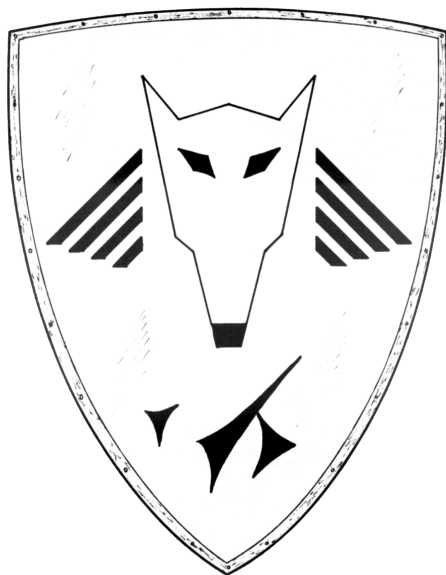


# A Wilderlands Sandbox Campaign

For B/X Fantasy Role Playing Games

Norman J. Harman Jr. – Version 1.2 Feb 2020



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/>

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# Introduction

Additional materials for running a Sword and Sorcery sandbox using the Judge's Guild "*Wilderlands of High Fantasy*" setting, and the original Basic/Expert rules. Chapters 1-4 and Appendix A comprise a "Player's Handbook". Meant for character creation and reference during play. Chapters 4 & 5 codify rules and contain tools for referee to use during play. All of it, especially the Appendixes is infused with the flavor and realities of author's Wilderlands campaign.

A version of the original Basic/Expert rules (such as Necrotic Gnome Productions' Old-School Essentials series), a copy of "*Judge's Guild Ready Ref-sheets*" and "*Wilderlands of High Fantasy*" are required for play. Other eminently useful resources include: Judge's Guild's Castles, Islands and Villages books, "*City-State of the Invincible Overlord*", "*Kelnore Forts*", "*Mines of Custalcon*", and New Big Dragon's "*d30 Sandbox*" and "*d30 Companion*".

The style and format of these rules have been immensely influenced by Necrotic Gnome Production's design philosophy. Esp. keeping related stuff to one page or two facing pages. The 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 142 and further ramblings of author at his blog <https://trollandflame.blogspot.com/>

## IMAGE CREDITS

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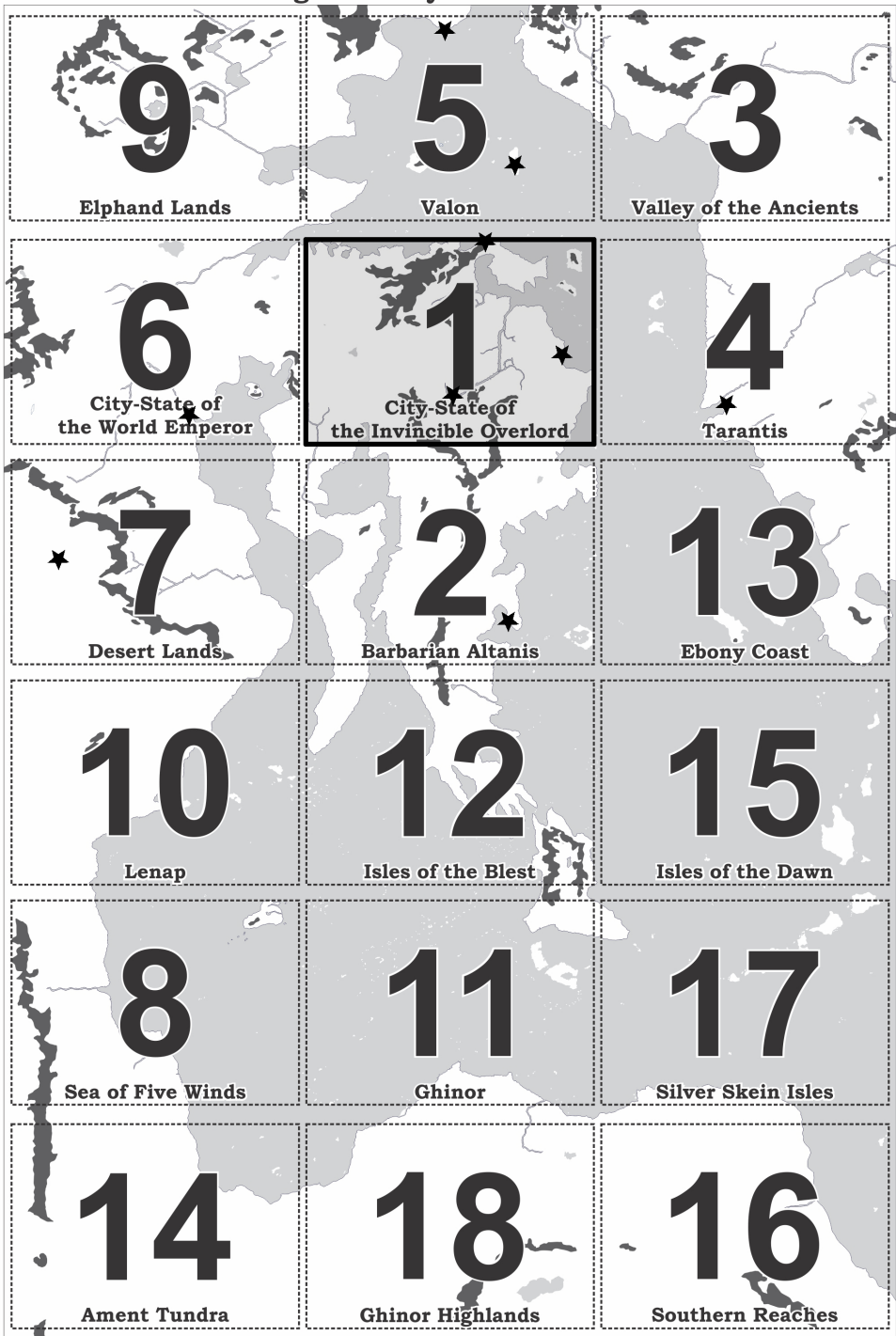
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The Wilderlands of High Fantasy

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 to referee that your character is "hopeless" (p136).
2. Choose alignment (Law, Neutral, Chaos) and class (Barbarian, Dwarf, Fighter, Magic-User, Priest, Thief, White Elf or Wood Elf).
3. Roll Hit Die and record hit points. Minimum of 3 hit points before Constitution adjustment.
4. Record starting languages, equipment and AC.
5. Record Class Abilities, to hit, Saving Throws, and Movement Rate.

### ABILITY SCORES

3d6 rolled in order for each of the six abilities. The raw scores may be used for *Tests of Abilities* (d20 less than or equal), *Feats of Abilities* (d100 less than or equal), *Conflicts of Abilities* (compare raw scores, no roll) see (p62).

Ability		Intelligence	Charisma	
Score	Modifier	Linguistics	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

\* Number that may be simultaneously retained. See (p31).

† Default morale of new retainers.

**Strength** Modifier applies to melee to hit rolls (not damage), Forcing open things (p53) and Bashing things (p52). Max lift is 20 lbs x Strength score.

**Intelligence** Determines linguistic ability and additional languages known.

**Wisdom** Modifier applies to save vs spell or magic device.

**Dexterity** Modifier applies to ranged to hit rolls and Armor Class.

**Constitution** Modifier applies to save vs death and is added to hit points rolled per Hit Die (minimum 1 hit point).

**Charisma** Modifier applies to Reaction Checks (p64). Score determines default Retainer Morale (p31) and number of allowed retainers.

## ALIGNMENT

Character's may choose a side in the conflict between **Law** and **Chaos**. Or, attempt to remain uninvolved and **Neutral**. Elves and Barbarians may not choose to be Lawful and lose their special abilities if they ever become Lawful. To receive spells of 2<sup>nd</sup> level or greater, Priests must get off the fence and join Law or Chaos.

All true gods, are Principals of Law. Set the Destroyer, Eater of Man, is Lawful. These gods all seek the supremacy of humans and human civilization. Varying in how the believe that is best accomplished. Chaotic clerics follow demons, alvar, elder beings, elemental forces and the like.

## LANGUAGES

Reaction Checks (p64) and Morale Checks (p31) are easier if you speak the target's native tongue.

Monsters have a 2-in-6 chance of being fluent in the local human dialect, which is typically Alryan.

**TABLE 1.1 LANGUAGES**

1-5	Alryan "common" ( <i>City-State peoples</i> )
6	Altanan ( <i>barbarians</i> )
7	Amazonian ( <i>Amazons and Pagan Coast peoples</i> )
8	Dunael ( <i>Dearthwood peoples</i> )
9	Orichalan ( <i>Moonraker Moor peoples and Roglaroon river folk</i> )
10	Skandik ( <i>Skandik sea reavers</i> )
11	Viridian ( <i>Virid Empire peoples</i> )
12-13	Dwarvish ( <i>dwarves</i> )
14	Elvish ( <i>elves</i> )
15	Giant ( <i>giants, ettins</i> )
16	Goblin ( <i>goblins, hobgoblins, bugbears</i> )
17	Breyark ( <i>kobolds, gnolls</i> )
18	Orcish ( <i>orcs, ogres</i> )
19	Zlrn ( <i>lizardman, trolls</i> )
20	<b>Esoteric languages → d10</b>
1	Eris, the Chaos tongue( <i>demons, elves, priests</i> )
2	Logos, the words of Law ( <i>devas, dwarves, priests</i> )
3	Avalonian ( <i>wizards of Valon</i> )
4	High Viridian ( <i>Viridistan nobles</i> )
5	Draconic ( <i>dragons, wizards, Orichalans</i> )
6	Faerie ( <i>dryads, gnomes, nymphs, pixies, satyrs, unicorns</i> )
7	Primordial ( <i>elementals</i> )
8-10	any of the "monster" languages, e.g <i>Mimic</i>

## ALTANAN BARBARIAN

TABLE 1.2 ALTANAN BARBARIAN ADVANCEMENT

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

Characters with a negative Strength, Dexterity, or Constitution modifier do not survive Altanan childhood. Barbarians must never be Lawful

Altanans are primordial humans, untamed by Law and uncorrupted by civilization's sloth. A Barbarian who becomes Lawful or dependent on magic has squandered their primal vigor, they lose all Barbarian abilities and are mere Fighters ever more.

**Hit Die: 1d8**

**Starting Languages:** Altanan, Alryan and one additional language (p8) per positive Intelligence Modifier.

**Starting Equipment:** Chain mail & shield (**AC 4**), 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 (p101).*

**Barbarian Class Abilities**

- May utilize shields, wear all armor and wield all weapons.
- Inflict a minimum of 3 damage. Weapon damage rolls (after all modifiers) less than 3, become 3.
- Know not fear.
- 2-in-6 chance to Listen or Search (p53).
- 2-in-6 chance to Sense construction tricks, rolled by referee (p53).
- Start with 2-in-6 Extraordinary Climb (p53) and 2-in-6 Sneak chances. Upon reaching each level after 1<sup>st</sup>, increase the chance of one of these abilities by one.
- After surviving to 3<sup>rd</sup> level, once per adventure, upon death of ally, barbarians may petition Crom for revenge.

## DWARF

TABLE 1.3 DWARF ADVANCEMENT

Level	XP	to hit	Saving Throws				
		AC 0	D/P	W	P/P	BW	S/D
1	0	19	8	9	10	13	12
2	2,000	19	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	13	3	5	5	6	7
9	80,000	12	3	4	5	5	7
10	96,000	12	2	3	4	4	6

Characters with a negative Constitution modifier may not be Dwarves. Their parent's craftsmanship is better than that!

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. They adore ales but require no food to survive.

**Hit Die: 1d8**

**Starting Languages:** Dwarvish, Logos, Alryan and one additional language (p8) per positive Intelligence Modifier.

**Starting Equipment:** Steel 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 (p101).

**Dwarf Class Abilities**

- May utilize shields, wear all armor and wield all weapons. But, Dwarf sized two-handed weapons inflict at most d8 damage.
- Infravision.
- 2-in-6 chance to Listen or Search (p53).
- 2-in-6 chance to Sense construction tricks, rolled by referee (p53).
- Know what "Dungeon Level" (and thus the danger) they are on.
- Immune to non-magical diseases and to shape change including being turned to stone.
- At third level (or later), may seek out a liege garnering the benefits and responsibilities thereof.

## FIGHTER

TABLE 1.4 FIGHTER ADVANCEMENT

Level	XP	to hit	Saving Throws				
		AC 0	D/P	W	P/P	BW	S/D
0	-200	19	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	13	7	8	9	10	12
9	80,000	12	7	8	9	9	11
10	96,000	12	6	7	8	8	10

Fighters are the preeminent warriors and leaders of men. Only Priests garner more respect from noble and commoner alike. Most intelligent weapons demand a Fighter wield them. For their rights and privileges to be recognized, Fighters should establish a coat of arms by 3<sup>rd</sup> level.

**Hit Die: 1d8**

**Starting Languages:** Alyran and one additional language (*p8*) 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 (*p101*).

**Fighter Class Abilities**

- May utilize shields, wear all armor and wield all weapons.
- May attack from the second rank when wielding a spear or polearm. The only class that may do so.
- On a critical hit, in addition to the normal effect (*p58*), may immediately make another attack against any target.
- Men-at-arm type retainers start with +1 morale.
- At third level (or later), may seek out a liege garnering the benefits and responsibilities thereof.



## Paladins

After proving their temper for at least three levels, Lawful Fighters may opt to become Paladins. Garnering the following benefits and duties.

- Oppose Chaos and support Law.
- Tithe 20% of treasure (earning a like amount of XP).
- Employ only Lawful retainers, who gain +2 (total) to their moral.
- Gain a warhorse of exceptional loyalty (ML12) and health (max hit points) / uses Paladin's saving throws).
- Gain a Squire (1<sup>st</sup> level Fighter) and a Page (non-combatant). These followers must be equipped, housed, and fed but serve without pay.
- Ability to cast Lawful Priest spells from scrolls.
- Ability to "Lay Hands" once per day on one target other than the Paladin. This restores all hit points; cures poison, blindness, deafness and disease; removes Exhaustion, stun, and paralysis.



MAGIC-USER

TABLE 1.5 MAGIC-USER ADVANCEMENT

Level	XP	to hit	Saving Throws					Spells Cast Per Day					
		AC 0	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	19	12	13	12	15	13	2	2	-	-	-	-
5	16,000	19	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	17	10	11	10	13	10	3	3	3	2	1	-
10	96,000	17	9	10	9	12	9	3	3	3	3	2	1

Hit Die: 1d4

**Starting Languages:** Alyryan and one additional language (p8) per positive Intelligence Modifier. Magic-Users also learn one randomly rolled esoteric language per level, including 1<sup>st</sup>.

**Starting Equipment:** Robes (AC 9), 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 Formulas:** *Potion of Healing* (250 gp).

