Deeds & Destiny

A Rules Edit by Michael Werneburg

This is an edit of the rules of Dungeons & Dragons. Now house-ruled beyond recognition, it is based on Labyrinth Lord by Daniel Proctor, with material from Dungeon World, Dark Dungeons, and the original B/X Dungeons and Dragons. It's designed for play with younger players.

I made this version starting in 2016 or so, when I'd started playing B/X Dungeons & Dragons with my then five-year-old son. We had so much fun, I began updating the game myself – in some cases with elements I'd wanted since I started playing myself at age ten in 1981.

This game was edited to retain the simplicity of Basic/Expert Dungeons and Dragons, but to update some of the weird stuff that I didn't like.

The typeface is "Korinna BT", which someone identified as matching the look of the original.

Deeds & Destiny

Deeds & Destiny is a role-playing game designed for two or more players aged 10 and up. In this game, players take on an alter ego – a character – and progress through an interactive story in a fantasy setting of swords and sorcery.

As a player, you give shape to your character's destiny with deeds: exploring the world, fulfilling adventures, conquering obstacles and opponents, gathering wealth, and gaining experience. As you gain experience, you become more powerful and capable of taking on bigger challenges. More spell ability, stronger negotiation and combat skills, and improved ability to command. Ultimately, you fulfill your potential whether as a master of magic, the ruler of a kingdom, in service of your god, or simply as a famous adventurer.

How to play

D&D has no "winner", the purpose is collaborative story telling. A common measure of success that everyone should strive for is immersion in a memorable adventure. So while a character may die, or riches may be lost, it is the game play itself – and the resulting adventure – that matter. Another measure of success is the application of useful skills in an engaging environment: math; reading; writing; cooperation and leadership; problem-solving; and creative thinking.

To that end, the rules in these booklets should be considered guidelines – the rules should serve game play, not the other way around. Moreover, the game has no fixed script – as with real life, one's plans and hard work are tempered by chance in the form of the roll of the dice.

Player Characters

Adventurous in-game "player characters" (PCs) are the protagonists of the collaborative story, playing their parts in the setting designed and presented by the Game Master (GM). Some are human, some are not; some use magic, others have special skills and abilities instead. The varying attributes and capabilities of PCs can have a large impact on player actions. These capabilities and attributes are recorded as numbers that provide target numbers or modifiers for die rolls.

In normal play, the GM will explain the situation to the players, and they will state their intended response. Should the group of players find that the group's actions are becoming confused or uncoordinated, one of the players should be nominated the group's **caller**. The caller will speak for the entire group of players, ensuring that they have interpreted those players' wishes correctly.

The Game Master

One game participant – the Game Master or "GM" – does not have a player character. The GM is the moderator of the game, setting the adventure, playing the role of non-player characters

(NPCs), and making decisions based on the game mechanics. The GM's role includes preparing ahead of time to inform the players of what lies ahead as well as how their choices unfold.

Monsters and non-player characters

Though combat plays a significant part in *Deeds & Destiny*, NPC's and monsters are not necessarily particularly monstrous or hostile. Some of them are simply neutral characters and even allies of the player characters controlled by the GM.

Dice

In *Deeds & Destiny*, polyhedral dice will be needed to resolve a lot of situations where the whims of fortune influence the outcome of a situation. As well as the traditional cubic dice numbered from one to six, the game uses dice with four, five, seven, eight, ten, twelve, sixteen, and twenty sides.

Dice rolls are described with expressions such as "3d4+3". The first number tells you how many dice to roll. The number after the "d" tells you the type of die to use. Any number after that indicates a quantity that is added, subtracted, or multiplied with the result. So "3d4+3" means "roll three four-sided dice, sum them, and add 3" (resulting in a number between 6 and 15).

Using dice

In combat, monsters and player characters have an 'armor class' that indicates how difficult they are to strike successfully. An opponent will have a "to hit armor class zero" (THAC0) rating that indicates their skill at attack. To successfully score a hit, the attacker must roll at least their THAC0 on d20, with the target's armor class added to the die roll.

Outside of combat, players will attempt difficult tasks. he DM will assign a difficulty check (DC) for certain tasks. This shall be a number typically – but not always – below 20 against which the player must make a successful roll on d20.

Levels

Player characters start their careers as inexperienced and under-equipped novices. As the game progresses, they will become far more powerful and capable – this capability being measured in terms of their **class level**. They start at 1st level. As they accumulate experience points through fighting monsters and gaining wealth, they will reach higher levels (2nd level, 3rd level, and so on). Players may reach the 20th level.

A separate term is **spell level**. Some spells are *1st level* spells, some are *2nd level*, and so on. Spell levels do not directly correspond to class levels; they are only a relative measure of the power of spells.

A third term is the **level of a monster**, meaning how many hit dice monsters have and how challenging it is an opponent. For each level at which a monster exists, it has 1-8 more hit points – roughly equal to the amount of damage done by a sword swing. Higher level monsters are more likely to have special abilities and do more damage in combat.

Finally, the term "level" will be used in the context of **labyrinth level**. In Deeds & Destiny, labyrinths are filled with many monsters, treasures, and treacherous secrets. The deeper the labyrinth level, the greater the dangers that await the characters.

Experience points – "XP"

Experience points (XP) are used to measure the progress of characters. These points are assigned based on the difficulty of monsters defeated, and on how much treasure is found. PCs go up in level by accumulating XP. As with monsters, PCs go up in hit points (hp) with each level, allowing them to better survive combat or mishaps like falls and traps.

Game setting

This game describes the goings-on in a world called Sppang (pronounced *Sss…pang!*). It's a wild, unpopulated world where endless forests have reclaimed many a kingdom. Its lonely plains are criss-crossed with worm scars and the ships upon its unmapped seas are alone with the waves.

An alliance of men, dwarves, and halflings is carving out a series of kingdoms at the junction of Sppang's three great continents, a string of lights in the night well away from the worst of wilderness, where people maintain their habits and life is much as it was in grandma's youth[1].

The **halflings** are fey, not Tolkien. You might think of them as day-walking goblins in pastel hues who've (almost) renounced chaos. They make fine traders and craftsmen and bankers. "Thief" is not a player class in this game; wink.

The towering, quiet **erdei** are also fey. Seven feet tall, horned and aloof, they are moving into lands abandoned by builders of farm and city. They are the world's druids, unamused by the forestry practices of man.

Human kingdoms are growing more powerful as their industry and trade blossoms. They are also becoming more numerous. Human mystics spread the word of their many squabbling deities, while human witches research ever newer ways of unmending reality. Some are studying elvish ruins for clues, while even others have taken to riding certain flying reptiles.

The **dwarves** of Sppang, taller than those of other worlds, are a fun-loving bunch of gregarious mixers. are taller than most.

The **elves**, strumming their lutes and reading their books, keep quite apart. There is no such thing as a half-elf. They put on airs like they're in charge, but they're still hurting after some kind of apocalypse, and seem faintly worried about events.

Perhaps not coincidentally, the **dragons** seem to be bouncing back from a population choke-point. In the past few decades resurgent fire dragons – black or red – have been reducing established kingdoms to ruins. No one has seen green or blue dragon in eons, and the noble metal dragons are rarely spotted. Earth dragons turn up whenever they're not needed. And everyone's sure the water dragons are up to something – some even claim to have seen their fishy new allies from the deep.

Sppang's forests, plains, and caves are teeming with monsters. Giant worms, bulettes, ankheg, and remorhaz prowl the provinces. And then there's what the elves call "rogue bioweapons": owlbears, stirges, minotaurs, and driders bring terror to the dark. Bands of **goblins** and **gnolls** roam the woods and plains and hills. Giants, too, rise up from time to time, reminding frontier towns that the forests are untamed.

In the quieter spaces, in dusty ruins and miasmal swamps lurk the diseased, the cursed, and the undead. Vampirism, trollism, and ghoul disorder are recognized diseases on Sppang[2].

Presiding over all of this are the squabbling gods: vain, jealous, and vengeful. The will of a god is a terrible thing, and Sppang has dozens of gods.

It also has devils. Malignant, scheming and immortal villains who snare humans and demi-humans in unthinkable situations.

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[1] http://tvtropes.org/pmwiki/pmwiki.php/Main/MedievalStasis

[2] On Sppang, disease is cured by fire.

Building a character

To create a character, start with a fresh character sheet. You can copy the one provided in this book, reproduce it by hand on a piece of paper, or find a downloadable soft copy on emuu.net.

The steps in creating a character are as follows. Each of these steps is explained in its own section below:

1. Generate the character's attributes.

2. Choose a character class (this will depend in part on the attributes generated).

3. Determine the equipment and supplies carried by your character, staying within your starting money.

4. Determine the starting spells for the spell-casting classes.

5. Give the character a name and perhaps a back-story.

Character attributes

There are six *attributes* that describe a character. These fall into three categories.

Category	Attribute
Body	Strength, Agility
Mind	Wit, Learning
Spirit	Will, Charisma

> To generate each of the following six abilities, roll four six-sided dice (d6), discarding the lowest roll.

Strength

Strength (STR) measures a character's physical power. A high or low STR attribute affects a character's ability to hit and cause damage in combat, and the chances of a character forcing open a door. Strength also represents a character's health and endurance, and the *physical capacity* for spell-casting. A strength bonus increases a character's hit points. And lastly, STR limits the spell-levels per day that a witch may cast.

Modifiers due to STR score

Score	Strength Modifier*	Poison Save	Hit point**
3	- 3	- 1	- 1
4 - 5	- 2	- 1	- 1
6 - 8	- 1		- 1
9 - 12			
13	+ 1		
14	+ 2		
15	+ 3	+ 1	+ 1
16	+ 4	+ 1	+ 1
17	+ 5	+ 1	+ 1
18	+ 6	+ 2	+ 2

*Modifies to hit, damage, and forcing doors. All hits will do a minimum of 1 hit point of damage. A character can only gain up to a +1 modifier to hit / damage unless they are wielding one of the following weapon in two hands: club, hand-axe, mace, spear, war hammer, battle axe, sword, pole arm, two-handed sword.
**Cannot lower beneath one hit point per level.

Agility

Agility (AGL) measures hand-eye coordination, agility, reflexes, and balance. A character uses the agility modifier instead of strength modifier for to-hit rolls with the following weapons: dagger, short sword, staff, and bow.

Modifiers due to AGL score

Score	AC modifier°	Attack*	Initiative modifier
3	+ 3	- 3	- 1
4 – 5	+ 2	- 2	- 1
6 – 8	+ 1	- 1	
9 – 12			
13	- 1		
14	- 2		
15	- 3	+ 1	+ 1
16	- 4	+ 1	+ 1
17	- 5	+ 2	+ 1
18	- 6	+ 3	+ 2

°When not wearing armor. Bonus is halved with light armor. When wearing more, no bonus is possible.

*These modifiers only apply to hit, not to damage, and apply only to the weapons listed above under STR.

Wit

Wit (WIT) represents a character's street smarts, quickness of tongue, and insight. A high wit means a character is aware of the situation around her and is more likely to detect surprises or to surprise opponents. A character with a high wit is also more likely to see through lies. A WIT score has the following effects:

Modifiers due to WIT score

Score	Observe, detect, & surprise	Bluff & Save vs Lies	Spell Casting*
3	- 2	- 2	- 2
4 – 5	- 1	- 1	- 1
6 – 8			
9 – 12			
13			
14			
15	+ 1	+ 1	+ 1
16	+ 1	+ 1	+ 1
17	+ 1	+ 1	+ 1
18	+ 2	+ 2	+ 2

*Witches only.

Learning

Learning (LRN) determines how well a character learns, remembers, and reasons. The spell-related adjustment listed below are for witches but do not apply to erdei or mystics.

Modifiers due to LRN score

Score	Scroll Reading*	Max spell level*	Additional languages
3	-1	N/A	
4 – 5	-1	N/A	
6 – 8		1	
9 – 12		2	
13		3	+ 1
14		4	+ 1
15	+ 1	5	+ 1
16	+ 1	5†	+ 2
17	+ 1	5†	+ 2
18	+ 2	5†	+ 3

* Applies only to witches and elves. † Major feat of magic

Score	Language proficiency
3	Illiterate; Broken speech & very poor comprehension
4 – 5	Illiterate, poor spoken grammar & aural comprehension
6 – 8	Speaks acceptably; writes adequately
9 – 12	Able to read & write
14	Comprehends simple concepts in foreign language: 1 in 6
16	Comprehends simple concepts in foreign language: 2 in 6
18	Comprehends simple concepts in foreign language: 3 in 6

Charisma

Charisma (CHA) measures a character's force of personality, persuasiveness, personal magnetism, ability to lead, and physical attractiveness. This ability is important for how other characters or monsters will respond to a character in an encounter, and affects the morale of hirelings and the limit to a character's number of retainers.

The CHA score is the limit of spell-levels per day that a mystic may cast.

Modifiers due to CHA score

Score	Reaction adjustment	Retainers	Retainer morale
3	- 1	1	4
4 – 5	- 1	2	5
6 – 8		3	6
9 – 12		4	7
13		5	8
14		5	8
15	+ 1	5	8
16	+ 1	6	9
17	+ 2	6	9
18	+ 3	7	10

Will

Will (WIL) describes a character's willpower, grit, and strength of belief. The spell casting modifier is for mystics and the erdei.

Modifiers due to WIL score

Score	Spells Casting*	Save vs Charm	Morale adjustment
3	- 2	- 1	- 3
4 – 5	- 1	- 1	- 2
6 – 8			- 1
9 – 12			
13			+ 1
14			+ 1
15	+ 1	+ 1	+ 1
16	+ 1	+ 1	+ 2
17	+ 1	+ 2	+ 2
18	+ 2	+ 3	+ 3

* Applies only to witches.

Modifying ability scores

Once abilities have been determined, scores can be rebalanced. Ability points may be sacrificed from one ability to raise one prime requisite ability. This may be done more than once, but no ability can be so lowered below 9.

Class and attributes

The relationship between player classes and attributes are explained in the diagram below.

Character classes

Class defines the skill set that a character brings to an adventuring party. Human adventurers do not represent their hard-scrabble and rigidly hierarchical medieval societies: they are exceptions who have abandoned the rules of their rigid societies. Human player characters will be either a warrior, a witch, or a mystic. Dwarf, halfling, erdei, and elf adventurers have different specialist skill sets that reflect their different racial cultures.

