **Reaction** If monsters are not surprised, Roll for Reaction (p37) and describe result in general terms.
 If party is not surprised (or both are surprised), players decide course of action.
 - **Fight:** → Combat Sequence (p32)..
 - **Flee:** → Pursuit Dungeon (p41) or Wilderness (p47).
 - **Parlay:** → Parlay Sequence (p39).

Otherwise, monsters act based on their Reaction.

Parlay Sequence

Any monster has a 2-in-6 chance of speaking local human dialect (Altanian) in addition to native tongue.

1. **Choose Emissary** Players select representative, who then role-plays the parlay.
2. **Roll Reaction** (p37) modified by encounter's original Reaction -2 / 0 / +2, representative's Charisma, and any situational modifiers such as bribes.
3. **Adjudicate Result** Examples negative to good; Immediate attack or flee. Party may leave unmolested. Let's go our separate ways. Monsters offer tribute (treasure or information). Ask to become character's retainer. Abject surrender.

DUNGEON EXPLORATION

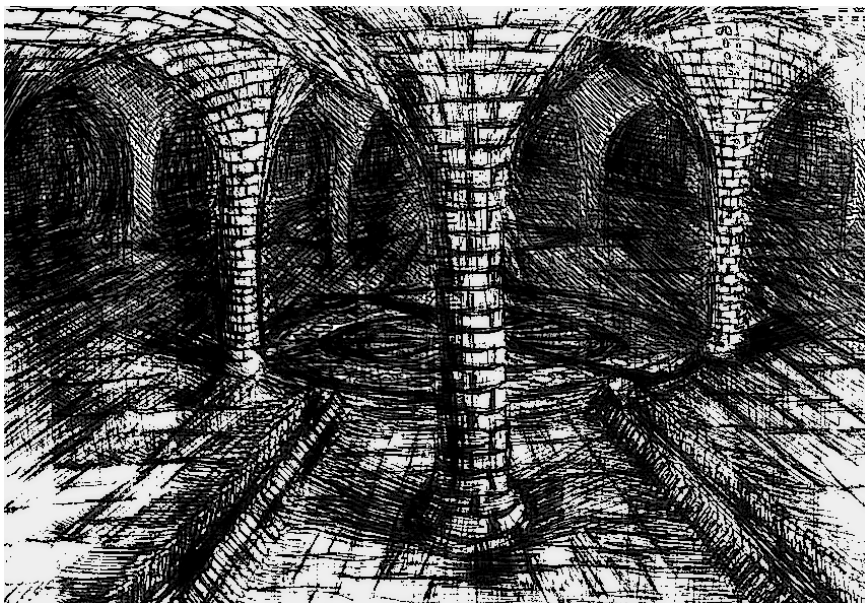
At the start of the game, the players enter the dungeon and the DM describes what the characters can see. One player should draw a map from the DM's descriptions; that player is called the mapper. – Moldvay Basic, p4

Each move takes one ten minute long Turn. Exploration speed is 3x move rate (p57), based on fastest 1/3rd of party. Typically 120 ft. per Turn. It's assumed faster characters are pacing off distances, poking around, and drawing maps while the slowpokes catch up.

If not exploring (e.g. while following a map) but still treading carefully, speed is 6x move rate of slowest party member. At full run speed is 30x move rate. Runners are automatically surprised by any monsters encountered.

Time spent opening doors, picking locks, listening, and resolving encounters is subsumed into each Turn's movement. If players want to search, it will take additional Turns. Each character may search an area equal to their movement rate per Turn. E.g for unencumbered Medium armor it would be thirty ft. of wall or three 10 ft. squares.

Characters may explore, fight, or otherwise remain active for a maximum of five Turns before needing to rest for 1 Turn. Characters must also rest 1 Turn after running. Characters failing to rest become suffer Exhaustion (-2 to all actions and saves, +1 encumbrance level).



Dungeon Exploration Sequence

1. **Record Keeping** Note time passing, light sources burning out, spells expiring, etc.
2. **Rest** Every sixth turn, party must rest. Then return to step 1.
3. **Random Encounter Check** 1-in-6 chance every other turn → Encounter Sequence (p39).
4. **Search** Party may spend a Turn searching.
 - Each searcher may cover an area equal to their move rate in linear or square feet.
 - Roll and resolve results. Then return to step 1.
5. Or, **Explore** moving 120 ft. (12 squares) or less if heavily encumbered.
 - **Construction Trick:** Roll for Dwarf and Elf passive detection.
 - **Monster:** Continue with Encounter Sequence (p39).
 - **Trap:** Resolve for each character in strict marching order:
 - a) A Dwarf, Elf, Hobbit, Thief or anyone using 10ft. pole or the like gets a chance for passive trap detection.
 - b) If not detected, each character has a 2-in-6 chance to trigger trap.
 - **Door:** roll d6; **1-3)** stuck; must force or bash, **4-5)** locked; must pick or bash, **6)** free; "come on in!" Unless held, spiked or bashed open; this roll must be remade each time passing through door. Passage through door is in marching order.
 - Bash Failure: wielder forfeits first action, no chance to surprise monsters and make immediate Random Encounter Check.
 - Force Failure: wielder forfeits first action, no chance to surprise monsters.
 - **Listen:** At most two characters may listen at same door or down the same hallway. Success increases chance of monster surprise in any ensuing encounter by 1.

Dungeon Pursuit

Only hostile monsters (based on original Reaction) will give chase. Only characters not in melee may flee / pursue. The party caller must relate the party's path of flight to the Referee. Pursuit / flight speed is 3x Movement Rate.

Pursuers will become distracted and halt pursuit:

- When quarry is more than 6x their Movement Rate distant.
- For Burning Oil / Locked Door / Stairs / Other obstacle; 4-in-6.
- For dropped Food; 4-in-6 unintelligent, 1-in-6 intelligent.
- For dropped Gold; 1-in-6 unintelligent, 4-in-6 intelligent.

Distracted pursuers will remain on guard for d6 turns. Eventually returning to original position.

If the pursuers catch up, start the Combat Sequence (p32) with the pursuers having won initiative and in melee with rear most group of runner awayers. If the quarry quits fleeing, start the Combat Sequence with rolling for initiative. Or possibly, with a surprise check if an ambush was cleverly lain.

Dungeon Exit

The game session can't end with party "in" the dungeon. If they fail to exit by session end, each player character must roll a Dungeon Survival Check; d6 + Character Level - Dungeon Level < 3 must roll on 5.4. If a player character succeeds, so do their retainers.

Captured characters have 1-in-6 chance to escape, 2-in-6 for a group escape. Increased by 1 for each character level above the dungeon level. Group escapes use one roll applied to each character individually. For each session of play that you languish in captivity or wander lost there's a 1-in-6 chance of a worse fate befalling you, re-roll on chart.

Source Jeff Rients' "Cinder Miscellenum" p24.

TABLE 5.4 FAILED DUNGEON EXIT

- 1 You and your stuff are sacrificed to loathsome Toad Gods in order to gate in d6 Croaking Demons that are added to the dungeon key.
- 2 *A fate worse than death* Drafted into the ranks of the monsters, d6; **1-2** undead, **3** lycanthrope, **4** charmed, **5** polymorphed, **6** other.
- 3 *Bought the farm* Your body and possessions irretrievably lost.
- 4 *Also dead* Your body is irretrievably lost. But your stuff is still around for some other jerk to nab.
- 5 *That is an ex-character* The location of your body and stuff is unknown to all.
- 6 *Dead as a doornail* The general location of your body and stuff is known to comrades.
- 7 *Pining for the fjords* Comrades are able to bring your remains back to civilization, but your stuff is lost.
- 8 *Alas, you are no more* Comrades are able to bring your remains and your stuff back to civilization.
- 9 Your stuff has become part of a monster's hoard and you a monster's supper.
- 10 Petrified. Comrades know vaguely where to search for your statue.
- 11 Captured. Comrades know level and the type of monster holding you captive.
- 12 Captured. Comrades know level to search, but not the type of monster involved.
- 13 Captured. Comrades know the type of monster involved, but not what level to search.
- 14 Captured. Unseen monsters spirit you away to an unknown location.
- 15 Held for ransom. The Bakers Guild can arrange release for 100 gp per character level. 1-in-6 chance the money disappears.
- 16 *Opportunity for betrayal* Pick one other character who got away, d6; /rroll1-4 they take your place and has to roll on this chart while you escape, /rroll5-6 you both suffer the fate rolled by your victim.
- 17 *Lost* Referee sets your location each session. Re-enter play if the party finds you.
- 18 *Maimed* You escape but suffer debilitating wound. Also, your stuff must make A.5.
- 19 You somehow manage to escape the dark forces of the dungeon. Arrive half-delirious and without treasure.
- 20 You beat everyone back to the pub.