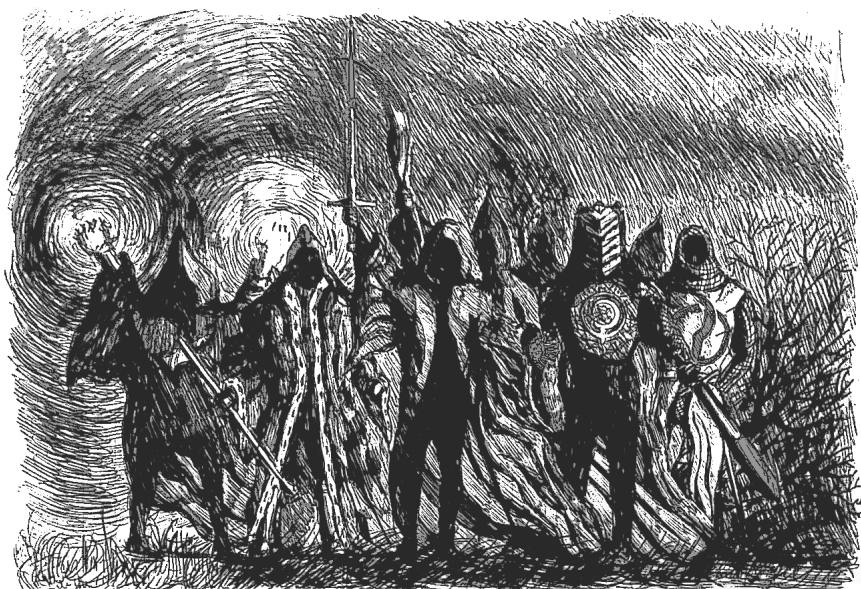
**Starting Scrolls:** *Detect Magic*, *Sleep*, and *Magic Missile* (or choose any 3).

Magic-User Class Abilities

- May not utilize shields, nor wear armor and may only wield weapons that inflict at most d4 damage.
- During the Downtime Sequence (p93) may brew one potion.
- During the Downtime Sequence (p93) may copy one scroll for 100 gp per spell level.
- At third level (or later), may join a Wizard’s Conclave garnering the benefits and responsibilities thereof.

Magic-User Spell Casting

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



Magic-Users don't need to memorize their Magic-User Spells (p40). They may cast directly from any Magic-User scroll they possess, regardless of the scroll's spell level. Doing so destroys the scroll. Alternatively, they may expend one of their Spells Cast per Day (Table 1.5) slots to cast a spell without consuming its scroll. They must still have the scroll at hand. A Magic-User's Spells per Day resets at dawn.

A Magic-User's collection of scrolls is their "spell book". During the Downtime Sequence (p93) 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 knowing a spell, means possessing its scroll; looting, stealing, or buying scrolls are the primary means of expanding one's grimoire.

In addition, each Downtime Sequence (p93), 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 100 gp 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.

For example Xenophobus, a 4<sup>th</sup> level Magic-User, wants to study *Fireball*. She can't, being unable to cast 3<sup>rd</sup> level spells. Making note to visit revenge upon the referee at a later date, she instead chooses to learn the 2<sup>nd</sup> level *See Invisible*. If she rolls 1-2 on d6, and after spending 200 gp, she may add a "Scroll of See Invisible" to her inventory.

## PRIEST

TABLE 1.6 PRIEST ADVANCEMENT

Level	XP	to hit	Saving Throws					Spells Cast Per Day					
		AC 0	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	19	10	11	13	15	13	2	0	-	-	-	-
4	6,000	19	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	17	8	9	11	13	10	2	2	2	1	1	-
8	48,000	17	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: 1d6

**Starting Languages:** Alyran and one additional language (p8) per positive Intelligence Modifier. Lawful Priests learn Logos. Chaotic ones learn Eris.

**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:* weapon (p101).

### Priest Class Abilities

- May utilize shields, wear all armor but wield only blunted weapons that inflict at most d6 damage.
- During the Downtime Sequence (p93) may scribe one scroll for 100 gp per spell level.
- May rebuke undead by holding forth holy symbol and chanting. Designate a group of undead and the referee will resolve the attempt.
- At third level (or later), may join a religious order, cult or mystery; learning its rites and rituals.

### Priest Spell Casting

Priests automatically know all Priest Spells (p46). They don't need to memorize spells and may cast any spell they know up to their allowed Spells Cast Per Day (Table 1.6). To cast spells of 2<sup>nd</sup> level or greater, Priest must align themselves with either Law or Chaos. A Priest Spells Per Day resets at dawn.

Priests may cast from Priest spell scrolls (any level of spell). Destroying the scroll in the process.

## THIEF

TABLE 1.7 THIEF ADVANCEMENT

Level	XP	to hit	D/P	Saving Throws			
		AC 0		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	16	11	12	10	13	11
9	50,000	15	10	11	9	12	10
10	60,000	15	10	11	9	12	10

## Hit Die: 1d4

**Starting Languages:** Alryan, Sly Patter the thief's cant and one additional language (p8) per positive Intelligence Modifier.

**Starting Equipment:** Leather & shield (AC 6), flask of acid, mirror, 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 (p101).

## Thief Class Abilities

- May utilize shields, wear only Light (AC 7) armor and wield all weapons.
- After spending a Round successfully Sneaking into position, or when their target is surprised (and Thief is not surprised), may Back Stab with a melee weapon, gaining +4 to hit and +d6 to damage.
- Each level after 1<sup>st</sup>, increase the chance of two different of the following abilities by one each:
  - 4-in-6 chance for Extraordinary Climb (p53).
  - 2-in-6 chance to Listen or Search (p53).
  - 2-in-6 chance to Pick Locks and Pockets.
  - 2-in-6 chance to Read Languages and cast Magic-User scrolls.
  - 2-in-6 chance to Sense construction tricks, rolled by referee (p53).
  - 2-in-6 chance to Sneak.
- At third level (or later), Neutral Thieves may join *The Bakers Guild* (thieves guild), Chaotic Thieves *The River* (assassins guild).

WHITE ELF

TABLE 1.8 WHITE ELF ADVANCEMENT

Level	XP	to hit	Saving Throws					Spells Cast Per Day					
		AC 0	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	19	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	13	8	8	9	10	10	3	3	2	2	-	-
9	100,000	12	7	8	9	9	9	3	3	3	2	1	-
10	120,000	12	6	7	8	8	8	3	3	3	3	2	-

Characters with a negative Strength, Dexterity, or Intelligence modifier may not be White Elves.

White Elves are erratic, aloof, semi-immortal creatures shaped by Chaos. They have pale blue skin and white hair. White Elves consume food and drink but suffer little for their lack (treat 1 week without as if 1 day without).



**Hit Die: 1d6**

**Starting Languages:** Elvish, Alryan, Eris, Goblin and one additional language (p8) per positive Intelligence Modifier.

**Starting Equipment:** Elf plate & shield (**AC 2**), obsidian dagger and elf 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.

**White Elf Class Abilities**

- May utilize shields, wear all armor and wield all weapons. But they can't tolerate the touch of non-enchanted iron and require plated, mithral or enchanted arms and armor.
- Infravision.
- 2-in-6 chance to Listen or Search (p53).
- 2-in-6 chance to Sense construction tricks, rolled by referee (p53).
- 4-in-6 chance to determine the properties of a potion or magic item.
- Immune to magical charm, magical sleep, non-magical diseases, and the paralyzing effects of undead including ghouls.
- Must remain Chaotic or Neutral. While Lawful, lose all spell casting ability.

**White Elf Spell Casting**

White Elf magic is Chaos manifested, acquired through pacts with demons and similar creatures. Elf armor does not inhibit their ability to cast spells. While they use the same spell list (p40) as Magic-Users, they do not need nor may they utilize Magic-User scrolls. Instead they intrinsically know how to cast a number of spells equal to their Spells Cast per Day (Table 1.8). Each time they gain a spells cast per day slot, they learn a spell of their choice. Like all casters, these slots may each be used once and all of them reset at dawn.

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

# WOOD ELF

TABLE 1.9 WOOD ELF ADVANCEMENT

Level	XP	to hit	Saving Throws					Spells Cast Per Day					
		AC 0	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	19	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	13	8	8	9	10	10	3	3	2	2	-	-
9	100,000	12	7	8	9	9	9	3	3	3	2	1	-
10	120,000	12	6	7	8	8	8	3	3	3	3	2	-

Characters with a negative Strength, Dexterity or Wisdom modifier may not be Wood Elves

Wood Elf fey magic is based on herbs, poultices, songs, and poems. They are excellent woodsmen having a reduced chance of becoming lost, an increased chance of foraging for food, and leave no trace of their passing.

## Hit Die: 1d6

**Starting Languages:** Elvish, Alryan, Faerie and one additional language (p8) per positive Intelligence Modifier.

**Starting Equipment:** Elf mail & shield (AC 4), elf sword, yew 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.

## Wood Elf Class Abilities

- May utilize shields, wear Light (AC 7) or Medium (AC 5) armor and wield all weapons. But they can't tolerate the touch of non-enchanted iron and require plated, mithral or enchanted arms and armor.
- Infravision.
- 2-in-6 chance to Listen or Search (p53).
- 2-in-6 chance to Sense construction tricks, rolled by referee (p53).
- May have only animal and monster retainers which start with +2 morale and may be commanded as Dog Retainers (p32).
- Immune to magical charm, magical sleep, non-magical diseases, and the paralyzing effects of undead including ghouls.
- Must remain Chaotic or Neutral. While Lawful, lose all spell casting ability.



## Wood Elf Spell Casting

Wood Elves automatically know all Wood Elf Spells (p48). They don't need to memorize spells and may cast any spell they know up to their Spells Cast per Day (Table 1.9). 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 the first of; dawn, the Elf wills it to end, the Elf expends a spell slot to transform into a new form, or Elf's damage taken exceeds form's hit points.

Upon transformation, roll (d6 per Hit Die) for form's hit points total. The Elf player must keep track of "damage taken", a single value shared across all forms. It is possible, that with high damage taken, the Elf's new form will immediately end. Returning to Elf's natural form when damage taken exceeds Elf's hit points will result in immediate death.



## 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  
trap drives the PC.

*Nicodemos*

### RETAINER MORALE

Between adventures, during the Downtime Sequence (p93) characters must roll a 2d6 Morale Check for each of their retainers. Modified as follows:

- 1 Opposite alignment (Law vs Chaos).
- +1 Character speaks retainer's native language.
- +1 Men-at-arms serving Fighters, +2 for Paladins.
- +/- Treatment, gifts, 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 (after repaying hiring cost) retainers who have departed.

### RETAINER DEATH

Death of a retainer 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 party.

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

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, 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 (p64) to initial offer.

Unintelligent creatures must be commanded similar to a Dog Retainer (pass Morale Check). And may require and/or benefit from training (p34). The animal retainers of Wood Elves start trained. Increasing morale +2 and knowing basic commands.

Animal and Monster retainers don't typically earn XP.



## DOG RETAINERS

25 gp to buy. Essentially free to maintain.

Dogs have a 50" movement rate, AC 7, Hit Die d6, and bite for d4 damage. They attack, save, and gain levels as Fighters. Starting with -200 XP. Their damage increases to d6 at 1<sup>st</sup> level, their AC 5 at 2<sup>nd</sup>, and damage to d8 at 3<sup>rd</sup> level. Also gaining +1 morale per level (max 12 morale).

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.

Dogs take ½ share of XP from defeated foes and earn 4x XP for gold spent on training them.

## LEVELED ADVENTURER RETAINERS

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

Hiring fee is an advance against future treasure share. Take ½ share of XP from defeated foes and earn ½ exploration based XP. Also earn XP for gold paid to them.

When a player's main character dies, they may take over a leveled retainer as their new character.

## 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, animal handler, cooks 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, saves and attacks as 0-level Fighters. Don't generally earn XP.

## ZERO-LEVEL ADVENTURER RETAINERS

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

Are 0-level Fighters, starting with -200 XP. They earn XP only for gold paid to them.

Upon reaching 1 XP they become Leveled Adventurer Retainers; increase their morale by one and roll d6 to determine new class; **1-4**) Fighter, **5**) Thief, **6**) Priest.

## SPECIALIST RETAINERS

Specialists, listed on following pages, are skilled tradesmen or possess specialized knowledge. They are usually hired for a specific task. Specialists will not accompany characters on adventures. Since they are hired help and not mercenaries, specialists do not count toward or affect a character's Maximum Retainer score.

## Alchemist

Alchemists can identify all manner of potions, elixirs, 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 ((p112)). With positive Reaction Check (p64) they are willing to sell potion formulas for twice the listed cost. They also act as savants 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 (p37). 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, etc. Horse trainers can battle ready up to ten horses a month. Increasing their hit points by +1 per Hit Die in addition to +2 morale.

## Astrologer

10 / 50 / 200 gp per reading.

Most settlements village or larger will have an astrologer. A basic reading costs 10 gp gets 2d6 roll on table below. 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 (p93).

2 Monsters receive undisclosed bonuses.

3-4 Twice as many random encounters.

5-9 The omens are unclear. No effect.

10-11 Half as many random encounters.

12+ As "10-11" and all character 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 ¼ to ½ cost of materials. This rate is doubled per assistant hired for an additional 40 gp per month.

In addition to producing weapons and armor, one smith is required per 50 troops or mounts to keep arms and armor maintained.

## Chronicler, Venerator

d6+2 x 100 gp per month

Abstracts together several related occupations hired to raise the social status of people in the Noble, Gentlemen, and Military hierarchies. By default they increase character's Social Level (p140) by one if 2d6 die roll is greater than their current Social Level. Other uses are up to player imagination.

## Priest

Spell level x 200 gp per spell.

Must roll Reaction (p64). Friendly Priests will cast spells or sell scribed scrolls. Indifferent priests typically will not sell scrolls but may still be willing to cast the spell themselves. All Priests will also be guided by their religion and alignment in deciding what services they provide.

## Physician, Herbalist

d6<sup>ex</sup> gp.

Cures disease. Sells herbs, maybe poisons, maybe a healing salves (double natural healing). Act as unsophisticated but cheap savants for subjects within their purview.

## Savant

d4<sup>ex</sup> x 100 gp per researched topic. 50gp register coat-of-arms.

Every castle will have a member of *The Sacred Dominion of Savants*. Cities support 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. Savants 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 x 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, and what aide if any is provided by the characters. Freelance spies as opposed to sanctioned *The River* or *Baker's Guild* ones, may or may not be reliable. Caveat emptor.

## Chapter 3

# Spells

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

*Thulsa Doom*

These spell lists are from the original Basic/Expert rules, with fiddly bits removed, many restrictions ignored and spells whose value has been lost to time (looking at you Massmorph) combined and/or made more useful. Spell details are terse and vague. Because, after thirty years, we know these spells. While at the same time, magic should not be so codified, so inflexible. There needs to be room for player creativity and for the referee to arbitrate in unusual circumstances.

There is no memorization of spells. Spell casters may cast any spell they have access to up to their allowed Spells Cast per Day.

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 simultaneously.

The notation, " (inches), represent yards out-of-doors; feet in dungeons or indoors and other confined areas.

Protection spells will permanently ward an area or object when cast with suitable rare and expensive components.

Spells may be cast backwards to dispel the same spell. E.g. *Ssel/b* will counter and dispel *Bless*.

Spells that seem reversible, are.

### SPELL SCROLLS

*Read Magic* does not exist and is not required.

Only Magic-Users and Thieves may cast spells from Magic-User scrolls.

Only Priests and Paladins may cast spells from Priest scrolls.

Casting from a scroll always destroys the scroll. There are no level restrictions when casting from a scroll. A first level Magic-User could cast the 6<sup>th</sup> level spell *Disintegrate* if they had that scroll.

