

A Wilderlands Sandbox Campaign

For B/X Fantasy Role Playing Games

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

Other materials required for play include: a version of the original Basic/Expert rules (such as Necrotic Gnome Productions' Old-School Essentials series), a copy of "*Judges Guild Ready Refsheets*" and "*Wilderlands of High Fantasy*". Useful resources include: Judges Guild's Castles, Islands and Villages books, their "*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 positively influenced by Necrotic Gnome Production's design philosophy. Esp. keeping related material to one page or two facing pages.

The author's old school sensibilities owe a great debt to and are often straight copied (as credited throughout the text) from the numerous OSR bloggers and the games of referees Jimm Johnson and Steven Clark.

Design notes may be found on page 80 and further ramblings of the author at his blog: <https://trollandflame.blogspot.com/>

IMAGE CREDITS

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cover – Marato (original Judges Guild?)

title – Judges Guild "*Kelnore Forts*"

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p9 "*Thunderstruck*" – <https://www.deviantart.com/solidtom>

Next three <http://sinister-order.deviantart.com/>

p11 "*Firebenders of the Mont Order*"

p31 "*Knights of the Mont Order duelling through dawn*"

p42 "*Mont Order Crypt discovery*"

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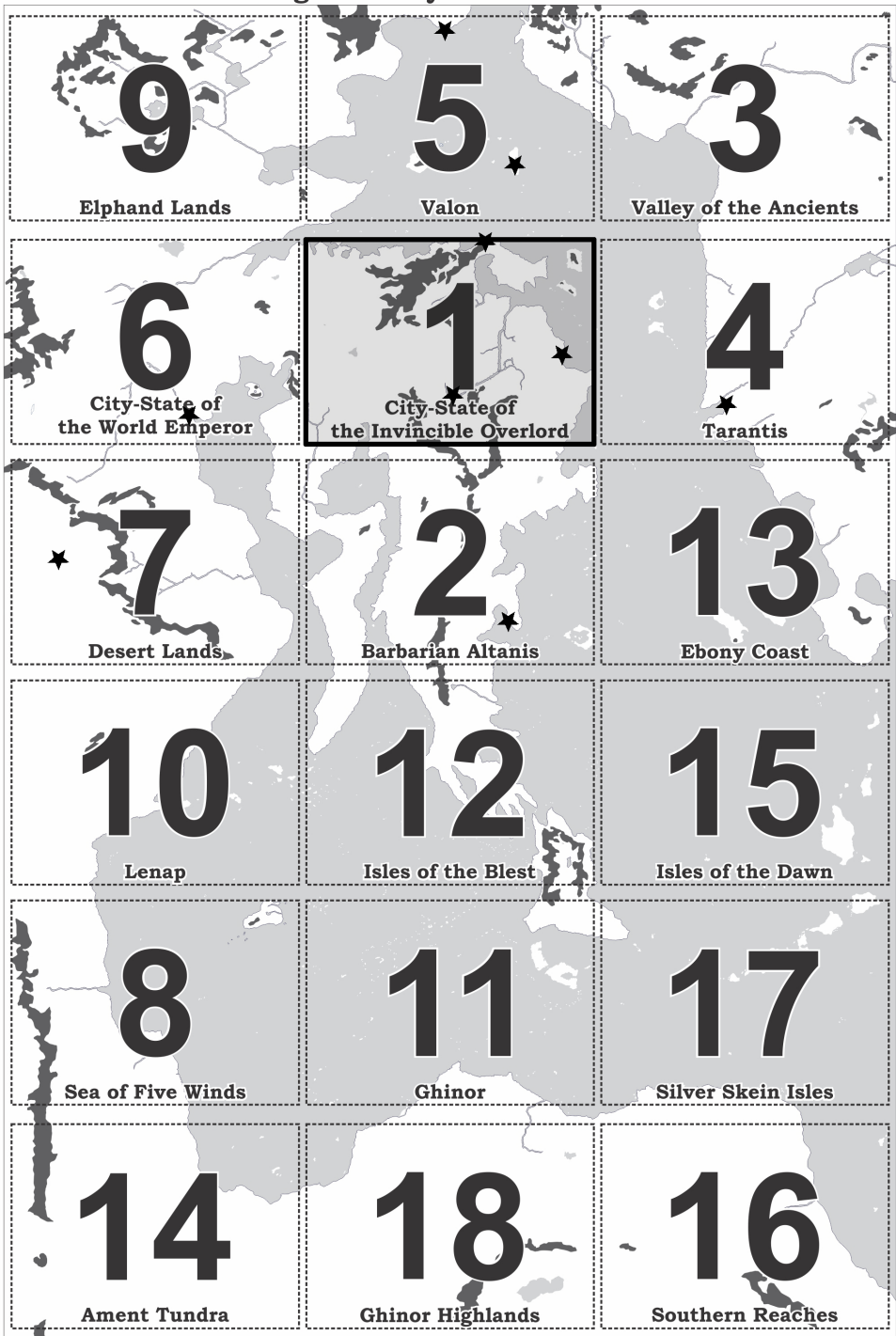
p?? "*Beast on Heron*" – unknown

p15, p16, p20, p27, p44 p48, p53, p57, p59, p73, – Open Clipart.

p40 "*The People of the Black Circle II*" – Hugh Rankin

The Wilderlands of High Fantasy

100 Miles



Chapter 1

Character Creation

"Character background" is what happens between levels one and six.

Gary Gygax

1. Roll 3d6, in order, for the character's six ability scores. Optionally, whine to referee that your character is "hopeless", see (p77).
2. Choose alignment (Law, Neutral, Chaos) and class (Barbarian, Dwarf, Fighter, Magic-User, Warrior-Priest, Thief or Elf).
3. From class description; record features, starting languages, equipment, Armor Class, Movement Rate, to hit and Saving Throw chances.
4. Roll Hit Die and record hit points. New characters have minimum of 3 hit points before Constitution adjustment.

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, do not roll). See (p35).

Ability Score	Modifier	Intelligence	Charisma	
		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 (p16).

† Default morale of new retainers.

Strength Modifier adjusts melee to hit rolls but NOT DAMAGE, Bashing things (p28) and Forcing open things (p30). Max lift is 20 lbs x Strength score.

Intelligence Score determines linguistic ability.

Wisdom Modifier adjusts *save vs spell and magic device*.

Dexterity Modifier adjusts ranged to hit rolls and Armor Class.

Constitution Modifier adjusts *save vs death* and hit points rolled per Hit Die (minimum 1 hit point).

Charisma Modifier adjusts Reaction Checks (p39). Score determines default Retainer Morale (p16) and number of allowed retainers.

ALIGNMENT

Characters 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.

All true gods are *Principals of Law* (p70). Even Set the Destroyer, Eater of Man, is Lawful. All gods seek the supremacy of humans and human civilization. Varying only in how they believe that is best accomplished. Chaotic Warrior-Priests follow demons, elemental forces and the like. Which all seek the downfall of the gods, of humans, or both.

LANGUAGES

Reaction Checks (p39) and Morale Checks (p16) are easier if you speak the creature's native tongue.

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

TABLE 1.1 LANGUAGES

1-5	Alryan "common" (<i>City-State and Tharban peoples</i>)
6	Altanan (<i>barbarians</i>)
7	Amazonian (<i>Amazons</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	Esoteric languages roll d10
1	Eris, the Chaos tongue (<i>demons, elves, priests</i>)
2	Logos, the words of Law (<i>archons, dwarves, priests</i>)
3	Avalonian (<i>wizards of Valon</i>)
4	High Viridian (<i>Viridistan nobles</i>)
5	Draconic (<i>dragons, 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			
		AC 0		W	P/P	BW	S/D
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's shackles and uncorrupted by civilization's sloth. A Barbarian who becomes Lawful or dependent on m

Hit Die: 1d8

Starting Languages: Altanan, Alryan and one additional language (p5) per positive Intelligence Modifier.

Starting Equipment: Chain shirt & shield (**AC 4, MV 30"**), backpack, 2 large sacks, 1 small sack, belt pouch, flint & steel, 6 torches, 2 pints oil, rain cloak, camping gear, 2 water skins, 10 days trail rations, 5 gp.

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

Pick one: 5 spikes & hammer *OR* crowbar *OR* booze.

Pick two normal weapons (p58).

Barbarian Class Features

- May utilize shields, wear all armor and wield all weapons.
- Roll their melee weapon damage rolls twice, using the better result.
- Know not fear.
- 2-in-6 chance to Listen or Search (p30).
- 2-in-6 chance to Sense construction tricks, rolled by referee (p30).
- Start with 2-in-6 Extraordinary Climb (p30) and 2-in-6 Sneak chances. Upon reaching each level after 1st, may increase the chance of either ability by one.
- After surviving to 3rd level; once per adventure upon death of ally, barbarians may petition Crom for revenge (consult referee for details).

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	13	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 shaped dwarves into excellent miners and to living underground. They imbibe great quantities of ale but require no other sustenance.

Hit Die: 1d8

Starting Languages: Dwarvish, Logos, Alryan and one additional language (p5) per positive Intelligence Modifier.

Starting Equipment: Fine steel mail & shield (**AC 2, MV 20**), backpack, 2 large sacks, 1 small sack, belt pouch, flint & steel, 6 torches, 2 pints oil, rain cloak, camping gear, 2 water skins, 10 days trail rations, 5 gp.

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

Pick one: 5 spikes & hammer *OR* crowbar *OR* booze.

Pick two: normal weapons (p58).

Dwarf Class Features

- May utilize shields, wear all armor and wield all weapons. But their melee weapons inflict at most d6 damage.
- 2-in-6 chance to Listen or Search (p30).
- 2-in-6 chance to Sense construction tricks, rolled by referee (p30).
- After 1 Turn adjusting to darkness, can see without light.
- Know what "Dungeon Level" they are on and thus the relative danger.
- Immune to non-magical diseases and to shape change including being turned to stone. Dwarves don't breath.
- After third level (or later), may seek out a liege and garner the benefits and responsibilities thereof.

FIGHTER

TABLE 1.4 FIGHTER ADVANCEMENT

Level	XP	to hit	Saving Throws				S/D
		AC 0	D/P	W	P/P	BW	
0	-200	19	14	15	16	17	18
1	0	19	12	13	14	15	16
2	2,000	19	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	13	7	8	9	9	11
10	96,000	12	6	7	8	8	10

Fighters are the preeminent warriors and leaders of men. Only Warrior-Priests garner more respect from noble or commoner. Most intelligent swords demand a Fighter wield them.

For their rights and privileges to be recognized, Fighters should establish a coat of arms by 3rd level.

Hit Die: 1d8

Starting Languages: Alryan and one additional language (*p5*) per positive Intelligence Modifier.

Starting Equipment: Plate Mail & shield (**AC 2, MV 20"**), backpack, 2 large sacks, 1 small sack, belt pouch, flint & steel, 6 torches, 2 pints oil, rain cloak, camping gear, 2 water skins, 10 days trail rations, 5 gp.

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

Pick one: 5 spikes & hammer *OR* crowbar *OR* booze.

Pick three: normal weapons (*p58*).

Fighter Class Features

- May utilize shields, wear all armor and wield all weapons.
- When wielding a spear or polearm, may attack from the second rank. Fighters are the only class that can do so without disadvantage.
- On a critical hit, in addition to the regular effect (*p33*), Fighters may immediately make another attack against any enemy.
- Their men-at-arm retainers start with +1 morale.
- At third level (or later), may seek out a liege and garner 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 60% of treasure, earning a like amount of XP (p34).
- Employ only Lawful retainers, who gain +2 (total) to their moral.
- Gain a warhorse of exceptional loyalty and health (ML12, max hit points, uses Paladin's saving throws).
- Gain a Squire (1st level Fighter) and a Page (non-combatant). These followers must be equipped, housed, and fed but serve without pay.
- Ability to cast Lawful Warrior-Priest spells from scrolls.
- Ability to *Lay Hands* once per "adventure" on one Lawful creature other than the Paladin. After one Turn of conjoined prayer: restores all hit points; cures poison, blindness, deafness and normal 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	18	12	13	12	15	13	2	2	-	-	-	-
5	16,000	18	12	13	12	15	13	2	2	1	-	-	-
6	32,000	17	11	12	11	14	12	2	2	2	-	-	-
7	48,000	17	11	12	11	14	12	3	2	2	1	-	-
8	64,000	16	10	11	10	13	11	3	3	2	2	-	-
9	80,000	16	10	11	10	13	10	3	3	3	2	1	-
10	96,000	15	9	10	9	12	9	3	3	3	3	2	1

Hit Die: 1d4

Starting Languages: Alyryan and one additional language (p5) per positive Intelligence Modifier. Magic-Users also learn one randomly rolled esoteric language per level, including 1st.

Starting Equipment: Robes (AC 9, MV 40"), Wizard Staff, 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, 2 water skins, 10 days trail rations, 5 gp.