TABLE 5.5 MOVEMENT MODES

Individual		
Combat	1x / Round	
Charge	3x / Round	
Swim / Climb	1x / Round	light encumbrance only
Group		
Explore	120" / Turn	or 3x if majority is encumbered
Move	6x slowest / Turn	
Flee	30x slowest / Turn	automatically surprised
Climb	6x slowest / Turn	



TABLE 5.6 STOCKING DUNGEON & WILDERNESS

Dungeon / Treasure			Wilderness	
1-2	Empty	1-in-6	1-2	Empty
3-4	Monster	4-in-6	3-4	Lair or Dungeon
5	Trap	2-in-6	5	Dangerous terrain or trap
6	Special	-	6	Ruins <i>Ready Ref Sheets, p43</i>

WILDERNESS EXPLORATION

Wilderness Exploration Sequence

1. **Record Keeping** Note passing of one day, expenditure of food and other consumables.
2. **Weather** 1-in-6 chance (p46).
3. **Patrol Encounter Check** 1-in-6 within two hexes of city or "stronghold", 3-in-6 within one hex (p48) of town, city, or "stronghold".
4. **Random Encounter Check** Only if no patrol encounter, terrain dependent chance → Encounter Sequence (p39).
5. **Action** Each of 2-3 turns; players decide, as a group, what action to take.
 - **Hunt** in current hex. Roll additional 1-in-6 chance for Encounter.
 - **Rest** All characters recover from Exhaustion.
 - **Search** current hex. Roll additional 1-in-6 chance for Encounter.
 - **Travel** if not on a road or following major landmarks, roll terrain dependent chance of getting lost (p45).
6. **Camp** typically over night, but may be during the day, when traveling in a desert for instance.
 - a) Locate Campsite: 1-in-6 chance to avoid Rest Encounter Check; +1 with local guide, +3 with Wood Elf.
 - b) Encounter: 1-in-6 (+1 if foraged) → Encounter Sequence (p39).
 - c) Heal: If no Encounter, non-exhausted characters restore 1 Hit Die of lost Hit Points.

Each day of wilderness exploration consists of two, roughly 6 hour long turns. And a rest period of roughly 12 hours. If no party member is exhausted, the party may "Force March" to take an extra turn. After a Forced March each character must save vs Breath Weapon or suffer Exhaustion (-2 to all actions and saves, +1 encumbrance level).

In open terrain can see 3mi around (the current 5 mi hex) and can see the type of terrain in all adjacent hexes. Mountains can be seen two hexes distant.

Player character food consumption must be tracked. Under normal conditions, animals and retainers take care of their own needs. Outside of ocean travel, swamps and arid regions, enough streams and creeks exist to keep the party and their animals well watered.

If not hunting, searching, guiding, etc. characters may forage for food. Each forager has a 1-in-6 (3-in-6 for Wood Elves) chance to gather food enough for d6 humanoids. Foraging increases Rest Encounter chance by 1.

Hunt: Hunters must be able to move at least one hex considering current encumbrance and terrain. Each hunter has 2-in-6 chance to harvest enough food for d6 humanoids. Or, use charts from *d30 Sandbox*, p15. If party gets surprised, hunters may start encounter separated from party.

TABLE 5.7 MOVEMENT POINT COST PER 5MI HEX

	Mixed [†]	Forest [‡]	Hills/Dunes	Mtns/Swamp	Plains
Encounter*	1-in-6	2-in-6	2-in-6	3-in-6	1-in-6
Foot	2 / 1	3 / 1	4 / 1 ½	8 / 2	1 / 1
Hoof	2 / 1	4 / 1	4 / 1 ½	16 / 2	1 / 1
Wheel	2 / 1	- / 1	6 / 2	- / 3	1 ½ / 1
Flying	1	1	1	2	1

* There is a 1-in-6 chance (3-in-6 for Hunt and Search encounters) that any encounter is with a Lair (p49). Aerial travel has 3-in-6 chance of encounter regardless of terrain.

[†] Open, light woods, and cultivated terrain.

[‡] Dense forests. Normal woods are mixed hexes.

Number after slash is for movement along major paved roads. Which have encounters on 2-in-6, (p49).

Rest: A turn must be spent idle to recover from Exhaustion.

Search: Searchers must be able to move at least one hex considering current encumbrance and terrain. Each searcher adds one to the chance of successfully searching see (p46).

Travel: Each hex has a movement point cost. Creatures have 1 movement point per 10" of their Movement Rate. Unless following a road, river, coast or major visible landmark check for getting lost each turn on 5.8 table. If lost, party either moved to the wrong hex or had to back track around obstacle, making no progress and remaining in current hex.

TABLE 5.8 GETTING LOST

Terrain	Chance	Obstacle [†]	Direction [‡]
Mixed	1/6	1	2-6
Hills / Dunes	2/6	1-3	4-6
Mountain / Barren	2/6	1-4	5-6
Forest / Swamp	3/6*	1-2	3-6
Open Sea	5/6*	1	2-6
Air	1/6	-	1-6

Double chance to get lost when travelling at night or in inclement weather.

* Wood Elf guide reduce chance in Forests to 1-in-6. Navigators reduce chance to 2-in-6.

[†] Base lost movement points on obstacle from *Ready Ref Sheets*, p47.

[‡] Roll d6 to determine which hex was actually entered:

1 - Enter second hex to left of desired destination.

2-3 - Hex to left of desired destination.

4-5 - Hex to right of desired destination.

6 - Enter second hex to right of desired destination.

Weather

- 1 "Fluff": Mist, fog, shooting star.
- 2 Mild Storm: Rain, Heavy Fog, Snow. 2x travel cost, 2x get lost chance.
- 3 Mild Storm: Rain, Heavy Fog, Snow. 2x travel cost, 2x get lost chance.
- 4 Severe Storm: Thunderstorm, Hailstorm, Heatwave, Icestorm. No travel.
- 5 Extreme Storm: Tornado, Sandstorm, Whiteout Blizzard. No travel.
- 6 **Exotic** → **d10**
 - 1 Blood Flood: Blood of the dead crawls from the ground and runs in rivulets towards a pooling location.
 - 2 Chaos Fog: Red fog presaging an invasion of Chaos forces.
 - 3 Djinni Feud: Storm is in fact two gangs of djinni locked in a bitter feud, they make wildly generous offers to join their side but can they be trusted?
 - 4 Drunken Deluge: Intoxicating rain.
 - 5 Slime Sleet: Forms into Gelatinous cubes various puddings and oozes.
 - 6 Ion Storm: metal armor and swords arc, causing d6-1 damage.
 - 7 Locust/Crow Swarm: Basic apocalyptic famine causing
 - 8 Meteor Impact: Erupting out; undead, demon, giant monster, demigod, morphagenic slime. Iron +2 arms/armor.
 - 9 Sun Eater: The great demonic demon fighting the sun, again.
 - 10 Upside-down Rain: Falls upward, dries land, lowers lakes and rivers for several days.

Wilderness Search

There is an x-in-6 to successfully search the party’s current hex. Where “x” is the number of characters participating in the search. To participate in a wilderness search, a character must be able to move at least one hex considering current encumbrance and terrain (p??). Two back to back turns (a full day) may be combined to enable this.

Regardless of success, each participating character earns 100 XP when searching an unknown (to party) wilderness hex.

If there is not a planned encounter for this hex, consult Wilderness Search. +1 is added to the roll for each successive search in the same hex.

TABLE 5.9 WILDERNESS SEARCH

- 1-2 Lair Encounter (p49).
- 3 Ruin *Ready Ref Sheets*, p43 or Kelnore Fort.
- 4 Inn, camp, homestead, insignificant settlement “*Village Book I*”.
- 5+ Nothing of note is found.



Wilderness Pursuit

If only the pursuers were surprised, evasion is automatic. Otherwise, based on initial Reaction; negative reactions have 4-in-6 chance to give chase, indifferent reactions pursue only 1-in-6 of the time. If there is a pursuit, only characters not in melee may flee / pursue.

Pursuers will become distracted and abandon pursuit for:

- River / Ravine / Other obstacle; 4-in-6.
- Dropped Food; 4-in-6 unintelligent, 1-in-6 intelligent
- Dropped Treasure; 1-in-6 unintelligent, 4-in-6 intelligent

Otherwise Evasion Checks are made each hour by rolling d6; **1-2)** caught, **3-4)** continue pursuit, **5-6)** get away. Regardless of mods; 1 is always caught and 6 is always get away.

Evasion Check Modifiers:

- 1 evading in specific direction vs random.
- +1 forest, swamp, mountain, other "dense" terrain.
- +1 / +2 pursuers are more numerous, twice numerous.
- +1 / +2 evaders are faster / twice faster.
- 1 / -2 pursuers are faster / twice faster.