During the Downtime Sequence (p93) Priests and Magic-Users may scribe one spell onto a blank scroll for 100 gp per spell level.



## MAGIC-USER &amp; WHITE ELF SPELLS

## First Level Magic-User Spells

1. **Audible Illusion:** (1 Turn per Magic-User level) Throw Magic-User's or other's voice. Or, create any other audible illusion desired.
2. **Charm Humanoid:** Up to d6 Hit Dice of targets act as morale 10 retainers (p31). Those with more than 4 Hit Dice are immune.
3. **Detect Magic:** (2 Turns) 60" range.
4. **Floating Disc:** (1 hour per Magic-User level or 1 day per when out-of-doors) carries 2,000 lbs.
5. **Hold Portal:** (2d6 Turns). Physically bars door, gate, archway, or other portal. Magic-User may freely pass.
6. **Light or Darkness:** (24 Turns) 30 ft. radius. Light is only visible to allies.
7. **Magic Missile:** One missile per two Magic-User levels (round up). Each inflicts d4+2 damage and automatically hits desired target(s).
8. **Protection from Chaos:** (12 Turns) One target gains +4 on saves and -1 pip per damage die vs aligned and/or enchanted attacks.
9. **Read and Speak all the Languages:** (6 Turns)
10. **Resist Cold or Heat:** (6 Turns) Affects entire party, +4 on saves, -1 pip per damage die.
11. **Shield:** (6 Turns per Magic-User level). Self only. AC 4 vs melee and AC 2 vs ranged attacks.
12. **Sleep:** Affects d6 Hit Dice per Magic-User level of enemies. Creatures with more than 4 Hit Dice are immune. Sleep is deep but not magical.

## Second Level Magic-User Spells

1. **Arcane Lock:** Wards area or portal against passage by virtually any means, mundane or magical.
2. **Continual Light or Darkness:** (1 day per gp) 30 ft. radius. Consumes one gem.
3. **Detect Alignment:** (2 Turns) 60" range. Reveals objects, areas and creatures of innate alignment such as swords, altars, demons and archons.
4. **Invisibility:** One target, disappears!
5. **Knock:** Unlock all the things.
6. **Levitate:** (6 Turns). Altitude controlled by caster, not the target.
7. **Locate Object:** (6 + 1 Turns per Magic-User level). 120" range. General class of objects (stairs) or specific object.
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. round, 10 ft. long per Magic-User level mystical passage through all materials.
10. **Phantasmal Force:** (concentration) Visual, audible and "physical" illusion, limited only by believability.
11. **See Invisible:** (1 Turn per Magic-User level). Affects entire party.
12. **Web:** Will combust for d4 damage if touched with open flame.

### Third Level Magic-User Spells

1. **Clairvoyance and Clairaudience:** (12 Turns) See and hear from any spot within 60" or any range through eyes of familiar.
2. **Dispel Magic:** One effect, object, or creature in sight.
3. **Dragon Sight:** (until dawn) Entire party has infravision.
4. **Fire Ball:** 240" range, 20 ft. radius (thirty 10 ft. cubes). Magic-User level x d6 dice damage.
5. **Fly:** (d6 + 1 Turn/Hour out-of-doors per Magic-User level) 40" Movement Rate.
6. **Haste:** (3 Turns) Affects entire party. save vs death or age 2d6 years. Double Movement Rate and actions (one during Back Stab segment, one in regular Combat segment).
7. **Hold Humanoids:** (6 Turns) Affects d6 targets or a single target (at -4 to save) that can see Magic-User. Those with more than 4 Hit Dice are immune.
8. **Invisibility, mass:** Affects entire party. Lost individually.
9. **Lightning Bolt:** 180" range. 60" x 10 ft wide. Level x d6 dice damage. Loses 1 die of strength and rebounds off stout barriers.
10. **Protection from Chaos 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 sensor with infravision, See Invisible, Detect Magic and 80" movement rate.
2. **Charm Monster:** One target acts as morale 10 retainer (p37). Hostile after failed morale check.
3. **Confusion:** (6 Rounds). **1-2)** catatonic **3-4)** violent **5-6)** flee.
4. **Curse:** Value of sacrifice determines power of curse.
5. **Dimension Door:** Magic-User teleports to any spot within 360". Or transposes the position of any two creatures within 360". Saves apply if unwilling.
6. **Field of Force:** (d6 Rounds per Magic-User level) 10 ft. radius sphere or dome. Alternatively, covers a "hole" up a 30 ft. x 30 ft. Magic permeable but spells of 3<sup>rd</sup> level or below are at ½ strength. Hits by creatures of 6 or more Hit Dice reduce duration by d4 Rounds.
7. **Hallucinatory Terrain and Massmorph:** Create resting area, etc.
8. **Polymorph Others:** Must save vs spell or magic device or take on personality as well.
8. **Polymorph Self:** (6 + 1 Hours per Magic-User level). Form only.
10. **Speak With and Control Plants:** (6 Turns) Grow, shape, and animate. Intelligent plants act as morale 10 retainers (p37).
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 by creatures of 6 or more Hit Dice reduce the duration by d4 Turns.



**Fifth Level Magic-User Spells**

1. **Animate Dead:** The risen act as morale 10 retainers (p31). Or morale 12, if prepared for 1 hour per Hit Die of dead.
2. **Cloudkill:** (6 Turns). Save or Die. Creatures with more than 4 Hit Dice are immune.
3. **Conjure or Banish Elemental:** One Turn to conjure. Acts as morale 8 retainer (p31). Hostile after failed morale check.
4. **Contact Other Plane or Gate:** (1 question per Magic-User level) Takes d6 Turns per question. Or opens portal to plane. Have fun!
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. **Monster Summoning:** The conjured act as morale 6 retainers (p31). Dissolving after failed morale check.
8. **Symbol:** of Fear, Sleep, Pain, Anti-magic, or whatever. Takes one Turn to cast. Permanent with suitable gem.
9. **Telekinesis:** (1 Turn per Magic-User level) 5,000 lbs. per Magic-User level.
10. **Teleport:** Self only. Or, with magic circle (takes 1 Turn to draw) will teleport all within.
11. **Transmute Rock to Mud and Move Earth or Stone to Flesh:** Do whatever caster wants 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, I am your King." "These are not the scoundrels you are looking for." Etc.
2. **Anti-Magic Shell:** (6 Turns) Mobile, 0 to 10 ft. radius adjustable centered on Magic-User. With 5000 gp worth of diamond powder creates a permanent anti-magic area.
3. **Control Weather or Lower Water or Part Water:** Like a boss.
4. **Death Spell:** Affects d6 targets per Magic-User level. Only creatures with 4 or more Hit Die get save vs spell or magic device.
5. **Disintegrate:** Beam of not existing anymore.
6. **Geas:** Force creature to undertake quest you define.
7. **Invisible Stalker:** Relentlessly pursues target or task.
8. **Magic Jar:** Possess creatures 100% like "The Exorcist".
9. **Project Image:** (6 Turns / Permanent) The ultimate illusionary reality.
10. **Reincarnation:** Takes one day to cast.
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.

## PRIEST SPELLS

### First Level Priest Spells

1. **Cure Wounds:** (1 Turn) Target regains 1 Hit Die of lost hit points per cleric level.
2. **Detect Magic or Alignment:** (2 Turns) 60" range. Reveals magical auras and objects, areas and creatures of innate alignment such as swords, altars, demons and archons.
3. **Light or Darkness:** (24 Turns) 30 ft. radius. Only visible to allies.
4. **Protection from Chaos or Law:** (12 Turns) +4 on saves and -1 pip per damage die vs aligned and/or enchanted attacks.
5. **Purify Food & Drink:** Eliminates poison and risk of disease.
6. **Resist Cold or Heat or Fear:** (6 Turns) Affects entire party, +4 on saves and -1 damage per die. Also removes existing fear.

### Second Level Priest Spells

1. **Bless:** (6 Turns) Allies within sight of caster receive +1 to saving throws, to hit rolls, and damage rolls. Or concentrate altar, bless crops, etc.
2. **Find Traps:** (6 Turns) Reveals visible traps.
3. **Hold Humanoid:** (6 Turns) Affects d6 targets or a single target (at -4 to save) that can see caster. Creatures with more than 4 Hit Dice are immune.
4. **Lower or Part or Identify Liquid:** (1 Turn per caster level).
5. **Silence 15 ft. Radius:** (6 Turns) Inhibits spell casting.
6. **Speak with Animals:** (6 Turns) Automatic friendly Reaction.

### Third Level Priest Spells

1. **Animal Growth:** (12 Turns) Also limited communication and control as morale 8 dog retainer (p32).
2. **Continual Light or Darkness:** (1 day per gp) 30 ft. radius. Consumes one gem.
3. **Cure Disease:** All in area. Ineffective against lycanthropy, vampirism, mummy rot, or similar powerful magical diseases.
4. **Curse:** Value of sacrifice determines power of curse.
5. **Locate Object:** (6 + 1 Turns per Magic-User level). 120" range. General class of objects (stairs) or specific object.
6. **Striking:** (1 Turn) touched weapon is +4 to hit, inflicts +d6 damage and counts as magical and Lawful or Chaotic.

#### Fourth Level Priest Spells

1. **Animate Dead:** Chaotic only. Risen act as morale 8 retainers (p31).
1. **Sticks to Snakes:** Lawful only. Sneks act as morale 8 retainers (p31).
2. **Create Food & Water:** Conjures magical feast for entire party. Or, creates one week's worth of trail rations per caster level.
3. **Cure Wounds Mass:** (1 Turn) All in party regain 1 Hit Die of lost hit points per cleric level.
4. **Neutralize Poison:** Affects entire party. Prevent poisoned from dying.
5. **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.
6. **Speak With and Control Plants:** (6 Turns) Grow, shape and animate. Intelligent plants act as morale 10 retainers (p31).

#### Fifth Level Priest Spells

1. **Commune:** (1 Turn) Three yes/no questions truthfully answered.
2. **Dispel Curse or Chaos or Law:** One creature, object, or effect in sight.
3. **Glyph of Warding:** (permanent) One Turn to cast.
4. **Insect Plague:** Bats, toads, snakes, etc. Not as lame as written.
5. **Quest or Atone:** Force creature(s) to fulfill holy quest. To the faithful, acts as constant *Bless* until quest accomplished.
6. **Raise Dead:** Pull a Miracle Max.

#### Sixth Level Priest Spells

1. **Animate Objects:** Objects become morale 12 retainers (p31).
2. **Conjure Allies:** Stout, loyal aligned creatures arrive to aide caster.
3. **Flame Strike:** 240" range. d6 x 6 points of holy fire damage to all within 10 ft. diameter.
4. **Heal True:** Affects entire 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) Restores all of target's lost hit points every Round. Regrows body parts, restores lost abilities, etc.
6. **Word of Recall:** Instantly transports entire party to previously sanctified safe area.

## WOOD ELF SPELLS

### First Level Wood Elf Spells

1. **Faerie Fire:** (1 Turn) limns the creatures / objects desired with a pale glow. This luminescence causes no damage but reveals the outlines of the object(s) even if invisible, ethereal, through magical darkness, etc.
2. **Locate Food & Water:** (until dawn)
3. **Locate Plant or Animal:** (until dawn)
4. **Speak with and Charm Beasts:** The typical means of acquiring animal retainers (p37). Starting morale based on Elf's Charisma with +2 bonus.
5. **Summon Air or Water:** (1 Turn) One day's worth of water, conjure strong wind, summon fog; 10" cube per Elf level. Or ...
6. **Warp Wood:** Be creative.

### Second Level Wood Elf Spells

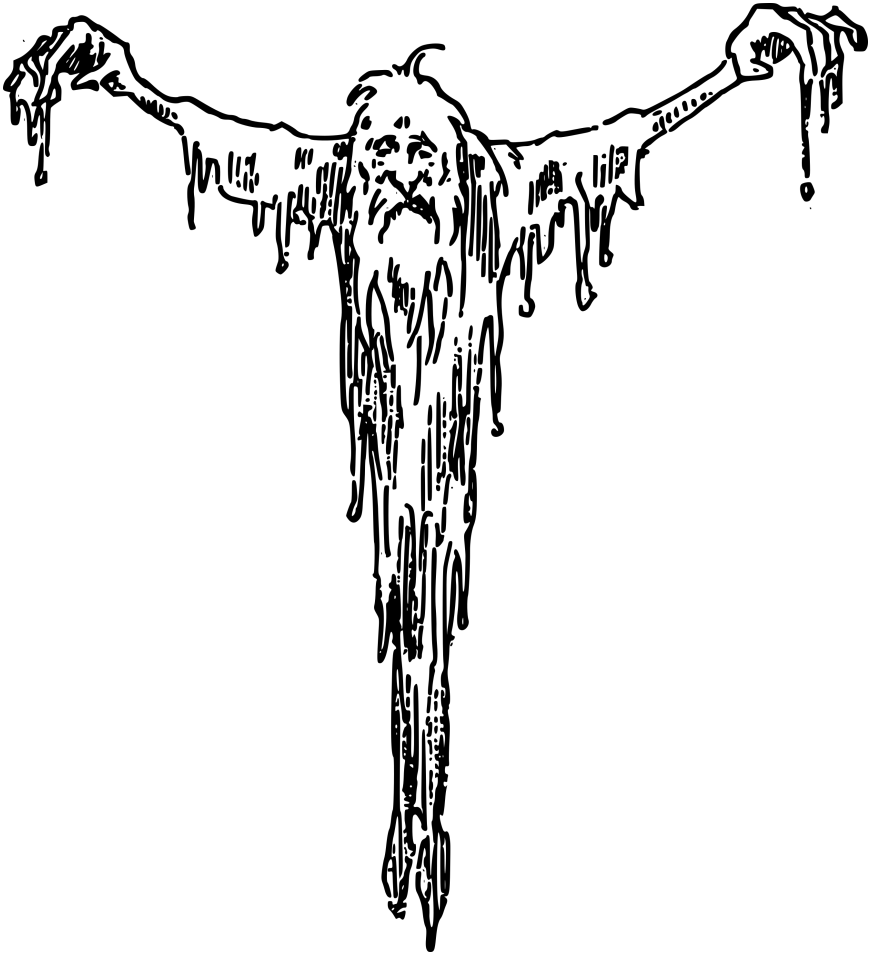
1. **Clairvoyance and Clairaudience:** (6 Turns) See and hear through the senses any known animal.
2. **Cure Wounds II:** (1 Turn) Target regains 2 Hit Dice of lost hit points.
3. **Invisibility:** Self only. Also masks sound and smell.
4. **Phantasmal Force:** (concentration + d6 Rounds) Visual, audible and "physical" illusion.
5. **Summon Earth or Fire:** (1 Turn) Pyrotechnics, smoke, heat, spike stones, boulder; 10" cube per Elf level. Or ...
6. **Water Breathing:** (until dawn) Affects entire party.

### Third Level Wood Elf Spells

1. **Call Lightning:** (6 Turns) One strike per Elf level. 4d6 damage per strike. Strikes charge up over d6 Rounds.
2. **Cure Disease:** Affects all in area. Ineffective against lycanthropy, mummy rot, vampirism, or similar powerful magical diseases.
3. **Neutralize Poison:** Affects entire party. Prevent poisoned from dying.
4. **Speak With and Control Plants:** (6 Turns) Grow, shape, and animate. Intelligent plants act as morale 10 retainers (p37).