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

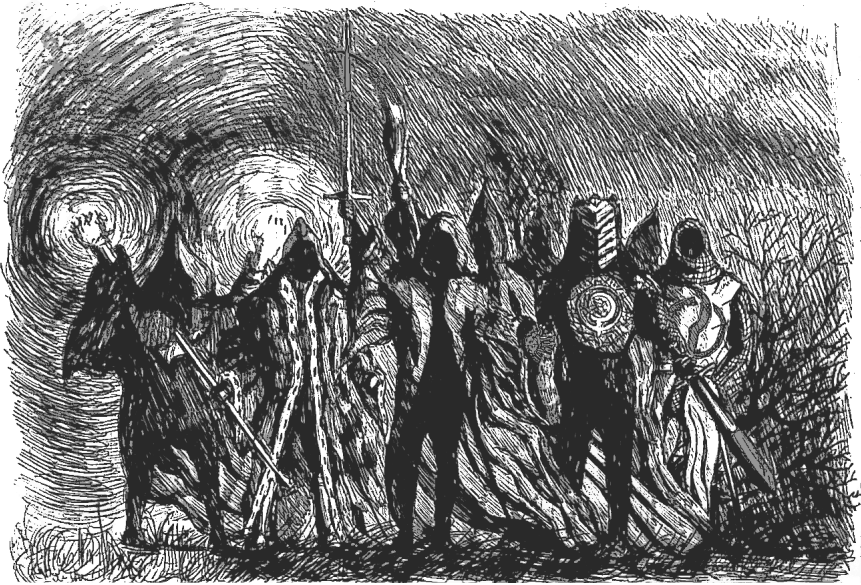
Pick one: 5 spikes & hammer OR crowbar OR booze.

Starting Formulas: *Potion of Healing*, plus one randomly chosen formula (p63) per positive Intelligence Modifier.

Starting Scrolls: *Shield*, *Sleep*, and *Hold Portal*

Magic-User Class Features

- May not utilize shields, nor wear armor and all weapons wielded by a Magic-User inflict at most d4 damage.
- May cast Magic-User spells from scrolls.
- During a Downtime Sequence (p54) may do all of:
 - brew one known formula for cost (p63).
 - copy one scroll for 100 gp per spell level.
 - make one attempt to learn a new spell.
- At third level (or later), may join a Wizard's Conclave and. Suffering the benefits and responsibilities thereof.



Magic-User Spell Casting

A Magic-User's collection of scrolls are the spells they know. Their "spell-book". 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 Cast per Day resets at dawn.

During a Downtime Sequence (p54) they may make a copy of one Magic-User scroll they physically possess and whose spell level is available from their Spells Cast per Day for *100 gp per spell level*.

Learning Spells: Since possessing its scroll means knowing the spell; looting, stealing, or buying scrolls are the primary means of expanding one's grimoire.

In addition to those methods of acquisition, each Downtime Sequence (p54), 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 scroll copying or formula brewing.

For example Xenophobus, a 4th level Magic-User, wants to study *Fireball*. She can't, being unable to cast 3rd level spells. Making note to visit revenge upon the referee's monsters for this umbrage, she instead chooses to study the 2nd level spell *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.

THIEF

TABLE 1.6 THIEF ADVANCEMENT

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

Hit Die: 1d4

Starting Languages: Alryan, Sly Patter (the thief's cant) and one additional language (p5) per positive Intelligence Modifier.

Starting Equipment: Studded Leather & shield (AC 6, MV 30"), flask of acid, mirror, backpack, 2 large sacks, 1 small sack, belt pouch, flint & steel, 6 torches, 2 pints oil, rain cloak, camping gear, 2 water skins, 10 days trail rations, 5 gp.

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

Pick one: 5 spikes & hammer OR crowbar OR booze.

Pick two: normal weapons (p58).

Thief Class Features

- May utilize shields, wear Light (AC 7) or Medium (AC 5) armor and wield all weapons.
- After spending a Round successfully Sneaking into position, or when their victim is surprised (and Thief is not surprised), they may Back Stab with a one-handed melee weapon, gaining +4 to hit and +6 to damage.
- Upon reaching each level after 1st, may increase the chance of two different of the following abilities by one each:
 - 4-in-6 chance for Extraordinary Climb (p30).
 - 2-in-6 chance to Listen or Search (p30).
 - 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 (p30).
 - 2-in-6 chance to Sneak.
- At third level (or later), Neutral Thieves may join *The Bakers Guild* (thieves' guild) (p67), Chaotic Thieves *The River* (assassins guild) (p67).

WARRIOR-PRIEST

TABLE 1.7 WARRIOR-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	-	-	-	-	-	-
2	1,500	19	11	12	14	16	14	1	-	-	-	-	-
3	3,000	18	10	11	13	15	13	2	-	-	-	-	-
4	6,000	18	10	11	13	15	13	2	1	-	-	-	-
5	12,000	17	9	10	12	14	12	2	2	-	-	-	-
6	24,000	17	9	10	12	14	11	2	2	1	1	-	-
7	36,000	16	8	9	11	13	10	2	2	2	1	1	-
8	48,000	15	8	9	11	12	9	3	3	2	2	1	1
9	60,000	14	6	7	9	11	9	3	3	3	2	2	1
10	72,000	14	6	7	9	11	9	4	4	3	3	2	2

Hit Die: 1d6

Starting Languages: Alryan and one additional language (p5) per positive Intelligence Modifier. Lawful Priests learn Logos. Chaotic ones learn Eris.

Starting Equipment: Breastplate, bracers, greaves & shield (AC 2, MV 20"), 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, 2 water skins, 10 days trail rations, 5 gp.

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

Pick one: 5 spikes & hammer OR crowbar OR booze.

Pick one: normal weapon (p58).

Warrior-Priest Class Features

- May utilize shields, wear all armor but may wield only blunted weapons that inflict at most d6 damage.
- May cast Warrior-Priest spells from scrolls.
- May rebuke undead by holding forth holy symbol and chanting. (Designate a group of undead and the referee will resolve the attempt).
- During a Downtime Sequence (p54) may do all of:
 - scribe one scroll for 100 gp per spell level.
 - augment holy symbol 1000 gp per downtime.
- At third level (or later), may join a mystery, cult, or religious order; learning its rites and rituals (p70).

Warrior-Priest Spell Casting

Warrior-Priests spells (p24) are granted by their deity(ies) as reward for devotion and service. And may be withheld if either is lacking. Thus Warrior-Priests don't need to memorize spells and may cast any spell they know up to their allowed Spells Cast per Day (Table 1.7). Their Spells Cast per Day resets at dawn.

ELF

TABLE 1.8 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	13	7	8	9	9	9	3	3	3	2	-	-
10	120,000	12	6	7	8	8	8	3	3	3	3	-	-

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

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, Aryan, Faerie, Goblin and one additional language (p5) per positive Intelligence Modifier.

Starting Equipment: Vine mail & shield (AC 4, MV 30"), ironwood sword, yew bow, quiver & 20 needleleaf arrows, backpack, 2 large sacks, 1 small sack, belt pouch, flint & steel, 6 torches, 2 pints oil, rain cloak, camping gear, 2 water skins, 10 days trail rations, 5 gp.

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

Pick one: 5 spikes & hammer OR crowbar OR booze.

Elf Class Features

- May utilize shields, wear Light (AC 7) or Medium (AC 5) armor and wield all weapons. Elves can't tolerate the touch of non-enchanted iron and require mithral, enchanted or plated arms and armor.
- Possess infravision.
- 2-in-6 chance to Listen or Search (p30).
- 2-in-6 chance to Sense construction tricks, rolled by referee (p30).
- May only have animal and monster retainers. These start with +2 morale and are commanded as Dog Retainers (p17).
- Immune to magical charm, magical sleep, non-magical diseases, and the paralyzing effects of ghouls and other undead.
- Must remain Chaotic or Neutral. While Lawful, elves lose all spell casting ability.

Elf Spell Casting

Elves automatically know all Elf Spells (p26). They don't need to memorize spells and may cast any spell they know up to their Spells Cast per Day (Table 1.8). Each spell cast consumes one slot, all of which reset at dawn. They can't cast spells from scrolls.

Beast Form

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 death.



Sampling of Beast Forms:

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

Chapter 2

Retainers

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

Nicodemus

RETAINER MORALE

Between adventures, during a Downtime Sequence (p54), the referee will make a 2d6 Morale Check for each player character retainer. Modified as follows:

- 1 Same alignment.
- 1 Character speaks retainer's native language.
- 1 Men-at-arms serving Fighters, -2 for Paladins.
- +/- Gift equal to week's pay, mistreatment, 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.

After a retainer has accompanied their employer on two or three successful adventures, the referee may permanently raise the retainer's morale by 1.

RETAINER DEATH

The unfortunate death of a retainer will permanently reduce employer's allowed Retainers by 1. A permanent reduction is also incurred if a retainer is abandoned or deserts due to abuse by player character(s).

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

ANIMAL & MONSTER RETAINERS

After successful parlay, charm, or subdual monsters and wild animals may be recruited 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 depart, dissipate, die in captivity, return to their home sphere, etc.

Recruiting intelligent creatures requires payment. Start by rolling monster's Reaction (p39) to character's offer.

Unintelligent creatures must be commanded, pass Morale Check, same as Dog Retainers. And may require and/or benefit from training (p18). The animal retainers of Elves start trained.

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, d6 Hit Die, and bite for d4 damage. They attack, save, and gain levels as Fighters, starting with -200 XP. Their damage increases to d6 at 1st level, gain AC 5 at 2nd and increase damage to d8 at 3rd level. In addition, gaining +1 morale per level (max 12 morale).

Unless commanded, dogs will stay near to and defend their master. After passing a Morale Check, dog will obey command; *attack, heel, stay, track*, etc.

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 1x XP per gp 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, crossbow cockers, animal handlers, 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 a 0-level Fighter. They don't generally earn XP.

ZERO-LEVEL ADVENTURER RETAINERS

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

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

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

SPECIALISTS

Specialists, listed on the following pages, are skilled tradesmen or possess particular knowledge. They are usually hired for a specific task. Specialists will not accompany characters on adventures. Since they are hired help and not retainers they don't affect a character's allowed Retainer score.

Alchemist / Herbalist / Witch

- d10 x 10 gp identify a potion, elixir, substance mundane or magical.
- Listed cost (p63), or ½ cost with key ingredient, brew formula.

Alchemists know 2d6 formulas. With a positive Reaction Check (p39) they are willing to sell these formulae for twice the listed brewing cost (p63). They also perform chemical processes such as rendering monster parts or melting, mixing, and plating metals. Can produce acids, perfumes, oils, unguents, and incenses. Finally, act as ½ price Savants (p19) for any question within their purview.

Animal Trainer

- d4 x 100 gp per month.

Trainers are required to turn beasts, such as pegasus, hippogriffs, and giant weasels into mounts or Animal Retainers (p16). It may be difficult to find a trainer skilled with specific animal type.

It takes at least one month to tame a wild beast. Which increases its morale by +2. Additional time is required to teach unnatural behaviors such as being a mount, fighting to death, 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 / Oracle / Seer

- 10 / 50 / 200 gp sacrifice per reading.

Most village or larger settlements will have an astrologer. A basic reading costs 10 gp gets 2d6 roll on table below. With a "sacrifice" of 50 gp, roll d6 + d8. A great sacrifice, 200 gp or more, earns a 2d8 roll. The outcome affects the entire party and lasts until the next Downtime Sequence (p54).

2	Stay home this week rather than face what awaits you.
3-4	Twice random encounter chance.
5-9	The omens are unclear. No effect.
10-11	Half random encounter chance.
12+	As "10-11" and character saving throws are rolled using d30.

Ministram of Mortality

- 1% of amount to withdrawal. Free to deposit.
- 10% of estate to execute will.

Bureaucracy covering all matters of death. Including; wills, burials, and death taxes. Also, the currently most reliable bank. Deposits are free. Withdrawals cost 1% of the amount withdrawn. Either may be made from any Minister. Their motto; *"You can't take it with you, let us hold it."*

Wills written (they can be simple) and handed to a Minister (aka the referee) prior to actual end of life will be enforced by the gods. Material wealth (treasure, goods, property) is taxed at 10%.

Bard / Chronicler / Venerator

- $d6+2 \times 100$ gp per month.

Several similar types hired to raise the social status (p79) of people in the Noble, Gentlemen, and Military hierarchies. After one month, a $2d6$ die roll greater than employer's current Social Level, increase Social Level by one. Other uses are up to player imagination.

Warrior-Priest

- Spell level $\times 200$ gp per spell or scroll.

Check Reaction (p39). Friendly Warrior-Priests will cast spells and sell scribed scrolls. Indifferent ones are willing cast spells themselves but won't sell scrolls. All Warrior-Priests will, in addition, be guided by their religion and alignment when providing services.

Physician / Herbalist

- $d6^{ex}$ gp per cure / day of care.

May cure disease ($d20 \leq \text{Constitution}$). They sell herbs, maybe poisons, maybe healing salves. Act as unsophisticated but cheap Savants for questions within their purview.

Sacred Dominion of Savants

- $d4^{ex} \times 100$ gp per researched topic.
- 50 gp register coat-of-arms.

Keepers of knowledge and records. Every castle will have a Savant. Cities support several. They are sworn to provide truthful answers and research to any who ask and who can, of course, pay. The quality of information received will depend on the obscurity and narrowness of inquiry. Savants tend to specialize and it can be beneficial to locate a topic expert.

Seafarer (rower, sailor, navigator, captain)

- 2 gp rower, 12 gp sailor, 120 gp navigator, 240 gp captain; per month.

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

Slanderer / Spy / Thief / Assassin

- $d6 \times 100$ gp per job.

Spies are hired to gather current 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 job, modified by what aide and direction is provided by employer. Unlike sanctioned *The River* or *Baker's Guild* (p??) operatives, freelance ones are cheaper but riskier to employ.

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 and at the same time, magic should not be so codified and inflexible. Providing space for player creativity and for the referee to adjudicate 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.

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

Spells marked with † apply caster's CHA Mod as a negative modifier to target's saving throw.

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 effects simultaneously.

Spells may be cast backwards to counteract the same spell. E.g. *Sselb* will counter or dispel *Bless*.

Spells that seem they could have an opposite, do. Locate / Hide Object.

Protection type and some other spells will permanently ward an area or object when cast with suitable exotic and expensive components.

SPELL SCROLLS

Read Magic does not exist and is not required to read or cast from scrolls.