Being caught; The evaders get blocked (roll obstacle from *Ready Ref Sheets*, p47). Or, pursuers get ahead of and lay an ambush. Return play to beginning of the Encounter Sequence (p39).

Getting away; evaders are safe for remainder of the current turn or day at least. Longer term effects are too situationally dependent. The pursuers may have given up or still be searching. Depending on how many hours the chase took, whatever action (Travel, etc.) the party was trying to perform may continue normally or be "spoiled".

Patrol Encounters

When a party encroaches within one hex of a town or within two hexes of a castle, keep, fort, city or similar stronghold, there’s a chance (p44) per day that a patrol spots them and alerts the stronghold. When that happens, roll for Stronghold’s Reaction.

TABLE 5.10 STRONGHOLD REACTION

	Hostile	Indifferent	Friendly
Town	1	2-3	4-6
Cleric*	1-2	3-4	5-6
Dwarf	1-2	3-4	5-6
Fighter	1-4	-	5-6
Magic-User	1	2-5	6
White Elf†	1-3	4-6	-

* Chaotic Clerics are always hostile. Lawful Clerics are at worse indifferent (unless players are murder hobos).

† White Elves act as Magic-Users.

Wood Elves and Hobbits don’t typically maintain these sorts of strongholds.

Friendly towns enthusiastically encourage party to visit and buy their goods and services. Secular and religious leaders will welcome those of appropriate social status. They may offer a job (p62). An indifferent town result represents encountering farmers, hunters, or the like who will eye party and report any malfeasance, but otherwise do nothing. A hostile reaction represents xenophobic mob who will attempt drive away party. Or, suspicious militia wanting to apprehend party for questioning unless a 10-60 gp “contribution” is offered. Or, a tourist trap type scam looking to bilk party out of 10-60 gp.

Friendly Clerics offer hospitality, shelter, request a donation, and maybe a job (p62). Indifferent Clerics demand a tithe of 10% of the party’s carried wealth. If they refuse or are too poor, Cleric casts *Quest* on party *Ready Ref Sheets*, p36. Hostile Clerics attempt to arrest, murder, kidnap, or sacrifice the party.

Friendly Dwarves offer hospitality, shelter, and lots of ale. Indifferent Dwarves demand toll (typically d6 x 100 gp, preferably gems). Hostile Dwarves confront party with a large force and escort them out of their territory. Any resistance is met with immediate violence.

Friendly Fighters offer hospitality and shelter, and maybe a job (p62). Hostile Fighters demand a toll for crossing their land (typically d6 x 100 gp) or to joust with the highest Social Level Fighter in party. If the ruler wins, he takes the loser’s armor and weapons as a trophy. If character wins, ruler offers the party a feast.

Friendly Magic-Users offer to trade magic and information, and maybe a job (p62). Indifferent Magic-Users ignore the party unless they make a nuisance of themselves. Hostile Magic-Users demand a toll of a magic item or d4 x 1,000 gp. If party refuses or can’t pay Magic-User casts *Geas* see *Ready Ref Sheets*, p36 on party.

Lair Encounters

1-in-6 daytime encounters are with Lairs. 3-in-6 if due to Hunt or Search. They may also be discovered as result of Wilderness Search (p46). Lairs are never encountered during the Camp Segment (p44). Utilize charts starting on *Ready Ref Sheets*, p39 to determine nature of lair.

Road Encounters

There is a 2-in-6 of Encounter per day spent travelling on major roads. **1-2)** Patrol (see below), **3-4)** Caravan, Merchant, Trader, Pilgrim **5)** Raiders, **6)** Regular encounter based on surrounding terrain.

Emperor's Way - Long way round Majestic Mtns. Thunderhold rarely patrols a bit along the Emperor's Way (around Loudring). Raiders will all be humanoids.

Rorystone Road - Thunderhold South to Eorlbane R. **1-4)** patrol from Thunderhold (north of Angarth) or CSIO (south of it) **5-6)** from Anvil, Byrny, or Haghill (whichever is closest). Raiders; Bandits, Slavers, Moonraker Brigands, Blacktongue / Red Eye Goblins possibly from Trollstore, Skandik or Gnoll(Forcastle) Buccaneers up River Stillring.

Twilight Road - From Eorlbane R. between Troll Fens and Mermist Marshes through Dearthwood S. to Caravan Crossing. Dearthwood patrols are CSIO or Dearthwood peoples. Raiders; Purple Claw Orcs or Buccaneers (from Roglaroon). North of CSIO, CSIO and Haghill patrol. Raiders; Bandits(Woe), Tsathoggus Slavers, Lizardmen/Trolls and Mud Face Goblins.

Old South Road - From Caravan Crossing South to Barbarian Altanis. Old South Patrols even mix between CISO and CSIO vassals (Dearthmead, Luckstone, Goodhap). Raiders; Bandits, Brigands, Tsathoggus Slavers, Lice Itch Orcs, Altanin Nomads.

The other, much shorter road, *Saddlebow Path* cuts across the Wormshead peninsula connecting Warwik and Seastedholm. Saddlebow Patrols are evenly shared between Warwik and Seastedholm.

Patrols

Generic Fighter

- Veteran: F2 30" ML7 AC4 d6-1 xbow, sword.
- Sergeant: F1 30" ML8 AC4 sword.
- **1-4)** 3d6 Militia: 0 HD 40" ML6 AC7 spear, club.
- **5-6)** 2d6 Lancers: F1 30"/60" ML8 AC4 d6+1 lance, sword.

Generic Cleric

- Veteran: F2 30" ML7 AC4 d6-1 xbow, sword.
- 3d6 Militia: 0 HD 40" ML6 AC7 spear, club.
- 2-in-6 mounted on Light Horse: 2 HD 80" F0 ML7 AC7.

Generic Magic-User

- **1-2)** F2 Veteran and 3d6 Militia: 0 HD 40" ML6 AC7 spear, club.
- **3-6)** W2 Apprentice and flying monkeys or other exotic.

Thunderhold Border Wardens Browns, dark grays, no standard uniform. All have Double Axe heraldry

- Dwarf Ranger: 3-5 HD 30" ML10 AC5 magic weapon, 1-2 potions.
- 3d6 Dwarves: 1 HD 30" ML8 AC5 xbows, two-handed axes, hand axes.
- 3-in-6 d6 Scout Dukka: 2 HD 60" F0 ML11 AC5 grapple hook.

Thunderhold Minor Vassals Anvil (4 stars on rust), Byrny (chimera), Carnage (thold), Troth (Three Axe)

- Captain: Hu/Dw F2-3 30"/60" ML8 AC2 d6+1 lance, sword, on warhorse.
- Sergeant: Hu/Dw F1 30" ML8 AC4 sword.
- 2d6 Men-at-arms: 0 HD 30" ML7 AC4 polearms, axes.
- 2d6 Men-at-arms: 0 HD 30" ML7 AC5 xbow. Handful 1 HD Dwarves.

CSIO "Red Cloaks" Red cloaks, black trim (blue for Sergeant), iron fist heraldry on cloaks, shields and two banner men

- Sergeant: F2-3 HD 20" ML8 AC2 d6+1 lance, sword.
- 10 Lancers: F1 30" ML8 AC4 d6+1 lance, sword.
- 10 Archers: F1 30" ML8 AC4 d6-1 xbow, sword.
- 19+2d6 Warhorse: 2 HD+2 60" ML8 AC7 d6+1 trample.
- 2-in-6 Cleric or Magic-User of std level.

Dearthwood Woodsmen Browns, greens, no standard uniform

- Ranger: F4-5 40" ML9 AC6 d6 Dunael Bow, axe, protection, potions.
- 2d6 Scouts F2 40" ML9 AC7 d6 Dunael Bow, axe. d6-3 are Wood Elves.
- 4-in-6 Druid: WE3-7 40" ML9 AC7 d6-1 staff, spells.

Goodhap CSIO banner and the gold and white sun heraldry of Kofsyra

- 2-in-6 Kozan: C F6 son of Kofsyra and a Cleric of Morg on warhorses.
- Knight: F2-3 20"/60" ML8 AC2 on AC2 warhorse, lance d6+1, sword.
- 2d6 Men-at-arms: 0 HD 30" ML7 AC4 mix of axe, spear, bow.
- 2-in-6 mounted on Light Horse: 2 HD 80" ML7 AC7.

Luckstone Mixed, CSIO banner

- 2-in-6 Sulakarn of Luckstone L F8 on warhorse, +1 moral.