### Fourth Level Wood Elf Spells

1. **Create Food & Water:** Magical feast for party. Or, one week's worth of trail rations per Elf level. It's all vegan though.
2. **Dispel Magic:** One effect, object, or creature in sight.
3. **Hallucinatory Terrain and Massmorph:** Create safe resting area, etc.
4. **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. **Confusion:** (6 Rounds). **1-2)** catatonic **3-4)** violent **5-6)** flee.
3. **Find the Path:** (until dawn)
4. **Stone Tell:** (1 Turn per caster level). One question that "stone" could know per caster level truthfully answered.

## 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 the distance moved per Turn. This makes efficient use of spell and potion durations. And minimizes wandering encounters which are high risk and low reward.

While exploring, ask questions about what your character sees. Follow up on unusual items. Look up. Test floors before stepping on them. Establish paths of retreats to secure, defensive rendezvous points.

Keep some sort of map, even if it's just a flow chart. The party's primary advantage is being able to dictate the pace of encounters. When that is lost, for instance when no longer knowing how to exit dungeon, it can get real bad, real fast. Use this map to examine the area surrounding an encounter. Determine where reinforcements may appear, where party may be outflanked and outflank them instead! Can it be bypassed simply?

Don't assume any monster must be fought. Consider what may be gained from the encounter versus what may be lost. Remember your goal. Was it to die fighting this monster? Or to acquire the treasure it is blocking the path to? Could party instead; trick, bribe, lure away or avoid the monster? Bargain with any creature willing to parlay.

Retainers and NPCs are important parts of the game. Hire men-at-arms for extra muscle. Porters so party is not slowed down with loot. Employ savants, astrologers, animal trainers, and spies. Check in with the grizzled one-armed guy in the tavern; he may have suddenly remembered more details. NPCs have all the answers, just need to find and ask them.

Put Fighters in the 2<sup>nd</sup> rank where (only) they can attack using spears and polearms. Find ways to earn the +2 to hit Advantage bonus. And, to make opponents suffer the -2 to hit Disadvantage penalty.

Protect the Magic-User. They are squishy and their spells will be needed later when the shit gets real. Priests make great rear guards, having good AC but lacking the offensive abilities of Fighters. Also after the battle, they can't heal if they died in the front line.

### BASHING THINGS

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

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

## CLIMBING THINGS

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

The Extraordinary Climbing ability of Barbarians and Thieves 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.

## DETECTING CONSTRUCTION TRICKS

Poking with a 10' pole earns a 2-in-6 chance (rolled by referee) to detect some types of tricks and traps (hollow statues, trapdoors, pressure plates). Other tricks may likewise be detected by inspecting locks, dusting for trip wires, pouring water to find seams, and whatever else the player's imaginations can come up with. During Dungeon Exploration, Barbarians, Dwarves, Elves, and Thieves also passively detect construction tricks.

## FORCING THINGS

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

Failure Forcing means that it took multiple attempts to open. 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. Barbarians, Dwarves, Elves and Thieves have improved chances for both Listening and Searching.

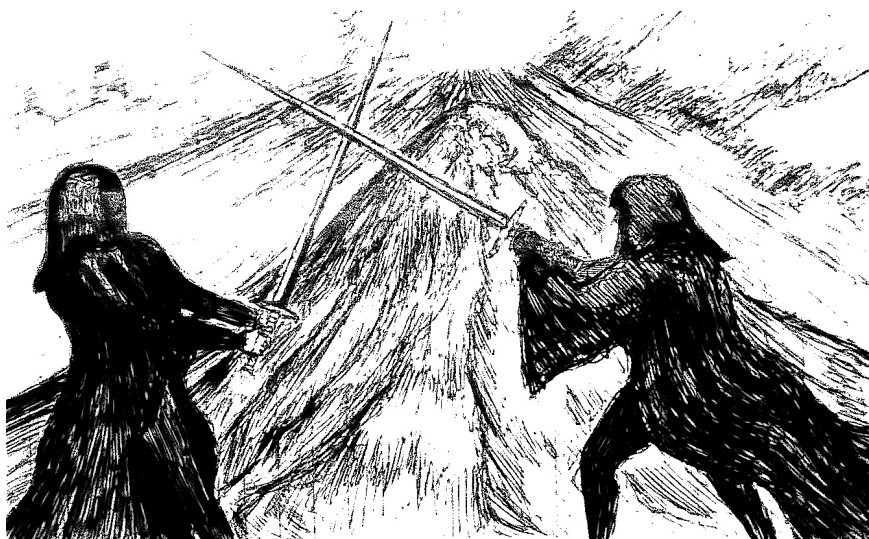
During Dungeon Exploration up to two characters may listen at each door, down each hallway, etc. A successful Listening check earns a +1 chance that party will gain surprise in any ensuing encounter.

Actively searching for hidden treasure or construction tricks is done as part of a Search Turn (p73). Each searcher may cover an area equal to their Movement Rate (p102). E.g. character with 30" move could search thirty linear feet of walls or three ten foot squares of dungeon floor.

## 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 chance each round. Failure means no movement and suffering d6 damage.

## COMBAT



### Combat Sequence

**Surprise** In addition to normal Combat Sequence actions, those having surprise may make ranged or melee attacks (including any necessary charge), utilize wands or other devices (no spell casting or scroll reading). Thieves may attempt to Sneak, enabling a back stab attack this round.

1. **Morale** Monsters that roll more than their morale on 2d6 will surrender or flee. On a die roll of 2, monsters go berserk. Check after:
  - First friendly death.
  - Half of friendlies are incapacitated.
2. **Parlay** Characters may initiate negotiations or surrender. Roll monster Reaction (p64). If neutral or positive proceed with Parlay Sequence (p68). On a hostile result the monsters attack, automatically winning initiative.
3. **Initiative** Each side rolls d6, highest roll goes first. Ties are simultaneous.
4. **Combat** Each segment below is done in initiative order.
  - a) Back Stabbers in position may attack now before anyone else acts.
  - b) *No movement*. Ranged attack, spell casting including from scrolls, rebuking undead, opportunity based actions e.g. set vs charge.
  - c) Move, charge, sneak, melee attack, wand use, all other actions; finagle the McGuffin, cut prisoner free, etc.



Some missile weapons go last 1. Characters who wish to cast a spell or perform a full retreat from melee must declare it. 2. Initiative: 1d6 is rolled by each opposing side. 3. The winner of initiative acts first: a. The referee may check Morale (p24) for monsters. b. Movements are made. c. Missile attacks are made, accounting for DEX modifiers, cover, range, and magic adjustments. d. Spells are cast and applicable saving throws are made. e. Melee combat and other actions occur; attacks are made, accounting for STR modifiers and magic adjustments.

## Movement in Combat

Movement Rate (p102) is the feet (or yards outdoors) per combat Round that may be covered while in melee. If a character is not in melee or their side won initiative, they may "run" at 3x their Movement Rate. Running prohibits all other actions and is for closing distance with enemies or fleeing from combat.

Performing ranged attacks and casting spells prohibits movement.

Enemies block movement past them. This is how to protect Magic-Users or provide a rear guard for withdrawing allies, etc.

The winners of initiative may follow (in opponent's half of turn) opponents attempting to withdraw from melee unless blocked by rear guards.

Withdrawing out of melee only works if; allies block opponents, or when initiative is won and by running away (at 3x movement) If, at the start of any segment, no character is in melee proceed to pursuit (p75) or (p85) as appropriate.

## 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 against missile weapon users (or casters) are at +2 to hit.

Ranged to hit Modifiers:

- +3 to -3 Dexterity modifier.
- +4 Target is unaware of attack; e.g. if surprised.
- +2 Advantage; short range, tactics, be creative!
- 2 Disadvantage; unstable footing, flying, pitching deck, etc.
- 4 While in melee.
- 2 to -8 target obscured, behind cover, past multiple ranks.

## Melee Attacks

Characters may move and attack in any combination. Although movement out of melee is restricted.

Melee to hit Modifiers:

- +3 to -3 Strength modifier.

## *PLAYING THE GAME*

- +4 Target is unaware of attack; e.g. back stabbing from the shadows.
- +2 Target cast a spell or fired a missile (not thrown) weapon.
- +2 Advantage; charging, tactics, be creative!
- 2 Disadvantage; unstable footing, position, etc.
- 4 Can't see target.

## Critical Hits and Fumbles

Player characters 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 may also make an immediate, additional attack against any target.

Player characters suffer fumbles on a natural 1 to hit roll. Magical weapons add their bonus to fumble roll.

**TABLE 4.1 FUMBLE EFFECTS**

1-3	Weapon breaks or is dropped.
4-5	Hit self; No damage but fumbler is stunned (p63).
6	Re-roll to hit against nearest ally, dealing normal damage on hit.
7+	Quick recovery! No penalty, maybe no one even noticed.

## Combat Morale

Monsters must check moral after their side's first death and after 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.

## 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 when damage taken exceeds hit points. See optional But I Don't Wanna Die Table (p136). The deceased's items must roll saves (p107).

Death is not always fatal. The 5<sup>th</sup> level Priest spell *Raise Dead* possibly cast from a scroll or by friendly NPC and the 6<sup>th</sup> level Magic-User *Reincarnation* are but two of many possibilities of robbing Charon of his fare.

## The Ministrum of Mortality

The Invincible Overlord's bureaucracy covering matters of death. Including, wills and death taxes. They also serve as banks. Their motto; "Can't take it with you".

Wills written (they can be simple) and handed to magistrate (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 earning experience points. Defeating monsters is the means to an end, not the end itself.

### Carousing XP

As part of Downtime Sequence (p93) characters may convert loot into XP. At a rate of one XP per Gold Piece squandered. The amount that may be converted is determined by the player choosing a number less than or equal to their character's current level, then rolling that number of d6<sup>ex</sup>, 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 50 gp fee and re-roll any number of these dice once.

If the roll calls for more wealth than the character has, the referee gets to adjudicate what horrible thing has happened (p116).

This wealth is blown, abstractly, on class appropriate shenanigans. The character receives only XP, no other mechanical benefit. It vanishes into and greases the milieu's economy.

### Exploration XP

Travel widens your perspective and level ups your character! 100 XP per unknown overland hex Searched (p84). 100 XP times the dungeon level for each dungeon level 80% explored and mapped.

The XP amount is earned by each character. Half as much is earned by each Leveled Retainer.

### Heroic Sendoff XP

When burning a fallen comrade in a funeral 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 or capture specific creatures, contracts, commissions, and for 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

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

**Dual wielding** on hit, roll damage for each weapon, apply only best result.

**Shields shall be shattered** an otherwise lethal hit may instead be considered to have destroyed a wielded shield.

**Magical Armor** bonus (including from shields) applies to save vs breath weapon and similar physical saves.

**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 Alchemical Lab (p110).

**Tests of Abilities** E.g. swing on chandelier, jump down on two enemies. Probably just let the character 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 (p140).

**Falling** d6 per 10' cumulative. 10' 1d6, 20' 3d6, 30' 6d6, 40' 10d6, etc.

**Disease** Each downtime, once per sea voyage, once per encounter with disease carriers (rat's and the like), and every day of travel in a swamp there is a 1-in-6 chance of being exposed to a contagious disease. Exposure requires each non-elf, non-dwarf character to pass a save vs death or become infected. Infection causes Exhaustion and prevents recovery of hit points. In addition, 2-in-6 diseases inflict d4 damage per day. Unaided it requires a Feat of Constitution to fight off disease. The care of a physician or herbalist costs d6<sup>ex</sup> gp and allows Test of Constitution to cure.

**Poison** Unless save is made, toxins are fatal in d6 Rounds. Nasty ones do some damage even with successful save. Others instead paralyze, put into coma, etc. Weak poisons provide a +2 or +4 bonus to save and victim will suffer several Turns of agonizing pain before death.

**Paralysis** lasts 2d6 Turns.

**Exhaustion** -2 to all rolls, +1 level of encumbrance (p102).

**Stun** ½ move, -4 to all rolls. Every Round may attempt recovery with save vs paralysis.

**Level Drain** save vs death to avoid. Negative levels are gained rather than XP lost. Character must discover if and how they may be recovered.

**Monster Attack Routines** If major or alone, roll each attack separately but all must be against different targets. Otherwise, roll all attacks against one target dealing damage only once (if any attacks succeed).

**Monster Critical Attacks** Monster natural 20s to hit rolls result in special attack forms or other unique effect.

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 (*p140*) differences.\*

\* These modifiers typically only apply to checks made in “civilized” areas. Such as in town, with merchants. etc.

Determining Party Alignment

Party is lawful if greater than half the player characters are Lawful. Chaotic 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
Humans*			
- city†	1-2	3-4	5-6
- village	1-3	4-5	6
- rural	1	2-4	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, Ossary, Viridistan, Warwik, Zothay.

## ENCOUNTERS



"Yasmina screamed her loathing and horror."

**TABLE 5.3 WHAT ARE THE MONSTERS DOING?**

**2d6**

- |    |   |
|----|---|
| 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. **Lair** 1-in-6 chance (3-in-6 for Hunt and Search encounters) that encounter is with a Lair (p71).  
Otherwise, optionally determine What are the Monsters Doing (p67).
2. **Surprise** Those moving at running pace are automatically surprised. Surprised foragers, hunters, searchers and scouts may start encounter separated.  
Surprise is not possible with visible light source, unless opening a door. Surprise is not possible after failed Forcing or Bashing.  
Otherwise, each group has 2-in-6 chance to be surprised.
  - +1 chance Monsters Surprised after successful Listen.
  - +1 chance Party Surprised if foraging, hunting, or searching.
3. **Distance** 2d6 x 10 ft. (4d6 x 10 yds. wilderness)  
d4 x 10 ft./yds. when any or all groups are surprised.
4. **Reaction** When monsters become aware of party, Roll for Reaction (p64) and describe result in general terms.  
If party is surprised, monsters act based on their Reaction, Otherwise, party decides course of action.
  - **Fight:** → Combat Sequence (p55)..
  - **Flee:** → Dungeon Pursuit (p75) or Wilderness Pursuit (p85).
  - **Parlay:** → Parlay Sequence (below).

## Parlay Sequence

Parlay requires groups be able to communicate. Any monster has a 2-in-6 chance of speaking local human dialect (Alyan) in addition to native tongue.

1. **Choose Emissary** Party selects representative, who then describes their parlay in general terms. "We seek their surrender." Or as specific as desired.
2. **Roll Reaction** (p64) to parlay. Modified by encounter's original Reaction -2 / 0 / +2, Emissary's Charisma, and any situational modifiers such as bribes or particularly reasonable offer.
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.



## 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 (p82) per day that a patrol spots them and alerts the stronghold. When that happens, roll for Stronghold's Reaction.

**TABLE 5.4 STRONGHOLD REACTION**

	Hostile	Indifferent	Friendly
Town	1	2-3	4-6
Priest*	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 Priests are always hostile. Lawful Priests are at worse indifferent (unless party are murder hobos).

† White Elves react as Magic-Users.

Barbarians and Wood Elves don't typically maintain these sorts of strongholds.