Dwarves

Speed: 25' (don't slow due to armor)
Attribute adj.: WIL +1, LRN -1
STR +1, WIT -1

Dwarves are strong, willful demi-humans who average in height between 120cm and 150cm and weigh about 50 and 65 kilos. They tend to live in cooler climes than humans find

comfortable, settling high valleys and the high temperate zones. They have skin, hair and eye colors in earth tones. Dwarves don't speak with a Scottish accent, and they're not dour and grouchy – if anything they are the race with the most lust for life. They live roughly 100 years. A dwarf character will speak dwarvel and the common tongue. 50% of dwarven PC's will also speak goblish; 25% speak koboldian.

Short and sturdy: Due to their short height, dwarves cannot use two-handed weapons or longbows. Dwarves are particularly hardy people and have a strong resistance to magic and poison.

Dwarves tend to carry about packs and pouches full of heavy tools, ore samples, and provisions. In doing so, they quickly develop the ability to casually carry otherwise crushing burdens.

Dwarf abilities

All dwarves learn to harvest the edible foods wherever subterranean ecosystems exist. They may supply food (such as fungus) and clean water for themselves and up to three other creatures with normal appetites. This takes four hours a day.

1st level: From their experience underground, dwarves have a 2 in 6 (1-2 on 1d6) chance of success when actively attempting to: detect decrepit or unsafe structures above or below ground (walls, floors, ceilings, etc); know the current depth underground; know the direction while underground; detect traps and false walls and hidden construction; or notice if passages are sloped.

3rd level: Dwarves can appraise common or well-known objects with a difficulty of 12 on d20. This difficulty rating decreases by one for every class level. Failure means the estimated value is off by +/- 50% (d00 – 50).

Appraising a rare or exotic item requires a successful check against DC 15, 20, or higher at the GM's discretion. Success indicates correct value estimate; failure means the dwarf cannot estimate the item's value. A magnifying glass yields a +2 bonus on appraisals involving small or highly detailed items.

5th level: Dwarves gain the ability to cast one spell per day from the following list, subject to the same rules as witches:

Find water	Shape stone
Knock	Soften earth and stone
Magic stone	Work metal

7th level: Dwarves can repair items including weapons. The difficulty checks involved are as follows.

Dwarf level progression

XP	Level	Attacks	Hit points	Spells/day
0	1	1	8 hp	
2,187	2	1	+1d8	
4,375	3	1	+1d8	

8,751	4	1	+1d8	
17,500	5	1	+1d8	1
35,000	6	1	+1d8	1
70,000	7	1	+1d8	1
140,000	8	2	+1d8	2
280,000	9	2	+1d8	2
400,000	10	2	+3 hp*	2
540,000	11	2	+3 hp*	2
680,000	12	2	+3 hp*	2
815,000	13	2	+3 hp*	2
950,000	14	2	+3 hp*	2
1,085,000	15	2	+3 hp*	2
1,220,000	16	3	+3 hp*	2
1,350,000	17	3	+3 hp*	2
1,490,000	18	3	+3 hp*	2
1,580,000	19	3	+3 hp*	2
1,760,000	20	3	+3 hp*	2

*Hit point modifiers from strength are ignored

Dwarf craft skills

Item	Difficulty (d20)
Armor or shield	8 + AC bonus
Crossbow	15
Simple melee or thrown weapon	10
Martial melee or thrown weapon	13
Exotic melee or thrown weapon	16
Very simple item (wooden spoon)	3
Typical item (iron pot)	8
High-quality item (bell)	13
Complex or superior item (lock)	18

14th level: Dwarves may cast twice per day from the list appearing above.

Elves

Attribute adj.:	LRN +1, STR -1
	CHA+1, AGL -1

Elves are tall, pale, slender beings with large eyes and small pointy ears. Their large heads are usually hairless. They are very diverse in appearance, much like humans, and there are said to be various kinds of elves in distant locations. They typically weigh about 65 kilos and are a little over 2m tall. They are more often amused than excited, and more curious than greedy. They tend to remain unfazed by petty happenstance and are adept at finding diplomatic solutions. Elves live for about 120 years.

Elves are increasingly rare, contribute little to the outside world, and are no longer a major force. Elven adventurers are always young and impetuous, for their kind.

Elves use the arcane magic of witches.

Elf level progression

XP	Level	Attacks‡	Hit points	Max spell level
0	1	1	6 hp	1
4,065	2	1	+1d6	1
8,125	3	1	+1d6	1
16,250	4	1	+1d6	1
32,500	5	1	+1d6	2
65,000	6	1	+1d6	2
130,000	7	2	+1d6	2
260,000	8	2	+1d6	2
400,000	9	2	+1d6	3
600,000	10	2	+2 hp*	3
800,000	11	2	+2 hp*	3
1,000,000	12	2	+2 hp*	3
1,200,000	13	3	+2 hp*	4
1,400,000	14	3	+2 hp*	4
1,600,000	15	3	+2 hp*	4
1,800,000	16	3	+2 hp*	4
2,000,000	17	3	+2 hp*	5
2,200,000	18	3	+2 hp*	5
2,400,000	19	4	+2 hp*	5
2,600,000	20	4	+2 hp*	5

‡Bow & arrow only   *Hit point modifiers from strength are ignored.

In low light, elves have normal vision of 20 meters in low light and starlight, but they cannot see in the dark. Elves can speak common, elvese, dwarvel, erdeic, goblish, and gnolltalk. Elves can wield any weapon (but note spell casting limitations), except crossbows, explosives, or siege engines, which are forbidden.

Elf abilities

Fourth level: Elves develop expertise in one of:

- Spells and magic
- The dead and undead
- Grand histories of the known world
- A bestiary of creature unusual
- The planar spheres
- Legends of heroes past
- Gods and their servants

When an elf character first encounters an important creature, location, or item (GM's call) covered by the character's area of expertise, the player can ask the GM any one question about it to be answered truthfully.

Sixth level: When an elf hears a spell being cast, the elf will know the spell and its effects.

Eighth level: From this level, elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, they can dream after a fashion; such dreams are actually complex mental exercises that have become reflexive through years of practice. After resting in this way, elves gain the same benefit that a human does from 8 hours of sleep.

Erdei

Attribute adj.:   n/a

The Erdei are a fey race, with horns, legs, and the cloven feet of goats. Deeply connected to Sppang and its natural environment, they regard humans and the other demi-humans as defilers of the natural order.

Erdei weave magic that comes from the great trees of the world, the high peaks and the eternal winds. The sun, the moon, the earth, the elements, and all things associated with these forces are their guidance.

The erdei are similar in height and build to humans. They live on average around 150 years.

Erdei can speak common, the erdeic tongue, fey, and gnollish. They are also averse to steel and will not use steel weapons and armor. They frequently pursue bronze equipment fashioned specially for them by the dwarves. They can make use of wooden shields.

Erdei level progression

XP	Level	Tracking	Hit points	Max spell level
0	1	4	6 hp	1
4,065	2	4	+1d6	1
8,125	3	4	+1d6	1
16,250	4	4	+1d6	1
32,500	5	3	+1d6	2
65,000	6	3	+1d6	2
130,000	7	3	+1d6	2
260,000	8	3	+1d6	2
400,000	9	3	+1d6	3
600,000	10	2	+2 hp*	3
800,000	11	2	+2 hp*	3
1,000,000	12	2	+2 hp*	3
1,200,000	13	2	+2 hp*	4
1,400,000	14	2	+2 hp*	4
1,600,000	15	1	+2 hp*	4
1,800,000	16	1	+2 hp*	4
2,000,000	17	1	+2 hp*	5
2,200,000	18	1	+2 hp*	5
2,400,000	19	1	+2 hp*	5
2,600,000	20	1	+2 hp*	5

*hit point modifiers from strength are ignored

Erdei abilities

Wilderness Survival: All erdei have learned to harvest the bounty of nature to survive. They may use this ability in untamed lands to forage in order to supply food and water for themselves and up to three other creatures with normal appetites. This takes four hours a day.

Erdei may hide in forests and scrubland as easily as halflings hide in shadows.

Tracking: The erdei may determine if a creature has passed

through a wilderness area recently – and track it. On a particularly successful roll, the erdei may glean more specific details about their target (at the referee's discretion). The DC on the erdei level progression table is 2d4-1.

3rd level: Beginning at third level, for each level of experience erdei may select an additional language from the following list: draconic (earth), dwarvel, elvese, lizardfolkian, and gnolltalk.

Upon reaching the 3rd level, erdei gain the ability to identify animals and plants. In addition, they may discern whether water or food is pure, safe, or poisoned.

5th level: Erdei gain the ability to pass through thick vegetation with neither a penalty to movement rate nor any evidence of their passing.

7th level: Erdei may assume any normal animal form three times per day, from as small as a bat or rat to as large as approximately twice human size, such as a bear. A specific animal shape may be taken only one time per day, for unlimited duration. While in the form of an animal the Erdei has all of the physical properties of that animal, while retaining his normal mental state. Transitioning from one form to another allows the erdei to heal 1d6x10% of any damage that has been sustained to the previous form. At 7th level Erdei become immune to *Charm* or charm-like effects from sylvan beings.

9th level: Any party that camps in the wilderness with an erdei of level 3+ heals 1d6 per night.

11th level: May speak with animals. May receive visions from the spirit world. When the erdei has spent at least eight hours in a location, they will be granted a vision of significance. Roll 2d6: On a 10+ the vision will be clear and helpful to you. On a 7–9 the vision is unclear, its meaning murky. On a miss, the vision is upsetting, frightening, or traumatizing.

13th level: May speak with plants.

15th level: May survive on leaves, bark, or other low value foods.

17th level: Any die roll on a vision below 9 is now treated as a 7-9 as from 11th level.

Halfling

Attribute adj.:	AGL +1, STR -1
	CHA +1, WIL -1
Size:	Small
Base speed:	25'

Halflings are small fey humanoids known for their stealth, cunning, and eccentric sense of humor. They are clearly non-human in appearance, outlook, and ability – resembling a goblin. Like goblins, halflings are short-lived, garrulous,

mischievous, and unconcerned with the passing of the ages or the passing of laws. Unlike goblins, halflings are kind-hearted, charismatic, and loyal to one another (if easily misunderstood by other races). Goblins refers to halflings as *hobgoblins*.

Halflings stand between 100 and 125cm tall. They are skinny, and rarely weigh more than 25 kilograms. Their skin ranges in color from rosy to light green, and though only one in two has any cranial hair, that hair grows thick, course, fast-growing, and varies through the earth tones in color. This includes the rust red of garnet and even dusty blues of certain shale. Halfling eyes are sometimes slitted, and are often glittering black or blue although more natural eye colors are also known. Some halflings have pronounced lower canines, wide-set or narrow eyes, an enormous nose, bat-like ears, claw-like fingernails, or even vestigial horns. Many have none of these features.

Language: Halflings speak halfian, common, dwarvel, and goblish. 50% speak passable elvese, the rest gnolltalk.

Names: Halflings consider names as semi-permanent aliases at best, and one usually goes by a different name in each non-halfling community he or she visits. When among their own kind, halflings usually stick to the names given by their parents.

Vision: A halfling can see twice as far as a human in starlight, moonlight, and similar conditions of poor illumination. As distant cousins of goblins, halflings have black and white *darkvision* when underground to a mere 3 meters.

Halfling abilities

Pick pockets: A halfling may pick the pocket of a creature of fewer or equal level/hit dice than the halfling without error. A creature of greater level/hit dice will automatically fail. The GM is need not tell the halfling beforehand what level the target is!

Climb walls: Attempting to climb sheer surfaces under abnormally hideous conditions (blizzards and magical wind storms, etc.) may require a climb roll on d00. At 1st level the success rate is 85%. This goes up at 1% per level until 99%.

Move silently: A halfling may move silently at will when encumbered by less than 600 coins weight (i.e. the equivalent of wearing metal armor). This skill progresses as *climb walls*.

Level 4: A halfling begins, with a 70% probability, to develop the following skills. See the table at right for these skills' progression.

Open locks, hide in shadows, search for traps, or remove (small) traps: requires one turn per effort (during which time wandering monsters may well be encountered). If a halfling attempts to do so at a faster rate (like 1-2 rounds), require the skill roll.

Read languages: A halfling can read languages (any) not

including magical writings. If the roll does not succeed, the halfling may not try to read that particular piece of writing until he reaches a higher level of experience.

Level 7: Halflings may cast one spell from the following lists once per day, subject to the same rules as witches:

Charm person	Detect magic
Color spray	Detect poison
Dancing lights	Mending

Level 10: A halfling who merely passes within 5 feet of a secret or concealed door is entitled to a search check as though actively looking for it.

Deception: the master's disciplined ear, study of language, and control over his own body movement allows the halfling to: disguise himself; mimic speech and mannerisms; and even throw his voice (as the 1st level spell *ventriloquism*). The GM should roll whenever the halfling attempts to deceive someone; the halfling will always believe his deception has succeeded. If the roll fails, the halfling's opponent will not be deceived.

Level 14: is when a halfling reaches Master level, with the following abilities.

Craft device: The ability to construct elaborate traps of mechanical nature. Cost and time to construct will need to be decided by the GM. Failing the roll by more than 10% means the device was not constructed correctly, and all time, money, and components are wasted. Failing the roll by 10% or less indicated the halfling successfully created the device but falls victim to the device as he sets off the trap!

Combat

Small: As a Small creature, a halfling gains a +2 bonus to Armor Class, a +1 size bonus on attack rolls. Halflings use smaller weapons such as short bows, short swords, and scimitars. Their lifting and carrying limits are three-quarters of those of medium-sized characters. Halflings may use leather armor or a simple chain mail tunic.

+1 bonus on attack rolls with thrown weapons and slings.

+4 bonus to Armor Class against monsters of the giant type (such as ogres, trolls, and hill giants): Halflings learn tricks that previous generations developed in their battles with giants.