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

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

Only Warrior-Priests and Paladins may cast spells from Warrior-Priest scrolls.



MAGIC-USER SPELLS

First Level Magic-User Spells

1. †**Audible Illusion:** (1 Turn per Magic-User level) Throw Magic-User's or another's voice. Or, conjure any auditory illusion desired.
2. †**Charm Humanoid:** One humanoid acts as morale 10 retainer (p16). 5 Hit Dice or higher are immune.
3. **Detect Magic:** (2 Turns) 60" range.
4. **Floating Disc:** (1 hour per Magic-User level or 1 day/level out-of-doors) carries 2,000 lbs.
5. **Hold Portal:** (4d6 Turns). Physically bars a door, gate, archway, or other portal. Caster and allies 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 creature gains +4 on saves and -1 pip per damage die vs chaotic and/or enchanted attacks.
9. **Read all the Languages:** (6 Turns) Any language, coded message, map, or other set of written instructions.
10. **Resist Cold or Heat, Mass:** (12 Turns) All in 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. Proof against *Magic Missiles*.
12. †**Sleep:** Affects d6 Hit Dice per Magic-User level of enemies. 5 Hit Dice or higher are immune. Sleep is deep but not magical.

Second Level Magic-User Spells

1. **Arcane Lock:** Wards area or portal against passage and scrying 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 enchanted swords, altars, demons and archons.
4. **Invisibility:** Single creature or object, disappears!
5. **Knock:** Unlock and open all the things.
6. **Levitate:** (6 Turns + 1 Turns per Magic-User level). One creature or object. Altitude, 20" per Round, controlled by caster.
7. **Locate Object:** (6 + 1 Turns per Magic-User level). 120" range. Leads to general class of object (stairs, chest) or specific, known object.
8. **Mirror Image:** (12 Turns) d4+1 images. A successful hit destroys one image instead of damaging Magic-User.
9. **Passwall:** (6 Turns) Conjures 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, Mass:** (1 Turn per Magic-User level). All in party.
12. **Web:** Will combust for d4 damage if touched by naked flame.

Third Level Magic-User Spells

1. **Clairvoyance and Clairaudience:** (6 Turns) See and hear from any spot within 60" or at any range through eyes of familiar.
2. **Dispel Magic:** One effect, object, or creature in sight.
3. **Dragon Sight, Mass:** (until dawn) All in party have 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) One creature, 40" Movement Rate.
6. **Haste, Mass:** (3 Turns) All in party. *save vs death* or age 2d6 years. Double Movement and actions. One wilderness move per Hour.
7. **†Hold Humanoids:** (6 Turns) d4+2 humanoids or a single one (at -6 to save) that can see Magic-User. 5 Hit Dice or higher are immune.
8. **Invisibility, Mass:** All in 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 chaotic and/or enchanted attacks.
11. **Protection from Missiles, Mass:** (6 Turns per Magic-User level) All in party. Immunity to normal ranged attacks and Magic Missiles.
12. **Water Breathing, Mass:** (until dawn) All in party. Breath, move, and fight as well as if on land. Also proof vs inhaling smoke, gas, etc.

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 creature acts as morale 10 retainer (*p16*). Hostile after failed Morale Check.
3. **†Confusion:** 3d6 creatures. **1-2)** hostile **3-4) – 5-6)** attacks allies.
4. **Curse:** No save. Value of sacrifice determines power of curse.
5. **Dimension Door:** Creature teleports to any spot within 360". Or transposes the position of any two creatures within 360".
6. **Field of Force:** (d6 Turns 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 3rd level or below are at ½ strength. Hits by creatures of 5 or more Hit Dice reduce duration by d4 Turns.
7. **Hallucinatory Terrain and Massmorph:** Conjure safe resting area. Or, whatever else caster can imagine.
8. **†Polymorph Others:** Subject must *save vs spell and magic device* or assume personality as well. Limited to twice subject's Hit Die.
8. **Polymorph Self:** (Until dawn). Physical form and abilities only.
10. **†Speak With and Control Plants:** (6 Turns) Grow, shape, and animate. Intelligent plants act as morale 10 retainers (*p16*).
11. **Wall of Fire:** (concentration + d6 Rounds) Twelve 10 x 10 ft. sections.
12. **Wall of Ice:** (6 hours) Conjure twelve 10 x 10 ft. sections. Hits by creatures of 5 or more Hit Dice reduce the duration by d6 Turns.

Fifth Level Magic-User Spells

1. **Animate Dead:** The risen act as morale 8 retainers (p16). Or morale 12, if prepared for 100gp and 1 hour per Hit Die.
2. **Cloudkill:** (6 Turns). Moves 20". *save vs death* unless 5 Hit Dice or higher. Otherwise inflicts 1 hit points per Round.
3. **Conjure or †Banish Elemental:** One Turn to conjure. Acts as morale 6 retainer (p16). Hostile after failed Morale Check.
4. **Contact Other Sphere or Gate:** (1 question per Magic-User level) Takes d6 Turns per question. Or opens portal to other sphere, have fun!
5. **†Feeblemind:** Magic-Users save at -6.
6. **†Hold Monsters:** (6 Turns). Affects d4+2 creatures or a single one (at -6 to save) that can see Magic-User.
7. **Monster Summoning:** The conjured baddies act as morale 6 retainers (p16). Dissolving after failed Morale Check.
8. **Symbol:** of Fear, Sleep, Pain, Anti-magic, or whatever. One Turn to cast. Permanent with suitable sacrificial gem.
9. **Telekinesis:** (1 Turn per Magic-User level) 5,000 lbs. per Magic-User level. Move things with your mind!
10. **Teleport:** Self only. Or all within magic circle (1 Turn to draw).
11. **Transmute Rock to Mud and Move Earth or Stone to Flesh:** Do whatever caster wants with earth and stone.
12. **Wall of Stone:** Conjure twenty 10 ft. x 10 ft. 5 ft thick contiguous sections arranged to taste.

Sixth Level Magic-User Spells

1. **†Alter Memory:** Only creatures with 5 or more Hit Die get save. "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:** (12 Turns) Mobile, 0 to 10 ft. radius adjustable centered on Magic-User. With 5000 gp worth of diamond powder permanently wards area.
3. **Control Weather or Lower Liquid or Part Liquid:** Like a boss.
4. **†Death:** Affects d6 Hit Die per Magic-User level. Only creatures with 5 or more Hit Die get *save vs death*.
5. **Disintegrate:** Ray of not existing anymore.
6. **†Geas:** Compel creature to undertake or avoid task you define.
7. **Invisible Stalker:** Relentlessly pursues one mission you define.
8. **†Magic Jar:** Possess sentient creatures or suitable constructs.
9. **Project Image:** (6 Turns / Permanent) The ultimate illusionary reality.
10. **Reincarnation:** One day to cast. Return in a new, better body!
11. **True Polymorph:** (1 Turn per Magic-User level) Be the dragon!
12. **Wall of Iron:** Conjure twenty 10 ft. x 10 ft. 3 in. thick contiguous sections arranged to taste.

WARRIOR-PRIEST SPELLS

First Level Warrior-Priest Spells

1. **Cure Wounds:** One Turn to cast. Creature regains full hit points or is cured of Paralysis.
2. **Detect Magic or Alignment:** (2 Turns) 60" range. Reveals magical objects, auras, and areas or creatures of innate alignment such as swords, altars, demons and archons.
3. **Light or Darkness:** (24 Turns) 30 ft. radius. Light is only visible to allies.
4. **Protection from Chaos or Law:** (12 Turns) One creature gains +4 on saves and -1 pip per damage die vs aligned and/or enchanted attacks.
5. **Purify Food and Drink:** Eliminates any poison and all risk of disease.
6. **Resist Fear or Cold or Heat, Mass:** (12 Turns) All in party, +4 on saves and -1 damage per die. Also removes existing fear.

Second Level Warrior-Priest Spells

1. **Bless:** (6 Turns) Allies within sight of caster may re-roll failed saving throws and to hit rolls. Or consecrate altar, bless crops, etc.
2. **Find Traps:** (6 Turns) Reveals hazards, traps, and the like.
3. **†Hold Humanoid:** (6 Turns) Affects d4+2 humanoids or a single one (at -6 to save) that can see caster. 5 Hit Dice or greater are immune.
4. **Lower or Part or Identify Liquid:** (1 Turn per caster level).
5. **Silence 15 ft. Radius:** (6 Turns) Inhibits spell casting, increases sneakiness.
6. **Speak with Animals:** (6 Turns) Automatic friendly Reaction.

Third Level Warrior-Priest Spells

1. **Animal Growth:** (6 Turns) Also limited communication and control as morale 8 dog retainer (p17).
2. **Continual Light or Darkness:** (1 day per gp) 30 ft. radius. Consumes one gem.
3. **Cure Disease, Mass:** One Turn to cast. All in party. Ineffective against lycanthropy, mummy rot, vampirism, or other magical diseases. Or, kills green slime.
4. **Curse:** No save. Value of sacrifice determines power of curse.
5. **Locate Object:** (6 + 1 Turns per Warrior-Priest level). 120" range. General class of objects (stairs) or one specific, known object.
6. **Striking:** (1 Turn) touched weapon is +4 to hit, inflicts +d6 damage and counts as magical and Lawful or Chaotic.

Fourth Level Warrior-Priest Spells

1. **Animate Dead:** Chaotic only. Risen act as morale 8 retainers (p16).
1. **Sticks to Snakes:** Lawful only. Sneks act as morale 8 retainers (p16).
2. **Create Food and Water:** Conjures a magical feast for party. Or, creates one week's worth of trail rations per caster level.
3. **Cure Wounds, Mass:** One Turn to cast. All in party regain full hit points.
4. **Neutralize Poison, Mass:** (6 Turns) All in party. Stop poisoned from dying and immunity for duration.
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) Communicate, grow, shape and/or animate. Intelligent plants act as morale 10 retainers (p16).

Fifth Level Warrior-Priest Spells

1. **Commune:** One Turn per question. Three yes/no questions truthfully answered.
2. **†Dispel Curse or Chaos or Law:** One creature, object, or effect in sight. Removes curses, banishes creatures, dispels magic.
3. **Glyph of Warding:** One Turn to cast. Effects of ward up to caster.
4. **Insect Plague:** Locusts, bats, toads, etc. Not as lame as written.
5. **†Quest or Atone:** No save if same alignment. Compel creature(s) to fulfill holy quest. For "the faithful", acts as constant *Bless* until quest accomplished.
6. **Raise Dead:** Pull a Miracle Max.

Sixth Level Warrior-Priest Spells

1. **Animate Objects:** Objects become morale 12 retainers (p16).
2. **Conjure Allies:** Stout, loyal, aligned creatures arrive to aide caster.
3. **Flame Strike:** 240" range. No save. Each creature within 10 ft. radius whose alignment differs from caster's takes 36 points of holy fire damage.
4. **Heal True:** All in party. Restores all hit points, removes Exhaustion, Stun, Paralysis, cures all afflictions; including poison, blindness, deafness, disease, feeblemind, lycanthropy, mummy rot, and vampirism.
5. **Regenerate:** (1 Turn) Restores all of creature's lost hit points every Round. Regrows body parts, restores lost abilities, etc.
6. **Word of Recall:** Instantly transports party to previously sanctified area.

ELF SPELLS

First Level Elf Spells

1. **Faerie Fire:** (until dawn) 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 and Water:** (until dawn)
3. **Locate Plant or Animal:** (until dawn)
4. **†Speak with and Charm Beast:** Typical means of acquiring animal retainers (p 16). 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 imaginative.

Second Level Elf Spells

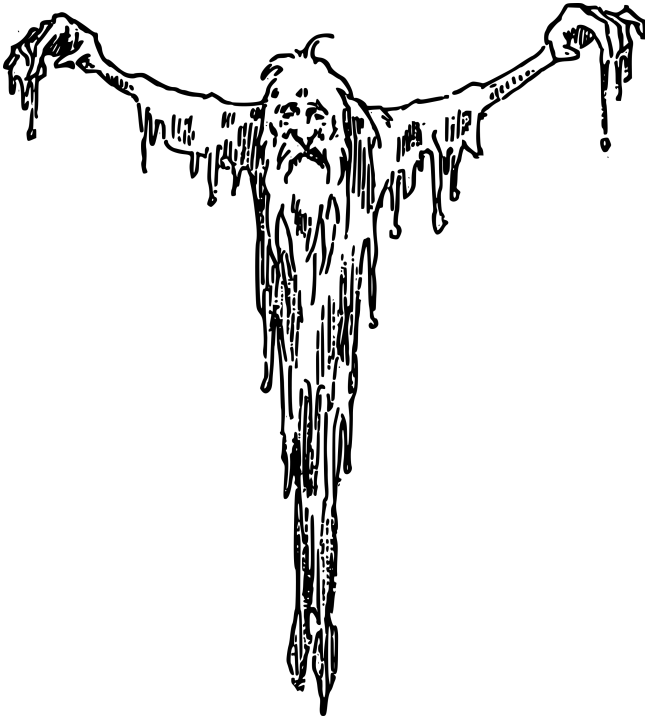
1. **Clairvoyance and Clairaudience:** (6 Turns) See and hear through the senses of any known animal.
2. **Cure Wounds:** One Turn to cast. Creature regains full hit points or is cured of Paralysis.
3. **Invisibility:** Self only. Also masks sound and smell.
4. **†Phantasmal Force:** (concentration + d6 Rounds) Visual, audible and "physical" illusion, limited only by believability.
5. **Summon Earth or Fire:** (1 Turn) Pyrotechnics, smoke, heat, spike stones, boulder; 10" cube per Elf level. Or ...
6. **Water Breathing, Mass:** (until dawn) All in party. Breath, move, and fight as well as if on land. Also, proof vs inhaling smoke, gas, etc.