Friendly towns enthusiastically encourage party to visit and spend gold. Secular and religious town leaders will welcome those of appropriate social status and will 2-in-6 chance offer job (p97). 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 to 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 Priests offer hospitality, shelter, request a donation, and will 4-in-6 chance request completion of job (p97). Indifferent Priests demand a tithe of 10% of the party's carried wealth. If they refuse or are too poor, Priest casts *Quest* on party, *Ready Ref Sheets*, p36. Hostile Priests 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 will 3-in-6 chance have a job (p97). 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 provides feast, shelter, and a boon.

Friendly Magic-Users offer to trade magic and information, and will 2-in-6 offer job (p97). 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* on party, *Ready Ref Sheets*, p36.

## Patrols

### Generic Fighter

- Veteran: *Fstd* 30" ML7 AC4 xbow, sword, warhorse.
- 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 d12 lance, sword, lt horse.

### Generic Priest

- Veteran: *Fstd* 30" ML7 AC4 xbow, sword.
- 3d6 cultists 0 HD 40" ML6 AC7 spear, club.
- 2-in-6 on light horse.

### Generic Magic-User

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

## 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 (*p84*). Lairs are never encountered during the Camp Segment (*p82*). 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 infrequently patrols a bit along the Emperor's Way (around Loudring to Begger's Hole). 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 (from Forcastle) buccaneers up the 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 are evenly mixed between CSIO and CSIO vassals (Dearthmead, Luckstone, Goodhap). Raiders; bandits, brigands, Tsathoggus slavers, Lice Itch orcs, Altanan 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.

## DUNGEON EXPLORATION

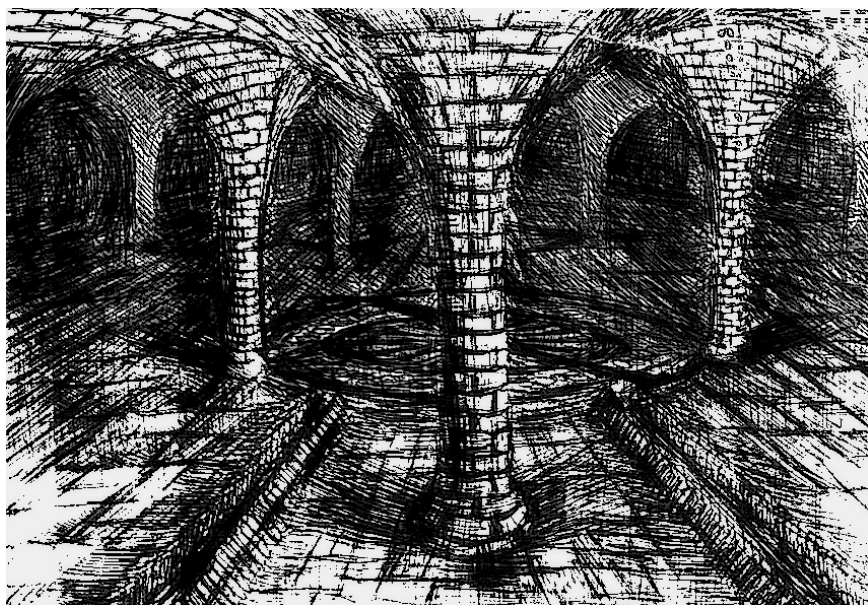
*... the players enter the dungeon and the referee describes what the characters can see. One player should draw a map from the referee's descriptions; that player is called the mapper. – Moldvay Basic, p4*

Each move takes a ten minute long Turn. Exploration speed is 3x movement rate (p102), based on fastest third 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 movement 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 party wants 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 a Turn after running. Characters failing to rest suffer Exhaustion (-2 to all rolls, +1 encumbrance level).



## Dungeon Exploration Sequence

1. **Record Keeping** Note a Turn passing, light sources burning out, spells or potions expiring, etc.
2. **Random Encounter Check** 1-in-12 chance → Encounter Sequence (p68).
3. **Rest every sixth Turn** Then return to step 1.
4. **Search** Each searcher may cover an area equal to their movement rate in linear or square feet.

Or, **Move** along known route at 6x the Movement Rate of slowest party member.

Or, **Explore** 120 ft. (12 squares) or less if heavily encumbered.

- **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.
- **Door:** roll d6; **1-3)** stuck; must force or bash, **4-5)** locked; must pick or bash, **6)** free; "come on in!" Unless door held, spiked or bashed open; this roll must be remade each time encountering the door.
  - Passage through door is in marching order.
  - Bash Failure: wielder forfeits first turn, no chance to surprise monsters and make immediate Random Encounter Check.
  - Force Failure: wielder forfeits first turn and no chance to surprise monsters.
- **Trap or Trick:** Resolve for each character in strict marching order:
  - a) Barbarians, Dwarves, Elves, Thieves and any class using 10ft. pole or the like gets a chance for detection.
  - b) If not detected, each character passing over has a 4-in-6 chance to trigger trap.
- **Monster:** → Encounter Sequence (p68).

TABLE 5.5 MOVEMENT MODES

Group		
Explore	120" / Turn	or 3x slowest if encumbered
Move	6x slowest / Turn	carefully, known route or map
Flee	3x slowest / Round	automatically surprised
Climb	6x slowest / Turn	
Individual		
Charge	3x / Round	
Combat	1x / Round	
Swim / Climb	1x / Round	light or no encumbrance only

## Dungeon Pursuit

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

Pursuers will become distracted and abandon pursuit:

- When quarry is more than 6x pursuers Movement Rate distant.
- Encountering an obstacle (burning oil, locked door, etc.); 4-in-6.
- Dropped Food; 4-in-6 unintelligent, 1-in-6 intelligent.
- Dropped Gold; 1-in-6 unintelligent, 4-in-6 intelligent.

Distracted pursuers will remain on guard in current area for d6 turns. Eventually returning to original activity or position.

**Being caught;** If the pursuers catch up, start the Combat Sequence (p55) with the pursuers having won initiative and in melee with the 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

Source Jeff Rients' "Cinder Miscellenum" p24.

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;  $d6 + \text{Character Level} - \text{Dungeon Level}$ . If less than 3, must roll on Failed Dungeon Exit Table 5.6. If a character succeeds, so do all of their retainers.

For each session of play that a character languishes in captivity or wanders lost they have a 1-in-6 chance to escape, 2-in-6 for a group escape. Increase +1 for each character level above the dungeon level. Group escapes use one roll applied to each character individually. If no escape, there's a 1-in-6 chance of a possibly worse fate befalling them, re-roll on chart.



TABLE 5.6 FAILED DUNGEON EXIT

1	Character and their stuff are sacrificed to loathsome Toad Gods in order to gate in d6 Croaking Demons that are added to the dungeon key.
2	<i>A fate worse than death</i> Drafted into the ranks of the monsters, d6; <b>1-2)</b> undead, <b>3)</b> lycanthrope, <b>4)</b> charmed, <b>5)</b> polymorphed, <b>6)</b> other.
3	<i>Bought the farm</i> Character's body and possessions irretrievably lost.
4	<i>Also dead</i> Character's body is irretrievably lost. But their stuff is still around for some other jerk to nab.
5	<i>That is an ex-character</i> Location of character's body and stuff is not known.
6	<i>Dead as a doornail</i> The general location of character's body and stuff is known to comrades.
7	<i>Pining for the fjords</i> Comrades are able to bring character's remains back to civilization, but their stuff is lost.
8	<i>Alas, you are no more</i> Comrades are able to bring character's remains and their stuff back to civilization.
9	Character's stuff has become part of a monster's hoard and their corpse a monster's supper.
10	Petrified. Comrades know vaguely where to search for character's statue.
11	Captured. Comrades know level and identity of captors holding character.
12	Captured. Comrades know level to search, but not identity of captors.
13	Captured. Comrades know identity of captures, but not what level to search.
14	Captured. Unseen monsters spirit character 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	<i>Opportunity for betrayal!</i> Pick one other character who got away, d6; /rroll1-4 they take your character's place and owner must roll on this chart while your character escapes, /rroll5-6 both suffer the fate rolled by your victim.
17	<i>Lost</i> referee sets character's location each session. Re-enter play if the party finds them.
18	<i>Maimed</i> Character escapes but suffers debilitating wound. Also, their stuff must save (p107).
19	Character somehow manage to escape the dark forces of the dungeon. Arrive half-delirious and without treasure.
20	Character beat everyone back to the pub.

TABLE 5.7 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</i> , p43

## WILDERNESS EXPLORATION

TABLE 5.8 MOVEMENT POINT COST PER 5MI HEX

	Mixed <sup>†</sup>	Forest <sup>‡</sup>	Hills/Dunes	Mtns/Swamp	Plains
<b>Encounter*</b>	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 <sup>§</sup>	1	1	1	2	1

(major paved road cost) 2-in-6 chance of road encounter (p71).

\* There is a 1-in-6 (3-in-6 for Hunt and Search) chance that encounter is Lair (p71).

† Open, light woods, and cultivated terrain.

‡ Dense forests. Normal woods are mixed hexes.

§ Aerial travel has 3-in-6 chance of encounter regardless of terrain.

Each day of wilderness exploration consists of two, roughly 6 hour long turns. And a camp period of roughly 12 hours. If no character is Exhausted, the party may "Force March" to take an extra turn. After a Forced March each player character or mount must save vs breath weapon or suffer Exhaustion (-2 to all rolls, +1 encumbrance level).

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

In open terrain party can see throughout the current 5 mi hex and the type of terrain in each adjacent hex. Mountain terrain may be identified from two hexes distant.

**Forage:** If not hunting, searching, guiding, etc. characters may forage for food while traveling. Each forager has a 1-in-6 (3-in-6 for Wood Elves) chance to gather d6 days worth. 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. Any hunting causes an additional 1-in-6 encounter check.

**Rest:** An idle turn must be spent to recover from Exhaustion. All characters will also recover 1 hit points.

**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 (p84).

**Travel:** Each hex has a movement point cost. Creatures have 1 movement point per 10" of their Movement Rate. Following a road, river, coast or major visible landmark is proof against getting lost. Otherwise check on Table 5.9 each turn. If lost, party either moved to the wrong hex or had to back track around an obstacle, making no progress and remaining in current hex.

## Wilderness Exploration Sequence

1. **Record Keeping** Note passing of one day, expenditure of food and other consumables.
2. **Weather** 1-in-6 chance (p84). Always roll for maritime wind (p89).
3. **Patrol Encounter Check** 1-in-6 within two hexes of city or "stronghold", 3-in-6 within one hex (p70) of town, city, or "stronghold".
4. **Random Encounter Check** Only if no Patrol Encounter, terrain dependent chance → Encounter Sequence (p68).
5. **Action** Each of 2-3 turns; party decides action to take.
  - **Hunt** in current hex. Roll additional 1-in-6 chance for Encounter.
  - **Rest** characters recover from Exhaustion (p63) and heal 1 hit point.
  - **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 (p83).
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 (p68).
  - c) Sleep If no Encounter, non-exhausted characters restore 1 Hit Die of lost hit points.
  - d) In swamp, 1-in-6 chance of being exposed to disease (p62).

**TABLE 5.9 GETTING LOST**

Terrain	Chance	Obstacle <sup>†</sup>	Direction <sup>‡</sup>
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 in open sea.

<sup>†</sup> Base lost movement points on obstacle from *Ready Ref Sheets*, p47.

<sup>‡</sup> 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.



## Wilderness Weather

- 1 “Fluff”: Fog, mist, rainbow, cloud in shape of dragon, etc.
- 2 Mild: Rain, Heavy Fog, Snow. 2x travel cost, 2x get lost chance.
- 3 Mild: Rain, Heavy Fog, Snow. 2x travel cost, 2x get lost chance.
- 4 Severe: Thunderstorm, Hailstorm, Heatwave, Dust storm, Ice storm. No travel.
- 5 Extreme: Tornado, Sandstorm, Whiteout Blizzard. No travel.
- 6 **Exotic** → **d12**
  - 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: Each Turn in rain is equivalent to one drink.
  - 5 Slime Sleet: Forms into various puddings, oozes and gelatinous cubes.
  - 6 Ion Storm: metal armor and swords arc, causing d6 damage.
  - 7 Crow / Toad Swarm: Basic apocalyptic omen.
  - 8 Star Fall: Erupting out of crater; undead, demon, giant monster, demigod, morphagenic slime. Iron produces +3 arms and armor.
  - 9 Sun Eater: The great demonic demon is wrestling the sun, again.
  - 10 Upside-down Rain: Falls upward, dries land, lowers lakes and rivers for several days.
  - 11 Rain of Hallucinogenic Frogs: While everyone is tripping, frogs eat each other, getting larger and larger with each gulp.
  - 12 Necrotic Ash: The opposite of good times.

## Wilderness Search

There is a x-in-6 chance to successfully locate whatever is interesting in the party's current hex. Where “x” is the number of characters participating in search. To search, a character must be able to move at least one hex considering current encumbrance and terrain (p80). Two, or three with Forced March, back to back turns (a full day) may be combined to enable this.

If there is no planned encounter for this hex, consult Wilderness Search Table 5.10 to determine what, if anything, is found. Regardless of outcome, each participating character earns 100 XP when searching an unknown (to party) wilderness hex.

**TABLE 5.10 WILDERNESS SEARCH**

- 1-2 Lair Encounter (p71).
- 3 Ruin *Ready Ref Sheets*, p43 or Kelnore Fort.
- 4 Inn, camp, homestead, insignificant settlement “*Village Book I*”.
- 5+ Nothing of note is found.

Add +1 to roll for each successive search in the same hex.



## Wilderness Pursuit

If only the pursuers were surprised, evasion is automatic. Otherwise, based on initial Reaction; hostile 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:

- Encountering an obstacle (river, ravine, wildfire, etc.); 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 Pursuers are twice as numerous.
- +1 Evaders are faster.
- +2 Evaders are twice faster.
- 1 Pursuers are faster.
- 2 Pursuers are 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 (p68).

**Getting Away** Evaders are safe, at least for remainder of the current turn or day. The pursuers may have given up or still 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".

## MARITIME EXPLORATION

Maritime Exploration follows the Wilderness Exploration Sequence (p82) with these modifications.

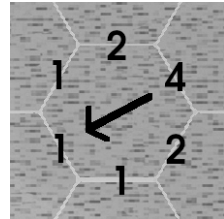
- Always roll for Maritime Weather.
- 1-in-6 chance of Maritime Encounter if no Patrol Encounter.
- Neither Forced March nor Foraging is possible.
- Unless landfall is made there is no Camp step and no Rest Encounter Check. Instead a third Travel turn is performed.
- Once per voyage, 1-in-6 chance of being exposed to disease (p62).

Low lying land will be spotted at two hexes. Mountains can be seen four hexes away. Locating small islands requires Searching the hex they are in.

Watercraft have 1 movement point per 10" of move. If adrift, move every turn (three times per day), 1 hex with current (generally counter clockwise around the Wine Dark Sea) and 1 hex in direction of any Strong Wind.

### Movement Point Cost per 5mi hex

1*	Rowing in open water.
2	Rowing down river.
3	Rowing up river.
1†	Sailing with wind.
2†	Sailing across wind.
4†	Sailing against wind.



\* In addition, will move 1 hex in direction of Strong Wind.

† Sailing costs are doubled within two hexes of coast.

## Maritime Search

Moving through a small island hex provides a 4-in-6 chance of locating it.