Dearthmead Purple cloaks CSIO banner

- 2-in-6 Oramek of Dearthmead L F11 on warhorse, +1 moral.
- Veteran: F1 30" ML7 AC4 d6-1 xbow, sword
- 3d6 Militia: 0 HD 40" ML6 AC7 spear, club.
- 4-in-6 riding on d2 wagons.

Haghill Red, greys, Boar of Haghill, no CSIO displayed

- 1-in-6 Sir Huberic N F7 and Ochcall Cateye C F5 on warhorses, +1 moral.
- Knight: F2-3 20"/60" ML8 AC2 on AC2 warhorse, d6+1 lance, sword.
- 2d6 Lancers: F1 30"/60" ML8 AC4 d6+1 lance, sword.

Pilgrims

Nomads (Lawful) Altanin d4+1 x 10. Camp see rules.

- Leader: F4 40"/80" ML10 AC4 shield, d6 lance, sword on horse.
- Protector: Female 4+ psionic on horse.
- /10 warrior: F2 40"/80" ML10 AC4 shield, d6 lance, sword on horse.
- 50% F1 40"/80" ML10 AC7 bow, sword on horse.
- 25% F1 40"/80" ML10 AC6 shield, d6 lance on horse.
- 25% F1 40"/80" ML10 AC4 shield, d6 lance, sword on horse.

Raiders

Bandits (1-4) Chaotic 5-6) Neutral) Woe, generic. TT U on hand (A in lair).

- Boss: T3-7 40" ML8 AC6 magic weapon/armor, potion.
- /10 T2 40" ML8 AC6 shield sword, dagger, bow.
- 3d10 Bandito: T1 HD 40" ML8 AC6 shield dagger, club, axe.

Brigands (Chaotic) Moonraker, Altanin, generic

- Commander: F4 20"/60" ML8 AC3 d6+1 lance, sword, magic.
- /20 Subcmdr: F2 20"/60" ML8 AC3 d6+1 lance, sword.
- 2d10 Foot: F1 40" ML8 AC6 shield, sword, bow.
- 2d10 Horse: F1 40"/80" ML8 AC4 shield, sword.
- 3-in-6 Wizard: 3-7 lvl.
- 2-in-6 Cleric: 2-6 lvl.

Buccaneers (Neutral) Skandik/Roglaroon, (Chaotic) Forcastle Gnoll

- Roglaroon: d8 river boats (1d2 x 10 seaman each).
- Skandik/Gnoll: 1d4 longships (1d3+2 x 10 seaman/gnoll each).
- Seaman: F1 40" ML6 AC7 sword, 30% have bow.
- Gnoll: 2 HD 30" F2 ML8 AC5 axes, 50% have bow.
- /30 Mate: F4 30" ML6 AC5 sword, bow.
- /ship Captain: F4-7 30" ML6 AC5 sword, bow.
- 2-in-6 Wizard: 1-4 lvl. Roglar only.
- 4-in-6 Cleric/Skald/Shaman: 5-8 lvl.

Slavers (Chaotic) Generic, Tsathoggus froggies

- **1-3) Toad Priest:** C2-6 40" ML10 AC7 **4-6) Master:** F3-7 40" ML8 AC7 arbalest.
- d6+2 Slavers: F2 40" ML8 AC7 whips, nets.
- 4d6^{ex} captives: 3-in-6 in cages on G. Frogs.

Purple Claws Blood Hand Tribe, Broken Tooth Tribe (-1 sun)

- Champion: 2 HD 40" F2 ML8 AC4 huge glaive.
- 2d6+2 Orc: 1 HD 40" F1 ML8 AC6 bow, scimitar.
- 2-in-6 BSG Priestess: 3-7 CL 20"/20" AC3 on boar. Potion, minor magic.

Lice Itch Nasty, dirty, white hand or scarab (-1 sun)

- Plague Bringer: 3 HD 30" C3 ML8 AC4 disease, spells. d6cp.
- 2d6+2 Orc: 1 HD 30" F1 ML8 AC4 spears. d6cp.
- 1-in-6 Ogre: 4+1 HD 30" F4 ML10 AC5 2d6 club. d6 x 100 gp.

Blacktongue Moon Sugar Clan (-1 sun)

- /6 Uncle (hobgoblin): 1+1 HD 30" F1 ML8 AC6 d6 2d6gp.
- 6d6 Looter: 1-1 HD 20" ML7 AC6 d6-1 d6gp.
- 2-in-6 on wolf: 2+2 60" F1 ML6 AC7 d6-1.

Redeye Moon Sugar Clan (-1 sun)

- Dealer: 2 HD 20" W1 ML7 AC6 d6 sleep spell, 2 potions. d6gp.
- 6d6 Looter: 1-1 HD 20" ML7 AC6 d6-1 Juice (+2 hit +d6hp ML10). d6gp.

Mud Face Moon Sugar Clan from Troll Fens

- Swamp Daddy: 2+2 HD 20" F2 ML7 AC4 d6+1. Stunning croak.
- 6d6 Tads: 1-1 HD 20" ML7 AC6 d6-1. d6gp.
- 3-in-6 2d6 Croc Mounts: 2 HD 30" F1 ML7 AC5 d6.

Swamp Lizard (Neutral)

- 2d4+4 Pillagers: 2+1 HD 20" F2 ML12 AC5 club/spear. 2d6sp trinkets.
- 2-in-6 Swamp Troll: 6+3 HD 40" F6 ML10/8(fire) AC4, 2x d6, 3hp regen.

TOWNS & DOWNTIME

Players may perform the Downtime Sequence anytime they are in a substantive settlement. They must do so between foray's into a dungeon. Cities have their own separate "City Crawl" procedures. We abstract every "downtime" into five day week to make math and process easier.

- 1. **Record Keeping** note passage of one week campaign time.
- 2. **Retainer Morale** Roll Moral Check for each retainer to determine if they seek employment elsewhere (p18).
- 3. **Recovery** Characters regain all Hit Points, recover from exhaustion, regain all spell slots, etc. Characters may naturally recover from disease with a Feat of Constitution. Or, seek medical or magical aide.
- 4. **Village Encounter** 1-in-6 chance Table 5.13. The Referee determines when, during the next steps this encounter occurs.
- 5. **Pay Upkeep** Characters pay
 - 5 gp x Social Level or risk SL reduction
 - +5 gp per mount
 - +5 gp per non-combatant retainer
 - +10 gp per zero-level retainer
 - +50 gp per leveled retainer
- 6. **Player Actions**
 - Loot Disposal and Shopping: (p58)
 - Gain XP: Convert gold into XP (p35)
 - Train: Re-roll character's Hit Pointsfor 100 gp per character level. Hit Pointsalways increased by at least 1
 - Brew Potion: d4 doses *Ready Ref Sheets*, p19
 - Scribe Scroll: one scroll, 100 gp x spell level
 - Magic-User spell research: one spell (p9)
- 7. **Disease Exposure** Once for party, 1-in-6 chance (p36). If exposed, all player characters must Save vs Poison.
- 8. **Track Down Rumors** Once as a party spend $d6^{ex} \times 10$ gp Table 5.11.
- 9. **Recruit Retainers** Once as a party (p55).

TABLE 5.11 TRACKING DOWN RUMORS

Pay $d6 \times 10$ gp.	
2	Nobody knows nothing.
3-5	Pay another $d6 \times 10$ gp for one rumor.
6-8	One rumor.
9-11	One rumor, pay $2d6 \times 10$ gp for another.
12+	Two rumors.

TABLE 5.12 VILLAGES

	Pop	Market	Inns	Trades & Services
Castle	–	weekly	pub	d3, smith, stable, temple
Thorpe	20-60	seasonal	barn	*d3
Hamlet	60-160	weekly	pub	*d3, smith, shrine
Village	160-300	weekly	d3 pubs, inn	*d6+2, smith, outfitter, temple
Town	300+	daily	d3 each	d3 all

* Each has, in addition, a service that the locals need: a mill stone, dock, lumbar mill, smelter, etc.

The pop rating represents able bodied men (able to go to war). Total population is 3x pop number, 4x in slave dominated regions.

An additional 50% of pop are young/old/infirm will defend but not patrol or get mustered.

An additional 10-60% (depending on culture) of pop are females who will fight in militia or can be mustered.

Loot Disposal

Only current CSIO minted coins are legal tender. Much coinage “found” by adventures will have to be exchanged for a 5-10% fee.

By law and divine contract guilds control the sale of most items to and by the public. Adventurers generally receive 25% to 50% retail value when selling to legal guildsmen (e.g. weapons to a smith) or to a general Mercantylor. And only 10% to 25% selling to the Bakers Guild or other fence. Heavy armor never gets more than 10gp cause of custom fitting required.