Third Level Elf Spells

1. **Call Lightning:** (6 Turns) One strike per Elf level. 3d6 damage per strike. Strikes charge up over d6 Rounds.
2. **†Confusion:** 3d6 creatures. **1-2)** attack caster's group **3-4)** catatonic **5-6)** attack own group.
3. **Cure Disease, Mass:** One Turn to cast. All in party. Ineffective against lycanthropy, mummy rot, vampirism, or other magical diseases.
4. **Find the Path:** (until dawn)
5. **Neutralize Poison, Mass:** (6 Turns) All in party. Stop poisoned from dying and immunity for duration.
6. **†Speak With and Control Plants:** (6 Turns) Grow, shape, and animate. Intelligent plants act as retainers (p 16), morale based on Elf's Charisma with +2 bonus.

Fourth Level Elf Spells

1. **Barkskin:** (until dawn) Creature takes half damage.
2. **Commune:** (1 Turn per caster level) Per Turn spent communing with nature, one question truthfully answered that the "land" and "beasts" within one wilderness 5mi hex could know.
3. **Create Food and Water:** Conjure a magical feast for party. Or, creates one week's worth of trail rations per Elf level. It's all vegan though.
4. **Dispel Magic:** One effect, object, or creature in sight.
5. **Hallucinatory Terrain and Massmorph:** Conjure safe resting area. Or, whatever else caster can imagine.
6. **Plant Door:** Elf teleports to any plant in sight. Or to any plant for which they posses a still fresh leaf, flower, etc. Conducting a 1 Turn ritual prior to casting spell allows transporting entire party.



Chapter 4

Playing the Game

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

Albert Einstein

WINNING AT D&D

Retainers and NPCs are important parts of the game. Hire men-at-arms for extra muscle and porters to not be slowed down by treasure. Make use of savants, astrologers, animal trainers, and spies. Talk with the grizzled one-armed guy in the tavern; he may have suddenly remembered more details. NPCs have all the answers, just need to ask the right questions.

Put Fighters in the 2nd rank where (only) they can attack using spears and polearms. Find ways to earn the +1-3 to hit Advantage bonus. And, to force opponents suffer the -1-3 to hit Disadvantage penalty.

Protect the Magic-User. They are squishy and their spells will be needed later when the shit gets real. Warrior-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.

Remember, 8 hours of dungeon exploration is only 48 turns and 8 of those are spent resting. 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. Look up. Follow up on unusual items. Test floors before stepping on them. Establish paths of retreats to secure, defensive rendezvous points.

Keep some sort of map, even a simple flow chart. The player'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!

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? Consider if the party could; trick, bribe, lure away monster or otherwise bypass an obstacle? Bargain with any creature willing to parlay.

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 is busy the first Round 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 and 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 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 TRAPS & 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, coffins, and the like. Using a crowbar increases chance by 1, but on failure, the wielder is busy the first Round 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 find hidden treasure and construction tricks: secret doors, shifting walls, elevators, and the like. Barbarians, Dwarves, Elves and Thieves have improved chances for both Listening and Searching.

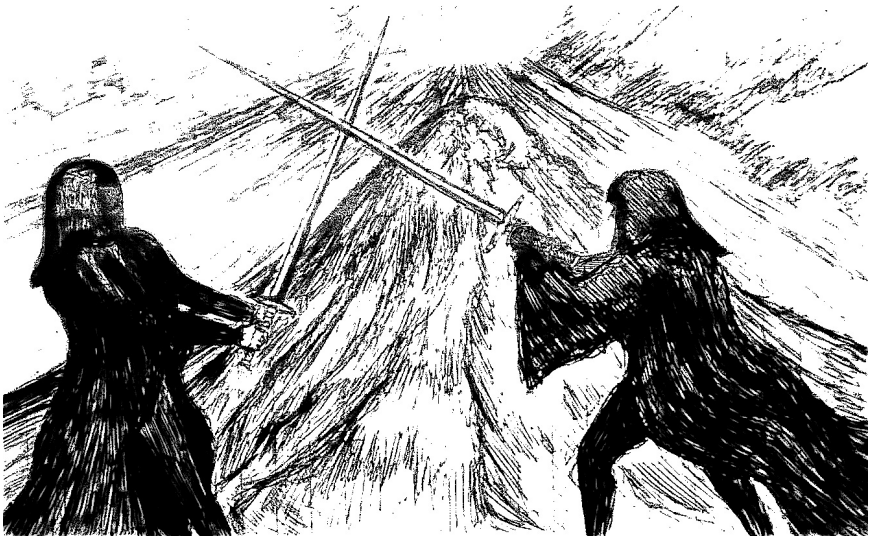
During Dungeon Exploration up to two characters may listen at each door, down each hallway, etc. Successfully Listening earns a +2 chance that party will gain surprise in any ensuing encounter.

Actively searching for hidden treasure or construction tricks is done as part of a Search Turn (p42). Each searcher may cover an area equal to their Movement Rate (p59). 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 (*1st round only*) Those having surprise may, now before regular combat starts, make ranged or melee attacks (including any necessary charge), utilize wands or other devices (no spell casting or scroll reading). Thieves automatically Sneak, enabling a Back Stab attack during this round.

1. **Parlay** Attempt negotiation or surrender. Roll monster Reaction (*p39*). If neutral or positive proceed with Parlay Sequence (*p41*). On a hostile result the monsters attack, automatically winning initiative.
2. **Back Stab** Those having previously Sneaked into position, may make a Back Stab attack.
3. **Range / Spell / Hold Action** range attack, cast spell including from scrolls, rebuke undead, and other opportunity based actions; set vs charge, guard Magic-User, etc. **No Movement is allowed.**
4. **Initiative** Each side rolls d6. Then resolve the melee and movement segment in order highest to lowest. Ties are simultaneous.
5. **Melee & Movement** melee attack, wand or other magic device use, charge, sneak, run away and other active actions; finagle the McGuffin, cut prisoner free, etc.
6. **Morale** Monsters that roll more than their morale on 2d6 will surrender or flee. On a die roll of 2, monsters go berserk. Check morale twice
 - After first friendly death.
 - When half of friendlies are incapacitated.

Melee and Movement

Movement Rate (p59) is the feet (or yards outdoors) per combat Round that may be moved while "in melee". Characters not in melee may "run" up to 3x their Movement Rate each combat Round.

Ranged attackers, spell casters, undead rebukers and those awaiting and opportunity are too busy to appreciably move during a Round.

"In melee" is an abstraction of the turmoil of combat. A character is in melee after making a melee attack or being subjected to a melee attack. Once in melee, it may only be exited after winning initiative. Innumerable situational exceptions exist, but generally, any melee member may attack any other melee member.

Armed creatures block movement past them and keep opponents locked "in melee".

Any or all members of the side with the highest initiative, may exit melee by running away (at 3x Movement Rate). Opponents of lower initiative will only be able to pursue if not still in melee. And even then only at 1x Movement Rate.

If all members of one side flee, proceed to Dungeon (p44) or Wilderness (p48) pursuit as appropriate.

Ranged Attacks

It is possible but hard, -4 to hit, to make ranged attacks while in melee. Also note that melee attacks against missile weapon users, spell casters, scroll readers and undead rebukers are at +2 to hit.

Ranged to hit Modifiers:

- +3 to -3 Dexterity modifier. See (p4).
- +4 Target is unaware of attack; e.g. if surprised.
- +1 to +3 Advantage; short range, tactics, be creative!
- 1 to -3 Disadvantage; unstable footing, flying, pitching deck, wind, etc.
- 4 While in melee.
- 2 to -8 Target obscured, behind cover, past allies, in melee.

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. See (p4).
- +4 Target is unaware of attack; e.g. Back Stab from the shadows.
- +2 Target cast spell, rebuked undead or fired a missile weapon.
- +1 to +3 Advantage; charging, high ground, tactics, be creative!
- 1 to -3 Disadvantage; unstable footing, surrounded, cover, etc.

Critical Hits

Player characters score critical hits on a natural 20 to hit roll. In addition, Fighters may make an immediate, additional attack against any enemy.

Critical hits have one of two effects chosen by the player.

- Inflict max damage.
- Whatever player can imagine and convince the referee of happening. Such as disarming, knocking prone, stunning, pushing over nearby ledge, causing Morale Check, exit from melee (p??).

Critical Fumbles

Player characters suffer fumbles on a natural 1 to hit roll. Magical weapons add their bonus to Fumble Effects roll. Cursed weapons always Fratricide, automatically hitting for maximum damage.

TABLE 4.1 FUMBLE EFFECTS

1	Fratricide! Re-roll attack vs. nearest ally.
2-3	Hit self / stumble; No damage but fumbler is Stunned (p37).
4-6	Weapon is dropped or breaks.
7+	Quick recovery; No penalty, perhaps no one even noticed.

Combat Morale

After monster's first death (or wound for solitary creature) and after half of their group is incapacitated (or hit points for solitary creature), referee must roll greater than monster morale on 2d6. Failure indicates that monsters attempt to retreat or surrender. On a natural 2, monsters go berserk. After both required checks are passed, monsters will fight to the death.

After party's first death and after half of party is incapacitated, referee may check Morale. A 2d6 roll greater than monster's morale indicates they demand surrender, offer parley, etc. +4 for Lawful monsters.

The referee may apply bonuses or penalties to Morale Checks, depending on the circumstances. For instance; +2 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. The items of the deceased may need to roll saves (p38).

Death is not necessarily fatal. The 5th level Warrior-Priest spell *Raise Dead* possibly cast from a scroll or by friendly NPC and the 6th level Magic-User *Reincarnation* are but two of many possibilities. See also optional But I Don't Wanna Die Table "(p77)".

EXPERIENCE POINTS

Exploring the unknown and squandering looted treasure 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 a Downtime Sequence (p54) characters may convert treasure into XP. The amount that may be converted is determined by player choosing a number less than or equal to their character's current level, then rolling that number of d6^{ex}, 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* (p67) connections may pay a 50 gp fee and re-roll any number of these dice once. The character earns one XP per Gold Piece squandered.

If the roll calls for more wealth than the character has, the referee gets to adjudicate what horrible thing has happened (p74).

This wealth is blown, abstractly, on class appropriate shenanigans. The character receives only XP, no other mechanical benefit. The gold 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 (p49). 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 memorializing a fallen comrade in a pyre or funeral ship, each character may contribute grave goods of 100 gp or one 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. Idea from Jeff Rients.

Monsters Defeated

Generally **NO** XP is earned for overcoming monsters. Exceptions may include major 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

Monster multiple attacks If solitary or a “major” foe, roll each attack against a different target. Otherwise, roll all attacks against one target, dealing damage from only the single most damaging attack that hits.

Monster critical hits Monster natural 20 to hit rolls result in special attack forms or other unique effect.

Cleave Two-handed melee weapon damage in excess of that needed to kill, carries over to another nearby foe.

Shields reduce enemy to-hit Must hit AC 9, before Str mod applied to-hit Two-handed allow Str Mod to damage.

Dual wielding On a hit, roll damage for each weapon, apply best result.

Magical armor AC bonus (including from shields) applies to *save vs breath weapon* and similar “physical” saves.

Resist Adversity *save vs paralysis* may be used to avoid being pulled off horse, knocked prone, any “physical” resistance.

Shields Shall be Shattered An otherwise lethal blow may instead be considered to have destroyed a wielded shield.

Tests of Abilities Dramatic adventurer stuff. E.g. swing on chandelier, jump down on two enemies. Probably just let the character succeed. Or, roll d20 less than or equal the ability score.

Feats of Abilities Cinematic shenanigans. E.g. bend bars, decipher code. Roll d100 less than or equal to the ability score.

Conflicts of Abilities Opposed contests. E.g. tug of war, foot race. No rolling, compare ability scores, possibly modified by character level/HD or Social Level (p79).

Basis of labor 1 gp = 1 day (10 hours) of unskilled labor.

Distance Mile = 1,760 yards. League = 3 miles.

TABLE 5.1 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

TABLE 5.2 STANDARD NPC LEVEL DISTRIBUTION

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

Std/Elite/Elite+ from Gabor Lux's excellent "*Echos From Fomalhaut*" zine.

Blind Blind creatures may not attack.

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 (3-in-6 swamp) chance of party being exposed to contagion. 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 are deadly, inflicting d6-1 damage per day. It requires a Feat of Constitution to fight off disease. The care of a physician or herbalist costs d6^{ex} gp and allows Test of Constitution to cure.

Exhaustion -2 to all rolls, +1 level of encumbrance (p59).

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

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

Paralysis Lasts for 2d6 Turns.

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

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 (p62).

Stun -4 to all rolls, ½ move. Each Round, roll *save vs paralysis* to recover.

ITEM SAVING THROWS

Items are subject to saving throws as follows:

- When subjected to extreme or magical force.
- As a consequence of character death. The referee rolls for each item possessed by the deceased to see if it was destroyed.

Magical items get to add any bonus they have and roll twice to save.

TABLE 5.3 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.

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 large creature or weighty falling object. Another example would be a (ceramic) flask of oil or a (crystal or glass) vial of holy water hurled against a hard surface.

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: Do like Boba Fett do.

REACTION CHECKS

TABLE 5.4 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 (p79) 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 lacking that, the following table.

TABLE 5.5 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 type. Patrols will match liege's alignment. Bandits, Brigands, Berserkers, Dervishes, etc. have specific alignments per monster description.

† The CSIO, Ossary, Tarantis, Viridistan, Warwik, Zothay.