Spending a turn searching a water hex for something specific provides the following chances:

- 1-in-6 ship, creature, underwater feature.
- 3-in-6 safe and/or secluded anchorage (coast hexes).
- 4-in-6 small island.

## Maritime Pursuit

In clear, open water pursuit is a function of speed. The faster group will overtake the slower.

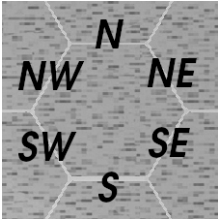
When speeds are equal or along coasts, in lakes/rivers/swamps, fog/rain/etc, and at night follow Wilderness Pursuit procedures (p85). A captain and navigator each provide a favorable +1 modifier.

Maritime Weather

Check wind and weather at the start of each day. A Captain has a 3-in-6 chance of predicting Storms in time to attempt to avoid them.

Wind Direction

	Summer	Winter
2-3	North	North East
4-5	North West	North East
6-8	South West	North
9-10	South	South East
11-12	South East	North West



Wind Strength

Wind strength may adjust number of sailing movement points.

Byrding and Knarr river boats suffer -1 and all Dromon galleys suffer -2 penalties to chance of sinking or suffering damage in strong winds and storms. While Sveikka Longships enjoy +2 bonus on same.

1-	Heat Wave: No wind, 0% sail, 50% row, 2x water consumption.
2-3	Calm: No wind, 0% sail, 4-in-6 chance for fog.
4-5	Weak breeze: 50% sail.
6-8	Good winds and clear sailing.
9-10	Strong winds: 150% sail 2-in-6 chance of damage.
11+	Storm: Move d6-1 hexes in random direction, 1-in-6 chance of sinking, otherwise damaged.

Wind Strength Modifiers:

- +1 Winter
- 1 Summer
- +1 Northern reaches (maps 1, 3, 4, 5, 9)
- 1 Southern deserts (maps 8, 11, 14, 18)

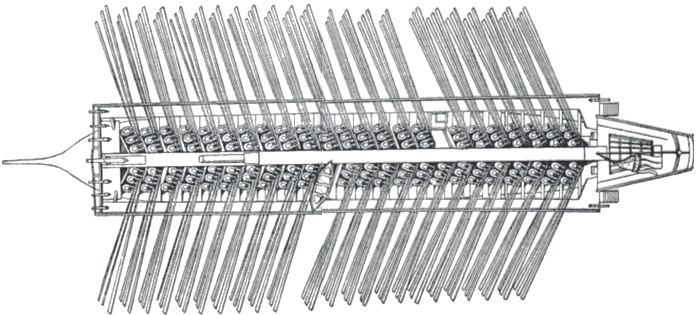


TABLE 5.11 VILLAGE DETAILS

	Pop	Market	Inns	Trades & Services
Castle	–	weekly	1 pub	smith, stable, temple, d3 other
Thorpe	20-60	–	1 barn	*d3
Hamlet	60-160	weekly	1 pub	*smith, shrine, d3 other
Village	160-300	weekly	d3 pubs, inn	*smith, outfitter, temple, d6+2 other
Town	300+	daily	d3 pubs, d3 inns	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 be mustered for war). Total population is 3x Pop number, 4x in slave dominated regions.

An additional 10-60% of Pop are females who will fight in militia and/or be mustered.

An additional 50% of Pop are young/old/infirm who will defend but not muster.

## Loot Disposal

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

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

TABLE 5.12 VILLAGE ENCOUNTERS

- Character(s) are victims of **1-2)** mugging, **3-4)** pick pocket, **5)** theft, **6)** slander.
- Character(s) accused of witchcraft, thievery, being weird, etc. Mob with torches sort of thing.
- Character(s) witness **1-2)** robbery, **3)** theft, **4)** assault, **5)** murder, **6)** mob justice.
- Village hit with **1-2)** fire, **3-4)** building collapse, **5)** famine, **6)** plague.
- Village raided by **1-2)** rival village, **3-4)** bandits, **5-6)** humanoids.
- Visit by **1-2)** tax collector, **3)** regional lord, **4)** religious prophet, **5)** pilgrimage, **6)** foreign dignitary.
- Offered job (p97) / adventure / item for sale by **1)** local church, **2)** local ruler, **3)** business person, **4)** simple town folk, **5)** simple rural folk, **6)** foreigner.
- Rival adventuring gang or noble looking to prove themselves.
- Local festival or religious observance.
- Village unique event.

## DOWNTIME SEQUENCE

Party may perform the Downtime Sequence anytime they are in a substantive settlement. And must do so at least once between foray's into a dungeon. Cities have their own separate "City Crawl" procedures. Each downtime turn is, abstractly, a five day "week". Making maths easier.

1. **Record Keeping** Note passage of one week campaign time.
2. **Retainer Morale** Roll Moral Check for each retainer to determine if they remain active (p37).
3. **Recovery** Characters regain all hit points, recover from Exhaustion, regain all spell slots, etc. Diseased characters may seek medical or magical aid. Or, attempt to naturally recover with a Feat of Constitution.
4. **Village Encounter** Table 5.12 1-in-6 chance. The referee determines when, during the next steps this encounter occurs.
5. **Character Actions**
  - Loot Disposal and Shopping: (p103).
  - Gain XP: convert gold into XP (p60).
  - Train: For 100 gp per character level, re-roll character's hit points, total hit points is increased by at least 1.
  - Research One Spell: Magic-Users (p18).
  - Brew One Potion: d4 doses, cost per *Ready Ref Sheets*, p19.
  - Scribe One Scroll: 100 gp x spell level.
6. **Pay Upkeep** characters must 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
7. **Disease Exposure and Spread** Check once for party, 1-in-6 chance. If exposed or any party member is diseased, all player characters must save vs death or become infected (p62).
8. **Track Down Rumors** Table 5.13 Once as a party spend d6 x 10 gp.
9. **Recruit Retainers** Once as a party (p95).

**TABLE 5.13 TRACKING DOWN RUMORS**

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

Village Recruiting

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

Elves do not generally hire themselves out.

TABLE 5.14 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 5.15 LEVELED ADVENTURERS

1	Fighter	100 gp to hire, ½ share treasure.
2	Fighter	100 gp to hire, ½ share treasure.
3	Priest	On 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 5.16 ZERO-LEVEL ADVENTURERS

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

\* Roll d4, d6, d8, d10 dice.



# 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 5.17 JOB OFFERS AND MISSIONS

	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

	What?	Where?	Who?
1	Animal(s)	Castle / Manor	Employer's retainer or master
2	Corpse	City/ Town	Employer's fellow plotter
3	Treasure	Swamp	Employer's mistress
4	Magic Item	River	Employer's relative
5	Map / Scroll	Pass / Road	Fighter
6	Information	Mountain / Outcrop	Magic-User
7	Holy Artifacts	Valley	Priest
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>

**d4 Castle, d8 Town, d10 City; Specific Location**

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 A

# Coins, Encumbrance & Equipment

TABLE A.1 ARMS &amp; ARMOR

Cost	Lbs	Dmg		Short*	Medium
			Grenade-like †	–	30"
80 gp	20	2d6	Arbalest <sup>‡</sup>	60"	–
20 gp	10	d6	Bows, Slings, any missile <sup>§</sup>	30"	60"
3 gp	1	d4	Dagger or Dart	10"	30"
5 gp	5	d8	Spear, Axe, any thrown	10"	30"
10 gp	5		Extra quiver and 20 arrows or bolts		
–		d4	Club, Torch, any improvised weapon		
5 gp	5	d8	One-handed weapon; Sword, Flail, Mace, etc.		
20 gp	10	d10	Two-handed weapon; 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 or Mace		
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		
60 gp	40		Heavy Armor (plate) AC 3		
10 gp	5		Shield -1 to AC, +2 save vs breath weapon		

\* Short range provides +2 Advantage bonus to hit.

† Oil, holy water, acid, torch, and the like.

‡ Arbalests take several rounds to wind and load. Having only a short range, they are effectively +2 to hit.

§ Price and weight includes a quiver and arrows, bolts, or bullets. Pay as you go ammo; pay 1 gp once per combat, immediately when a missile weapon is used.

Ranges are for man-to-man combat. Massed volley fire, at least 20 attackers, can be done at 4x medium range. Make one attack roll for every target in "beaten zone".



TABLE A.2 COIN WEIGHTS &amp; EXCHANGE RATES

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

TABLE A.3 ENCUMBRANCE &amp; MOVEMENT RATES

Encumbrance	Move	Lbs of Treasure Carried per Character <sup>†</sup>			
		Porter	Leather*	Chain*	Plate*
Up to 40 lbs.	40"	40	0 + 10	-	-
41 to 60 lbs.	30"	60	10 + 20	0 + 20	-
61 to 80 lbs.	20"	80	30 + 20	20 + 20	0 + 20
81 to 160 lbs.	10"	160	110 + 20	100 + 20	80 + 20

\* 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 (10 lbs. capacity)
1 gp	-	Sack, large (40 lbs. capacity)
5 gp	-	Backpack (60 lbs. capacity)
5 gp	10	Chest, small (30 lbs. capacity)
10 gp	20	Chest, large (100 lbs. capacity)
20 gp	1	Lock. 100 gp for -1 to pick, 500 gp for -2 to pick
1 sp	-	Candle; burns for twenty-four Turns, 5 ft. radius
1 gp	.5	* Torch; burns for six Turns, 30 ft. radius, melee as club
25 gp	1	Lantern; oil burns for twenty-four Turns, 30 ft. radius
5 gp	.5	* Oil (pint) 3 ft. puddle, burns (d4 dmg) for two rounds
50 gp	.5	Weak acid (flask) melts locks, chains, faces (d4 dmg)
25 gp	1	Holy Symbol; required to rebuke undead
25 gp	.5	Holy Water (flask) burns undead / unholy (d12 dmg)
10 gp	-	Blessed Garlic; repel vampire
10 gp	-	Blessed Wolfsbane; repel lycanthropes
2 gp	5	10-foot pole (p53)
3 gp	2	Hammer, small; for spikes
1 gp	.5	* Iron spike; 5-in-6 hold door, rope or similar
10 gp	5	Crowbar; +1 Forcing (p53), (d4 dmg)
5 gp	8	Pick, miner's; allows Bashing (p52) stone, (d4 dmg)
5 gp	8	Shovel; dig earth / scoop treasure into sacks
5 gp	8	Sledgehammer; +1 Bashing (p52) wood, (d6 dmg)
25 gp	10	Rope (50 ft.) supports three fully loaded men / 1,000 lbs.
25 gp	4	Grappling Hook; 4-in-6 catches when thrown
10 gp	5	Block and Tackle; 3x lifting capacity
30 gp	15	Chain (10 ft.) support 6,000 lbs.
15 gp	1	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 (1 day's water)
10 gp	80	Barrel (24 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)
5 gp	-	* Parchment, ink and quills (one map or spell scroll)
20 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 (p32)
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 and dwarves 40" move
100 gp		Riding Horse; 200 lbs. 80" move, 400 lbs. 40" move
250 gp		Warhorse; 400 lbs. 40", 2+2 HD, d8 trample
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
5 gp		Carriage service per day of travel

\* **Pay as you go** When not in survival situation, these items may be paid for at the moment of use.

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

**Byrding / Knarr** 4,000 gp Designed for river travel. They can be rowed or poled at 60" and may have a wooden roof to protect cargo and passengers (1,000 gp extra). Length 20-30 ft., beam 10 ft., draft 2-3 ft. Standard crew is eight rowers. These boats carry up to 4,000 lbs.

**Nava / Dohk** 5,000 gp These smaller ships are mainly used on lake and coastal waters. They have a single mast, sail at 60", or poled on rivers at 30". Length 40-60 ft., beam 20-25 ft., draft 5-8 ft. Standard crew is ten sailors, a navigator and a captain. Can carry up to 10,000 lbs.

**Roundship / Caravela** 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. Transports 30,000 lbs of cargo.

**Svekk 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. Standard crew is 60 sailors (who double as rowers and marines) and a captain. Longships carry up to 4,000 lbs. of cargo.

**Dromon, small** 10,000 gp sailed 30" rowed 60" 60 crew, 2,000 lbs. cargo.

**Dromon, large** 30,000 gp sailed 30" rowed 40" 180 crew, 4,000 lbs. cargo.

**Dromon, war** 60,000 gp sailed 20" rowed 40" 300 crew, 6,000 lbs. cargo.

## ITEM SAVING THROWS

Items are subject to saving throws as follows:

- 1) Unattended items when subjected magic or excessive force. This means a Potion of Healing in a backpack is safe from a fire ball, but the Potion of Healing in the pile of treasure must be saved for.
- 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. Great fall, doused with acid, etc.

TABLE A.5 ITEM SAVING THROWS

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

\* Weapons, armor, iron items.

† Includes coins, jewelry, and other metal treasures.

Magical items get two saves with whatever bonus they may have.

**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.

**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.

TABLE A.6 STANDARD NPC LEVEL DISTRIBUTION

Level	Std	Elite	Elite+	Alt d6 System	
1	01-35	01-20	01-10	1	1 <sup>st</sup>
2	36-60	21-50	11-25	2	2 <sup>nd</sup>
3	61-80	51-70	26-55	3	3 <sup>rd</sup>
4	81-90	71-80	56-70	4-5	1 <sup>st</sup>
d4+4	91-97	81-95	71-90	6	d6 → 1-4) 2 <sup>nd</sup> 5-6) 4+
d4+8	98-00	96-00	91-00		

Std/Elite/Elite+ from Gabor Lux’s excellent “Echos From Fomalhaut” zine.



TABLE A.7 PRIEST REBUKING UNDEAD

Undead HD	Priest 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 turn 2d6 Hit Dice worth of undead.

T automatically turn 2d6 Hit Dice worth of undead.

D automatically destroy 2d6 Hit Dice worth of undead.

On success, at least one undead creature regardless of Hit Dice is always turned or destroyed. Success or fail, a Priest may designate new group of undead to rebuke round after round.

## Appendix B

# Goods and Treasures

TABLE B.1 ALCHEMICAL LAB

	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 <sup>‡</sup>
6	tube	granular	transparent	flowing	pigment*
7	box	oily	hazy	churning	corrosive <sup>†</sup>
8	flask	powdered	d3 colours	melting	potion

\* Strong colorative effect on items/members in contact.

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

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

	Miscibility	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 <sup>‡</sup>
8	remains effective	single new effect	cloudkill
9	potion, unstable <sup>†</sup>	single new effect	rust gas <sup>‡</sup>
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 d4 damage to all breathing creatures.

Alchemical tables from Gabor Lux's excellent zine "Echos From Fomalhaut #02" p17.