Looted (as opposed to newly mined or crafted) gems, jewelry, and objects d’art are exempt from guild control. The value of these items already represents selling to a Mercantylor or Dealer. More might be earned if specifically interested buyer is found.

TABLE 5.13 VILLAGE ENCOUNTERS

1	Character(s) are victims of mugging, pick pocket, robbery, etc.
2	Character(s) accused of witchcraft, thievery, being too weird, etc. Mob with torches sort of thing.
3	Character(s) witness robbery, theft, assault, murder, mob-justice.
4	Village hit with disease, famine, fire, or natural disaster.
5	Visit by 1-2 tax collector, 3 regional lord, 4 religious prophet, 5 pilgrimage, 6 foreign dignitary.
6	Offered job (<i>p62</i>) / adventure / item for sale by 1 local church, 2 local ruler, 3 business person, 4 simple town folk, 5 simple rural folk, 6 foreigner.
7	Local festival or religious observance.
8	Rival adventuring gang rolls into town.
9	Village raided by bandits or humanoids.
10	Village unique event.

TABLE 5.14 YOKELS

Talent	
1	Useless: no skills of any use, -1 to any die roll.
2	Laborer: can lift heavy stuff.
3	Tradesman: farming, smithing, etc.
4	Street Thug: 3 hp min and can use swords, axes or a mace.
5	Militia Man: 3 hp min and can use a shield and spear.
6	As Laborer and roll on UNUSUAL SKILL sub-table.
Notable Feature	
1	Odd Look: hair, eyes, skin, cloths.
2	Quirky Persona: talk, mannerisms, beliefs.
3	Nasty Scar or injury.
4	Lucky: the gods love him.
5	Danger Magnet: the gods hate him.
6	roll on DARK SECRET sub-table.
Disposition	
1	Traitor: always looking to benefit himself first and foremost.
2	Greedy: becomes a Traitor if he feels underpaid.
3	Lazy: makes no effort without supervision.
4	Drunk: gets deeply intoxicated at every opportunity to do so.
5	Loyal: takes pride in doing a good job.
6	Fanatic: loyal, but kinda scary.
Unusual Skill sub-table	
1	Failed Acolyte of a Temple or Wizard's Tower.
2	Failed Apprentice of a Wizard.
3	Failed Tradesman.
4	Speaks a second language.
5	Knows local secret.
6	Inhuman (monster).
Dark Secret sub-table	
1	Maniac: possessed by vile spirits, likely to berserk in combat.
2	Tag along: someone cannot bear to ever be away from this person, such as wayward children, crazy girlfriends or a pet goblin.
3	Craven Coward: panics and runs at the first sign of danger.
4	Martyr for the Cause: has a twisted personal reason for taking this job.
5	On the Run: wanted by the law, bounty hunters or former employers.
6	Deep Trouble: somehow tied to an enemy of the characters.

Source "Knockspell February 2009"

Village Recruiting

Spend 10 gp and up to another 10gp per hall, inn, tavern or the like. Over the following week, d6-2 hirelings per 10gp spent will respond. There will also be 1-2 dogs available.

Elves do not generally hire themselves out.

TABLE 5.15 RECRUITING RESULTS

Human	Dwarven	Who Responds
1	1	Leveled Adventurer
2-3	2	Non-Combatant
4-6	3-4	Zero-level Adventurer
	5-6	Leveled Dwarf

TABLE 5.16 LEVELED ADVENTURERS

1	Dwarf	100 gp to hire, ½ share treasure.
2	Dwarf	100 gp to hire, ½ share treasure.
3	Cleric	Is on a mission from god.
4	Magic User	100 gp to hire, second choice of Magic-User items. If none, full share treasure.
5	Thief	Level d4 + 2, posses as "man-at-arms". Attempts to rob characters.
6	Monster	Variable.

TABLE 5.17 ZERO-LEVEL ADVENTURERS

*	hp	Armor	Weapon / Shield	Race
1	3	None	Hand Axe and Shield	Hobbit
2	4	Leather	Spear, Dagger and Shield	Hobbit
3	5	Leather	Spear, Hand Axe and Mace	Male (Roglar)
4	6	Leather	Spear, Dagger and Shield	Male (Alryan)
5	-	Chain	Sword, Dagger and Shield	Male (Alryan)
6	-	Chain	Sword, Bow and dagger	Male (Altanian)
7	-	-	Bow and Hand Axe	Male (Altanian)
8	-	-	Battleaxe (2h)	Male (Altanian)
9	-	-	-	Female (Altanian)
10	-	-	-	Female (Amazon)

* Roll d4, d6, d8, d10 dice.



Appendix A

Coins, Encumbrance & Equipment

TABLE A.1 ARMS & ARMOR

Cost	Lbs	Dmg		Short	Medium
			Grenade-like‡	10"	20"
80 gp	20	d6 + 1	Arbalest*†	60"	–
20 gp	10	d6 - 1	Bows, Slings, any missile*	30"	60"
3 gp	1	d6 - 1	Dagger or Dart	10"	20"
5 gp	5	d6	Spear, Axe, any thrown	10"	20"
5 gp	5		Extra quiver and 20 arrows or bolts		
		d6 - 1	Club, Torch, any improvised weapon		
5 gp	5	d6	One-handed weapons Flail, Mace, etc.		
10 gp	5	d6	One-handed Sword		
20 gp	10	d6 + 1	Two-handed weapons Battleaxe, Polearm, etc.		
5 gp	-		Silvered & blessed Arrow, Bolt or Bullet (per shot)		
50 gp	1		Silvered & blessed Dagger		
100 gp	5		Silvered & blessed Sword, Mace, Hammer		
200 gp	10		Silvered & blessed Two-handed sword		

Cost	Lbs	
20 gp	10	Light Armor (leather) AC 7
40 gp	20	Medium Armor (chain) AC 5
80 gp	40	Heavy Armor (plate) AC 3
10 gp	5	Shield -1 to AC

* Price and weight includes a quiver with 20 arrows or bolts.
† Arbalests take one complete round to load. Having no medium range they are effectively +1 To-Hit.
‡ Oil, holy water, acid, torch, and the like.

Ranges are for man-to-man combat. Massed volley fire, at least 10 attackers, can be done at 4x medium range. Make one attack roll for every target in "beaten zone".



TABLE A.2 COIN WEIGHTS & EXCHANGE RATES

		Value	Coins per Lb.	Value per Lb.
pp	Platinum	5 gp	10	50 gp
gp	Gold	1 gp	10	10 gp
ep	Electrum	.5 gp	30	15 gp
sp	Silver	.1 gp	50	5 gp
cp	Copper	.02 gp	50	1 gp

TABLE A.3 ENCUMBRANCE & MOVEMENT

Encumbrance	Move	Lbs of Treasure Carried per Character [†]			
		Porter	Leather*	Chain*	Plate*
Up to 40 lbs.	40"	40	-	-	-
41 to 60 lbs.	30"	60	10	-	-
61 to 80 lbs.	20"	80	30	20	-
81 to 160 lbs.	10"	160	110	100	80

* Magical armor encumbers one category less.

† It's abstracted that adventuring characters carry 40 lbs. of gear. Characters may gain 20 lbs. carrying capacity by ditching (or leaving at base camp) their food, extra water, and camping gear. And another 20 lbs. by ditching everything else; rope, oil, tools, etc.

TABLE A.4 SHOPPING

Cost	Lbs	
5 sp	-	Sack, small (20 lbs. capacity)
1 gp	-	Sack, large (60 lbs. capacity)
5 gp	-	Backpack (40 lbs. capacity)
5 gp	10	Chest, small (30 lbs. capacity)
10 gp	20	Chest, large (100 lbs. capacity)
20 gp	1	Lock. 100gp for -1 to pick, 500gp for -2 to pick
1 sp	-	Candle; burns for twenty-four Turns, 5 ft. radius
1 gp	1	Torch; burns for six Turns, 30 ft. radius, melee as club
25 gp	3	Lantern; oil burns for twenty-four Turns, 30 ft. radius
2 gp	1	Oil (pint) 3 ft. puddle, burns (d6-1 dmg) for two rounds
50 gp	1	Acid (flask) melts locks, chains, faces (d6-1 dmg)
5 gp	-	Garlic
25 gp	1	Holy Symbol; required to turn undead
25 gp	1	Holy Water (flask) burns undead / unholy (d6+1 dmg)
10 gp	-	Wolfsbane; repel lycanthrope
2 gp	5	10-foot pole (p31)
3 gp	2	Hammer, small; for spikes
1 gp	1	Iron spike; 5-in-6 hold door, rope or similar
10 gp	5	Crowbar; +1 Forcing (p31), (d6-1 dmg)
5 gp	8	Pick, miner's; allows Bashing (p30) stone
5 gp	8	Shovel; dig earth / scoop treasure into sacks
5 gp	8	Sledgehammer; +1 Bashing (p30), (d6 dmg)
10 gp	5	Block and Tackle; 3x lifting capacity
30 gp	15	Chain (10 ft.)
25 gp	4	Grappling Hook; 4-in-6 catches when thrown
5 gp	10	Rope (50 ft.) supports three fully loaded men / 1,000 lbs.
15 gp	2	Manacles; Str Mod-in-6 to break free
10 gp	-	Mirror, small steel
10 gp	10	Camping gear (per person); tinderbox 2-in-6 to light
10 gp	20	Cold weather gear (per person); coats, blankets, etc.
1 gp	5	Waterskin / Wineskin (holds 1 day's water)
2 gp	1	Preserved Rations (per day)
d6 gp	-	Cheap booze (per binge)
1 gp	-	Cheap shared room and board (per day)
1 gp	-	Ink and quills (one map or spell scroll)
1 gp	-	Scroll (parchment) (one map or spell scroll)
5 gp	2	Scroll case (holds ink/quills and 10 scrolls)