ENCOUNTERS

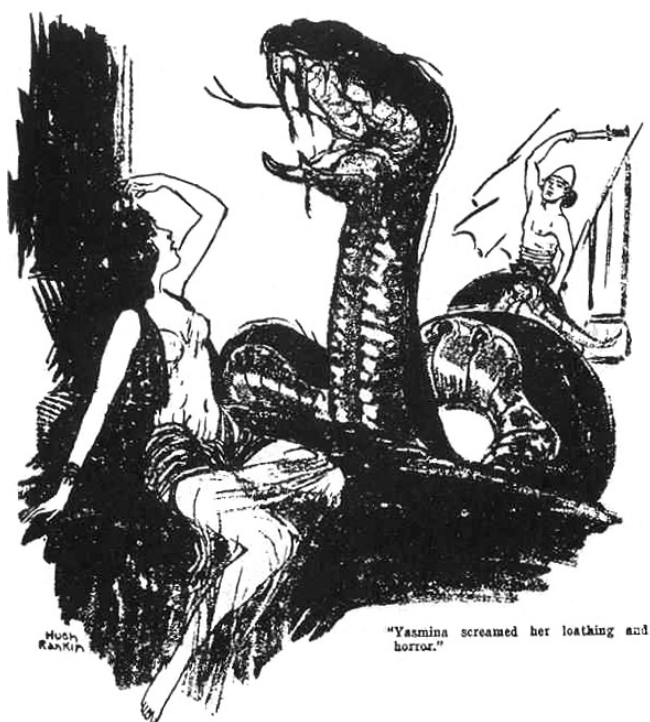


TABLE 5.6 WHAT ARE THE MONSTERS DOING?

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. **What?** Optionally determine *What are the Monsters Doing* (p40).
2. **Surprise** Those moving at running pace are automatically surprised.
 Surprise is not possible with visible light source, unless opening a door.
 Surprise is not possible after failed Forcing or Bashing.
 Surprised foragers, hunters, searchers, scouts and the like may start encounter separated from party.
 Each group has base 2-in-6 chance to be surprised.
 - +2 chance Monsters Surprised after successful Listen.
 - +1 chance Party Surprised if foraging, hunting, or searching.
 - +/- situational modifiers per referee.
3. **Distance** d4 x 10 ft. / yds. when any or all groups are surprised.
 Otherwise, 2d6 x 10 ft. (4d6 x 10 yds. in wilderness).
4. **Reaction** When monsters become aware of party, Roll for and describe in general terms their Reaction (p39).
 If party is surprised, monsters act based on their Reaction, Otherwise, party decides course of action.
 - **Fight:** → Combat Sequence (p31)..
 - **Flee:** → Dungeon Pursuit (p44) or Wilderness Pursuit (p48).
 - **Parlay:** → Parlay Sequence (below).

Parlay Sequence

Parlay requires that all sides are able to communicate. Any monster has a 2-in-6 chance of speaking local human dialect (Alryan) in addition to their native tongue.

1. **Choose Emissary** Party selects representative, who then describes their parlay in general terms, "We seek their surrender."
2. **Roll Reaction** (p39) to parlay. Modified by encounter's original Reaction -2 / 0 / +2, emissary's Charisma, and any situational modifiers such as bribes or particularly reasonable parlay terms.
3. **Adjudicate Result** Examples negative to good; Immediate attack or flee. Party may leave area unmolested. Let's go our separate ways. Monsters offer tribute (treasure or information). Monsters request to become character's retainer. Abject surrender.

DUNGEON EXPLORATION

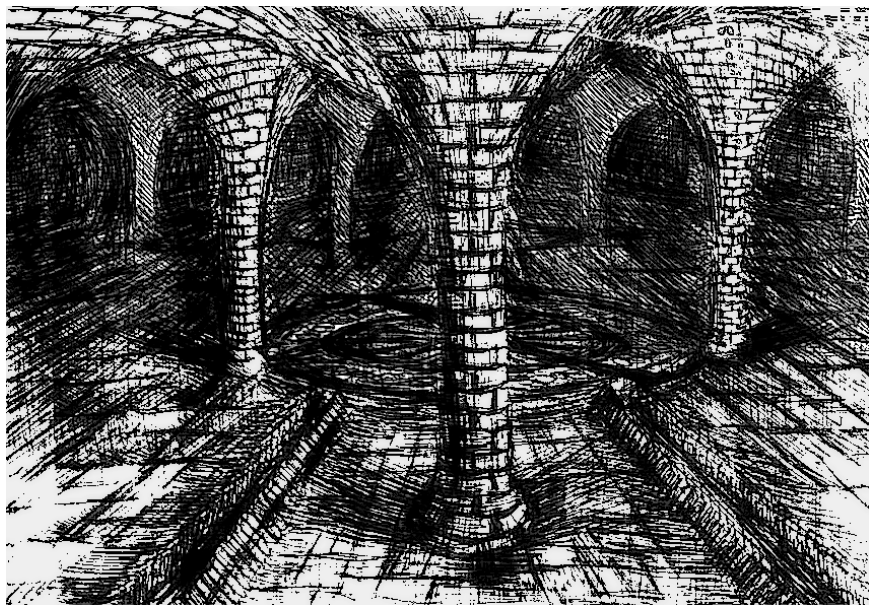
... the players enter the dungeon and the referee describes what the characters can see. One player should draw a map from the referee's descriptions; that player is called the mapper. – Moldvay Basic, p4

Each move takes one ten minute long Turn. Exploration speed is 3x movement rate (p59), 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 9x movement rate of slowest party member. Typically 180 ft. per Turn. At full run speed is 30x move rate (per Turn). 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 or otherwise remain active for a maximum of five Turns before needing to rest for 1 Turn. Characters must also rest a Turn after any 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-6 chance. Half will be just Spoor, Signs, Tracks, etc. → Encounter Sequence (p41).
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. (p30)
Or, **Move** along known route at 9x the Movement Rate of slowest party member.
Or, **Explore** 120 ft. (12 squares) or less if party is 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 2.
 - **Door:** roll d6; **1-3)** stuck; must force or bash, **4-5)** locked; must pick or bash, **6)** loose.
Unless door is bashed, spiked or held open; above roll must be remade each time encountering the door.
 - Passage through door is in marching order.
 - Failed Bash: wielder forfeits first turn, no chance to surprise monsters and make immediate Random Encounter Check.
 - Failed Force: 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 (p41).

TABLE 5.7 MOVEMENT MODES

Group		
Explore	120" / Turn	or 3x slowest
Move	9x slowest / Turn	known route
Flee	30x slowest / Turn	automatically surprised
Climb	9x slowest / Turn	
Individual		
Charge	3x / Round	
Combat	1x / Round	
Swim / Climb	1x / Round	light or no encumbrance

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:

- If quarry is out of sight at the end of a Round.
- When encountering an obstacle (burning oil, locked door, etc.).
- For dropped food / treasure / thing they desire.

Roll Reaction Check (p39) for distracted pursuers. Depending on result, they... Hostile: actively track quarry. Indifferent; remain "on guard" in current area for d6 turns. Positive; resume original activity or go "home".

Being caught; If the pursuers catch up, start the Combat Sequence (p31) 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 at Ranged / Spell step. Or possibly, with 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 Test; d6 + Character Level - Dungeon Level. If less than 3, must roll on Failed Dungeon Exit Table 5.8. 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 (2-in-6 for a group) chance to escape. Increase escape chance by +1 for each character level above the dungeon level. Group escapes use one roll applied to each character individually. If no escape, there is a 1-in-6 chance of a possibly worse fate befalling them, re-roll on table.



TABLE 5.8 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 as, d6; 1-2) undead, 3) lycanthrope, 4) charmed, 5) polymorphed, 6) 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 captors, but not what level to search.
14	Captured. Unseen monsters spirit character away to an unknown location.
15	Held for ransom. <i>The Bakers Guild</i> (p67) 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; 1-4) they take your character's place and owner must roll on this table while your character escapes, 5-6) both suffer the fate rolled by your victim.
17	<i>Lost.</i> Referee sets character's location each session. May re-enter play if the party finds them.
18	<i>Maimed.</i> Character escapes but suffers permanent debilitation (lose d6 points from one random Ability Score). Also, their stuff must save (p38).
19	Character somehow managed to escape the malignant forces of the dungeon. They return half-delirious and without treasure or equipment.
20+	Character beat everyone back to the pub. +10

WILDERNESS EXPLORATION

TABLE 5.9 MOVEMENT POINT COST PER 5MI HEX

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

(n) Cost along major paved road. 2-in-6 chance of road encounter (p51).

[†] 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.

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 Elves) chance to gather d6 days of food. Increase Camp 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 tables from *d30 Sandbox*, p15. If party gets surprised, hunters may start encounter separated from party.

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 (p49).

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 roll on Table 5.10 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 Check** 1-in-6 (p49). Maritime roll wind (p53).
3. **Patrol Encounter Check** 1-in-6 within two hexes of city or “stronghold”, 3-in-6 within one hex (p50) of town, city, or “stronghold”.
4. **Random Encounter Check** terrain dependent chance (p46)
Roll d6. +2 modifier if Searching or Hunting.
1-2) Trap, Hazard **3-4)** Spoor, Sounds, Tracks **5-6)** Monster **7-8)** Lair.
5. **Actions** For each of 2-3 six hour turns; party performs one action.
 - **Hunt** for food in current hex.
 - **Rest** characters recover from Exhaustion (p37) and heal 1 hit point.
 - **Search** for interesting stuff in current hex.
 - **Travel** if not on a road or following major landmarks, roll terrain dependent chance of getting lost 5.10.
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 Camp Encounter Check; +1 with local guide, +3 with Wood Elf.
 - b) Encounter: 1-in-6 (+1 if foraged) → Encounter Sequence (p41).
 - c) In swamp or with diseased: 3-in-6 chance of being exposed (p37).
 - d) Sleep: If no Encounter, non-exhausted characters restore 1 Hit Die of lost hit points.

TABLE 5.10 GETTING LOST

<u>Terrain</u>	<u>Chance</u>	<u>Obstacle→</u>	<u>Misdirection→</u>
Mixed / Plains	1-in-6*	1	2-6
Hills / Dunes	2-in-6*	1-3	4-6
Mountain / Barren	2-in-6*	1-4	5-6
Forest / Swamp	3-in-6*†	1-2	3-6
Open Sea	5-in-6‡	1	2-6
Air	1-in-6	-	1-6

Obstacle: Base lost movement points on obstacle from *Ready Ref Sheets*, p47.

Misdirection: 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.

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

† Elf guides reduce chance in Forests to to 1-in-6.

‡ Navigators reduce chance to 2-in-6 in open sea.

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:

- When encountering an obstacle (river, ravine, wildfire, etc.).
- For dropped food / treasure / thing they desire.

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 Evaders are faster.
- +2 Evaders are twice faster.
- +1 Pursuers are twice as numerous.
- 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 (p47).

Getting Away Evaders are safe, at least for remainder of the current day. The pursuers may have given up or still searching, roll Reaction. Depending on how many hours the chase took, whatever action (Travel, etc.) the party was trying to perform may continue normally or be "spoiled".



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 Dead Fall: Chuck of shattered Moon full of undead or just the undead.
 - 2 Blood Flood: Blood crawls from the ground and runs in rivulets towards a pooling location.
 - 3 Chaos Fog: Red fog presaging an invasion of Chaos forces.
 - 4 Drunken Deluge: Each Turn equals one drink. See (p78).
 - 5 Ion Storm: metal arms and armor arc, d6 damage per Turn.
 - 6 Insect, Crow or Toad Swarm: Basic apocalyptic omen.
 - 7 Necrotic Ash: Animates corpses and bones.
 - 8 Rain of Hallucinogenic Frogs: While everyone is tripping, frogs eat each other, getting larger and larger with each gulp.
 - 9 Slime Sleet: Congeals into numerous puddings, oozes and gelatinous cubes.
 - 10 Star Fall: Erupting out of crater; **1)** demon, **2)** godzilla, **3)** demigod, **4)** morphagenic ooze, **5)** little green men, **6)** color out of space. Ore produces +3 arms and armor.
 - 11 Upside-down Rain: Falls upward, dries land, lowers lakes and rivers for several days.
 - 12 Djinni Feud: Violent storm is in fact rival gangs of djinni locked in a bitter feud, they make wildly generous offers to join their side.

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 (p46). 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 5.11 to determine what, if anything, is found. Regardless of outcome, each character earns 100 XP for searching an unknown (to party) hex.

TABLE 5.11 WILDERNESS SEARCH

- 1 Special: **1)** Temple, **2)** Battle, **3)** People, **4)** Signs of destruction.
- 2 Inn, camp, homestead, insignificant settlement “*Village Book I*”.
- 3 Lair Encounter.
- 4-5 Ruin *Ready Ref Sheets*, p43 or Kelnore Fort.
- 6+ Nothing of note is found.

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

Patrol Encounters

When a party encroaches within one hex of a town or within two hexes of a city, castle, keep, fort or similar stronghold, there is a chance ($p47$) per day that they prompt a Stronghold Reaction.

TABLE 5.12 STRONGHOLD REACTION

	Hostile	Indifferent	Friendly
Town	1	2-3	4-6
Dwarf	1-2	3-4	5-6
Fighter	1-4	-	5-6
Warrior-Priest*	1-2	3-4	5-6
Magic-User	1	2-5	6
Elf	1-2	3-5	6

Barbarians don't typically maintain these sorts of strongholds.

* Chaotic Warrior-Priests are always hostile. Lawful Warrior-Priests are at worse indifferent (unless party are murder hobos).

Towns Friendly 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 ($p57$). An indifferent town result represents encountering farmers, hunters, or the like who will eye party and report any malfeasance, but otherwise do nothing. Hostile towns are xenophobic mobs trying to drive away party. Or, suspicious militia looking to apprehend party for questioning unless a 10-60 gp "contribution" is offered. Or, tourist trap type scams looking to bilk party out of 10-60 gp.