Halfling level progression

XP	Level	Hit points	Deceive	Skills
0	1	6 hp	-	-
1,250	2	+1d6	-	-

2,500	3	+1d6	-	-
5,000	4	+1d6	-	70%
10,000	5	+1d6	-	70%
20,000	6	+1d6	-	75%
50,000	7	+1d6	-	75%
110,000	8	+1d6	-	80%
220,000	9	+1d6	-	80% ‡
380,000	10	+2 hp*	2	85%
540,000	11	+2 hp*	2	85%
700,000	12	+2 hp*	2	90%
860,000	13	+2 hp*	3	90%
1,020,000	14	+2 hp*	3	95%
1,180,000	15	+2 hp*	3	95%
1,340,000	16	+2 hp*	4	97%
1,500,000	17	+2 hp*	4	97%
1,660,000	18	+2 hp*	4	98%
1,780,000	19	+2 hp*	4	98%
1,980,000	20	+2 hp*	5	99%

*hit point modifiers from strength are ignored

‡Read languages caps at 80%.

Mystic

Attribute adj.:	CHA +1, WIT -1
	WIL +1, AGL -1

Mystics are holy warriors who have pledged their lives to serve a deity (god or goddess). Mystics use divine energy in the form of spells, which is granted through prayer and worship. Their very presence can alter an encounter with evil.

Weapons and armor: Mystics may use any non-metal armor or weapon, as metal interfere with divine magic. A mystic with two hands occupied with weapons, or with weapon and shield, cannot accurately make the gestures for casting.

Turning undead: Mystics have the god-given ability to turn undead, repelling, and even destroying, undead. When a mystic encounters undead, the DM will roll for the results of this automatic effect. Turned undead will flee the area and will not attempt to harm or make contact with the mystic. On the table below: a dash means that the mystic cannot turn the undead type; a "T" means that the mystic automatically turns the undead; and a "D" means that the undead will be destroyed automatically. A number indicates that the player must roll that number or higher on 2d6 in order to turn the undead. If this roll is successful, or there is a "T" in the chart, the result equals the number of total hit dice of undead creatures turned. A "D" in the chart requires the same roll to determine how many HD of undead are destroyed.

Turning undead

Level	Undead HD									
	1	2	3	4	5	6	7	8	9	*
1-2	5	7	9	11	-	-	-	-	-	-

3	T	5	7	9	11	-	-	-	-	-
4	T	T	5	7	9	11	-	-	-	-
5	D	T	T	5	7	9	11	-	-	-
6	D	D	T	T	5	7	9	11	-	-
7	D	D	D	T	T	5	7	9	11	-
8	D	D	D	D	T	T	5	7	9	11
9	D	D	D	D	D	T	T	5	7	9
10	D	D	D	D	D	D	T	T	5	7
11	D	D	D	D	D	D	D	T	T	5
12	D	D	D	D	D	D	D	D	T	T
13	D	D	D	D	D	D	D	D	D	T
14+	D	D	D	D	D	D	D	D	D	D

*Infernal: includes demons, devils, etc.

No matter what the dice roll result, at least one undead creature will always be turned or destroyed, as appropriate.

Mystic abilities

2nd level: Any character that dies in your presence gains a +1 at Last Breath.

When a mystic sacrifices something of value to their deity and prays for guidance, the deity reveals what it would have the mystic do. This ritual takes one hour. The mystic gains 250xp.

4th level: The mystic may lay healing hands on a target to restore 3hp per mystic level.

5th level: At this level, a devoted mystic is granted a +1 bonus to armor class by their deity. This bonus climbs to +2 at 10th level, +3 at 15th level, and +4 at 20th level.

6th level: The mystic may impose peace on a target for up to 10 minutes. The target may make a saving throw against charm to resist this effect, unless the target's current hit points are less than its maximum hit points.

8th level: May, at will, leave a permanent glyph that is visible to other mystics who worship the same god.

14th level: May create food and water for four, once/day. Automatically detects lies.

Mystic level progression

XP	Level	AC Bonus	Hit points	Spell points per day
0	1		6 hp	4
3,072	2		+1d6	4
6,144	3		+1d6	5
12,288	4		+1d6	5
25,000	5	+ 1	+1d6	5
50,000	6	+ 1	+1d6	6
100,000	7	+ 1	+1d6	6
200,000	8	+ 1	+1d6	6
350,000	9	+ 1	+1d6	7
525,000	10	+ 2	+2 hp*	7

753,000	11	+ 2	+2 hp*	7
933,000	12	+ 2	+2 hp*	8
1,113,000	13	+ 2	+2 hp*	8
1,293,000	14	+ 2	+2 hp*	8
1,473,000	15	+ 3	+2 hp*	8
1,653,000	16	+ 3	+2 hp*	8
1,833,000	17	+ 3	+2 hp*	8
2,003,000	18	+ 3	+2 hp*	8
2,193,000	19	+ 3	+2 hp*	8
2,373,000	20	+ 4	+2 hp*	8

* Hit point modifiers from strength are ignored

Warrior

Attribute adj.:	STR +1, WIT -1
	AGL +1, CHA -1

Warriors are a human character class. As their name implies, are trained in the arts of combat and war. Warriors take the lead in combat and may use any weapons and armor.

Warrior level progression

XP	Level	Attacks	Hit points	Overwhelm
0	1	1	8 hp	
2,048	2	1	+1d8	
4,096	3	1	+1d8	8
8,192	4	1	+1d8	7
16,384	5	2	+1d8	6
32,768	6	2	+1d8	5
65,536	7	2	+1d8	5
131,072	8	2	+1d8	5
242,144	9	2	+1d8	4
360,000	10	3	+3 hp*	4
480,000	11	3	+3 hp*	4
600,000	12	3	+3 hp*	3
720,000	13	3	+3 hp*	3
840,000	14	3	+3 hp*	3
960,000	15	4	+3 hp*	3
1,080,000	16	4	+3 hp*	2
1,200,000	17	4	+3 hp*	2
1,320,000	18	4	+3 hp*	2
1,400,000	19	4	+3 hp*	2
1,560,000	20	5	+3 hp*	2

*hit point modifiers from strength are ignored

Warrior abilities

2nd level: Warriors spend sufficient time in wilderness campaigns to learn sufficient trapping, fishing, and hunting skills to feed a party of four. This takes four hours a day.

3rd level: A warrior can overwhelm an enemy when in one-on-one melee combat against a lone Medium-sized opponent. Following every successful hit upon an opponent, The warrior needs a d8 roll of at least the value listed on the abilities table to overwhelm. Each hit after the first does +d4 damage. From *level seven*, each hit after the first does +d8 damage. From

10th *level*, the opponent must additionally roll for morale with every round after first taking damage. From *level twelve*, a warrior's hit deals damage, avoids the enemy's attack, and impresses, dismays, or frightens the enemy. Morale is at a -2 penalty.

4th *level*: Warriors can spot any weapon in the hand of an opponent. They will know the damage dealt by the weapon. Upon reaching *sixth level*, they will also know best how to counter hand-held weapons. The warrior can relate that information to a comrade for +1 to AC and attack. Upon reaching *eighth level*, a warrior can accurately assess the bonus of any weapon.

5th *level*: With a (single) signature weapon, a warrior gains one additional attack per round beginning at 5th level. One further attack is gained every 5 levels to a maximum of 4 attacks per round.

7th *level*: May optionally call a "kill shot" in melee combat. Upon a successful to hit roll with a -5 penalty, the target is reduced to 0hp and rendered unconscious.

9th *level*: In addition to other bonuses, a warrior gains superior leadership and tactical skills in battle. The GM will offer one hint per turn during combat.

10th *level*: detects incoming ranged attack. May warns others. +3 to target's AC.

12th *level*: "kill shot" penalty reduced to -4.

14th *level*: may found a kingdom. May catch arrows and dodge magic missiles with a DC of 10.

17th *level*: "kill shot" penalty reduced to -3.

Witch

Prime Requisite:	LRN, WIL
Attribute adj.:	LRN +1, WIT -1
	WIL +1, CHA -1

Warlocks, witches, wizards, sorcerers: these unusual humans have a rare gift for magic. Whereas even most dwarves can weave a handful of spells, few humans are born with the gift. It takes many years for human magicians to learn to read magic, to study arcane secrets, and to cast spells. Even then, they require special reagents, a magic wand, and a spell book to cast spells effectively.

Due to their need to constantly study their magic, witches are unable to use large, military weapons such as long swords, long bows, and pikes without a -2 penalty. See the book of magic for limitations on armor and spell-casting.

Improving spellcasting

Familiar: A witch possessing the *summon familiar* spell may summon an animal to be the caster's companion. A familiar is able to grant the caster access to its own senses, and is able to communicate with the caster. In addition, a familiar is loyal, and will follow orders until its death. Familiars are more intelligent than ordinary animals; they have AC 7 and 2d4 hp.

A familiar grants the caster a +1 bonus on spell use checks, and additional hp equal to the familiar's maximum total, when the two are within 40m of one another. However, if a familiar is slain the magic-user suffers a -1 penalty to spell use checks and must subtract the familiars maximum hp from his own maximum hp, permanently. A new familiar may not be summoned for one year. Familiars typically live ten years.

Magic wand: A witch may create a wand or staff with which to cast certain magic. A wand grants a witch a +1 on spell use checks. It also allows the following spells to be cast at will, in addition to the witch's normal spell capabilities: *Light*, *Detect magic*, *Arcane mark*. Once a witch starts using a wand, they cast at a -1 penalty if they ever must cast without one.

Warlock's ink: These permanent tattoos cover a witch's body, including the face and scalp. The magical process used to apply them costs 5,000gp and takes a full two days. The resulting ink includes, somewhere, at least one depiction of a mouth. These grant a +1 on all spell casting rolls and are required to cast the spell *Sequester* and *Ventriloquism*.

Warlock's ink tends to shift into new patterns during periods of great magical effort by the spell caster (such as expending all of the caster's strength on spells in a few rounds), upon *Last breath*, or similar trauma.

Every time the caster levels up, they must perform a check for the Warlock's ink undergoing a transformation. In 5% of checks, the ink begins to have opinions. These will, thereafter, be given voice at inopportune times. The voices have a strong preference for the truth.

Magical affinities

Although traditionally the arcane abilities of witches are regarded to be purely the result of long years of study, the GM may wish to grant them additional abilities to reflect an innate connection to the subtle magical energies of the world.

Air: can cause minor gusts of wind and control air currents.

Animals: -1 modifier to reaction rolls with one broad type of animals (e.g. birds, fish, mammals, insects, reptiles).

Animals: can speak with one specific species of animal (e.g. squirrels, bears, wolves).

Animals: has an animal familiar.

Charm: resistant to mind-affecting spells, +2 to saves.

Cold: can freeze small volumes of water by touch. Cold spells do +1 damage.

Cold: resistant to environmental cold, +2 defense vs cold based spells.

Death: can detect death. Spend 1 turn to detect undead within 30' (2 in 6 chance).

Dimensions: can blink 10' in a random direction once a day.

Dimensions: can disappear for 1 round once/day.

Dreams: can see into the dream world of sleeping creatures within 10'. Requires 1 turn to tune in.

Dreams: experiences pre-cognitive dreams (1 in 6 chance per night).

Empathic: can detect the presence of strong emotions up to 30'. Requires 1 turn to tune in.

Energy: can manifest crackling energy and give minor shocks.

Fire: can create flame.

Heat: resistant to environmental heat, +2 to saves vs intense heat or fire.

Light: can create a glow like candlelight.

Lucky: gain a +2 bonus to a roll once per session.

Otherworld: detect otherworldly creatures & influence (2 in 6 chance, takes 1 turn).

Otherworld: has an otherworldly familiar – a faerie, imp, minor elemental, etc.

Plants: is able to ask plants very simple questions

Script: can read magic naturally, without the spell.

Script: has a 25% chance of deciphering obscure languages.

Seer: can cast the 2nd level mystic spell *augury* 1/week.

Shadow: can darken shadows within 10'

Telekinesis: can move small objects with thought.

True-seer: +2 to saves vs illusion.

Water: can breathe underwater for 1 turn.

Wild magic: can manifest a random 1st level spell once/day.

Witch abilities

3rd level: When a witch hears an arcane spell being cast, the witch will know the spell and its effects.

5th level: A witch can read magic (any) with 50% probability. If the roll does not succeed, the witch may not try to read that particular piece of writing until he reaches a higher level of experience. For every level hereafter, the witch gains an additional five percent probability until reaching 100% at 14th.

7th level: Able to cast *light* and *mending* at will.

9th level: Able to create spells and magic items. These rules are in the Magic Research section.

11th level: Immune to magical electricity and cold.

13th level: Immune to magical fire.

14th level: May enter the astral plane once per week. May attempt a major feat of magic.

Witch level progression

XP	Level	Hit points	Spell casting bonus
0	1	6 hp	
2,500	2	+1d6	
5,000	3	+1d6	
10,000	4	+1d6	
20,000	5	+1d6	1
40,000	6	+1d6	1
80,000	7	+1d6	1
160,000	8	+1d6	1
310,000	9	+1d6	1
500,000	10	+1 hp*	2
750,000	11	+1 hp*	2
1,050,000	12	+1 hp*	2
1,400,000	13	+1 hp*	2
1,800,000	14	+1 hp*	2
2,240,000	15	+1 hp*	3
2,880,000	16	+1 hp*	3
3,600,000	17	+1 hp*	3
4,400,000	18	+1 hp*	3
5,280,000	19	+1 hp*	3
6,240,000	20	+1 hp*	4

*hit point modifiers from strength are ignored

Equipping your character

The adventuring lifestyle can frequently require lengthy sojourns into the wilderness, extended sailing voyages, visits to foreign cities, and of course dungeoneering. All of this requires equipment.

Money and coins

Equipment costs money. All characters start with 15gp and

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3d8x10 silver pieces. Consult the weapon and equipment lists, and use your starting money to purchase all armor, weapons and gear appropriate for your class.

	1 CP	1 SP	1 GP
Copper	-	40	2,000
Silver	1/40	-	50
Gold	1/2,000	1/50	-

The standard coin weighs about 1/20th of a kilo.

Buying equipment

Starting characters may purchase the equipment in the following lists in the bustling trade markets of Sppang. Magical items, poisons, and other exotic items are considered more difficult to obtain.