Cost	Lbs	
5 gp		Chicken
10 gp		Goat, Pig, Sheep
25 gp		Dog (trained) acts as retainer (<i>p 19</i>)
25 gp		Mule; 200 lbs. 40" move, 400 lbs. 20" move
75 gp		Camel; 300 lbs. 60" move
50 gp		Draft Horse; 400 lbs. 40" move
50 gp		Pony; for children, hobbits, and dwarves 40" move
100 gp		Riding Horse; 200 lbs. 80" move, 400 lbs. 40" move
250 gp		Warhorse; 400 lbs. 40" move
150 gp	60	Barding; AC 5 warhorse only
25 gp	25	Saddle, harness etc.
1 gp		Stabling (per day, per animal) includes feed and care
50 gp	50	Canoe; 2 passengers + 400 lbs. Rowed at 60"
50 gp		Cart; mule 600 lbs. draft horse 1000 lbs. 30" move
200 gp		Wagon; 2 / 4 draft horses 1,500 / 2,500 lbs. 30" move
300 gp		Carriage; 4 horses, 2 drivers, 4 passengers, 80" move
5gp		Carriage service per day of travel

Galley, small 10,000 gp sailed 30" rowed 60" 60 crew 2,000 lbs.

Galley, large 30,000 gp sailed 30" rowed 40" 180 crew 4,000 lbs.

Galley, war 60,000 gp sailed 20" rowed 40" 300 crew 6,000 lbs.

Longship 15,000 gp a long, narrow ship that can be either sailed 80" or rowed 40" by the crew (length 60-80 ft., beam 10-15 ft., draft 2-3ft.) It operates equally well on rivers, coastal waters, or ocean. The standard crew is 60 sailors (who double as rowers and marines) and a captain. A longship can carry up to 4,000 lbs. cargo.

Raft Characters may build crude rafts. Taking 1-3 days per 10 ft. square section (maximum size 20 ft. x 30 ft.) Each section will support 1,000 lbs. Rowed or poled, rivers and calm waters only 20".

River Boat 4,000 gp Designed for river travel. It can be rowed or poled at 60" and may have a wooden roof to keep the cargo and passengers dry (1,000 gp extra). Length 20-30 ft., beam 10 ft., draft 2-3 ft. The standard crew is eight rowers. A river boat carries up to 4,000 lbs.

Sailing Boat 2,000 gp sailed at 60" or rowed 20". 2 crew. 2,000 lbs cargo.

Sailing Ship, small 5,000 gp These smaller ships are mainly used on lake or coastal waters. They have a single mast, sail at 60". Length 40-60 ft., beam 20-25 ft., draft 5-8 ft. There standard crew is ten sailors, navigator and a captain. A sailing boat can carry up to 10,000 lbs.

Sailing Ship, large 20,000 gp They have a 2 to 4 masts, sail at 80". Length 40-60 ft., beam 20-25 ft., draft 5-8 ft. Standard crew is twenty sailors, first mate, navigator, and a captain. Transporting 30,000 lbs of cargo.

ITEM SAVING THROWS

Items are subject to saving throws as follows:

- 1) Unattended items are subject to saving throws. This means a potion of healing in a backpack is safe from a fireball exploding in the room, but the potion of healing in the pile of treasure must make a save.
- 2) As a cost to dying. The Referee rolls for each item to see if it was destroyed by whatever killed the character.
- 3) Whenever a major thing happens.

TABLE A.5 ITEM SAVING THROWS

	Acid	Crush	Fall	Fire	Frost	Lightning	Mag. Fire	Disgrt.
Bone or Ivory	11	16	6	7	2	8	17	20
Ceramic	4	12	5	-	4	5	4	19
Cloth	18	6	-	13	-	12	20	20
Gems or Glass	6	19	13	3	7	15	10	20
Leather	10	4	-	8	3	13	18	20
Liquid	15	-	-	13	15	7	15	20
Metal, hard*	7	6	2	-	5	11	6	18
Metal, soft†	13	14	4	5	2	16	18	19
Paper	16	4	-	15	2	20	20	20
Stone	6	11	4	2	4	11	7	18
Wood or Rope	12	4	-	5	-	12	15	19

* Weapons, armor, iron items.
† Includes coins, jewelry, and other metal treasures.

- Acid:** Strong acid such as black dragon breath or giant slug spittle or immersion for a period of time in weaker acid.
- Crushing Blow:** Strike by a weighty falling object or blow. Another example would be a (ceramic) flask of oil or a (crystal or glass) vial of holy water hurled against a hard surface are dropped from a height. A piece of cloth can be ripped or torn by a crushing blow.
- Fall:** For each 10 ft. over the first 10 ft the item falls, add 1 to the save.
- Fire:** Hot fire such as produced by a blazing fire or flaming oil.
- Frost:** Frost or cold such as a white dragon breath or cone of cold.
- Lightning:** Lightning, electrical traps, blue dragon breath, etc.
- Magical Fire:** Fire such as from spell or dragon’s breath.
- Disintegration:** Spell of same name, Boba Fett.

Appendix B

Alchemical Lab

Source “*Echos From Fomalhaut #02*” p17.

TABLE B.1 RANDOM ALCHEMICAL SUBSTANCES

	Container	State	Colour	Activity	Effect
1	vial	liquid	chromatic	inert	harmless
2	globe	crystal	compound	inert	foul
3	jar	solid	white	bubbling	irritant
4	bowl	paste	black	fizzy	poison
5	pan	gaseous	metallic	sparkling	beneficial [‡]
6	tube	granular	transparent	flowing	pigment*
7	box	oily	hazy	churning	corrosive [†]
8	flask	powdered	d3 colours	melting	potion

* Strong colorative effect on items/members in contact.

[†] **1-3)** mild acid d6-1, **4-5)** normal acid d6, **6)** potent acid 2d6, d4 doses.

[‡] This could be anything, e.g. minor curative effect (d4 hp), smoke generation when burnt, neutralising mild poisons, etc.

TABLE B.2 MISCIBILITY TABLE

	Result	Remains Effective*	Catastrophe
1	catastrophe	all effects remain	burns (as oil)
2	ruins equipment	all effects remain	explosion (2d6)
3	inert mixture	one effect remains	explosion (4d6)
4	inert mixture	one effect remains	poison gas
5	inert mixture	increased potency	sleep gas
6	remains effective	increased duration	stinking cloud
7	remains effective	increased duration	acid fog [‡]
8	remains effective	single new effect	cloudkill
9	potion, unstable [†]	single new effect	rust gas [‡]
10	potion, stable	single new effect	demon summoned

* Roll for new State / Colour / Activity

[†] Turns inert in d6 turns unless used.

[‡] Appropriate items in 10' r. must save or corrode/rust. Acid also does d6-1 to all breathing creatures.

Appendix C

Job Offers and Missions

Details job offer may be determined using the following charts. Alternatively, use the Geas charts on *Ready Ref Sheets*, p36.

TABLE C.1 JOBS: DO?

	1-2) Goods	3-4) Places	5-6) People
1	Recover	Capture	Free / Rescue
2	Steal	Rob	Kidnap
3	Transport	Rob	Transport
4	Smuggle	Map	Smuggle
5	Destroy	Destroy	Assassinate
6	Guard	Defend	Guard
7	Sell	Investigate	Incriminate / Intimidate / Terrorize
8	Locate	Locate	Locate

TABLE C.2 JOBS: WHAT, WHERE, WHO?