TABLE B.2 BAUBLES, BOOZE AND BLACK LOTUS

	Value	Gemstones
1-7	10 gp	<b>Agate:</b> Multi-colored circles <b>Tiger Eye:</b> Brown with golden center under-hue
8-13	50 gp	<b>Bloodstone:</b> Dark gray with red flecks <b>Moonstone:</b> Translucent white with pale blue glow
14-17	100 gp	<b>Carnelian:</b> Orange to reddish brown <b>Jade:</b> Light green deep green green and white
18-19	500 gp	<b>Pearl:</b> Lustrous white pinkish to pure black <b>Topaz:</b> Translucent golden yellow
20	1000 gp	<b>Emerald:</b> Rich green <b>Ruby:</b> Brilliant crimson <b>Sapphire:</b> Vivid azure
–	5000 gp	<b>Diamond:</b> Transparent

	Value	Libation
1	5 gp	Lukstone wine
2	5 gp	Wildwood berry wine
3	5 gp	Atwain Brown pipe weed
4	10 gp	Old Took pipe weed from Bulwark
5	50 gp	Virid green brandy
6	1 gp	Skandik mead
7	20 gp	Hydra Ichor
8	100 gp	Bee honey

	Lotus	Liquid	Powder	Smoke or Vapor
1-6	Black	lingering feverish death	<i>Feeblemind</i>	coma / recover dō spell slots
7-12	Yellow	death / undeath	coma / mutate	rotting disease / learn spell
13-14	Purple	paralysis / insanity	<i>Gate</i>	<i>True Seeing</i> and hallucinations
15-16	Scarlet	messy death / rage	death / <i>Haste</i>	heroism
17-18	White	<i>Polymorph</i> / <i>True Polymorph</i>	<i>Heal</i>	<i>Dispell Chaos</i>
19	Grey	annul magic	<i>Disintegrate</i>	<i>Cloudkill</i>
20	Golden	<i>Reincarnation</i>	<i>Regeneration</i>	<i>Neut. Poison</i>

Make save vs death: effect on failure / effect on success.

TABLE B.3 POTION FORMULAS

	Cost*	Potion	Key Ingredient†
1-4	200	Charm Animal	brain of giant animal
5-6	1100	Charm Giant	brain of giant type
7	2350	Charm Dragon	brain of dragon type
8	850	Charm Human	nymph hair
9-10	300	Charm Plant	green slime
11-13	450	Clairvoyance	minotaur horn
14-16	450	Clairaudience	black cat ear
17-20	650	Cold Resistance	yeti fur
21-22	650	Diminution	troll blood
23-26	300	Dust of Appearance	wraith dust
27	1000	Dust of Death	black lotus
28-29	350	Dust of Paralysis	cockatrice poop
30-32	350	Dust of Choking	yellow mold
33	600	ESP	mind flayer tentacle
34-35	1000	Extra Healing	unicorn horn
36-40	650	Fire Resistance	hell hound teeth
41-44	500	Flying	pegasus feather
45-47	350	Gaseous Form	vampire dust
48-49	1000	Giant Strength	toenail of giant type
50-52	250	Growth	g. centipede
53-55	550	Haste	hydra teeth
56-66	250	Healing	g. spider web
67-70	250	Heroism	warrior heart
71-73	700	Invisibility	pixie dust
74	4000	Invulnerability	giant slug slime
75-78	300	Levitation	stirge proboscis
79	700	Longevity	treat twig
80-85	850	Neutralize Poison	rust monster antennae
86-87	1200	Oil of Etherealness	phase spider eye
88	700	Oil of Slipperiness	giant eel
89	600	Polymorph Self	doppleganger teeth
90	750	Super-Heroism	scarlet lotus
91-92	450	Treasure Finding	beholder eye
93-95	800	Undead Control	mummy dust
96-00	250	Water Breathing	sea serpent blood

An alchemist will know d6 formulae.

\* Alchemists sell for 2x this amount.

† Alchemists brew for ½ cost if provided this.

**TABLE B.4 AT THE DOCKS**

1	Tarantine Merchants' Association red and blue sailed roundships. "Pirate".
2	Tharban trade ships from Zothay.
3	Virid Empire "diplomatic" mission of several war galleys.
4	Valon wizard's wave skimmer.
5	Skandik svekka longships.
6	Exotic animals; <b>1-2)</b> desert, <b>3-4)</b> jungle, <b>5-6)</b> dungeon.
7	Pelt trader; sable, mink fox, big cat, shark, bear, wolf.
8	Sea monsters.
9	Spices; saffron, jasmine oil, cloves, cardamon.
10	Lotus dealer.
11	Exotics; silk (12lb, 10sp), cocoa (100 gp/lb), ambergris (3 gp/lb).
12	Fish, so much fish.

**TABLE B.5 IN THE CARAVAN**

1	Dye; <b>1)</b> red iron (5 gp/lb), <b>2)</b> indigo (3 gp/lb), <b>3)</b> blue (1 gp/lb), <b>4)</b> vermilion (4 gp/lb), <b>5)</b> sulfuric (3 gp/lb), <b>6)</b> green (1 gp/lb).
2	Caged; <b>1)</b> griffons, <b>2)</b> hippogriffs, <b>3)</b> owlbeats, <b>4)</b> winged monkeys, <b>5)</b> prisoners, <b>6)</b> .
3	Pipe; <b>1-3)</b> Atwain Brown, <b>4-5)</b> Old Took (Bulwark) <b>6)</b> counterfeit ditch weed.
4	Oil;
5	Wines; <b>1-2)</b> Luckstone, <b>3-4)</b> Wildwood, <b>5-6)</b> foreign.
6	Stone;
7	Ingots; <b>1-3)</b> iron (1 gp/lb), <b>4)</b> tin (4 gp/lb), <b>5)</b> copper (1 gp/lb), <b>6)</b> silver (20sp).
8	Lumber;
9	Cloths; Silk, raw cotton.
10	Farm to market;
11	<b>1-2)</b> war booty, <b>3-4)</b> taxes, <b>5-6)</b> tribute.
12	Grains; wheat, rye, barely, hay.
13	Animals; goats, cows, sheep, horses, boars, birds.
14	<b>1-2)</b> tools, <b>3)</b> pottery, <b>4)</b> armors, <b>5)</b> weapons, <b>6)</b> coffins.
15	Plague victims.
16	Books, scrolls, art;
17	Slaves; workers, sacrifices.
18	Monster parts (spell components).
19	Under attack by raiders.
20	Smuggling; <b>1-2)</b> contraband, <b>3-4)</b> treasure, <b>5)</b> people, <b>6)</b> spies. Roll again for "cover".

## Appendix C

# Carousing Mishaps

### 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 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.

## Cult Complications

- 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. Priest 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 Priest 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. Priest's superiors are not impressed. Pass Charisma check or no XP gained.
- 12 While looking to help the poor, Priest is mugged. Lose all wealth carried and start adventure d6 hit points short.
- 13 Unintentionally anger deity and must now atone to receive spells above 1<sup>st</sup> level.
- 14 Townsfolk are enamored by a younger populist Priest's message – Pass Charisma check or lose respect of local populace.
- 15 Accidentally lose sacred relic, greatly upsetting Priest's superiors. Pass Charisma check or get banished from this temple until it is returned.
- 16 Talked out of any spare gold Priest has on them by a sob-story-telling swindler.
- 17 Accused of heresy. Pass Wisdom check to avoid the sanction of Priest's faith.
- 18 Rival priest is jealous of Priest's good works. They gain an enemy who will strike this adventure.
- 19 Accused of embezzlement of temple funds. Pass Charisma check to clear Priest'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 Priest, **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>

## 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 *Fight! Fight! Fight!* Involved in brawl, pass Strength check or start adventure d6 hit points short.
- 4 *Romantic entanglement.* Pass Wisdom check to avoid complication; **1-3)** scorned lover, **4-5)** angry husband, **6)** angry parents.
- 5 Face random encounter alone.
- 6 *Life of the party.* Pass Charisma check or all future carousing in this burg costs double but only nets ½ XP due to barflies and other parasites.
- 7 *Insult local person of rank.* Passing Charisma check indicates personage is amenable to some sort of reparations.
- 8 *Didn't notice the rash in the candlelight.* save vs death to avoid infection.
- 9 *New tattoo.* **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 *Beaten and robbed.* Lose all personal valuables and start adventure with half hit points.
- 11 *Gambling binge.* Lose all wealth. For each magic item in character's possession, failed Wisdom check indicates it's gone.
- 12 *Hangover from hell.* 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 spell or magic device or *Polymorphed*.
- 14 *One of us! One of us!* Initiated into a secret, weird cult. Pass Intelligence check to remember the signs and passes.
- 15 *Guaranteed 4x returns!* 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)** Priests are majorly pissed, **4-6)** they smile and thank character for their dedicated service.
- 17 *I'm a meat popsicle.* 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 *Begged gods to get out of some stupid mess.* They did. And now, as repayment, character is under the effects of a *Quest* spell.
- 20 *The roof is on fire!* 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 D

# Wilderlands

### **CSIO** (clenched gauntlet) *The Invincible Overlord*

Heraldry vertically split with gauntlet is directly controlled by Overlord. Slanted split gauntlet is CSIO vassal.

Army: red tabard, black trim. Each unit overlays totem beast on fist. Praetorian Guard: red/black vertically split tabard.

City of **Modron** (gold trident on sky blue) *Governor Krogin*.

Client of the CSIO on the Estuary of the Roglaroon.

### **Thunderhold** (gold/black twin outward pointing axes)

Dwarf town, mine and last refuge. Exiled *King Mzudrak Nhufurn Ironhelm*.

Loyal tributary of the Invincible Overlord.

### **Skandiks**

City of **Ossary** (black quadskellion on red) *King Lovass Iron Balls*. On pagan coast.

**Aldorson Clan** (¼ curved) *Chief Karl Aldersson Third Eye*

**Holmgard Clan** (¼ straight) *Queen Sigurd Brighteye*

**Rakinach Clan** (red cross on white) *Lord Surgeld Stormcrow*

**Talgard Clan** (spiraled) *Chief Ivar Trollskin*

Town of **Croy** (black / orange) *King Melrik the Outsider*. Island off pagan coast

**Wood Elf Houses** (elk rack on hunter green). Several independent settlements throughout the Pazidan peninsula.

Independent City of **Warwik** On north east coast. An annoying pebble in the Overlord's iron boot. Ruled by prominent Tharban families; *Danral* (gold crown and anchor on blue), *Baughan* (gold crown over forest), *Stackpoole* (gold crown over purple/white diamond field).

**Tarantis Merchant Association** (roundship) Tarantis, City of Spices home of Tarshians. To the east across the Winedark sea. Sanctions piracy. Roundship sails are red and blue stripped.

**Tula, Isle of Necromancers** (skull, skeleton, bones, greys never black or white) Each necromancer has their own variation. North in the Winedark sea.

**Valon** (magic summoning circle) Light blue and white. Ruled by Synod of statuesque Avalonian ice-wizards. Far to the north across the Winedark Sea.

**Virid Empire** (Green Devil Face / Serpentine Dragon) City State of the Jade Emperor. Undergoing long, slow decline, its demon blooded rulers still dictate over a vast empire. To the West across the plains beyond the Majestic Mtns.

Citystate of **Zothay** Tharban Viziers. Close relations with Warwik. To the south on eastern coast of the Pazidan peninsula.

## CULTURES

### Alryans

Majority of civilized people in the Pazidan Peninsula identify as Alryan. A melange of peoples carrying the Kelnorian bloodline, though much diminished.

- Late Eastern Roman Empire.
- Brown or black hair, ruddy to pink skin.
- Red nobility, Blue trades, Undyed commoners.

### The Dunael

Noble and proud woodsmen. Long guardians of the Dearthwood, to which ancient oaths bind them. Now driven to its fringes by the Purple Claw.

- Dunedain fantasy Druids.
- Idealized body form, dusky of skin and dark of hair.
- Greens, browns. Fine ironwood blades and ring mails, exceptional yew bows and swan fletched arrows.

### Moonraker Moor folk

Purest remaining bloodline of the Orichalan Dragon Kings. Whose empire and technology base has long crumbled to ruin. The Moors bitterly remember the empire's halcyon days and keep alive the old, terrible ways.

- REH doom metal Picts.
- Tall. Mauve to grey skin, magenta eyes, hairless. Left hand has but three fingers.
- Crude tattoos, white war paint. Over-the-top death metal styled great spears, wavy blades, and armor pieces. Thin leather cloaks and sparse wigs made from their victims.

### Roglaroon River People

A much less pure in blood and culture Orichalan lineage. Living on the fringes of Law and civilization. Most are, at least, part time buccaneers. A few of their wizards still retain knowledge of Orichalan blood magic.

- Romano-Viet Cong boat people.
- Short, slight, dark mulberry to black skin, lavender eyes.
- Dress head to toe in black, only a narrow slit for eyes, maybe a color sash or swath. Crossbows.

### Barbarian Altanans

Before being accepted as adults, young Altanans must roam the world, for several (3-7) years. Supplying a constant pool of mercenaries to the petty lords of the Wilderlands.

- REH Nomadic Cimmerians.
- Stocky, muscled, black hair, red skin, dark eyes.
- Adopt the arms, armor and clothing of host culture, Accessorizing with simple Altanan bronze or silver armbands, torcs and the like.
- "Protectors" female psionic shamans.



**Skandiks**

Sea reavers of the frigid north. Have semi-recently conquered and settled the Pagan Coast south east of the City State. "The Tree of Odin".

- REH Vanir.
- Large, barrel chested, never cut their red hair or beards, pale skin.
- Furs, plaids, solids, red, green, yellow, round shields, axes, svekka long-ships.

**Amazons**

Practice parthenogenesis, reproduction via eldritch means without the need for males. Small parties of one to seven wander throughout the peninsula. The Shield Maiden's core Queendom has been diminished to a singular fortress near Sea Rune.

- Comic book wonder woman style.
- Tall, lithe, perfect ivory or tan skin, long lustrous hair. Amazons!
- Fantasy greek arms and armor. Throwing discus.

**Tharban**

Inhabitants of Zothay, Warwik, and other scattered port cities. Their lanteen rigged dohks are found trading slaves and other wares in nearly every part of the Wilderlands. Known for weird cults, duplicity, and assassinations.

- Gabor Lux Asians / Turks.
- Medium build, kinky black or brown hair, commonly bald, elaborate facial hair, brown eyes, shockingly large noses.
- Rich, colorful, ostentatious robes, turbans. Light armors, scimitars, stiletos, bucklers, hand crossbows.

**Viridians**

The vast majority of commoners are an admixture of Ghinorans, Altanans, Lenapashims, and others conquered by The Jade Empire.

- Moorcock Melniboneans as Persians.
- Viridian nobles are immensely tall, green skinned and demon blooded.

**Ghinorans**

Those Ghinorans not assimilated or oppressed by other cultures believe that they are the chosen people of Mycr (a version of Mitra), destined to bring peace and justice to all the world, willing or not.

- Ancient Egyptians on Jihad for Mycr.
- Medium build, bronze skin, strait black hair, no facial hair, hook noses.

**LENAPASHIM**

- Arabs of 1001 Nights

**TARSHIANS**

- Hill Canton slaves

## ORDERS, CULTS & MYSTERIES

### **The Nine Hundred Gods** (various)

Most Priests dedicate themselves to a local deity. Such as of a town, river, or of an obscure aspect of life. For is it not better to be the only and thus Head Priest of a small faith, than be an overlooked acolyte of a large temple hierarchy?

### **Conclave of Law** (brass/copper/bronze/silver/gold pentagram)

Bahamut, Father of Metallic Dragons - Primus of Law. Few remember his name. But many follow his rule.

### **Cult of Mitra** (burning flame)

Mitra - War God of the Sun, Sky, Justice and Civilization. Followers of Mitra thrive and have spread their faith throughout the known world.

### **Inexorables of Mycr** (three flames)

Mycr, The True One. An Aspect of Mitra from the Desert Cities. Crusading pilgrims enlighten the willing and purify with Mycr's flame those who aren't.