Armor

Armor	Cost	AC	Weight
Banded mail	85 gp	4	16kg
Chain mail	70 gp	5	14kg
Helmet	10 gp	-	2.5kg
Horse barding	150 gp	5	25kg
Leather	6 gp	8	7kg
Padded	4 gp	8	5kg
Plate mail	450 gp	3	23kg
Scale mail	50 gp	6	18kg
Shield	10 gp	1 less*	5kg
Splint mail	75 gp	4	20kg
Studded leather	30 gp	7	9kg
Unarmored	0 gp	9	nil

*Using a shield reduces armor class by 1.

Weapons

Weapon	Cost	Damage	Weight
Axe, battle*	6 gp	d8	3kg
Axe, hand †	1 gp	d6	1.5kg
Blackjack	5 gp	d2+	0.25kg
Club	3 gp	d4	1.5kg
Crossbow, heavy	25 gp		4kg
Hvy quarrels (10) and case	3 gp	d8	0.5kg
Crossbow, light	16 gp		2kg
Light quarrels (10) and case	300 gp	d6	0.5kg
Dagger †	3 gp	d4	0.5kg
Dagger, silver	30 gp	d4	0.5kg
Dart	5 sp	d4	0.25kg
Flail	3 gp	d6	2.5kg
Flail, heavy*	8 gp	d6	5kg
Hammer, light	1 gp	d4	1kg
Hammer, war*	7 gp	1d6	2.5kg
Javelin	1 gp	1d6	1kg
Lance	7 gp	1d6	5kg
Longbow	40 gp		1.5kg

	Cost	Damage	Weight
Quiver & arrows (20) ‡ †	5 gp	1d8	1.5kg
Mace	5 gp	1d6	1.5kg
Morningstar*	5 gp	1d6	3kg
Pick, heavy*	8 gp	1d8	3kg.
Pick, light	5 gp	1d6	1.5kg
Pole arm* †	7 gp	1d10	7kg
Quarterstaff*	2 gp	1d6	2kg
Scimitar †	15 gp	1d8	2kg
Shortbow	25 gp		1kg
Quiver & arrows (20) ‡ †	5 gp	1d6	1.5kg
Sling	2 gp		0
Bullets, sling (10) ‡	nil	1d4	2.5kg
Spear †	3 gp	1d6	3kg
Sword, long †	10 gp	1d8	2kg
Sword, short †	7 gp	1d6	1kg
Sword, two-handed*	15 gp	1d10	7kg
Trident*	4 gp	1d6	2kg

* These are classified as two-handed weapons.
‡ silver ammunition is +2gp; silver short sword is +90gp, -1 damage
† bronze weapons are +20gp, -1 damage

Blackjack: This is a blunt instrument designed to knock out a victim. Human-sized or smaller victims more than 3HD/levels lower than the assailant are knocked out for d% rounds. Those 3 HD/levels below the assailant's level or less, and those up to 3 HD/levels higher are stunned, moving at 1/3 normal pace and unable to attack or cast a spell for 2d4 rounds; victims more than 3 HD/levels above the assailant are delayed in the next round; they lose initiative.

Adventuring gear

Gear	Cost	Weight
Backpack (empty)	2 gp	1kg
Bedroll	1 sp	2.5kg
Blanket, winter	5 sp	1.5kg
Block and tackle	5 gp	2.5kg
Bottle, wine, glass	2 gp	·
Candles (10)	10 cp	·
Case, map or scroll	1 gp	0.25kg
Chain (10 ft.)	30 gp	1kg
Crowbar	2 gp	2.5kg
Flask (empty)	3 cp	0.7kg
Flint and steel	2 gp	·
Garlic (3 cloves)	5 gp	·
Grappling hook	1 gp	2kg
Hammer	5 sp	1kg
Holy symbol, wooden	1 gp	·
Holy symbol, silver	25 gp	0.5kg
Holy water (flask)	25 gp	0.5kg

Ink (1 oz. Vial)	8 gp	·
Quill pen	1 sp	·
Ladder, 10-foot	5 cp	20 lb.
Lantern	9 gp	1.5kg
Lock	20 gp	0.5kg
Manacles	15 gp	1kg
Mirror, small steel	10 gp	0.25kg
Oil (1-pint flask)	1 sp	0.5kg
Paper (sheet)	4 sp	·
Parchment (sheet)	2 sp	·
Pick, miner's	3 gp	5kg
Pole, 10-foot wooden	2 sp	4kg
Rations, unpreserved (per day)	2 sp	0.5kg
Rations, trail (per day, preserved)	5 sp	0.5kg
Rope, hemp (50 ft.)	1 gp	5kg
Rope, silk (50 ft.)	10 gp	2.5kg
Sack, large (empty)	2 sp	0.25kg
Sack, small (empty)	1 sp	0.25kg
Saddle	25 gp	11kg
Saddle bag	1 sp	0.25kg
Spade or shovel	2 gp	4kg
Spell book (blank)	15 gp	1.5kg
Spikes, iron (12)	1 gp	4kg
Spyglass	1,000 gp	0.5kg
Stakes, wooden (3)	5 cp	0.5kg
Thieves' tools	30 gp	0.5kg
Torches (8)	3 sp	4kg
Vial, for ink, potion, or holy water	1 gp	1/20 kg
Waterskin/Wineskin	1 gp	2kg
Wine (2 pints)	1 gp	0.25kg
Wolfsbane (fist full)	10 gp	·

Should the players wish to purchase items not provided in the equipment lists, the GM may use the items available as guidelines for determining new items' characteristics, including prices, and damage if additional weapons are desired.

Animals, land, and water transport

Animals and Land Transport	Cost
Cart	100 gp
Dog	3 sp
Dog, guard	25 gp
Donkey	8 gp
Feed (per day)	5 cp
Horse, draft	40 gp
Horse, riding	75 gp
Horse, war	250 gp
Mule	30 gp
Pony	30 gp
Stabling (per day)	5 sp
Wagon	200 gp

Water Transport	Cost
Boat, river	4,000 gp
Boat, sailing	2,000 gp
Canoe	55 gp
Galley, large	32,000 gp

Galley, small	12,000 gp
Galley, war	65,000 gp
Lifeboat	800 gp
Longship	17,000 gp
Raft	1 gp per sq. foot
Sailing ship, large	22,000 gp
Sailing ship, small	7,000 gp
Sailing ship, transport	30,000 gp

Equipment descriptions

Animals of burden: Most horses and mules can carry up to 90kg and move at 35m. A maximum of twice this encumbrance can be carried, reducing this movement to ½.

Backpack: A backpack has two straps and can be worn on the back, keeping the hands free. It holds up to 18kg.

Boat, river: A riverboat can carry 1,400kg. It is 3m wide and between 6-9m long, and has a "draft," or surface depth, of up to 1m when in the water. Riverboats are rowed, or poles are used to push it along. The cost of the boat increases by 1,000 gp if it has a roof.

Boat, sailing: This boat may be 3m feet longer than a riverboat, but is otherwise similar in dimensions and travels by sail. A sailing boat can carry the weight of 900kg.

Candles: A candle dimly illuminates a 1.2m radius for 1 hour.

Canoe: A canoe is a small boat that weighs 20kg. It can carry up to 270kg and is about 5m long.

Cart: A cart must travel on a road, and is pulled by one or two large horses, or 2-4 donkeys or mules up to 20m per turn. If the cart is pulled by only one horse or two mules, it can carry 180kg. If pulled by four mules or two horses, it can carry 280kg.

Crowbar: A crowbar is 1m long and made of solid iron. This object can be used for forcing doors and other objects open.

Flint and steel: Lighting a torch with flint and steel is a full-round action, and lighting any other fire with them takes at least that long.

Galley, large: This is a large ship, capable of holding a weight of 2,200kg. These ships are 7-8m wide, 40-50m long, and have a draft of 1.5m. This ship is manned by 180 rowers. Further, in addition to the captain, there is generally a crew of 70. These ships may be equipped with catapults and a ram.

Galley, small: This ship is capable of holding a weight of 1,800kg. These ships are 3-5m wide, 20-45m long, and have a draft of 1m. This ship is manned by 60 rowers. Further, in addition to the captain, there is generally a crew of 40.

Galley, war: This is a large ship that is generally a fleet's flagship, capable of holding a weight of 2,800kg. These ships

are 8-10m wide, 40-50m long, and have a draft of 4-6 feet. This ship is manned by 300 rowers. Further, in addition to the captain, there is generally a crew of 100. These ships are equipped with 3 catapults and a ram.

Grappling hook: These can be used for anchoring a rope, and often have 3 to 4 prongs.

Hammer: If used to fight, this small hammer deals 1d4 damage. It can be used for construction, or as a mallet with iron or wooden spikes.

Holy symbol: A mystic is required to own a holy symbol. These symbols will be different for each religion, but they are often worn as a necklace.

Holy water: Holy Water is water that has been blessed by a mystic. It is used in some church rituals, and is a formidable weapon against the undead.

Horse barding: Barding is leather armor with metal plates on it, worn by horses. It grants an Armor Class of 5 to the horse.

Ink: This is black ink. One can buy ink in other colors, but it costs twice as much.

Lantern: Lanterns can be closed to hide the light. They burn one oil flask for each four hours, or 24 turns, and have an effective light radius of 9m.

Lifeboat: This ship is capable of holding a weight of 700kg. These ships are 1.5m wide, 6m long, and have a draft of 60cm. They are equipped with rations to feed 10 human-sized beings for 1 week. The mast folds down for storage of the lifeboat on larger galleys, where there are typically 2 to 3 lifeboats. There are 1 or 2 lifeboats on smaller galleys. Lifeboats weigh 240kg and will take up this much weight, each, on a galley.

Large sailing ship

Lock: This is a common iron lock with a key.

Longship: This is a narrow ship capable of holding a weight of 4,000 pounds. These ships are 10-15 feet wide, 60-80 feet long, and have a draft of 2-3 feet. This ship requires 60 rowers, but is also capable of being sailed. In addition to the captain, there is generally a crew of 75 sailors, of which 60 may row when the wind is low.

Manacles: These are used to bind hands or feet.

Oil flask: In addition to fueling lamps, oil can be used as a missile weapon.

Raft: Rafts can be professional or makeshift water vessels that can be no larger than 12x12m. For every 3x3m area of well-built rafts, the raft can hold a weight of 450kg. If the raft is makeshift, it will only hold a weight of 240kg for each 3x3m area. A

makeshift raft can be built in 1 to 3 days for each 3x3m portion.

Rations, trail: This food is dried and preserved to be carried on long voyages when securing other food may be uncertain.

Rations, standard: This food is fresh and will not keep for more than a few days. The cost for this food would reflect fresh food fixed for a militia, or the most basic food at an inn.

Rope, hemp: This strong rope can hold the weight of approximately three human-sized beings.

Rope, silk: This rope is stronger than hemp, and can hold the weight of five human-sized beings.

Sack, large: This sack can contain 28kg.

Sack, small: This sack can contain 9kg.

Saddle bag: This bag can contain 14kg.

Sailing ship, large: This large, seaworthy ship is 30 to 50m long, 8 to 10m wide, a draft of 3 to 4m, and has a crew of 70. It can carry 14,000kg of cargo. It has square sails on its three masts and is sometimes equipped with two catapults.

Sailing ship, small: This one-mast ship is much like the larger version, but is 20 to 35m long, 9 to 10m wide, a draft of 2.5 to 3.5m, and has a crew of 12. It can carry 4,500kg.

Sailing ship, transport: This large ship has similar dimensions and characteristics to a large sailing ship. However, it is specially designed to carry troops, mounts, and equipment of war.

Spellbook (blank): A spellbook has 100 pages of parchment, and each spell takes up one page per spell level (one page each for 1st level spells). These books can be used by an elf or witch for recording spells.

Thieves' tools: For picking locks.

Torch: A torch burns for 1 hour, clearly illuminating a 9m radius. If a torch is used in combat, it deals 1d4 damage.

Vial: A vial holds 1 ounce of liquid. The stoppered container usually is no more than 1 inch wide and 3 inches high.

Wagon: This is a four-wheeled, open vehicle for transporting heavy loads. Generally, two or four draft horses (or other beasts of burden) draw it. Two horses can pull a load of 1,500kg, while four can pull 4,500kg. A wagon can move at a similar speed and under similar conditions to a cart.

Water skin/Wineskin: This container, made of hide, will hold 2 pints (1 quart) of fluid.

Completing the character sheet

Character languages

Additional languages can be chosen at the GM's discretion. Any race or monster capable of language has its own language; most monsters have at least a 20% probability of speaking that language and the common tongue. The Common tongue is a second language common to all humans and demi-humans.

Final statistics

Be sure to record your Armor Class (AC) on the character sheet based on the type of armor you choose. Record your "to hit Armor Class 0" (thAC0) for each weapon, and the saving throws appropriate to your class and level.

Give your character a name. Also, create a little description of what your character looks like, his or her personality[3], and maybe even a brief note about the character's background.

Hit points

Hit points (hp) are a measure of a character's ability to take damage before death occurs. Each character class rolls a different kind of die to determine hit points, as noted in the *Character classes* section. Maximum hit points are awarded at the first level, and hit dice are rolled and added to the total HP for each level of experience, unless otherwise noted.

Hit points and dying

A character who is reduced to 0hp immediately takes his *Last breath*. When you're dying you catch a glimpse of what lies beyond the black gates of death's kingdom (the GM will describe it). Then roll 2d6 without modifier.

Depending on the outcome of the *Last breath* the character may become stable, staying at 0hp but is alive and unconscious. If they receive healing they regain consciousness and may return to battle or seek safety. If a stable character

takes damage again they draw a *Last breath* once more!

Note the bonus to *Last breath* in the presence of a mystic.

Results of *Last breath*

10+	You've cheated Death—you're in a bad spot but you're still alive.
7 – 9	Death himself will offer you a bargain. Take it and stabilize or refuse and pass beyond the black gates into whatever fate awaits you.
6-	Your fate is sealed. You're marked as Death's own and you'll cross the threshold soon. The GM will tell you when.

Paralyzed
When a character is paralyzed, he remains conscious and aware of his surroundings, but collapses and is incapable of any movement including speaking or casting spells. Unless immediately assisted by a mystic, *Paralyzed* characters remain immobilized and vulnerable to attack with no to-hit roll required.

Poisoned
If a character should become Poisoned, she makes all skill checks, saving throws, and to-hit rolls at disadvantage, meaning rolling two d20 wherever the rules call for a d20 roll, and taking the lower of the two dice. Also, her STR is reduced by two and she may only carry half her normal encumbrance.