	What?	Where?	Who?
1	Animal(s)	Castle / Manor	Emp’s retainer or master
2	Corpse	City / Town	Emp’s fellow plotter
3	Treasure	Swamp	Emp’s mistress
4	Magic Item	River	Emp’s relative
5	Map / Scroll	Pass / Road	Fighter
6	Information	Mountain / Outcrop	Magic-User
7	Holy Artifacts	Valley	Cleric
8	Trade Goods	Dungeon	member of <i>Noble Hierarchy</i>
9	Monster(s)	Cave / Lair	member of <i>Gentlemen Hierarchy</i>
10	Rare	Temple	member of <i>Military Hierarchy</i>
11	Illegal Goods	Forest	member of <i>Guildsmen Hierarchy</i>
12	Artworks	Reef / Isle	member of <i>Merchant Hierarchy</i>

TABLE C.3 JOBS: WHERE SPECIFICALLY?

d4 Castle, d8 Town, d10 City			
1	Gatehouse	6	Guild / Workshop
2	Stable	7	Market / Shop
3	Residence / Manor	8	Temple
4	Wall / Tower / Barracks	9	Dock / Warehouse
5	Inn	10	Palace

Appendix D

Carousing Mishaps

TABLE D.1 MAGICAL MESSES

- 1 Accidentally cast a randomly chosen spell on self.
- 2 New experimental spell variation does not work. Start adventure with one less spell slot.
- 3 Disaster! A random magic item is destroyed.
- 4 Magic-User research has attracted an unwelcome stalker **1-2)** imp, **3-4)** faerie, **5)** tiny elemental, **6)** something invisible.
- 5 Inhaled tainted Lotus powder. All spells cast next session have a 2-in-6 chance for mishap.
- 6 Helpful apprentice turns out to be thief! Lose 50% of wealth.
- 7 Alchemical alteration. Start next session having lost **1-2)** sight, **3-4)** hearing, **5-6)** sense of balance.
- 8 While experimenting with summoning, accidentally call fourth **1-2)** demon, **3-4)** elemental, **5-6)** deva.
- 9 Experiments cause great concern in local populace. A pitchfork and torch mob runs Magic-User out of town.
- 10 While seeking forbidden knowledge, end up being Geased to perform some distasteful task.
- 11 Experimental magic. For next adventure Magic-User attracts: **1)** projectiles, **2)** vermin, **3)** butterflies, **4)** undead, **5)** opposite sex, **6)** bad weather.
- 12 Meddling with forces not to be meddled with results in corruption. Roll on minor chaos table.
- 13 Mentoring under travelling Mage does not end well. Pass Charisma or gain no XP because they wipe Magic-User's memory.
- 14 Magic-User crafts a magic item! Unfortunately it is cursed.
- 15 Elven Brandy tastes good! While inebriated, Magic-User accidentally destroy one of their spell scrolls.
- 16 Rival Magic-user is jealous of character's skill. Gain an enemy who will strike this adventure.
- 17 Accused of charming local's wife. Pass Strength check or start adventure d6-1 Hit Points short.
- 18 Arrested for disturbing the peace. Pass Charisma check to only be fined 2d6 x 10 gp. Failure or (inability to pay fine) means prison.
- 19 Magic-User's constant pestering has caused a local conclave, library, etc. to ban character for life.
- 20 Local ruler demands that Magic-User; **1-2)** curse rival, **3-4)** brew them a love potion, **5-6)** remove their non-existent curse.

TABLE D.2 CLERICAL CONUNDRUMS

1	Called upon to preside over a funeral. Trip and 1-2) knock over the casket, dumping the body in front of a horrified congregation, 3-6) fall into the open grave.
2	Recruited into a heretical sect. Cleric is clueless as to their real intentions.
3	Unintentional political allegory in sermon angers local authorities. 1-4) banished from town, 5-6) fined 200 gp for the crime of subversion. Failure to pay fine means prison.
4	Bungle conversion. Targets begin practicing opposing faith instead.
5	Worn out doing good deeds. Next adventure suffer -2 on To-Hit rolls and saving throws.
6	Manifest inconvenient miracle, e.g. weeping blood. People outside the faith are freaked out, but true believers start following Cleric around as a messiah figure.
7	Perform exorcism. 2-in-6 chance of failure and starting adventure at half Hit Points and character should watch over shoulder for next d6-1 weeks.
8	While officiating ceremony accidentally insult guest of honor. To make up for drop in offerings, must tithe 20% of wealth gained for d6 weeks.
9	Accidentally donate a cursed item.
10	The spirit of doing good works and giving runs strong. Give away 50% of all wealth and assets.
11	Drink too deeply of the ceremonial wine and become drunk during service. Cleric's superiors are not impressed. Pass Charisma check or no XP gained.
12	While looking to help the poor, Cleric is mugged. Lose all wealth carried and start adventure d6-1 Hit Points short.
13	Unintentionally anger deity and must now atone to receive spells above 1 st level.
14	Townfolk are enamored by a younger populist Cleric's message – Pass Charisma check or lose respect of local populace.
15	Accidentally lose sacred relic, greatly upsetting Cleric's superiors. Pass Charisma check or get banished from this temple until it is returned.
16	Talked out of any spare gold Cleric has on them by a sob-story-telling swindler.
17	Accused of heresy. Pass Wisdom check to avoid the sanction of Cleric's faith.
18	Rival priest is jealous of Cleric's good works. They gain an enemy who will strike this adventure.
19	Accused of embezzlement of temple funds. Pass Charisma check to clear Cleric's good name.
20	Drop lit ceremonial candles. Roll d6 twice; 1-2) altar burned, 3-4) temple reduced to ash, 5-6) big chunk of town goes up in smoke. 1-2) No one knows it was Cleric, 3-4) fellow priests know who did it, 5) someone knows, 6) everybody knows.

Source <http://sylvaeon.blogspot.com/2012/02/Clerical-conundrums-flailsnails.html>

TABLE D.3 PARTY PROBLEMS

1	Major misunderstanding with authorities. Imprisoned until fines and bribes totaling 2d6 x 100 gp are paid.
2	Minor misunderstanding with authorities. Passing Charisma check indicates a fine of 2d6 x 10 gp. Check failure or (inability to pay fine) results in prison.
3	<i>Fight! Fight! Fight!</i> Involved in brawl, pass Strength check or start adventure d6-1 Hit Points short.
4	<i>Romantic entanglement.</i> Pass Wisdom check to avoid complication; 1-3) scorned lover, 4-5) angry husband, 6) angry parents.
5	Face random encounter alone.
6	<i>Life of the party.</i> Pass Charisma check or all future carousing in this burg costs double but only nets ½ XP due to barflies and other parasites.
7	<i>Insult local person of rank.</i> Passing Charisma check indicates personage is amenable to some sort of reparations.
8	<i>Didn't notice the rash in the candlelight.</i> Save vs Poison to avoid infection.
9	<i>New tattoo.</i> 1-2) it's actually pretty cool, 3-4) it's lame, 5) would be bad ass without the goof up or misspelling, 6) says something insulting, crude or stupid in an unknown language.
10	<i>Beaten and robbed.</i> Lose all personal valuables and start adventure with half Hit Points.
11	<i>Gambling binge.</i> Lose all wealth. For each magic item in character's possession, failed Wisdom check indicates it's gone.
12	<i>Hangover from hell.</i> Next adventurer suffer -2 on To-Hit rolls and saving throws. Each spell cast requires Save vs. Paralysis to avoid mishap.
13	Target of lewd advances turns out to be a witch or warlock. Save vs. Polymorph.
14	<i>One of us! One of us!</i> Initiated into a secret, weird cult. Pass Intelligence check to remember the signs and passes.
15	<i>Guaranteed 4x returns!</i> Invest all available gold (50% chance all gems and jewelry, too) in smooth-tongued merchant's scheme. 1-4) it's bogus, 5) it's bogus and the authorities think character is in on it, 6) actual money making opportunity returns 2d6 x 10% profits in 3d4 weeks.
16	Wake up stark naked in local temple. 1-3) Clerics are majorly pissed, 4-6) they smile and thank character for their dedicated service.
17	<i>I'm a meat popsicle.</i> Character makes a fool of themselves in public. Pass Charisma check or gain no XP and reputation as a drunken lout.
18	Setup as patsy, authorities arrest character for crime they (probably) did not commit.
19	<i>Begged gods to get out of some stupid mess.</i> They did. And now, as repayment, character is under the effects of a <i>Quest</i> spell.
20	<i>The roof is on fire!</i> Accidentally start a conflagration. Roll d6 twice; 1-2) burn down favorite inn, 3-4) other den of inequity is reduced to ash, 5-6) big chunk of town goes up in smoke. 1-2) no one knows who did it, 3-4) fellow carousers know, 5) someone knows, 6) everybody knows.