### **Forn Sidthr** "The Tree of Odin" (blue othala)

Originating in the Northern Reaches. Widely spread by successive waves of Skandik invasion and settlement. Odin All-Father - Battle God of Knowledge. His wife, Frigga - Hostess of Valhalla. First son, Thor the Thunderer - Battle God of Lightning and Storms. Thor's wife, Sif Shield Maiden - Gatherer of the Dead. Odin's other son, Tyr Helwalker - Battle God of Justice and Courage.

### **Order of Set the Destroyer** (black jackal head)

Set, Eater of Man, Lord of Snakes - God of Destruction. Set's snake towers surprisingly seem to be everywhere.

### **Order of Thoth the Terrible** (ankh)

Thoth (Isis is female aspect) - God of Life, Knowledge, and Magic.

### **Order of Hierax / Morg** (shrouded figure)

Hierax aka Morg, Shrouded God of Death, Bringer of the Void - Blind God of Order at the End of All. Evolved from a Thoth-Anubis sect. *"Only in death is truth known. Death is the goal of all life. Opposition to this is futile, no one has ever conquered death."*

### **Orgy of Bast** (long necked cat)

Bast, Fickle Feline of Fate - Goddess of Cats and Fertility.

### **Spider Cult** (gold spider, golden web)

Nephtlys the Spider - Goddess of Commerce, Wealth, Grief, Protection from Death, and Revenge for wronged females. Few dedicate themselves to Nephtlys but nearly all make her offerings.

### **Crom** (Crom cares not for symbols)

Grim "god" of the Altanan Barbarians. Not truly a god, nor a demon. Crom has no time for ideological squabbles between Law and Chaos. Live or live not. Do not whine over it.

**Freya's Dreamers** (oak knot)

The Alvar, purported Elf progenitors are infrequently honored by their offspring. Freya (White Elves), Queen of Madness and Betrayal, Font of Magic, Dreams, and Chaos. Silvanus (Wood Elves), The Oak Father, The Green Man, Lord of the Green Wood and all the creatures within.

**Blood Stained Goddess** (bloody hand)

The insatiate Queen of Carnage is secretly worshipped by many other than the humanoids of the Purple Claw. For many are induced by the power afforded those who willingly drench her iron idols in the blood of others.

**Cult of Tsathoggus** (unimpressed toad face)

Chaotic cult worshiping the innumerable frog demons. Principally; Delightful Mister Frog, *The Croak that Sounds at the End of All Things*; Saint Toad, *Prince of the Dissonant Howlers*; and Grandma Salamander, *Mistress of the Vengeful Whispers*. Originated in Virid Empire.

**Convocation of Tiamat** (five fingered chromatic claw)

Mother of Chromatic Dragons, the Ur demon of Chaos. The Virid Empire's patron demon.

**WIZARDLY CONCLAVES****Conclave of the Twilight** (silver comet on black)

*Breath in Cool Starlight* white elf sorceress. Near Darkfield on Twilight Road.

**Conclave of Gwalion** (red skull and skeletons)

*Ursulia the Putrescent* necromancer. On Battleplain Gwallion.

**Conclave of the Crag** (dragon)

*Denali Two-heads* a centaur and consummate wizard. Hills near Elvenstar river.

**Grey Fang Conclave** (grey wolf head)

*Dorvilla* wizardress. Deep in the Western Majestic Mtns.

**Iron Spire** (black moon over black spire)

*Keepmaster Anson* probably a lich. Ered Losthain Mtns.

**Mistwind Conclave** (red mountain daisy on grey)

*Serinal the Green* wizard. Edge of mid-east Majestic Mtns.

**Silent Wind Conclave** (three black stars over bridge on white)

*Estella the White* young enchantress. In the Chimera Valley off Rorystone Road.

## GUILDS

### **The Ancient Order of Executioners, Wardens and Torturers** (ring & bar)

Responsible for prisoners and punishment. Pays bounties for outlaws.

### **Fellowship of Seafarers, Riverines, and Boatbuilders** (oar over wavy lines)

"International" trade guild. Maritime focused.

### **Freeminers Guild** (crossed hammer, sometimes shovel, and pick)

"Master Oresmen" possess the true knowledge. Known mysteries include: copper, iron, mithral.

### **The Guild of Commerce and Trade** (a balance)

Locally dominant merchant guild. Regularly in conflict with the Fellowship and foreign traders. Frequently hires guards and recovery specialists.

### **Mercantylers** (3 gold globes)

Outfitters, pawnbrokers, and general brokers. Typically where to sell "loot".

### **The Ministrium of Mortality** (skull / skeleton)

Burial, wills, death taxes, undead suppression, and banking. See (p58)

### **The Sacred Dominion of Savants** (double line with bulge like rising sun)

Often tattooed on forehead. Scribes and sages. See (p36).

### **Commissioned Slavers of the City-State** (CSIO gauntlet holding shackle chain)

Aka "CSCS", aka Sis-Sis, The Slavers, The Shackle Gang. The original seals, commissions by various past overlords authorizing slave taking, are quite valuable. But many freelancers exist. Seals are rarely checked other than those of the final slaver selling wares directly to the markets.

### **Iron Ring** (black ring) "A ringer" guild member

The most widespread and successful of many similar organizations paid to enforce legal judgements, collect debts, recover stolen goods, disperse rabble. Often hired as personal bodyguards and escorts by the wealthy.

### **The Beggar's Guild** (no symbol)

Each city's guild is separate. The CSIO one is in conflict with *The Bakers Guild*.

### **The Bakers Guild** (loaf of bread) "The ledger" is their shebolah

Thieves guild. Although they actually do control baking in major cities. And a lot of beer production too. The guild is a cooperative. Each city or region being largely autonomous. They greatly enjoy naming hideouts after ordinary places. The Office, The River, The Cabin, The Barn.

*"Ledger is unbalanced"*; there's danger or no guild here. *"Gonna bake some bread"*; go on a job. *"Low on flour"*; too much legal scrutiny or other reason jobs are suspended. *"Oven is hot / cold"*; Availability, richness of marks locally.

### **The River** (no symbol)

The assassin's guild. Also spying and sabotage.

*"Do you want to buy passage up river"*; Contract for someone's death. *"Sent down river"*; Completed assassination contract. *"Riding the river"*, *"River is flowing / damned / frozen over"*; currently on mission and how's it going. *"Sun"*; guards, law, similar obstacles to completing job.

## Rorystone Carriage Company (stylized carriage)

Fast, daily, moderately safe transport between Thunderhold and The City State. Only 1-in-6 chance significant Road Encounter per trip. 5 gp per day of travel. South; Thunderhold to CSIO/Bier 20 gp. North; CSIO to Thunderhold 15 gp.

Interference with carriages is punishable by death. Both the Border Wardens (Thunderhold) and the Red Cloaks (CSIO) have standard 500 gp bounty for those that do.

### Carriages

Four strong black horses, black stained carriage with “golden” trim, animal logo, and crests of both Thunderhold and CSIO. Warded with *Protection from Missiles*. Stops for nothing. Despite numerous bells warning of approach, regularly runs pedestrians off road.

### The Galomping Griffon

Drover: *Rimegerd* C SL4 male Alryan; T3 30" ML8 AC5 whip, sword, flash bombs. Smarmy, secretly *River* guildsman.

Porter: *Yorlando* N SL3 male Altanian; F1 30" ML7 AC4, shield, sword, arbalest. Hates Rimegerd, looking for employment elsewhere.

### The Hurried Hawk

Drover: *Maegwylan* L SL7 female Alryan; C7 30" ML8 AC5 reins, mace, flash bombs. Sly, deflecting.

Porter: *Eiltumal* N SL3 female Altanian; F2 30" ML8 AC4, shield, sword, arbalest. Bored, suspicious.

### The Walomping Wyvern

Drover: *Saith* N SL4 male Alryan; F2 30" ML6 AC5 whip, sword, flash bombs. Fat, unhealthy, creeps on lanrora.

Porter: *Ianrora* C SL3 female Altanian; F1 30" ML10 AC4, shield, sword, arbalest. Bloodthirsty, ready to splode.

**TABLE D.1 RORYSTONE CARRIAGE COMPANY STOPS**

South		North	
Thunderhold		CSIO	
Anvil	lunch	Darkfield	–
Angarth / Byrny*	eod 1	Haghill	lunch
Grimsby Ferry	eod 2	Twixt	eod 1
Twixt	lunch	Grimsby Ferry	lunch
Haghill	eod 3	Angarth	eod 2
Darkfield	–	Anvil	eod 3
CSIO	11am	Thunderhold	noon
Bier†	eod 4		

\* Alternates between Angarth and Byrny every other day. From Byrny, departs extra early and still doesn't make Grimsby until after dark. Make additional 1-in-6 chance encounter check.

† Only every third day, route continues this far and only to Caravan Crossing side.

## Appendix E

# Optional Rules

### SNOWFLAKE MODE

Allow the original Basic/Expert rules adjustments to starting ability scores. Priests may raise Wisdom. Fighters and Dwarves may raise Strength. Magic-Users may raise Intelligence. Thieves may raise Dexterity. Barbarians and Elves get nothing. Each point raised costs lowering one of the following abilities by two points.

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

**Human Origin** (starting language): **1-3** Alryan (Alryan), **4** Altanan Barbarian (Altanan). **5** Roglaroon River folk (Orichalan), **6** Re-roll: **1-2** Tharban (Alryan), **3** Dearthwood (Dunael), **4** Skandik (Skanic), **5** Viridian (Virid), **6** Distant Foreigner.

Secondary Skills: “DMG” p12.

### 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 <sup>ex</sup> rounds.
6-7	*† <i>Fatal Wound:</i> Die in d6 <sup>ex</sup> 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 1 hit points and stunned.
11	<i>It Only Looks Bad:</i> At 1 hit points and knocked down. Play dead or spend next turn recovering.
12	<i>Near Death Experience:</i> Re-roll all Hit Dice. This is character’s new current and maximum hit points. Use them more wisely this time.

\* Optionally use die to determine hit location.

† save vs death or unconscious from shock. If magically healed before death, will still suffer permanent loss of d4 points from Strength, Dexterity or Constitution. *Regenerate* will recover lost ability points.

## GETTIN DRUNK

Every “unit” of drinking (say an hour, or round of drinks) roll a number of d6 equal to total number of units consumed so far. E.g after three hours, should have rolled 1d6 at end of first hour (probably just ignore this), 2d6 at end of second, and 3d6 at end of third hour. Add extra d6 for ordering Dwarfven Triple, smoking the good stuff, snorting lotus powder, etc.

If roll is:

- > ½x Con to 1x Con: *Drunk*.
- > 1x Con to 2x Con: *Stupid Drunk*.
- > 2x Con: save vs death or pass out.

**Drunk:** -2 to WIS Mod and DEX Mod. Actions are more difficult and made with penalty or limitation. Next day, roll d20 ≤ Con or hangover, as Exhaustion (p63).

**Stupid Drunk:** -2 to all Ability modifiers. Actions more complicated than stumbling around and slurred speech should auto-fail or require great roll. Next day, roll d100 ≤ Con or hangover as Exhaustion (p63).

## BARROOM BRAWLS

For “friendly”, bare knuckle brawls between willing humanoids. Depending on establishment, bouncers or authorities will, 1-in-6 per round, end things early. Otherwise, brawls tend to wind down after 25-50% combatants are knocked out.

Total up your dice:

- 2 die Barbarian.
- 1 die Fighter or Thief.
- 1 die per STR and DEX modifier.
- 1 die if emphDrunk or emphStupid Drunk.
- 1 die taken it to *Next Level*.

Each round roll all your dice. For each 5-6 rolled, score a Solid Hit and earn 20 XP. Doubles allows a special maneuver.

**Solid Hit:** Make successful save vs paralysis to ignore. Represents “having had enough”, knocked out, or otherwise out of brawl.

**Next Level:** If character pulls knife, breaks open bottle, or the like then their Solid Hits now also inflict d6-3 (min 0) points of damage. Every time damage is scored, roll other brawler’s reaction; Hostile they *Get Real*, Neutral they also 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 (p55). All previously knocked out may reenter if they save vs death. Most brawlers will drop out or surrender rather than risk death.

## SOCIAL LEVEL

Social level can be ignored at the beginning of game. In civilized matters, esp within major cities such as CSIO, Warwik and Viridistan, the difference in SL applies as modifier to saves and to hit. It also applies to all sorts of gate keeping.

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, *Ready Ref Sheets, p2*.

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

Elves, unless Noble, and Barbarians generally ignore SL and their SL is ignored in turn.

Priests 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 start at SL d4 in the Military hierarchy and gain one SL per 2 levels gained. Fighters also gain +1 SL when they create a coat of arms.

Others start at SL d4 + 1 in the General hierarchy. SL 2 are runaway serfs. SL 3-4 are freemen. SL 5 is citizen.

Being knighted will move any character not already in the Noble or Gentleman hierarchies to SL 4 in Gentlemen.

## DUELING SERMONS

Hostile Priests routinely verbally assault one another. Those who do not respond to an opposing polemic are immediately rebuked for their lack of conviction. Losing half their current hit points.

Otherwise, 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 Priest of the other faiths are 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 rolls, and damage rolls for duration of encounter.

Participants may "drop out" after first round having minimally defended their faith. If 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 additional for their impertinence.



# Design Notes

These rules are not a tutorial, author assumes reader already knows how to RPG. Written to promote play over narration. More specifically they describe a game of exploration and acquisition of mechanical power. Focusing on B/X's sweet spot between "story time" and "tactical battle simulator". Players are not screenwriters writing their character. Rather, they are their characters, interacting with the game world as if it were a place that exists. Story, conflict, and growth are emergent rather than preconceived and narrated.

Abilities rolled in order is a profound design element. That and low number of classes keeps focus away from character "builds". Promoting a game of play and of action. Not one of theory crafting. When reordering is allowed, characters of a given class end up being the same optimized stereotypes. Rolling in order provides diversity without complexity. And when combined with ability restrictions, demi-human supposed rarity and flavor is facilitated. For example, no White Elf will ever be weak, clumsy or stupid.

No strength bonus to damage; keeps the damage curve shallow. Allowing spells, magic weapons and abilities (critical hits, back stab) that increase damage to be significant. The +1 to damage from *Bless* doesn't mean jack when Mighty Thews McGee is already doing +2 damage on every hit.

No spell memorization; when there was a limited number of spells and fewer monsters and encounter types, bringing the right spells was a decent puzzle to work out. Today it's just an annoyance. Preventing utility and situational spells from being used. Similarly many spells have lost their utility since the 70's. *Massmorph* was killer in fantasy miniature battles using original brown books with "*Chainmail*". Now, it's perplexing how a 5th level spell can suck so hard.

Fast level progression; we play much less often than in the 80's but would still like the possibility to reach high mid-levels. Spending gold for XP; 1) allows players to agonize over leveling and buying cool stuff, 2) provides more natural and less fiddly "level training" 3) encourages hex crawling and exploring the Wilderlands, 4) removes the artificial incentive to attack everything.

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.

White Elves and the Chaos vs Law thing; had just finished reading "*Three Hearts, Three Lions*" when writing these rules. Barbarians replacing hobbits is setting flavor and homage to REH's views on civilization.