Poisoned casters of arcane magic (witches and elves) cast at a -1 penalty.

Every hour, a *Poisoned* character must succeed an additional check or die of the poison. The player rolls a d12: for a character that has been resting over the previous hour, death occurs on a 1. For characters who have not rested over the previous hour, death occurs on a 1 or 2.

Adventuring rules

Many adventures will take place in labyrinths. These locations vary considerably in type and location; what they all have in common is a theme. Labyrinths are usually underground systems of caverns, passageways, and rooms in which one finds natural pitfalls as well as dangerous monsters, magic, traps, and riddles. On Sppang they are frequently home to a thriving ecosystem of underground flora and fauna.

Sometimes these labyrinths are attractive to adventures because of the lost wealth & magic that is there to be seized. Other

times, such underground cavern systems can provide refuge or an alternative to surface travel. Sometimes, they must be entered to confront some menace to the surface world.

Adventuring groups

For the sake of survival, characters team up to undertake adventures in these dangerous labyrinths. Groups should generally be composed of a diverse array of classes so that different characters are able to contribute different talents for any given situation. A halfling can check for traps, for instance,

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[3] There are online tools for generating character descriptions,

such as: https://goo.gl/6ghBoC

and warriors are good for muscle. Mystics have divination and healing magic, and wicthes are capable of powerful offensive and defensive magic.

Occasionally, there are not enough group members to take on the challenges of the labyrinth. The group may hire NPC retainers. Rarely, the GM will allow players to play more than one character. However, in these cases characters belonging to the same player cannot offer each other special treatment, such as trading or giving away riches or magical items, unless the GM rules it acceptable. XP do not follow such gifts.

Group organization

Once the group consists of a good mix of complementary characters, the marching order should be established. Generally, characters should advance in pairs, side by side, forming a line of pairs. This will depend largely on the width of the passages in a labyrinth. A standard marching order would be tougher characters, like warriors, in the front, while halflings follow second, and witches next to last. Relatively strong characters, like dwarves, should guard the rear. If enough warriors are present, they can take up the rear as well. Marching order should be written down, so that it is always clear as the group progresses through the labyrinth where everyone is. If a large map is being used, the players might use dice, paper miniatures, or even fancy, painted metal figures to represent their characters and where they are in the marching order.

One player should be designated as the **labyrinth mapper**. The labyrinth mapper will draw the labyrinth as the characters explore it, so that the group does not get lost, and also to keep a record of which areas have been explored. The labyrinth mapper must be alert to all descriptions of areas the GM offers, because if there is an error in a map, it could result in hardship, or even injury, to the group. If the character belonging to a labyrinth mapper dies, the player must hand over labyrinth mapping duties to a player with a living character. This character takes the map from the dead character and continues his dead friend's work.

Encumbrance

It is important to keep track of how much weight characters are carrying, because they can only haul so much, and if they are heavily weighed down they cannot move as fast. Encumbrance is measured in kilos and is derived by adding the weights of all significant items carried, including weapons & armor.

> The maximum any character can carry is 75kg, except dwarves, who may carry 110kg.

Character speed will be affected based on encumbrance as follows. For all weight categories, multiply by 1.5 for dwarves.

Movement and encumbrance table

Encumbrance*	Turn Movement	Encounter Movement	Running Movement
Up to 20kg	40m	13m / round	40m / round
41 to 30kg	30m	10m / round	30m / round
31 to 40kg	20m	6m / round	20m / round
41 to 80kg	10m	3m / round	10m / round

*At the GM's discretion, a character wearing armor in addition to carrying weight of a given category will move at the speed listed for the next slowest category.

Labyrinth rules

The following rules apply to adventuring in labyrinths. Additional rules are offered later for other environments.

Time and movement

> Characters take actions in time increments called turns. One turn is the equivalent in game time to 10 minutes.

Character actions that take one turn can include looking for secret doors or traps in a 3m x 3m room, or moving the full movement rate while mapping. As characters make their way through labyrinths, their movement rates account for the fact that they are exploring, watching their footing, mapping, and taking care to avoid obstacles. This is referred to as exploring movement.

Combat movement occurs when characters meet foes or other immediate challenges. In these cases characters move at 1/3 their movement per round, usually 15m, unless heavily encumbered.

> Rounds are ten seconds of game time each, so there are 60 rounds in a turn.

Finally, the third kind of speed is running speed. Running speed is the full character speed, 40m, and it is traveled in one round.

The GM is the final authority on what may be accomplished in a given period of time.

Rest

Exploring labyrinths is strenuous work; all characters must rest.

> Characters can explore, fight, or otherwise remain active for 5 turns before needing to rest for 1 turn. If the characters press on without resting, they all suffer a penalty of -1 to hit and damage rolls until they have rested for 1 turn.

Sleep

A night's rest is required to recover spell-using stamina.

Light and darkness

Since labyrinth adventures occur underground, there may not be a light source, and characters will want to bring torches or lanterns. These light sources emit light in a 10m radius. Lanterns use flasks of oil as fuel; a lantern can burn continuously on 1 flask of oil for 24 turns. Torches burn continuously for 6 turns before burning out.

Beast-like monsters which fear fire (most animals do) must make a **morale check** each round before they are able to attack a character holding a lit torch, or attempt to cross a pool of burning oil. They must also make an extra morale check any time they are attacked with fire (torch, flaming oil, magic).

> Characters or monsters that carry a light source are unable to surprise opponents, because the light gives them away ahead of time.

Some (subterranean) monsters and demi-humans have *darkvision*, the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only. It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Any characters who cannot see due to darkness or blindness suffer –4 to hit when attacking. This penalty applies when attacking invisible opponents, regardless of light sufficiency.

Doors

Labyrinths often have many doors, some secret and others obvious. Many are locked, and someone will need to attempt to pick locks. However, characters can attempt to break a door down. In this case, the player rolls 1d6. A result of 2 or less means the door has been broken down. STR adjustments apply, but no matter what the adjustment there must always be a chance of success or failure. Bonuses cannot take the success range above 5 or below 1 on 1d6.

Secret doors

Secret doors can only be spotted if characters are specifically looking for them.

> The GM rolls 1d6 when a player declares that his character is looking for secret doors. A result of 1 on 1d6 is a success, except that halflings succeed on a roll of 1 or 2 on 1d6.

It takes 1 turn to **look for secret doors**. A second attempt cannot be made in the same area. Since the GM rolls the dice, the player never know if the roll failed or if there simply is no door in the area searched.

Players will sometimes want their character to **listen at a door** to hear any noises beyond. Again, the GM rolls 1d6. A roll of 1 results in success, and a roll of 1 or 2 succeeds for halflings due to their keen hearing. This attempt may only be made one time at any door by a character. Note that some creatures, such as undead, do not make noise.

Traps and trap detection

> Dwarves and halflings succeed in spotting a trap on a roll of 1 or 2 on 1d6. All other characters can succeed on a roll of 1 on 1d6.

Players must declare that their characters are actively looking for traps, and they must be looking in the right place. This roll may only be made once in a particular location, and it takes 1 turn per effort made. The GM rolls the die for these checks in secret – the players will never know if they failed to find the trap or if there is not one present.

Traps have specific triggers, whether it is opening a door or walking over a particular area.

Normally, a trap has a specific effect that cannot be avoided. Examples include a trapped floor dumping the characters into a pit of spikes, or a poisoned needle in a door handle.

> Every time a character makes an action that could trigger a trap, the GM rolls 1d6. A result of 1 or 2 indicates that the trap springs.

Encounters

The following pages contain tables of monsters for labyrinth encounters, labyrinth stocking, and wilderness encounters. Note that these are just some possible encounters, and the GM may modify these tables or create new ones.

Wilderness adventures

Wilderness adventures have certain similarities to labyrinth adventures. Players must decide where they are going, what equipment they need, and how to get there. Some things to consider are what the conditions of travel will be. Do the characters need warm clothes? Do they need horses for travel or carrying gear? What kinds of special equipment are needed?

Otherwise, wilderness adventures are carried out like other adventures. The characters journey in an established marching

order, but the action takes place in a wilderness, such as a forest or glen, rather than underground. The mapper should record the group's progress if the area is unexplored, or the group may already have acquired a map of the area. The GM will have a map prepared beforehand, so that he knows the layout of the land. Unlike labyrinth maps, wildness maps are usually recorded on graph paper with hex grids, at a scale of 6 or 10 miles for each hex. Larger area maps will typically have a scale of 1 hex = 24 miles.

Time and wilderness movement

The boundless wilderness is very different than a cramped cavern system, and characters can usually see further ahead and not be as wary of obstacles. Movement is measured in yards rather than feet, as with labyrinths.

> A character that could move 40m per turn in a labyrinth can move 120m per turn in the wilderness. Further, characters can move their movement rate divided by 5 in miles per day.

A character that moves at 40m can move 40km in the wilderness per day. It's likely that not all characters will have the same movement, so if they wish to stay together they must move at the rate of the slowest character. Note that the number of km characters can move in 1 day presented here assumes a clear trail and easy travel. Other conditions will reduce the distance traveled in a day by fractions, as detailed below. Also, this rate assumes a 5:1 ratio of travel to rest (see "Rest").

Terrain	Movement reduced
Desert, hills, wooded areas	-1/3
Thick jungle, swamps, mountains	-1/2
Road travel, clear wide trails	+1/2

For example, if characters can travel 40km normally, but are following roads, they can travel 60km a day (40 + 20). If they are traveling through swampy land, they travel 20km (40km – 20km) per day. Furthermore, certain kinds of terrain can slow travel at the GM's discretion, such as if the characters have to cross canyons, large rivers, or other formations.

A **forced march** is a day of hard, tiring travel, but increases travel speed by +1/2. However, the characters must rest for 24 hours after a forced march. Otherwise, during wilderness travel the characters have to rest one day per six days of travel.

> Weapon and spell ranges are measured in yards in the wilderness also, but note that areas of effect remain the same for spells and other effects.

Unless there is an encounter, the GM will direct players through time in increments of days while traveling in the wilderness. When an encounter occurs, time is measured in rounds. Unlike in labyrinths, wilderness adventures do not often measure time in turns.

Losing direction

Characters can confidently follow trails, roads, and other well-known landmarks without fear of becoming lost. However, when traveling across the wilderness it is easy to lose direction. At the **start of each day of travel**, the GM will roll d%, consulting the table below to determine if the group loses direction.

Terrain	Chance of losing direction
Plains	15%
Mountains or hills	32%
Forest	32%
Sea	32%
Desert	50%
Jungle or swamp	50%

If the roll indicates that the group is lost, they likely will not realize it immediately. They will set out for their travels, and may not understand they are off course for days. The GM will decide which direction the group is traveling, and how far off it is from their intended direction. One option is to pick a direction only slightly off of course. For example, if the group intended to go south, they are actually headed southwest or west.

Climbing

When characters are climbing in a difficult or tense situation, the GM can require an ability check versus AGL (See Section 5). Note that only halflings are able to climb extremely steep and high surfaces.

Rations and foraging

When adventuring in a labyrinth, there may be very little available to eat. Characters must take rations with them to cover the extent of time they expect to be away from town. When in the wilderness, characters can also hunt or scavenge for food. Scavenging for food is an activity that can be accomplished without hindering travel – by gathering fruit, nuts, or small animals. No traveling is possible while hunting. In addition, there will be one Wandering Monster check, from the table appropriate for the terrain, while the group is hunting.

> For each day of travel while scavenging, roll 1d6. A result of 1 indicates that sufficient food for 1d6 human sized beings has been acquired. Hunting follows the same roll, but succeeds on 1-2, and must be engaged as the sole activity for a day.

If characters go for a full day or more without food, the GM may begin to apply penalties to attack rolls, require more frequent rest and a reduction in movement, or even begin to deduct hit points in extreme cases.

Swimming

It is assumed that every character knows how to swim. Characters move at half their normal movement when swimming. Characters that are encumbered will have a probability of drowning, which is at the GM's discretion. Heavily encumbered characters, wearing plate mail armor and/or carrying a large proportion of treasure, will have above 90% chance of drowning. Characters carrying less treasure or wearing lighter armor may have as little as 10% chance of drowning. The GM might first allow an ability check versus STR before deciding if the players roll to check for drowning.

Air travel

When traveling by air, the total number of km one can normally travel on land per day is multiplied by 2.

For example, a character flying with a movement of 40m can travel 80km per day. This time might be slowed if there are adverse conditions, such as very high mountains, storms, or thick fog. There are many magical items that grant characters the ability to fly, as well as spells and winged mounts.

In general, winged beasts may carry riders or other burdens in increasing size based on HD multiples of 3.

For example, a creature with 3 HD could carry a halfling or human child. A creature with 6 HD could carry an adult human or elf, or two halflings. A creature with 12 HD can carry large animals like horses, or four adult humans. Finally, a creature with 24 HD could carry a very a large animal, or four horses, or 8 humans.

Water travel

Adventures at sea or otherwise on water require more extensive rules, and are covered in Section 5.

Hiring retainers

Retainers are NPCs that are hired by characters for extra hands during an adventure. Characters are limited to a finite number of retainers, which is indicated by the character's CHA score. Retainers are not mindless slaves, and although they will share the risks of the PCs, they will not act as battle fodder. In fact, if abused in any way, retainers will typically warn others of this abuse and the PCs will soon find it difficult to hire retainers.

Retainers are recruited through negotiation. The GM plays the roles of the NPCs that the PCs attempt to hire. The PCs can just walk up to strangers in pubs, or seek adventurer guilds. Alternatively, they may advertise by putting up fliers or other means. The PCs will have to explain what the job entails and the rates of pay. Some means of pay might include a percentage of any treasure recovered, or a flat payment. Players will also

typically pay for any new adventuring gear or weapons the retainers will require for the adventure, and may need to secure mounts. *After the offers are made, the GM will roll 2d6 on the table below to decide the potential retainer's reactions*:

Reaction to hire offer	
Roll	Offer result and reaction
2	Declines offer**
3 – 5	Declines offer
6 – 8	Reroll
9 – 11	Agrees to offer
12	Agrees to offer*

*The offer is accepted with very good spirit, and the retainer's morale receives a bonus of +1 for the adventure's duration.