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

Warrior-Priests Friendly offer hospitality, shelter, request a donation, and will 4-in-6 chance request completion of job ($p57$). Indifferent Warrior-Priests demand a tithe of 10% of the party's carried wealth. If they refuse or are too poor, Warrior-Priest casts *Quest* on party, *Ready Ref Sheets*, p36. Hostile Warrior-Priests attempt to arrest, murder, kidnap, or sacrifice the party to their foul gods.

Fighters Friendly offer hospitality and shelter, and will 3-in-6 chance have a job ($p57$). Hostile Fighters demand a toll for crossing their land (typically $d6 \times 100$ 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.

Magic-Users Friendly offer to trade magic and information, and will 2-in-6 offer job ($p57$). Indifferent Magic-Users ignore the party unless they make a nuisance of themselves. Hostile Magic-Users demand a toll of a magic item or $d4 \times 1,000$ gp. If party refuses or can't pay Magic-User casts *Geas* on party, *Ready Ref Sheets*, p36.

Patrols

Generic Fighter

- Veteran: *Fel+* 30" ML8 AC2 xbow, sword, warhorse.
- Sergeant: F2 30" ML8 AC4 sword.
- **1-2)** 2d6 Lancers: F1 30"/60" ML8 AC4 d12 lance, sword, lt horse.
- **3-6)** 3d6 Militia: 0 HD 40" ML6 AC7 spear, club.

Generic Warrior-Priest

- Champion *Fel+* 30" ML9 AC3 xbow, blessed 2h sword.
- Acolyte: *Cstd* 30" ML7 AC2 sacred panoply, mace.
- 3d6 cultists 0 HD 40" ML9 AC7 club.
- 2-in-6 all mounted on light horse.

Generic Magic-User

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

Road Encounters

There is a 2-in-6 of Encounter per action spent travelling on major roads.

- | | |
|-----|--|
| 1-2 | Patrol (see below) |
| 3-4 | Caravan, Travellers, Pilgrim, Victims |
| 5 | Raiders (see below) |
| 6 | roll encounter based on surrounding terrain. |

Rorystone Road - Thunderhold South to Eorlbane R.

Patrol: **1-4)** Thunderhold (north of Angarth) or CSIO (south of it) **5-6)** Anvil, Byrny, or Haghill (whichever is closest)

Raider: **1-2)** bandits **3)** CSCS slavers **4)** Moonraker brigands **5)** Blacktongue / Red Eye goblins possibly from Trollshore **6)** Skandik or Forcastle gnoll buccaneers up the River Stillring

Twilight Road - From Eorlbane R. between Troll Fens and Mermist Marshes through Dearthwood S. to Caravan Crossing.

North of CSIO Patrol: **1-3)** CSIO **4-6)** Haghill

North of CSIO Raider: **1-2)** Mud Face goblins **3-4)** lizardmen and/or troll **5)** Tsathoggus slavers **6)** bandits (Woe)

Dearthwood Patrol: **1-4)** Dearthwood peoples **5-6)** CSIO

Dearthwood Raider: **1-4)** Purple Claw orcs or **5-6)** buccaneers (from Roglaroon)

Old South Road - From Caravan Crossing South to Barbarian Altanis.

Patrol: **1-3)** CSIO **4)** Dearthmead **5)** Luckstone **6)** Goodhap

Raider: **1-2)** Altanan nomads **3-4)** Lice Itch orcs **5)** Tsathoggus slavers **6)** brigands

Saddlebow Path cuts across the Wormshead peninsula connecting Warwik and Seastedholm.

Patrol: **1-3)** Warwik **4-6)** Seastedholm

Raider: **1-2)** Bandits **3-4)** Skandik buccaneers **5-6)** brigands

MARITIME EXPLORATION

Maritime Exploration follows the Wilderness Exploration Sequence (p47) with these modifications.

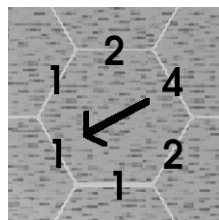
- Always roll for Maritime Wind.
- 1-in-6 chance of Maritime Encounter.
- Neither Forced March nor Foraging is possible.
- Unless landfall is made there is no Camp step and no Camp Encounter Check. Instead a third Travel Turn is performed.
- Once per voyage, 1-in-6 chance of being exposed to disease (p37).

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 provides the following chances:

- 2-in-6 ship, creature, or underwater feature.
- 2-in-6 uncharted small island (within 5 hexes of land).
- 3-in-6 safe and/or secluded anchorage (coastal hexes).

Maritime Pursuit

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

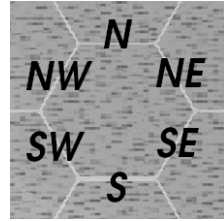
When speeds are equal or along coasts, in lakes/rivers/swamps, fog/rain/etc, and at night follow Wilderness Pursuit procedures (p48). A captain and navigator each provide a favorable +1 modifier.

Maritime Wind

At the start of each day, roll 2d6 for wind direction and strength. Captains have 3-in-6 chance of predicting Storms in time 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



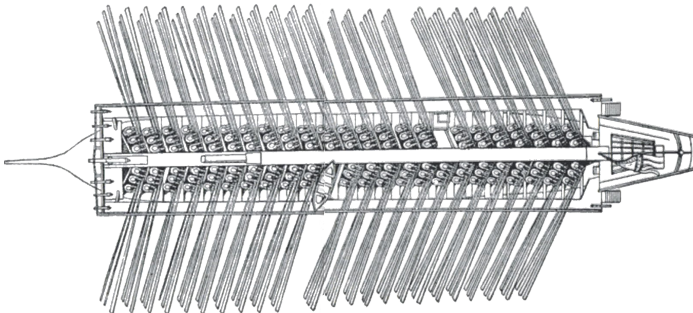
Wind Strength

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 suffering damage or sinking in strong winds and storms. While *Svekka* Longships enjoy +2 bonus on same.

Wind Strength Modifiers:

- +1 Winter
- 1 Summer
- +1 Northern reaches (maps 1, 3, 4, 5, 9)
- 1 Southern deserts (maps 8, 11, 14, 18)
- 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 6-in-6 of damage.



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 (p16).
3. **Recovery** Characters regain all hit points, recover from Exhaustion, regain all spell slots, etc. Diseased characters may seek medical or magical aide. Or, attempt to naturally recover with a Feat of Constitution.
4. **Village Encounter** 1-in-6 chance Table 5.15. The referee determines when, during the next steps this encounter occurs.
5. **Character Actions**
 - Loot Disposal and Shopping: (p60).
 - Gain XP: convert gold into XP (p34).
 - Train: For 100 gp per character level, re-roll character's hit points, total hit points is increased by at least 1.
 - Brew One Formula: Magic-Users d4 doses, cost per (p63).
 - Research One Spell: Magic-Users (p17).
 - Scribe One Scroll: Magic-Users and Warrior-Priests 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** 1-in-6 chance for party exposure. If exposed or if any party member was already diseased, all player characters must *save vs death* or become infected (p37).
8. **Track Down Rumors** Once as a party spend d6 x 10 gp table 5.13.
9. **Recruit Retainers** Once as a party (p56).

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.

TABLE 5.14 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 appropriate guildsmen (*p67*) (e.g. weapons to a smith) or 25% to a *Mercantylor*. And only 10% to 25% when fencing with *The Bakers Guild* (*p67*). 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 5.15 VILLAGE ENCOUNTERS

1	Character(s) are victims of 1-2) mugging, 3-4) pick pocket, 5) theft, 6) slander.
2	Character(s) witness 1-2) assault, 3) mugging, 4) robbery, 5) murder, 6) mob justice.
3	Character(s) accused of witchcraft, thievery, being weird, etc. Mob with torches sort of thing.
4	Village suffers 1-2) fire, 3-4) building collapse, 5) famine, 6) plague.
5	Village raided by 1-2) rival village, 3-4) bandits, 5-6) humanoids.
6	Visit by 1-2) tax collector, 3) regional lord, 4) religious prophet, 5) pilgrimage, 6) foreign dignitary.
7	Offered job (<i>p57</i>) or item for sale by 1) local church, 2) local ruler, 3) business person, 4) simple town folk, 5) simple rural folk, 6) scheming foreigner.
8	Rival adventuring gang or noble looking to prove themselves.
9	Local festival or religious observance.
10	Village unique event.

Village Recruiting

Spend 10 gp and up to another 10 gp per hall, inn, pub or the like in the village. 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 5.16 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 5.17 LEVELED ADVENTURERS

1	Fighter	100 gp to hire, ½ share treasure.
2	Fighter	100 gp to hire, ½ share treasure.
3	Warrior-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 5.18 ZERO-LEVEL ADVENTURERS

*	hp	Armor	Weapon / Shield	Ancestry
1	3	AC 9	Hand Axe and Shield	Male (Roglar)
2	4	AC 7	Spear, Dagger and Shield	Male (Alryan)
3	5	AC 7	Spear, Hand Axe and Mace	Male (Alryan)
4	6	AC 7	Spear, Dagger and Shield	Male (Altanan)
5	-	AC 5	Sword, Dagger and Shield	Male (Altanan)
6	-	AC 5	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 tables. Alternatively, use the Geas tables on *Ready Ref Sheets*, p36.

TABLE 5.19 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	Warrior-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

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 & ARMOR

Cost	Lbs	Dmg		Short *	Long
			Grenade-like †	–	30"
80 gp	20	2d6	Arbalest ^{§‡}	60"	–
20 gp	10	d6	Bows and Slings [§]	30"	60"
3 gp	1	d4	Dagger or Dart	10"	30"
5 gp	5	d6	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	d6	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		

Ranges are for man-to-man combat.

Massed volley fire, of at least 20 attackers, may be done at 4x medium range.

Make one attack roll for every creature in "beaten zone".

* 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 short range, they are effectively +2 to hit.

§ Price and weight includes a quiver and arrows, bolts, or bullets.

Cost	Lbs	AC	
10 gp	5	–	Shield -1 to AC, -3 vs missiles
20 gp	10	7	Light Armor (leather, padded, etc.)
40 gp	20	5	Medium Armor (chain, breastplate, etc.)
80 gp	40	3	Heavy Armor (plate-mail, splint, etc.)



TABLE A.2 COIN WEIGHTS & EXCHANGE RATES

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

TABLE A.3 ENCUMBRANCE & MOVEMENT RATES

Encumbrance	Move	Lbs of Treasure Carried per Character [†]		
		Unarmored *	Light or Medium *	Heavy *
Up to 40 lbs.	40"	40	-	-
41 to 60 lbs.	30"	60	0	-
61 to 80 lbs.	20"	80	20	0
81 to 160 lbs.	10"	160	100	80

* Magical armor encumbers one column less.

[†] It's abstracted that adventuring characters carry 40 lbs. of arms and 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; shield, rope, oil, tools, spare weapons, etc.

TABLE A.4 EQUIPMENT

Cost	Lbs	
1 gp	-	* 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 gp	-	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; pint 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)
25 gp	-	Blessed Garlic; repel vampire
25 gp	-	Blessed Wolfsbane; repel lycanthrope
1 gp	5	10-foot pole Detect Trap (p30)
5 gp	2	Iron Spike Hammer
1 gp	.5	* Iron Spike; 5-in-6 hold door, rope or similar
25 gp	5	Crowbar; +1 Forcing (p30), (d4 dmg)
10 gp	8	Pick, miner's; Bash stone (p28), (d4 dmg)
10 gp	8	Shovel; dig earth / scoop treasure into sacks
10 gp	8	Sledgehammer; +1 Bash wood (p28), (2h 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
50 gp	5	Block and Tackle; 3x lifting capacity
100 gp	15	Chain (10 ft.) support 6,000 lbs.
25 gp	1	Manacles; Str Mod-in-6 to break free
25 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)
10 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 (p17)
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		Cart; mule 600 lbs. draft horse 1000 lbs. 30" move
200 gp		Wagon; 2 / 4 draft horses 1,500 / 2,500 lbs. 30" move
500 gp		Carriage; 4 horses, 2 drivers, 4 passengers, 80" move

* **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".

Canoe 50 gp. Weighs 50 Lbs. 2 passengers + 400 lbs. Rowed at 60".

Byrding / Knarr 4,000 gp. River boats 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. Smaller ships mainly ply lake and coastal waters. Single masted. Sail at 60", or pole 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. Large 2 to 4 masted. 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.

Svekka Longship 15,000 gp. Long, narrow ship equally operable on river, lake, or ocean. Sail 80" or row 40". Length 60-80 ft., beam 10-15 ft., draft 2-3ft. Standard crew is 60 sailors (who double as rowers and raiders) and a captain. Longships carry up to 4,000 lbs. of cargo.

Dromon, small 10,000 gp. Galley. Sail 30" row 60". 60 crew, 2,000 lbs. cargo.

Dromon, large 30,000 gp. Galley. Sail 30" row 40". 180 crew, 4,000 lbs. cargo.

Dromon, war 60,000 gp. Galley. Sail 20" row 40". 300 crew, 6,000 lbs. cargo.

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

* Could be anything, e.g. minor curative effect (d4 hp), smoke generation when burnt, acid neutralising, etc.

† Strong colorative effect on material in contact.

‡ d4 doses; **1-3)** mild 1 dmg, **4-5)** caustic d4 dmg, **6)** acid 2d6 dmg.