Appendix E

Optional Rules

SNOWFLAKE MODE

Character Creation

Human Origin (starting language): **1-3)** Alryan (Altanian), **4)** Altanian Barbarian (Altanian). **5)** Roglar Riverfolk (Orichaian), **6)** Re-roll: **1-2)** Tharbian (Altanian), **3)** Dearthwood (Dunael), **4)** Skandik (Skanic), **5)** Viridian (Virid), **6)** Distant Foreigner.

Allow the Original Rule's adjustments to starting ability scores. Clerics may raise Wisdom. Fighters, Dwarves, and Hobbits may raise Strength. Magic-User may raise Intelligence. Thieves may raise Dexterity. Elves get nothing. Each point raised costs lowering one of the following abilities by two points.

- No score may be lowered below 9.
- Strength may be lowered by Clerics and Magic-Users.
- Intelligence may be lowered by Clerics, Fighters, Thieves, Dwarves, and Hobbits.
- Wisdom may be lowered by Fighters, Magic-Users, Thieves, Dwarves, and Hobbits.

But I Don't Wanna Die

Roll on table in place of death.

TABLE E.1 DEATH & DISMEMBERMENT

2-3	<i>That is an ex-character:</i> Decapitation, red mist, torn asunder, etc.
4-5	*† <i>Cleaved Clean Off:</i> Limb loss and bleed out in d6 ^{ex} rounds.
6-7	*† <i>Fatal Wound:</i> Die in d6 ^{ex} minutes.
8-9	† <i>Deadly Strike:</i> Save vs Death to be unconscious and out of fight rather than dead.
10	<i>Glancing Blow to Head:</i> At one Hit Point and stunned d4 ^{ex} rounds.
11	<i>It Only Looks Bad:</i> At one Hit Point and knocked down. Play dead or spend next action recovering.
12	<i>Near Death Experience:</i> Re-roll all Hit Dice; this is character's new current and maximum Hit Points total. Use them more wisely this time.

* Optionally use die to determine hit location.
† Save vs Paralysis or unconscious from shock. If magically healed before death, will still suffer permanent loss of d6-1 points from Strength, Dexterity or Constitution. *Regenerate* will recover lost ability points.

GETTIN DRUNK

Every unit of drinking (say an hour, or each "round of drinks" bought for rumors) roll a number of d6 equal to number of units they have been drinking. E.g after three "hours", should have rolled 1d6 end of first hour (probably just ignore this), 2d6 end of second, and 3d6 now at end of third hour. Add extra d6 for ordering Dwarven Triple, smoking the "good stuff", snorting lotus powder, etc. If roll is::

- less than ½ Con: tipsy (no effect).
- ½ to Con: *Drunk*.
- > Con to twice Con: *Stupid Drunk*.
- > twice Con: Save vs Death or pass out.

Drunk -2 to Wis and Dex bonuses. Actions are more difficult and made with penalty or limitation. Except for Barroom Brawls, drunks are always ready to put fist to face. Next day roll d20 <= Con or hangover (as Exhaustion).

Stupid Drunk -2 to all Attribute bonuses. Actions more complicated than stumbling around and slurred speech should auto-fail or require great roll. Except for Barroom Brawls, drunks are always ready to put fist to face. Next day roll d100 <= Con or hangover (as Exhaustion).

Barroom Brawl

For when humanoids voluntarily bare knuckle fight each other and are specifically trying not seriously injure each other. Can't force people to brawl but there are ways to incite one e.g. *Looking For*. These mechanics are meant for mass brawls not just a couple fellows punching each other in the face.

Each round roll all your dice. For each 5-6 you score a Solid Hit. Any doubles allows you to perform special "maneuver" or "event". Toss through window, slide along bar, double team, etc.

- +1 die Fighter or Thief - +1 die per Str bonus - +1 die per Dex bonus - +1 die if drunk - +1 die taken it to next level

Brawls usually wind down after 25-50 establishment, bouncers or other authorities may arrive to end things early. Say 1 in 6 chance every round.

Solid Hit Represent "having had enough", knocked unconscious, or otherwise out of brawl. For each point of Constitution bonus you may ignore one solid hit. Recovery after brawl is automatic, there is no permanent effect.

Next Level If you pull knife, break open bottle, or the like then gain one die and your Solid Hits now also inflict d6-4 points of damage. Immediately and any time damage is scored roll reaction/morale for other brawlers. Hostile they Get Real, Neutral results they take it to Next Level, Favorable they leave brawl (probably to get authorities).

Getting Real If a real weapon is drawn move to normal combat resolution. All previously knocked out may reenter if they pass Death Save. Most brawlers will drop out or surrender now.

DUELING SERMONS

Clerics may verbally assault one another. Clerics who do not respond to an opposing polemic are immediately rebuked for their lack of conviction. Losing half their current Hit Points.

Each faith rolls two differently colored d6 (one "condemning" and one "extolling"). After rolling, each participant may replace a die roll with their level.

If both rolls are greater than the corresponding rolls of all other faiths, a devastating sermon has been served. All participants of other faiths must spend the next d6-1 rounds stunned as they rationalize away winner's arguments and reestablish their faith. Believers of the winning faith are inspired and get +1 on saving throws, To-Hit, and damage rolls for duration of the encounter.

Otherwise, participants may "drop out" after first round having minimally defending their faith. If two or more opposing faiths remain, the theological throw down continues into the next round.

While sermonizing, participants are protected as *Sanctuary*. In addition if they take damage, the source of that damage is divinely rebuked, taking damage equal to amount dealt + d6.

SOCIAL LEVEL

Social level can be ignored at the beginning of game. It typically only matters in major cities such as CSIO, Warwik and Viridistan.

Social level (abbrev SL) ranges from 1 to 20 in six hierarchies *Noble, Gentlemen, Military, Guildsmen, Merchant, General*. All Gentlemen and any SL 5 or higher have the rights of a citizen in the CSIO *Ready Ref Sheets*, p2.

Any character may try to start in the Noble hierarchy. 1 + Cha Mod-in-6 chance to be SL 6, High Born. Failure means character starts at SL 2 in the General hierarchy, a runaway serf.

Any character may start at SL d4 + 1 in the General hierarchy. SL 2 are runaway serfs. SL 3-4 are freemen.

Clerics start at SL 4 in the Gentlemen hierarchy and go up one SL per level to max of SL 12 at 8th level.

Fighters and Dwarves may start at SL d4 in the Military hierarchy. If they do, they gain one SL per 2 levels. They also gain +1 SL when they create a coat of arms.

Being knighted will move any character not already in the Noble or Gentleman hierarchies to SL 4 in Gentlemen. Elves, unless Noble, generally ignore SL and their SL is ignored in turn.

Design Notes

I really enjoy how B/X leans more towards “a game” than towards “story time” or towards “tactical battle simulator”. Players move their game piece around a “board”. Rather than being their game piece. A subtle distinction. Backgrounds, goals, character growth are emergent rather than preconceived and related. B/X is **play** over narration.

These house rules are very specifically a game of exploration and acquisition of mechanical power (levels, items, gold). It is not meant for role-play heavy game. There are better rule sets for that.

Abilities **Rolled in Order** is a profound design element. It removes any focus on “character builds”. Making a game of play, of action, not one of character designs. When reordering is allowed, EVERY fighter has their highest roll in Str, next in Dex or Con. EVERY wizard, highest in Int. Etc. Then players complain that their classes are all cookie cutters and demand more class options, more rules. Rolling in order provides diversity without complexity. A low number of class options keeps focus on game play and away from character builds.

Combined with ability restrictions, rolling in order enforces the rarity and stereotypes of the demi-human classes. White Elves are the rarest and thus have three ability requirements. And no White Elf will ever be weak, clumsy or stupid. Demi-humans, are arguably mechanically superior to humans. So when you finally do roll well enough, it actually means something.

No Strength bonus to damage keeps damage curve shallow. Makes the few spells, abilities (critical hits, back stab) and magic weapons that increase damage to be significant and special. The +1 to damage from *Bless* doesn't mean much when Konan is already doing +2 damage on every hit.

Fixed starting equipment. Makes starting new characters faster. Also provides some minor setting fluff e.g. Wood Elves use bows, swords and wear elf mail.

Shallow level progression; we play much less often than in the 80's and would still like possibility to reach high mid-levels. XP awards; 1) gold sink, 2) force players to agonize between getting XP and buying cool stuff, 3) reason to visit the big city and to expend weeks on downtime, 4) reason for players to hex crawl and poke around the Wilderlands. 5) a natural and less fiddly “level training” system 6) remove the artificial incentive to attack everything.

No spell memorization; when there were limited spells, limited monster / encounter types bringing the right spells was a decent puzzle to work out. Now it's an annoyance and prevents utility and situational spells from being used.

White Elves and the Chaos / Law focus; just finished reading “*Three Hearts, Three Lions*”.