**The potential retainer acts so negatively to the offer that he spreads negative rumors about the PC, which results in a +1 to the roll on any further reactions to hiring rolled on the table above while recruiting in the same town or area.

On Sppang, the most common races for hire are humans and halflings, and these races will be available most often as retainers. More rarely, dwarves and elves will be available for hire. Retainers can be of any class or level, except that the hiring PC must be of an equal level or higher than the retainers he hires. Erdei retainers will not work in cities.

Checking morale

Retainers have a morale rating, indicated by the hiring character's CHA. This rating can be adjusted at the GM's discretion. It can be increased if the PC has been particularly good to the retainer or reduced if the PC has been cruel or contrary to his word. **Morale rolls** are made each time the retainer is exposed to a particularly perilous situation, and at the end of an adventure.

The GM rolls 2d6, and if the result is lower than the morale rating, accounting for any adjustments, the roll has succeeded.

If the roll fails, the retainer will likely flee. If the roll is failed at the end of an adventure, this retainer will not work for the PC again.

Retainers and experience

Although retainers are "played" by the GM, they acquire experience in the same way PCs do, can advance in level, and are affected by all of the same class rules. Because retainers follow instructions when on an adventure, thus not engaging in problem solving, they suffer a penalty of -50% to experience points (*they get 1/2 of a share*).

Hiring specialists and mercenaries

Unlike retainers, mercenaries and specialists do not accompany characters on adventures. Mercenaries are hired soldiers, and will guard, patrol, and otherwise serve in wilderness settings, but only as part of a larger force, not an adventuring group. Specialists are hired individuals who have a particular trade or who have special knowledge. These individuals are usually hired for a specific task. It must be noted that mercenaries and specialists do not count toward a character's maximum number of retainers, since they are not the same kind of hired help.

Like hiring retainers, mercenaries and specialists can be located through perusing pubs or through posting notices of help wanted. Also, in the case of professional specialists, these individuals may have shops or a reputation that the characters can follow.

Kinds of mercenaries

Mercenaries are typically hired as soldiers and guards. They have morale like retainers, but mercenary morale is based simply on a business relationship and not as much on the CHA of the hiring character. Soldiers will have bonuses or penalties to morale based on working conditions. If the mercenaries are being killed frequently or subjected to other abuses, morale will be low. If the mercenaries are enjoying riches and excitement, it might be higher. All of these factors are considered by the GM.

Mercenary type	Base morale
Commoner Militia	6
Barbarians or humanoids	7
Soldiers	8
Mounted Soldiers	9
Elite Soldiers	9
Fanatic or Devoted Soldiers	10

Note that armorers are required to make and repair troop armor and weapons. The rates suggested for hiring troops apply only when the troops are not in an active wartime situation, during which time all wages are multiplied by 2. Refer to the table nearby for typical wages of mercenary types based on race and class.

Kinds of Specialists

Below are several possible specialists and typical monthly pay rates. This list is not exhaustive, and the GM may create more kinds of specialists as needed.

Alchemist
Rate: 800 gp + 1d4x100 gp, per month

Alchemists are valuable specialists because they dedicate their expertise to creating potions and other concoctions. As a result,

when reproducing a potion based on a sample deduct the cost and time involved by half of what it would take a witch. However, it takes them twice as long at twice the cost to research and create new potions.

Animal Trainer
Rate: 400 gp + 1d2 x 100 gp, per month

All animal trainers are specialized in a particular kind of animal, and can have up to 6 animals under their care at a time. Trainers are not required for common animals like dogs or horses, but more exotic animals, like a pegasus, would require a specialized trainer.

The GM decides how long an animal must be trained, based on the nature of the training. It will take a minimum of 1 month to tame a wild animal, or to teach an already tame animal one behavior. After the first month, an animal has become accustomed to a trainer and can be taught additional behaviors at half the time per behavior. If training is interrupted, all time already spent on that particular behavior is lost. If an animal is being tamed and the time is interrupted, the animal will rebel and cannot ever be tamed.

Blacksmith
Rate: 80 gp + 1d4 x 10 gp, per month

Per month, a blacksmith can make 5 weapons, 1 complete suit of armor, or up to 3 shields. In addition to being hired for producing weapons and armor, blacksmiths are hired at the frequency of 1 per 50 troops in order to fix armor and weapons. Blacksmiths will sometimes have apprentices (who will require half pay each) and production or troop weapon coverage is multiplied by 2 per 3 of these apprentices.

Engineer
Rate: 700 gp + 2d4 x 10 gp, per month

Engineers plan and oversee large construction projects, such as building strongholds. The number of engineers required is based on the value of the project. A minimum of 1 engineer is needed, with an additional engineer per 100,000 gp value of the project. For example, if a project is 60,000 gp it will require 1 engineer, and if it is 200,000 gp it will require 2 engineers. Human engineers usually handle large aboveground structures, while dwarves will be hired for underground construction.

Sage
Rate: 1,800 gp + 1d4 x 100 gp, per month

Sages are rare; they usually specialize in a subject area, such as a sage specialist in dragons. Sages may be consulted for

information. If the information is particularly difficult to obtain, it will cost the characters extra. Characters may have to pay the monthly rate in addition to any other supplies the sage needs to research their question. The GM will decide these costs. In addition, despite the special knowledge sages have, they are occasionally wrong when it comes to particularly obscure questions. The GM will decide what questions are obscure and the probability of achieving a wrong answer. If the characters receive a wrong answer, they may not know!

Seafarer

Rate: See below

There are four types of seafarer, listed as follows by order of gp cost per month: rowers, 3 gp; sailors, 12 gp, navigators, 175 gp; and captains, 275 gp. Navigators and captains, at the GM's discretion, could randomly cost more than or less than the listed value by 1d4 x 10 gp.

Rowers are unskilled normal humans who man oars of vessels. **Sailors** are skilled normal humans who can handle a ship. The **navigator** understands how to read charts and navigate based on instruments and the position of the stars. He is required any time a ship will venture beyond sight of a coast. A **captain** is required for any large ship, is skilled like a sailor, and has more intimate knowledge of the particular coasts he frequents.

Spy

Rate: 400 gp + 1d2 x 100 gp, per month

A scout is hired by a character to gather information, either about a specific person, persons, or even to spy on an area. It is up to the character to find and hire a spy. The GM will determine the probability of whether the spy succeeds in the mission, based on the circumstances, and how much time any particular spying job will take. Spies may or may not be reliable, and could stab the hiring character in the back (maybe literally!).

See the table on page 60 for more detail.

Awarding experience

All characters that make it through an adventure alive receive experience points (XP). Experience points are gained from two sources, treasure and monsters.

Monster experience points		
Monster HD	Base XP	Bonus XP/Ability
Less than 1	5	1
1	10	3
1+	15	6
2	20	9
2+	35	12
3	50	15
3+	65	35
4	80	55
4+	140	75
5	200	150
5+	260	200
6	320	250
6+	380	300
7	440	350
7+	500	400
8	560	500
8+	620	600
9-10+	1000	700
11-12+	1200	800
13-16+	1500	900
17-20+	2,250	1,000
21+*	3,000	2,000
9-10+	1000	700

*For monsters of HD 22 and higher, add a cumulative 250 XP for the Base and Bonus categories.

The values of all items are added together, and converted to gp units if necessary. For example, if the group finds a gold statue worth 500 gp and a gem worth 250 gp, 750 XP are divided evenly between the characters.

All defeated monsters (either outsmarted or killed), grant XP based on their listings. Monsters begin with a base XP determined by hit dice (HD), and receive a bonus for each special ability they have (eg fire breath, spell-like abilities).

For a monster with HD 4 and 3 special abilities, the group receives a total of 245 XP (80 + 165). The totals for each monster defeated are calculated and added to all XP from treasure, and the sum for all XP is divided among all group members. However, retainers receive 1/2 of a share each.

The GM may grant XP bonuses to players who did particularly well. Likewise, he may penalize other players who did not do their share of the work in an adventure.

Characters should not be given enough experience to advance 2 levels or more in one adventure. For example, if Alexandra the Elf is 1st level with 0 XP, she should receive no more than 8,124 XP in one adventure (a huge sum!), which is 1 XP short of reaching 3rd level.

Encounters and combat

The characters will explore labyrinths filled with wondrous treasures, ancient secrets, and other amazing situations. It is also inevitable that at some point, they will come face to face with monsters. When a monster confronts the characters (or vice versa), this situation is called an encounter.

The GM decides what the monsters do. He "plays" the monsters just as the other players "play" their characters. The GM will know ahead of time which areas in a labyrinth hold monsters, their types, and their strengths. He will also determine whether

there are random wandering monsters; which may be living in the labyrinth, or may be there with purposes of their own.

Labyrinth play sequence

In encounters and during combat, time is measured at the most minute scale of any other kind of action. (See "Time" in sec 3.)

Turns progress in the labyrinth as characters move about, look for traps, listen for noises, or search areas. The GM will occasionally roll for a **random encounter** (see the "GM Lore" section). If the characters stumble onto a monster, either because the GM has planned an encounter in the area of the labyrinth or because a random die roll indicates an encounter, then time shifts to encounter time.

At this point, the GM will roll 2d6 x 10 to determine the distance in number of feet separating the characters and monster. If the monster encounter is preplanned, the GM may already know how far the monster is from the characters. Next, the GM rolls 1d6 to see if the characters or the monster is **surprised**. The characters choose one player, usually the labyrinth mapper, to roll 1d6 and the GM rolls 1d6 to determine whether the characters or the monster has **initiative** (see below).

Finally, the GM will check the monster's reaction by rolling 2d6. At this stage the characters can decide what actions to take, whether to fight, flee, or try to talk to the monster. The GM will decide what action the monster takes, and time will progress in rounds with the side that won initiative acting first. Initiative is rolled again for each side at the start of each round. Usually an encounter is over when one side dies, surrenders, or flees.

Wilderness play sequence

The sequence of play in wilderness situation is very much like the sequence in the labyrinth. However, in wilderness play, the GM will roll d% at the start of each day of travel to determine if the group becomes lost (see Section 3). Aside from this detail, the sequence is identical as in the labyrinth, with the exception that when monsters are encountered the GM will roll 4d6 x 10 to determine how many yards away the characters are from the monster. Also note that in the wilderness characters measure their movement rates in yards.

Monsters encountered

The monster descriptions list hit dice and **number encountered**. A monster's hit dice coincide with the labyrinth level the monster is typically found in. For example, a zombie has 2 HD and will likely be found on labyrinth level 2. Likewise, the listing called number encountered for each monster has two recommended ranges for the number of the monster type that will be encountered at one time. The first number range is for the number engaged in a labyrinth. This number should be

increased if the monster is found in a labyrinth level higher than its HD, and the number should be decreased in the few instances when the monster is found in a level that is less than its HD. The second range offered is larger and applies to instances in a labyrinth when the actual home, or lair, of the monster is encountered. This range is also used when the monster is engaged in a wilderness encounter.

Monsters and surprise

Checks for surprise are made whenever characters encounter monsters unexpectedly. For instance, if the characters are making a lot of noise, the monster may not have a chance to be surprised but the characters might be if the monster was waiting quietly.

> Whenever there is a need to check for surprise, the GM rolls 1d6 for the monsters and/or the characters as a group. A roll of 1 or 2 on 1d6 means the side is surprised and cannot act for one round.

When both sides are surprised, they do not act the first round, but the second round initiative is rolled for each side normally. Likewise, if both sides are not surprised, they each roll initiative immediately. If one side is surprised but the other is not, then the side that is not surprised can attack.

Rolling Initiative

As described in the "Labyrinth play sequence", at the start of each round each side of an encounter rolls 1d6 to determine initiative. The side with the highest result on 1d6 acts first for that round. Other sides in a conflict will react in order from highest to lowest roll. Initiative is rolled again at the start of each new round. If initiative is a tie, each side in the tie acts at the same time.

Actions that can be taken in a round include attacking, running, casting spells, attempting to communicate, and other possibilities.

Monster reactions

Many monsters will always attack when they encounter characters. However, sometimes the GM will decide that a monster reacts differently, or may roll to determine how a monster (or monsters) reacts to encountering the characters.

Monster reaction	
Roll	**Result**
2	Hostile, attacks
3 – 5	Unfriendly, may attack

6 – 8	Neutral, uncertain
9 – 11	Indifferent, uninterested
12	Friendly, helpful

Movement in encounters

In turn-based labyrinth movement, the characters move in a number of feet equal to their movement rate. When an encounter occurs, character movement is divided by 3, and this is the number of feet a character can move in one round. For example, if a character has a movement of 90, he moves 90 feet in turn-based labyrinth movement, but 30 feet in round- based movement during encounters. These are maximums, and players can always opt to have their characters move a shorter distance.

Chases in the labyrinth

The characters may decide they are outmatched and flee an encounter, or a monster might flee. One side of an encounter can always successfully flee if their movement is higher than the other side, and if combat has not commenced. Characters may choose whether they chase a fleeing monster, and will only succeed it if is slower than they are. The GM will decide if the monsters chase fleeing characters by rolling on the "Monster reaction" table. A roll of 2 – 7 indicates the monster will pursue. However, a monster does not continue chasing the characters if they manage to get out of the monster's range of vision. If the monsters enjoy treasure, they have a 50% probability that they will stop pursuit of characters to collect any treasure the characters drop (roll 4-6 on 1d6). Other hungry or less intelligent monsters may do the same if someone drops food.

Chases in the wilderness

Sometimes one group will want to escape from another group before they have come within close proximity. When two groups meet and one side is surprised, the other side has a huge advantage in fleeing successfully. Otherwise, determine the probability that one group can escape from another by looking at the "Wilderness chase" tables.

Wilderness chase

Step 1. Disengage enemy.

Condition	Base likelihood
Prior detection	85%
Surprise encounter	70%
Ranged combat	55%
Hand-to-hand melee	40%
Suggested modifiers	- 25% fleeing wounded
	- 10% fighting retreat
	+25% covering fire
	+20% fire, rain, etc

Step 2. Flee line of sight.