	Miscibility*	Effective	Catastrophe
1	catastrophe →	all effects remain	fire (as oil)
2	catastrophe →	all effects remain	explosion (2d6)
3	inert	one effect remains	big explosion (4d6)
4	inert	one effect remains	poison gas
5	inert	increased duration	<i>Sleep</i> gas
6	effective →	increased duration	<i>Stinking Cloud</i>
7	effective →	increased potency	rust vapor‡
8	effective →	single new effect	acid fog‡
9	potion, unstable†	single new effect	<i>Cloudkill</i>
10	potion, stable	single new effect	demon summoned

* When consuming potion while another is still active, roll d6 on first column. Use d10s when experimenting with unknown substances, mucking about in labs, etc.

† Becomes inert in d6 Turns unless used.

‡ Appropriate items in 10' r. must save (p38) or corrode / rust. Acid also does d4 damage to all breathing creatures.

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

TABLE B.2 FORMULAS POTIONS, DUSTS AND OILS

	Cost *	Potion	Key Ingredient †
1-4	200	Charm Animal	brain of giant animal
5-6	1200	Charm Giant	brain of giant type
7	2400	Charm Dragon	brain of dragon type
8	800	Charm Human	nymph hair
9-10	300	Charm Plant	green slime
11-13	400	Clairvoyance	minotaur horn
14-16	400	Clairaudience	giant bat ear
17-20	200	Cold Resistance	yeti skin
21-22	600	Diminution	troll blood
23-26	300	Dust of Appearance	wraith dust
27	1000	Dust of Death	black lotus
28-29	300	Dust of Paralysis	cockatrice poop
30-32	300	Dust of Choking	yellow mold
33	600	ESP	mind flayer tentacle
34-35	1000	Extra Healing	unicorn blood
36-40	200	Fire Resistance	hell hound skin
41-44	500	Flying	pegasus feather
45-47	300	Gaseous Form	vampire dust
48-49	1000	Giant Strength	toenail of giant type
50-52	200	Growth	giant centipede
53-55	500	Haste	hydra teeth
56-66	200	Healing	giant animal heart
67-70	200	Heroism	warrior heart
71-73	700	Invisibility	pixie dust
74	3000	Invulnerability	giant slug slime
75-78	200	Levitation	stirge proboscis
79	2000	Longevity	twig of treant
80-85	400	Neutralize Poison	rust monster antennae
86	1200	Oil of Etherealness	phase spider eyes
87	600	Oil of Slipperiness	giant eel slime
88	600	Polymorph Self	doppleganger gland
89	1400	Regeneration	vampire heart
90	800	Super-Heroism	scarlet lotus
91-92	400	Treasure Finding	beholder eye
93-95	800	Undead Control	mummy dust
96-00	200	Water Breathing	sea serpent blood

Alchemists (*p*18) know 2d6 random formulae.

* Alchemists will sell potion formula for 2x this amount on positive Reaction Check.

† Alchemists brew for ½ cost if provided key ingredient.

TABLE B.3 BAUBLES, BOOZE AND BLACK LOTUS

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

	Value	Libation
1	1 gp	Skandik mead / Thunder ale (dwarven)
2	4 gp	Luckstone Red (wine) / Haghill “Triple Hopped”
3	6 gp	Wildwood berry wine (up to 30 gp for rare vintage)
4	50 gp	Virid Jade brandy / Valon ice wine / Elf dew
5	5 gp	Atwain Brown (pipe weed) / counterfeit (ditch weed)
6	10 gp	Bulwark’s Old Took (pipe weed) / Tharban hashish
7	20 gp	Hydrae Ichor / Phantasmagoria / Pixie Drops
8	100 gp	Bee Honey Brew / Lotus liqueur

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

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

TABLE B.4 AT THE DOCKS

1	Fish; so much fish.
2	Pelt trader; sable, mink, beaver, fox, wolf, bear, boar, big cat, shark.
3	Skandik <i>Svekka</i> longship, "trading".
4	Tarantine Merchant Assoc. <i>Roundship</i> red and blue striped sails.
5	Tharban trade <i>Dohks</i> from Zothay.
6	Strange creatures; from 1-2) desert, 3-4) jungle, 5-6) dungeon.
7	Virid Empire "diplomatic" envoy, 2-4 <i>Dromon</i> war galleys.
8	Spices; salt, sugar, anise, saffron, cinnamon, opium, myrrh.
9	Exotics; ice, plants, spider silk, ambergris, coffee / cocoa.
10	Avalonian <i>Wave Skimmer</i> ; ice wizard and their entourage.
11	Dealer; 1-3) semi-legal, 4-5) illegal, 6) lotus.
12	Sea monsters; alive, skin, ichor, scale, attacking docks.

TABLE B.5 IN THE CARAVAN

1	Smuggling; 1-2) contraband, 3-4) treasure, 5) people, 6) spies.
2	Stone; 1-3) construction, 4-5) decorative, 6) carved.
3	Grains; 1-2) wheat, 3-4) rye, 5) barely, 6) hops.
4	Animals; chickens, goats, sheep, pigs, cows, horses, birds.
5	Goods; 1-2) tools, 3) pottery, 4) armor, 5) weapons, 6) coffins.
6	Traveling; 1) priest, 2) tinker, 3) alchemist, 4) charlatan, 5-6) entertainers.
7	Cloths; 1-3) rough spun (1 gp/bolt), 4) cotton (3 gp/bolt), 5) linen (5 gp/bolt), 6) dyed / patterned / exotic (d6x10 gp/bolt).
8	Wines; 1-2) Luckstone (20 gp/btl), 3-4) Wildwood (d6x10 gp/btl), 5-6) foreign (2d6x10 gp/btl).
9	Ingots; 1-2) iron (2 gp/lb), 3) tin (5 gp/lb), 4) copper (1 gp/lb), 5) silver (4 gp/lb), 6) exotic.
10	Oil; 1-3) cooking, 4-5) lamp, 6) fragrant.
11	Corpses; 1-2) war / raid dead, 3-4) plague victims, 5) religious ceremony, 6) VIP funeral.
12	Salt.
13	Lumber; 1-3) raw logs, 4-5) hewn / sawed, 6) exotic.
14	Tobacco; 1-3) Atwain Brown (20 gp/lb, 4-5) Old Took (40 gp/lb), 6) counterfeit ditch weed (0 gp/lb).
15	Dye; 1) ochre (5 gp/lb), 2) sulfur (10 gp/lb), 3) malachite (10 gp/lb), 5) azure (20 gp/lb), 4) vermilion (20 gp/lb), 6) indigo (40 gp/lb).
16	Caged; 1) griffons, 2) hippogriffs, 3) owlbeats, 4) winged monkeys, 5) pixies, 6) prisoners.
17	Monster Bits; skin, blood, eyes, ichor, bones, teeth, claws. (spell components).
18	Treasure; 1-2) war booty, 3-4) taxes, 5-6) tribute.
19	Slaves; 1-2) criminals / war booty, 3-4) sacrifices, 5-6) porters.
20	Under attack by bandits, raiders, monsters. Re-roll for cargo.

Appendix C

The Wilderlands

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

CSIO (clenched gauntlet) *The Invincible Overlord*

Gauntlet vertically split with heraldry is directly controlled by Overlord.
Gauntlet slanted split with heraldry is a vassal of varying loyalty.
Legions have red tabard, black trim, beast totem over gauntlet.
Praetorian Guard: red/black vertically split tabard.

Modron, city of (gold trident on sky blue) *Governor Krogin*.
Puppet of CSIO on the Estuary of the Roglaroon.

Thunderhold (gold/black twin outward pointing axes)

Dwarf castle, town, mine and last refuge of the Exiled Kings *Mzudrak and Nhufurn*. Loyal tributary of the Invincible Overlord.

Tarantis Merchant Association (roundship) Tarantis, City of Spices, home of Tarshians. Looms to the east across the Winedark sea. Known for *Roundships* sporting red and blue stripped sails and sanctioning piracy.

Tula, Isle of Necromancers (gray skull, skeleton and bones) North in the Winedark sea. Dozens of necromancers ply their trade in isolation.

Valon (summoning circle) Light blue and white. Far to the north, across the Winedark Sea, beyond the mist wall. Administered by a synod of statuesque Avalonian ice-wizards.

Virid Empire (Green Devil Face / Serpentine Dragon) City State of the Jade Emperor. In long, slow decline. Its demon blooded tyrants barely maintain rule over a vast empire. To the west, well beyond the Majestic Mtns.

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

Zothay City state of Tharban Viziers. Close relations with Warwik. Far to the south along eastern coast of the Pazidan peninsula.

Skandiks (round shields) Conquered the Pagan Coast and inland.

Aldorson Clan ($\frac{1}{4}$ curved) *Chief Karl Aldersson Third Eye*

Holmgard Clan ($\frac{1}{4}$ straight) *Queen Sigurd Brighteye*

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

Talgard Clan (spiraled) *Chief Ivar Trollskin*

Ossary, City of (black quadskellion on red) *King Lovass Iron Balls*
Chief of **Lovass Clan**, and over-chief of preceding clans.

Croy, Town of (black / orange) *King Melrik the Outsider*

Constant rival of Lovass. Self-proclaimed leader of island Skandiks.

Elf Halls (elk rack on hunter green). Numerous small to medium, independent settlements throughout the Pazidan peninsula.

GUILDS

The Ancient Order of Executioners, Wardens and Torturers (ring & bar)
Responsible for prisoners and punishment. Pays bounties on outlaws.

Fellowship of Seafarers, Riverines, and Boatbuilders (oar over wavy lines)
"International" trade guild. Maritime focused. A less piratey version of the Tarantine Merchants' Association.

Freeminers Guild (crossed shovel, sometimes hammer, and pick)
Master Oresmen secure the mysteries of copper, steel, and mithral.

The Guild of Commerce and Trade (a balance)
Locally dominant trade guild. Regularly in conflict with the Fellowship and foreign traders. Frequently hires guards and "recovery" specialists.

Mercantylers Guild (3 gold globes)
Outfitters, pawniers, and general brokers. Typically where to sell "loot".

The Ministum of Mortality (skull / skeleton)
Wills, death taxes, burials, undead suppression, and banking. See (p33)

The Sacred Dominion of Savants (double line with bulge like rising sun)
Often tattooed on forehead typically blue. Scribes and sages. See (p19).

Commissioned Slavers of the City-State (CSIO gauntlet holding shackles)
Aka "CSCS", aka Sis-Sis, The Slavers, The Shackle Gang. The original seals, commissions granted by past overlords authorizing slave taking, are quite valuable. Today, a seal's authenticity is rarely verified and many illegal slavers prowl the less civilized regions.

Iron Ring Legion (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, etc. Often hired as personal bodyguards and escorts by the wealthy.

The Beggar's Guild (no symbol)
Each city's guild is separate. CSIO one is "at war" with *The Bakers Guild*.

The Bakers Guild (loaf of bread) "The ledger" is their shebolah
Thieves' guild. Although they actually do also control baking in cities and much beer production too. The guild is a cooperative, each city or region is largely autonomous. They greatly enjoy naming hideouts after ordinary places. The Office, The Outhouse, The Barn, The Shed, etc.

"*Moldy*"; danger or no guild here. "*Baking bread*"; on a job. "*Low on flour*"; too much legal scrutiny or other reason jobs are suspended. "*Oven is hot / cold*"; availability and richness of local marks.

The River (no symbol)
Assassin's guild. Not above extortion, blackmail, spying and sabotage.

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

CULTURES

Alryans

A melange of peoples carrying the Kelnorian bloodline. Though much faded from its past grandeur. The majority of civilized people in the Pazidan peninsula identify as Alryan.

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

Amazons

The Warrior Maiden Queendom has been diminished, mostly by Skandiks, to a singular fortress near Sea Rune. Still parties of one to seven Amazons travel throughout the peninsula to unknown purpose. They practice parthenogenesis, eldritch reproduction without the need for males.

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

Barbarian Altanans

Before being accepted as adults, young Altanans must roam the world for 3-7 years. Thus the petty lords of the Wilderlands are supplied with a constant pool of mercenaries.

- REH Nomadic Cimmerians. Stoic, personal honor.
- 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.
- Elder females, "Protectors", are reputed mind witches.

The Dunael

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

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

Ghinorans

Those Ghinorans not assimilated or oppressed believe they are the chosen of Mycr (an aspect of Mitra), destined to bring peace and justice to the whole Wilderlands and its peoples, 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.
- Turbans, colorful silks.
- The Golden Caliph dominates the southern deserts. A fusion of strange religions, physical wonders, pirates, and slavers.

Moonraker Moor Folk

Purest Orichalan bloodline. Whose Dragon empire and technology has long since crumbled to ruin. Still they keep alive the old, terrible ways. Moonrakers bitterly remember when they held dominion. But too scattered and uncoordinated are their attempts at resurgence.

- REH doom metal Picts. Fallen primitives of an advanced empire.
- Tall. Mauve to grey skin, magenta eyes, hairless. Left hand has but three fingers. Rare five fingered are exalted sorcerers.
- Crude tattoos, red war paint. Over-the-top death metal styled great spears, wavy blades, and armor pieces. Thin leather cloaks, face masks and sparse wigs made from their victims.

Roglaroon River People

A more corrupted in blood and culture Orichalan lineage. They persist on the fringes of Law and civilization. Most are, at least, part time buccaneers. Their wizards retain the vile knowledge of Orichalan blood magic.

- Romano-Viet Cong boat people. Enigmatic.
- 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. Long knives and small crossbows, often poisoned.

Skandiks

Sea reavers of the frigid seas. Under King Lovass they have conquered and settled the Pagan Coast south east of the City State. Refer to themselves as "The Tree of Wotan".

- REH Vanir. Savage, brutal, chaotic reavers.
- Large, barrel chested, never cut their red hair or beards, pale skin.
- Stripes, solids, red, green, yellow, round shields, axes, *Svekka* longships.