Terrain	Base likelihood
Reg desert	5%
Lake	10%
Grassland	20%
Erg desert	20%
Hills	30%
Mountains	40%
Ruins, badlands	60%
Wetland	70%
Suggested modifiers	+40% night
	+25% heavy rain
	+15% light forest
	+15% rain forest
	+25% dense brambles
	- 25% pursuit by predator on its turf

Step 3. Find path out of search area or distract pursuers. Monsters or player characters with a strong affinity for a certain environment will evade pursuers on 1-5 on 1d6. E.g. Erdei seeking to evade non-erdei pursuers in the wilderness. Otherwise, evading characters must successfully roll less than or equal to their WIT score on 2d8 to escape.

Combat

In most cases, there will be two opposing sides in a combat sequence. Whether it is monsters against the characters or characters fighting each other, there is one specific sequence to combat, as outlined below.

1. Players declare character movement or actions.
2. Initiative: 1d6 is rolled by each opposing side.
3. The winner of initiative acts first. The GM may check morale for monsters.
4. Movements can be made.
5. Missile attack rolls are made, accounting for DEX adjustments, cover, and range.
6. Spells are cast and applicable saving throws are made.
7. Melee combat occurs; attack and damage rolls are made, accounting for STR and magic adjustments.
8. Other sides act through steps 4-7, in order of initiative.
9. When all sides of a conflict have acted and the combat will continue into the next round, the sequence begins again at step 1.

Combat movement

Players must announce that their characters will move during a melee round, and they must make this announcement prior to the initiative roll. There are two special forms of movement possible in combat, which are governed by the rules mentioned in Movement in Encounters. These movements are available to monsters as well as characters. A character may move his encounter movement and attack the same round, but any further distance takes his entire action for the round. Additional

movement types are discussed below.

A **fighting retreat** allows a character to move backwards at 1/2 normal encounter movement. However, there must be a clear path for this movement.

A **full retreat** occurs when a character moves backwards at a faster rate than 1/2 of encounter movement. The character making the movement forfeits his attack this round, and his opponent attacks with a +2 to hit. In addition, if the retreating character is carrying a shield, it does not apply to the character's armor class during the retreat.

Any attacks made on characters from behind ignore the influence of the attacked character's shield, if any.

Attacking

Characters can only attack one time in a round, but some monsters have multiple attacks. When missile attacks (bows, crossbows, etc.) and melee attacks (swords, flails, etc.) are attempted, the character or GM must roll 1d20. The result is compared to the attack table for either characters or monsters, as appropriate. A result that is equal to or above the attack value that corresponds to the character's level or the monster's hit dice and the opponent's armor class results in a hit. **A roll of 20 is always a hit, and 1 is always a miss.** Damage is then rolled by weapon type or monster attack, taking into account any bonuses or penalties. See the attack tables later in this section.

Spells have area effects, and will affect all characters or monsters that are within the area when the spell is cast. However, many spells allow a saving throw that can negate or partially negate effects of spells. See the discussion on saving throws later in this section.

Hand-to-hand attacks are possible when opponents are 5 feet or fewer from each other. Attack and damage rolls from these attacks is affected by STR. Missile attacks are possible when opponents are greater than 5 feet from one another, and the chance to hit is influenced by DEX. Both of these kinds of attacks can also be affected by magic weapons.

Vision and light can also affect combat. Characters suffer -4 to hit if blind or in darkness. In addition, there are some monsters that are damaged by magical or silver weapons only. The GM has the option of allowing monsters that can only be affected by these kinds of weapons to harm each other, and monsters with 5 HD or more to affect these monsters.

Melee combat

Hand-to-hand, or melee, combat occurs when opponents are within 5 feet of one another. As the name implies, these attacks are made by hand-held weapons like swords or axes. The ability to hit and damage done is affected by STR adjustments, as well as bonuses for magical weapons. Characters only have 1 attack in a round, except for high-level warriors. Some monsters have multiple attacks, the most common of which is a claw/claw/bite series, which amounts to 3 attacks in 1 round.

When in the wilderness, character may attack with a **lance** while on horseback, but must be at least 20 yards from an opponent. The attacker will charge with the lance, and the extra momentum will double any damage done with a successful hit.

The GM will use discretion in determining how many attackers can strike at one opponent. Usually only two characters may fight side-by-side in a 10 foot wide hallway, unless all of the attackers are small.

Unarmed combat

Unarmed combat is the same as melee combat, but all damage is 1 to 2 + STR modifiers.

Aerial combat

Characters on an unstable air mount, such as a griffon, cannot cast spells because the intricate hand gestures are not possible in that shaky environment. Spells can be cast if the means of flying is more stable, such as on a magic broom, carpet, or with the fly spell. For the same reasons spells cannot be cast on an unstable support, missile weapons can only be used on an unstable support with a penalty of –4 to hit. However, magic items do not require the same concentration and gestures, and can be used even if on an unstable mount.

Some flying monsters may make a **swooping attack** on surprised opponents if the opponent is at a lower altitude. This attack deals twice the normal amount of damage. In addition, if a flying monster is at least 300 feet in the air, it can attempt to drop heavy objects, like rocks, on victims below. The base number needed to hit on these attacks is 16 to hit armor class 0. Damage is variable based on the size of the flying creature, but a large payload, adult human sized, for instance, could deal 2d6 hit points of damage within a 10-foot square area.

These are only some possible situations the characters may find themselves in, and the GM may adjust or add to these rules, as situations require.

Damage and healing

When characters successfully attack they do damage with their weapons. Unless variable weapon damage is used (listed on the weapon tables), all weapons deal 1d6 hit points of damage. This damage will be modified by STR or magical bonuses. Monsters

have much more varied damage and means of attack available to them. The attacks listing in the monsters' descriptions represent the number of times a monster may attack in one round. Damage is listed and separated by a slash, and claw attacks are listed before bite attacks when a typical "claw/claw/bite" series of attacks are listed.

Damage dealt is subtracted from the opponent's hit points. For all characters and nearly all monsters, when hit points reach 0 or fewer the individual dies.

All beings recover hit points through rest. For each full day of complete rest, a character or monster will recover 1d3 hp. If the rest is interrupted, the character or monster will not heal that day. Healing also occurs through magic, such as potions or spells. This kind of healing is instantaneous. Magical healing and natural healing can be combined.

Missile attacks

In order to attack with a missile weapon, opponents must be more than 5 feet apart. These kinds of attacks can be from bows, slings, crossbows, and even thrown items like bottles of holy water or oil flasks. The ability to hit with missile weapons is affected by **DEX adjustments**, which will provide a bonus to strike if DEX is high or a penalty if DEX is low. In addition, magical weapons will provide bonuses to hit or damage. For instance, a +1 arrow gives a bonus of +1 to damage. A +1 bow gives a bonus of +1 to hit.

All missile weapons have **ranges**, which must be taken into account when trying to strike an opponent at a distance. If an opponent is further away than the long range listed, the missile weapon cannot hit that opponent. In addition, if an opponent is within the distance listed for short range, the attacker gets a +1 to hit. There are no bonuses or penalties for striking an opponent in medium range, but there is a penalty of -1 to strike an opponent that is in the long range. Characters may move and make a missile weapon attack, or move and make a hand-to-hand melee attack in one round.

All missile attacks are subject to the ordinary combat rules of initiative and surprise. In addition, **cover** is a factor that can influence missile attacks. An attacker cannot hit any opponent that is entirely behind a barrier. However, the GM may apply attack penalties of between -1 and -4 if the target is only partly under cover. For example, if a character were attempting to strike an opponent through a small window, the GM might call for a penalty of -4. If the opponent were only partly covered, such as by small furniture, the penalty might only be -1.

Holy water in bottles or vials can be thrown at undead to do 1d8 points of damage. The attacker must succeed in his hit roll. Holy water cannot retain its holy power if it is stored in any other container than the special vials it is placed in when blessed.

Oil flasks are effective weapons, which do 1d8 hit points of damage. The oil flasks must be either lit on fire and thrown, or poured on the ground and lit. Damage is done to any character or monster struck by the bottles, or moving through oil that is burning on the ground. Damage from thrown oil is dealt for two rounds, after which the oil has burned out and trickled off of the target. Oil that is poured on the ground can cover a diameter of 3 feet and burns for a full turn. Fire from oil does not cause damage to monsters that have a natural flame attack. However, burning oil does full damage to most **undead** creatures, except it deals half damage to wights.

Missile weapon ranges			
Attack Adjustment For Range			
	+1	0	-1
	Short range	Mid range	Long range
Axe	Up to 3m	…to 6m	…to 9m
Bow, long	Up to 21m	…to 42m	…to 63m
Bow, short	Up to 15m	…to 30m	…to 45m
Crossbow*	Up to 24m	…to 48m	…to 72m
Dagger	Up to 3m	…to 6m	…to 9m
Dart	Up to 4.5m	…to 9m	…to 13.5m
Holy water	Up to 3m	…to 9m	…to 15m
Javelin	Up to 6m	…to 12m	…to 18m
Oil	Up to 3m	…to 9m	…to 15m
Sling	Up to 12m	…to 24m	…to 48m
Spear	Up to 6m	…to 12m	…to 18m

*Note that crossbows attack once every other round.

Saving throws

Table I

All characters and monsters can make "saving throws" to avoid the full effects of certain attacks. The player or GM will roll 1d20. **A result that is greater than or equal to the value listed for the saving throw is a success.** Some successful saving throw rolls will completely negate any effect, while others will result in only half damage rather than full damage. There are times when an attack, like a poisonous bite, can do damage from both the bite itself and from poison separately. The appropriate saving throw to use and the effects with a success or failure will be indicated in the description of the spell, monster attack, or scenario.

Zero-level humans use the Warrior table.

Table 2

Item saving throws

Method 1: Whenever characters (and NPCs) die from a particularly damaging event, such as the fire breath of a dragon or the spell fire ball, all ordinary possessions on a character's

body should be considered destroyed. Magical items may not be destroyed, and are allowed saving throws of the appropriate type for the attack based on the character's saving throw. Items that have bonuses will receive an equal bonus on the saving throw. For instance, a +1 dagger receives a bonus of +1 to the roll.

Method 2: Make a roll in the kind of situation mentioned above, as well as in situations when items are exposed to crushing damage (from falls), acid, or any other event that could feasibly destroy them. The GM will roll either 1d4 or 1d6, depending on the severity of the situation. Magic items have a chance of surviving based on their relative power. For instance, a +2 shield would survive on a roll of 1-2 on a d4 or d6. Items for which "pluses" do not apply can be assigned a number between 1 and 3. Scrolls and potions may survive on a roll of 1 on a d4 or d6, a staff or wand may survive on a roll of 1-2; any other items such as rings, rods, and other miscellaneous magical items are more durable and survive on a roll of 1-3. If an item which has "pluses" is damaged, it may not be destroyed outright, but may lose one "plus." Thus, a +2 shield becomes a +1 shield on a failed saving throw roll.

The GM should apply bonuses or penalties depending on the situation. If an attempt is made to intentionally damage an item, there may be a penalty of 2 to the roll. Bonuses may apply if an item is well protected. No penalty or bonus should be more than 2.

Ability checks

Sometimes the GM might allow tests against abilities instead of saving throws determine if a character either succeeds in a task or escapes a danger. For example, DEX might be used to jump over a pit or STR might be used to push an object. The player rolls 1d20, and if the result is greater than the ability, the roll fails. If the roll is less than or equal to the ability, the roll succeeds. Bonuses or penalties to the roll can be applied, with a bonus of -4 being a relatively easy ability check, and +4 being very difficult. Of course, any modifier between these extremes can by applied. A result of 1 is always a success, and 20 is always a failure.

Morale checks

Players always have a choice whether they will fight, surrender, or run away in an encounter. The GM decides whether monsters or NPCs surrender or run away. Monsters have a listing for morale, which represents how likely they are to fight or flee when in an encounter. Morale is rated from 2-12, and while a score of 2 indicates that the monster never fights (unless absolutely cornered) a score of 12 indicates the monster will fight until killed, with no morale roll necessary in either case.

The GM usually makes a **morale check** under two conditions,

when one side of an encounter has lost a member due to death, or when half the group on one side is either killed or otherwise incapacitated. The GM will roll 2d6, and if the roll is higher than the morale of the monster, the check is a failure and the monster will either attempt a **full retreat** or a **fighting retreat**. If the result is equal to or lower than the morale score, a monster will continue to fight. If this roll is made successfully two times in one encounter, the monster will fight until killed.

The GM may decide to apply bonuses or penalties to morale, with a range of –2 to +2, depending on the circumstances. These adjustments are never applied to monsters with a morale of 2 or 12, because they are at the extremes. However, if one side of an encounter is losing or winning, they might receive a penalty or bonus to morale of – 1 or +1, respectively.

A character's CHA score determines the morale of his **retainers**. Retainers do not require morale checks in encounters, unless there is an unusual amount of danger involved. Normally, morale checks are made at the conclusion of an adventure. If the roll fails, the retainer chooses not to adventure with the character anymore. The GM can apply bonuses or penalties for good or poor treatment, usually not more than +1 or –1. In addition, if the retainer has accompanied the character and received fair treatment on 3 or 4 adventures, the GM may raise the retainer's morale score by 1 permanently.

When a character makes an attempt to surrender to an NPC or monster, it is up to the GM to decide whether the opponent even listens, and under what terms the NPC or monster will accept surrender. Characters decide how to react if their opponent makes an attempt to surrender. Usually, NPCs or monsters will only try to surrender if they have no way to escape the encounter.

Stronghold encounters

The PCs may encounter a stronghold during their travels. If the GM decides the characters pass near a castle or other kind of stronghold, he can roll to randomly determine how any patrol that spots them might react. These rolls may be modified one way or another if the characters are acting suspicious, or if they are approaching peacefully and potentially with offerings.

Stronghold encounters					
			Reaction		
Ruler class	Level	Patrol type	Chase	Ignore	Hospitable
Dwarf	8+d4	Hvy Infntry, 2d6	1	2-5	6
Elf	9 or 10	Lt mntd 2d6	1	2-5	6
Warrior			1-3	4-5	6
Mystic	6+1d8	Lt mntd 2d6	1-2	3-4	5-6

| Witch | 10+d4 | Hvy Infntry, 2d6 | 1 | 2-5 | 6 |

Adventures at sea

On occasion, characters will need to travel by sea, whether to find a lost island full of riches, or simply to get from one coast to another. The rules in this section also cover travel on rivers. Characters might have to travel by river deep into impenetrable forest or jungle to reach a set of ruins.