Tarshians

- Hill Canton slavs. Freebooters.
- Dark, rough, pragmatic, world wise. Plaids, leathers, furs.
- Inhabitants of Tarantis. Red and blue sailed *Roundships*.

Tharban

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

- Gabor Lux Near East / Turks. Traders and slavers.
- Medium build, kinky black or brown hair, commonly bald, elaborate facial hair, brown eyes, shockingly large noses.
- Rich, colorful, ostentatious robes, turbans. Bright makeup and odorous perfumes. Light armors, scimitars, stilettos, bucklers, hand crossbows.

Viridians

The vast majority of commoners are an admixture of Ghinorans, Alyrans, Lenapashims, and others conquered by His Excellency the Jade Emperor.

- Moorcock Melniboneans as Persians. Corrupt, decadent, "evil".
- Viridian nobles are immensely tall, green skinned and demon blooded.
- A composite of the peoples and cultures the empire has subjugated.

ORDERS, CULTS & MYSTERIES

The Seven Hundred Gods

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

Synod of Law (brass, copper, bronze, silver, and gold pentagram)

Bahamut, Father of Metallic Dragons - Primus of Law. Unseen for ages. Few remember his name, but, many still follow his rule.

Temple of Mitra (burning flame)

War God(dess) of the Sun, Sky, Justice and Civilization. Followers of Mitra thrive and multiply. Thus their faith and man's dominion hath spread over the known world.

Inexorables of Mycr (three flames) *purity, devotion, sacrifice*

Mycr, the True Flame. An Aspect of Mitra popular in the Desert Cities. Here in the Pazidan peninsula, crusading hordes convert the willing and enlighten the reluctant with Mycr's divine flame.

Mystery of Hierax / Morg (shrouded figure)

Hierax aka Morg, Shrouded God of Dissolution, Bringer of the Void, Blind God 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 is futile, none has ever conquered death."* so sayeth the Morgites.

Order of Set the Destroyer (black jackal head)

Set, Eater of Man, Lord of Snakes - God of Destruction. Offers a simple deal; exchange servitude for power. Set's snake towers seem to be rising everywhere these days.

Order of Thoth the Infinite (ankh)

Thoth (**Isis** is his female aspect) - God(des) of Life, Knowledge, and Magic. Worshipped far and wide. But, not in massive numbers. In constant theological (and oft physical) war with the Order of Set.

Orgy of Bast (long necked cat)

Bast, Fickle Feline of Fate - Goddess of Cats and Fertility. Her adherents are few, but ardent and of growing popularity in the more decadent cities.

The 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. Woe to any tradesman who neglects her.

Wotan Sidthr "The Tree of Wotan" (blue othala)

Originating in the Northern Reaches. Widely spread by successive waves of Skandik invasion and settlement.

Wotan *All-Father* - Battle God of Knowledge.

His wife, **Frigga** *Mother of all Battles* - Hostess of Valhalla, the Battle Hall.

First son, **Thor the Thunderer** - Battle God of Lightning and Storms.

Thor's wife, **Sif the Shield Maiden** - Gatherer of the Battle Fallen.

Wotan's other son, **Tyr Helwalker** - Battle God of Justice and Courage.

The innumerable Demons (something death metalesque)

Myriad cults rise, perpetuate a frenzy of destruction and slaughter. Then descend into degeneracy and ruination. Such is the way of Chaos.

Convocation of Tiamat (black, blue, green, red, white fingered claw)

Tiamat, Mother of Chromatic Dragons - Ur Demon of Chaos. The Virid Empire's patron. Sovereign of ancient Orichalan Kings. A few of which yet linger.

Cult of the Blood Stained Goddess (bloody hand)

The insatiate Queen of Carnage is secretly worshipped by many. Seduced by the power she affords those who deluge her iron idols with endless fresh blood. Most of all, amongst the Purple Claw humanoids.

Cult of Tsathoggus (unimpressed toad face)

Varied cults worshiping the numberless 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. Strangely popular everywhere.

Freya's Dreamers (oak knot)

Two Vanir, purported Elf progenitors, are infrequently honored by their offspring. **Freya** *Queen of Madness and Betrayal* - The Font of Magic, Dreams and Chaos. **Silvanus** *Oak Father, The Green Man* - Lord of the Green Wood and all its creatures.

Crom (cares not of symbols)

Grim "god" of the Altanan Barbarians. Neither god, nor demon. Crom has no patience for the squabbles of Law and Chaos or the whimpering prayers of mortals. Live or live not, do not whine about it!

MAGIC-USER CONCLAVES**Conclave of the Twilight** (silver comet on black)

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

Conclave of the Crag (dragon)

Denali Two-heads centaur and consummate conjurer. Elvenstar river hills.

Grey Fang Conclave (grey wolf head)

Dorvilla wizardress. Deep in the Western Majestic Mtns.

Gwallion Conclave (red skull and skeletons)

Ursulia the Putrescent necromancer. On Battleplain Gwallion.

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, half wizard. Edge of mid-east Majestic Mtns.

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

Estella the White young, diaphanous enchantress. In the Chimera Valley.

Appendix D

Rebuke Undead



TABLE D.1 WARRIOR-PRIEST REBUKING UNDEAD

Undead HD	Warrior-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.

Turning lasts 1 Round. Destruction is more enduring.

On success, at least one undead creature regardless of Hit Dice is always turned or destroyed. Success or fail, a Warrior-Priest may designate a group of undead to rebuke every Round.

Divinely anointed, gem encrusted Holy Symbols may be able to rebuke aligned creatures such as demons and archons.

Appendix E

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 discharged / damaged / destroyed.
- 4 Magic-User research has attracted an unwelcome stalker **1-2)** imp, **3-4)** faerie, **5)** elemental, **6)** demon.
- 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 d6 x 100gp.
- 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)** archon.
- 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 Test of 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 Test of Strength or start adventure d6 hit points short.
- 18 Arrested for disturbing the peace. Pass Test of Charisma 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 When conducting 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. Warrior-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 evangelism. Listeners begin practicing opposing faith instead.
- 5 Exhausted from 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 Warrior-Priest around as a messiah.
- 7 Perform exorcism. 2-in-6 chance of failure and starting adventure at half hit points and expect vengeful spirit attack in next adventure.
- 8 While officiating ceremony accidentally insult guest of honor. To make up for drop in offerings, must tithe 20% of wealth gained next adventure.
- 9 Accidentally tithe a cursed item. Temple leaders are not amused.
- 10 The spirit of doing good works and giving runs strong. Give away 50% of all wealth and assets (gaining XP 1 to 1).
- 11 Drink too deeply of the ceremonial wine and become drunk during service. Warrior-Priest's superiors are not impressed. Pass Test of Charisma or no XP gained.
- 12 While looking to help the poor, Warrior-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 1st level.
- 14 Townsfolk are enamored by a younger populist Warrior-Priest's message – Pass Test of Charisma or lose respect of local populace.
- 15 Accidentally lose sacred relic, greatly upsetting Warrior-Priest's superiors. Pass Test of Charisma or get banished from this temple until it is returned.
- 16 Talked out of any spare gold Warrior-Priest has on them by a sob-story-telling swindler.
- 17 Accused of heresy. Pass Test of Wisdom to avoid the sanction of Warrior-Priest's faith.
- 18 Rival Warrior-Priest is jealous of character's good works. They gain an enemy who will strike this adventure.
- 19 Accused of embezzlement of temple funds. Pass Test of Charisma to clear Warrior-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 Warrior-Priest, **3-4)** fellow Warrior-Priest 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 Test of Charisma indicates a fine of 2d6 x 10 gp. Failure or (inability to pay fine) results in prison.
- 3 *Fight! Fight! Fight!* Involved in brawl, pass Test of Strength or start adventure d6 hit points short.
- 4 *Romantic entanglement.* Pass Test of Wisdom 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 Test of Charisma or double all future carousing in this location but only net ½ XP due to barflies and other parasites.
- 7 *Insult local person of rank.* Passing Test of Charisma 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**) does not say what you think it says.
- 10 *Beaten and robbed.* Lose all personal valuables and start adventure with half hit points.
- 11 *Epic gambling binge.* Lose all wealth. For each magic item in character's possession, failed Test of Wisdom 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 Subject of lewd advances turns out to be a witch or warlock. *save vs spell and magic device* or *Polymorphed*.
- 14 *One of us! One of us!* Initiated into a weird cult. Pass Test of Intelligence 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 behind it, **6**) actual money making opportunity returns 2d6 x 10% profits in 3d4 weeks.
- 16 Wake up stark naked in local temple. **1-3**) Warrior-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 Test Charisma or gain no XP and reputation as a drunken lout.
- 18 Setup as patsy, authorities arrest character for crime they (probably) are innocent of.
- 19 *Begged gods to get you 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 F

Optional Rules

SNOWFLAKE MODE

Allow the original Basic/Expert rules adjustments to starting ability scores. Warrior-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 Warrior-Priests and Magic-Users.
- Intelligence may be lowered by Warrior-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: See “DMG” p12.

But I Don't Wanna Die

Roll on table when hits taken exceed hit points. Barbarians and Dwarves may roll twice and take either result.

TABLE F.1 DEATH & DISMEMBERMENT

2-3	<i>That is an ex-character:</i> Decapitation, red mist, torn asunder, etc.
4-5	*† <i>Cleaved Clean Off:</i> Limb loss and bleed out in d6 ^{ex} rounds.
6-7	*† <i>Fatal Wound:</i> Death in d6 ^{ex} minutes.
8-9	<i>Knockout Blow:</i> <i>save vs death</i> to be in coma and out of fight rather than dead.
10	<i>Head Strike:</i> At 1 hit points and Stunned (p37).
11	<i>If Only Looks Bad:</i> At 1 hit points and knocked down. Play dead or spend next Round 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 (an hour, around of drinks, etc.) 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 Haghill Triple, smoking the good stuff, etc.

If roll is:

- > ½ 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 (p37).

Stupid Drunk: -2 to all Ability modifiers. Actions more complicated than stumbling around and slurred speech should auto-fail or require a stupendous roll. Next day, roll d100 <= Con or hangover as Exhaustion (p37).

BARROOM BRAWLS

These rules are for "friendly", bare knuckle brawls between willing participants. 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 all your dice:

- 2 die if Barbarian.
- 1 die if Fighter or Thief.
- 1 die per STR or DEX modifier.
- 1 die if *Drunk* or *Stupid Drunk*.
- 1 die if takin it to *Next Level*.

Each round roll all your dice. For each 5-6 rolled, score a *Solid Hit* and earn 20 XP. Doubles, triples etc. earn roller a special maneuver of their invention.

Solid Hit: Target must make a successful *save vs paralysis* or be out of brawl. Represents having had enough, being knocked out, etc.

Next Level: If character pulls knife, uses broken bottle, or the like then their *Solid Hits* now also inflict d6-3 (min 0) points of damage. Every time damage is scored, roll target's reaction; Hostile they *Get Real*, Neutral they also take it to *Next Level*, Favorable they leave brawl (probably to go get authorities).

Getting Real: If a real weapon is drawn, move to normal combat resolution (p31). All previously "out of brawl" may reenter if they *save vs death*. Most brawlers will drop out or surrender at this point rather than risk death.

SOCIAL LEVEL

Social level can be ignored at the beginning of game. In civilized matters, esp. within cities such as CSIO, Warwik and Viridistan, the difference in SL applies as a modifier to saves and to hit. It also comes into play for all sorts of social "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.

Warrior-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 Warrior-Priests routinely verbally assault one another. Those who do not respond to such a polemic are immediately rebuked for their lack of conviction. Losing half their current hit points.

If the diatribe is reciprocated, each opposing faith rolls two differently colored d6 (one condemning and one extolling). After rolling, each participant may replace a die roll with their Warrior-Priest level.

If both rolls are greater than the corresponding rolls of all other faiths, a crushing sermon has been served. All Warrior-Priests of the other faiths are Stunned as they rationalize away winner's arguments and reestablish their belief. Followers of the winning faith are inspired, gaining the benefits of *Bless* for the duration of encounter.

While sermonizing, participants are protected as *Sanctuary*. In addition, if they are damaged, the source of that damage is divinely rebuked, suffering damage equal to amount dealt + d6 additional for their impertinence.

Participants may "drop out" after the first round, having minimally defended their faith. But if opposing faiths still remain, the theological throw down continues unto the next round.

Design Notes

These rules do not teach how to RPG. There are myriad books, websites and videos for that. These rules are not generic. They are not applicable to all play styles. They are explicitly written to promote play over narration. More distinctly 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 an underappreciated design. Paired with the low number of class options, it removes any focus on character "builds". This is a game of play and action. Not one of theory crafting. When ability re-ordering is permitted, most characters of a given class end up being the same boring, optimized stereotypes. Rolling in order provides diversity without complexity. In addition, with demi-human ability restrictions, their supposed rarity and flavor is facilitated.

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 monster and encounter types, bringing the right spells was a decent puzzle to work out. Today it's just an annoyance. Preventing situational spells from ever 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 is a perplexing wtf as to why a 5th level spell sucks so hard. Several spells have been combined or reimagined.

Fast level progression; we play much less often than in the 80's but still would like the possibility to reach upper mid-levels.

Spending gold and other XP rewards; 1) allows players to agonize between leveling and buying cool stuff, 2) provides a more natural and less fiddly train to level system 3) encourages hex crawling and exploration of the Wilderlands, 4) removes the artificial incentive to attack everything.

Fixed starting equipment; makes rolling new characters faster and simpler. Also provides some minor setting fluff e.g. Elves use ironwood swords and wear vine mail.

Chaos vs Law thing Elf weirdness; 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.