Water vessels

The characters might employ any number of watercraft. Some vessels are small, and they can steer them on their own, while others require a great number of people to operate. The Watercraft Table details different kinds of water vessels, as well as their speeds when rowed or sailed, their structural hit points and armor class, and maximum cargo load.

Hit points operate in the same manner as hit points do for monsters and characters. If a vessel is damaged to 0 or fewer hit points, it will no longer move and ship weapons no longer function. The ship has 1d10 rounds before it will sink.

Ship weaponry

Galleys are capable of having a ram, but only a war galley automatically has one. Galleys that are not equipped with a ram can be purchased with a ram at +30% of the normal cost for the ship. All galleys and longships may be equipped with a catapult. Catapults must be equipped with shot, which weighs 200 pounds per 20 shot.

Water conditions

When traveling on rivers, the listed distances various vessels can travel in a day can be modified if the current is particularly fast or if vessel is moving up stream. Adjust the average miles traveled each day up or down by 1d8 +4 miles, as appropriate. The GM might invoke other penalties, depending on what hardships a vessel encounters on a river. Shallow water, waterfalls, twisting waters, rapids, or sand bars might impact travel times.

When traveling at sea far from shore, smaller boats, including all galleys, are not appropriate and cannot handle the potential difficulties the open sea can offer. These vessels are restricted to water voyages in rivers, lakes, and near the shore at sea.

There are many possible conditions at sea that might impact the average travel times listed for each vessel. The GM will check water conditions at the start of each day by rolling 2d6. A result of 12 indicates strong winds and storms, and a 2 means that the day is completely devoid of wind and a ship that is incapable of rowing cannot move all day. Any vessel with sails can attempt to move with the wind to avoid damage from strong winds. However, this may not carry the ship in the direction of preferred travel. The direction will be chosen by the GM. The vessel travels at the average speed x3. If the ship encounters land during this travel, it has a 25% chance of finding a safe place to hide along the shore. Otherwise, the ship is destroyed on the shore, by landing too fiercely or otherwise hitting shallow waters and rocks. In these windy, stormy conditions a galley has an 80% chance of being overrun with water and sinking. If it is near shore when the storm hits, a galley can find a safe harbor 100% of the time if the shore relatively clear of physical dangers. Otherwise, a galley will find a safe harbor on a roll of 1 or 2 on 1d6. Note that if the roll indicates no wind for the day, ships that can move by rowing can move their normal rowing speed for the day. Sailing ships are unable to move significantly under these conditions.

The system outlined above is a simple system for deciding conditions at sea. If the GM desires a more detailed set of guidelines, he should roll 2d6 at the start of each game day and consult the Wind Conditions table (pg 35).

Wind conditions		
Roll	Movement Adj	Wind conditions
2-4	None	Normal
5	No sailing, -2/3 rowing	No wind
6	-2/3 all move	Slightly unfavorable
7	-1/2 all move	Unfavorable
8	-1/3 all move	Greatly unfavorable
9	+1/3 all move	Light favorable
10	+1/2 all move	Medium favorable
11	All move x2	Extremely favorable
12	All move x3	Fierce wind

*All ships have a 10% probability of taking on water (20% for galleys), which will incur a penalty of –1/3 to movement. The ship will need to seek maintenance at a dock to remove the water.

**The ship will travel in a random direction determined at the GM's discretion, as discussed previously.

Encounters at sea

Monsters can surprise a ship, but because monsters native to the water cannot generally be seen, or "sneaked up on," a ship may never surprise a monster. When the GM rolls for a random encounter, the distance the monster is from the group is the same as in other wilderness encounters (4d6 x10 yards).

Assuming weather conditions are normal, other ships can be seen when up to 300 yards away and land can be seen from up to 24 miles. These visibility distances could be reduced by 90%

their normal distance when in harsh weather or dense fog, or some other penalty might be used depending on conditions.

Waterborne chases

When two waterborne vessels, or a ship and a monster, encounter one another, one party may choose to flee. The distance between each of the groups is determined as a normal encounter. Success depends entirely on luck and the difference between the two groups speeds.

If the fleeing party is faster than the pursuer, the base chance of escape is 80%. The base is 50% if both parties have the same movement, and decreases by 10% for every 30' movement the escapee is slower than the pursuer (minimum of 10%). If the fleeing party is successful, the pursuing group cannot try to catch up with the fleeing party for 24 hours, and then only if a random encounter roll indicates an encounter. If a party fails their roll to flee, the pursuer will gain on the fleeing party at a rate of 10 yards per round if the pursuer is slower than the other party or if the pursuer's speed is no greater than 30' more than the fleeing party. If the pursuer's speed is more than 30' faster than the fleeing party, the pursuer will gain on the fleeing party at a rate equal to the pursuer's speed per round.

Waterborne combat

Time and movement functions in the same way in water combat as it does in other encounters. However, one of the major differences to note is that attacks and damage may be directed at water vessels in addition to characters and monsters. Structural hit points (shp) belonging to vessels are slightly different than hit points (hp) belonging to characters and monsters. They translate at a rate of 1 to 5, or 1 shp = 5 hp. This is important to note, because some monster or spell descriptions list shp damage when directed at vessels.

Vessels and damage

It takes 5 crewmembers 1 turn to repair 1 shp. This task requires full attention, so any crew involved in repair cannot take any other action during a turn repairing a vessel. Only half of all damage sustained to a ship can be repaired at sea by the crew, the remaining damage can only be repaired by facilities at dock.

Damage to a vessel also impacts vessel movement, due to taking on water and structural damage influencing how the ship passes through water. In 10% increments of damage to shp maximum, the ship's movement will be reduced by an equal percentage. For example, if a ship loses 20% of its shp, its movement will also be reduced by 20%. Movement is also affected in a similar manner when the number of rowers is reduced, such as when rowers are used to repair damage. For example, if 10% of the number of rowers are being used to repair vessel damage, the ship can move at –10% of its normal speed.

Ship-to-ship combat

Combat between ships is usually fought by either catapults or rams, both of which are detailed below. Some ships may be equipped with these weapons, as indicated previously.

Catapult
Rate of fire: variable; 1/5 rounds with 4 crew; 1/8 rounds with 3 crew; 1/10 rounds with 2 crew
Range: 150-300 yards
Attacks as: Warrior level equal to crew number firing
Area effect: 10' square
Damage: 3d6 shp or 1d6 shp fire per turn

Catapults can be operated by a variable number of crew, and this will affect rate of fire and attack ability as indicated above. The standard 3d6 damage reflects firing a solid missile. Burning damage from combustible loads and pitch do the indicated fire damage. In takes a minimum of 5 crewmembers 3 turns to extinguish flames caused by a fire attack. For every five additional crewmembers, this time can be reduced by 1 turn to a minimum of 1 turn. A catapult cannot be used to attack a ship that is closer than the minimum range indicated.

Ram
Range: Touch
Attacks as: Monster of under 1 HD
Damage: (1d4 +4) x10 shp or 3d8 hp
 (1d6+5) x10 shp or 6d6 hp

The different damages listed for a ram apply as follows. The first shp value listed applies to rams on small vessels when attacking another vessel. The first hp value listed applies to attacking large aquatic monsters. Similarly, the second damage values apply to rams on larger ships to other ships or large aquatic monsters, respectively.

Boarding vessels

When the occupants of both side-by-side vessels wish to board one another, their mutual intent makes the action succeed with no chance of failure. If only one side wishes to board the other, then the side that wishes to board has a 35% chance (1- 35 on d00) of being able to successfully maneuver the two ships to a boarding position and clamp them together with grappling hooks. Once crewmembers come into contact with one another, combat ensues following the standard combat rules. When characters are in the act of boarding another ship, they suffer a penalty of –2 to attack rolls and armor class.

		Sailing	Rowing	Sailing	Rowing			
	Required crew	Feet per round		Miles per day		Cargo (lbs)	Armor class	Structural hit points
Boat, river	10	-	60	-	36	3,000	8	20 to 45
Boat, sailing	1	120	-	72	-	2,000	8	20 to 45
Canoe	1	-	60	-	18	600	9	5 to 10
Galley, large	250	120	90	72	18	4,000	7	95 to 120
Galley, small	100	150	90	90	18	2,000	8	75 to 100
Galley, war	400	120	60	72	12	6,000	7	125 to 150
Lifeboat	`	-	30	-	18	1,500	9	12 to 18
Longship	75	150	90	90	18	4,000	8	65 to 80
Raft	1	-	30	-	12	5 per sq foot	9	5 per sq foot
Sailing ship, large	70	120	-	72	-	30,000	7	125 to 180
Sailing ship, small	12	150	-	90	-	10,000	8	65 to 90
Sailing ship, transport	12	120	-	72	-	30,000	7	125 to 180

Watercraft table

Encounter and combat example

In this example of an encounter with combat, we have the following four characters: Alexandra (1st level elf); Pardue the Holy (2nd level mystic); Niles (1st level halfling); and Wigbryht (1st level warrior).

The brave adventurers proceed down a winding, damp cavern corridor. Wigbryht leads the marching order, followed by Niles, Pardue, and Alexandra. Abruptly, 5 goblins leap into the corridor from a hidden alcove. The GM checks to see if the PCs are surprised, and rolls a 3 on 1d6. Luckily, the characters can react. Alexandra announces that she will be casting the spell magic missile at an goblin this round. The others announce that they will be attacking the goblins with weapons. Next, the GM and one player each roll 1d6 to see which side of the encounter wins initiative. The GM rolls a 6 and the players roll a 3. The goblins get to attack first!

One snarling goblin attacks Alexandra, wielding a short sword. The GM rolls 1d20 for the goblin, to see if it hits. The goblin rolls a 17; since the goblin needs to roll a 12 or higher to hit Alexandra's AC of 7, he stabs Alexandra with the short sword. The GM rolls a 3 on 1d6 for damage. Alexandra now has 3 hp from her maximum of 6.

One goblin lashes at Niles, rolling a 4. He misses Niles' AC of 6.

Two goblins attack Wigbryht. One goblin rolls a 15 and the other rolls 16. They need to roll 14 or higher to hit Wigbryht's AC of 5. They both hit. The first goblin deals 4 hp of damage. The second deals 6 points of damage, for a total of 10 hp of

damage. Wigbryht had 7 hp, so his new total is –3. Wigbryht gasps, gurgling blood, and drops to the cavern floor dead.

Pardue the Holy is attacked by one goblin. It rolls a 6. It needed to roll 12 or higher to hit Pardue's AC of 7, so it misses.

Since the goblins have acted, it is now time for the PCs to act. Alexandra intended to cast a spell this round, but since she took damage from the goblins her spell does not take effect and it is lost. She may take no other action this round.

Niles stabs at an goblin with his short sword, and rolls a 14. He needed a 13 or better to hit the goblin's AC of 6, so he hits. He rolls a 1, for 1 hp of damage. The goblin now has 4 hp.

Pardue attacks an goblin with his mace, rolling a 15, he needed to roll 13 or higher, so he hits. He rolls 4 hp of damage. The goblin had exactly 4 hp, so it crumples to the floor dead.

The first round of the encounter ends.

There are 4 goblins remaining at the beginning of the next round, and the PCs have lost their dear friend Wigbryht, whose lifeless body lies nearby. The GM asks the players what they intend to do on the second round, and they all announce that they attack the goblins. Each side rolls for initiative again. The GM rolls a 1, and the players roll 4. The players act first this round.

Alexandra attacks a goblin with her long sword. She rolls a 14 to hit, which is one better than she needed to hit the goblin's AC of 6. She rolls 8 hp of damage! The goblin had 8 hp, so with a

groan it falls to the ground dead.

Niles stabs at his goblin again and rolls 15. He hits, and rolls 2 hp damage. The goblin now has 2 hp remaining.

Pardue attacks a new goblin, rolling 17, for another hit! He rolls a 5, and since the goblin had 4 hp, it is now at –1 hp and it dies.

The goblins get to attack now, but there are only 2 goblins left. The first goblin attacks Pardue, rolling 13. The goblin needed 13 or higher to hit Pardue's AC of 6, so he hits. The goblin rolls 5 hp of damage. Pardue only had 5 hp, so he now has 0. He falls in a heap near Wigbryht, on his way to meet his god.

The second goblin attacks Niles. It rolls a 19 to hit, which is well above the 13 it needed to hit Niles' AC of 6. It rolls 3 hp of damage, and since Niles had 4 hp, he is now gravely wounded with only 1 hp remaining.

The second round of the encounter ends. Since all but two goblins have been killed, the GM decides to make a morale check for the goblins. The roll result is 7 on 2d6. The goblins' morale score is 8, so the GM rules that they will stay and fight to

the death.

The players announce that their characters will attack the remaining goblins this round, and each side rolls initiative. The GM rolls a 1, and the players roll a 6. The players attack first. Alexandra attacks a goblin, and rolls a 15. Since she needed to roll 13 or higher, she hits. She rolls 5 hp of damage. It had 5 hp, so it falls to the ground with the rest of its companions, dead. Niles successfully attacks the last goblin, dealing 3 hp damage. It only had 2 hp remaining. The last goblin collapses, defeated!

Alexandra and Niles have no time to mourn the loss of their friends; there are too many dangers lurking nearby. They quickly take the money and most useful items from the corpses of their companions. They search the pockets of the dead goblins and find a few more gold coins. Then they quietly run further down the corridor, looking for a safe place to rest.

Monster attack table

Monster Attack value for armor class

Character attack table

Dungeon Master Lore

Labyrinth design

The GM will need to either buy a commercial adventure, make use of a free one (there are many free and legal ones available on the internet) or make one from scratch.

Making one from scratch can be the most fun, if time is available to do so.

There are a few different approaches when designing a labyrinth. Sometimes, labyrinths are small and are just used once for a particular adventure. Other labyrinths, called "mega-labyrinths" or "mega-dungeons" are large and have many, many levels. Characters might spend their entire careers

plumbing the depths of one large labyrinth.

Labyrinths with multiple levels will be set up so that 1st level characters will adventure on the first labyrinth level. When the characters reach class level 2, they should be strong enough to begin taking on the challenges of the 2nd labyrinth level, and so on. Monsters will generally populate these levels, such that a 1 HD monster is usually found on the 1st labyrinth level. If it is found in deeper levels it will also be found in correspondingly larger numbers, to be more challenging.

The following section outlines how to create a labyrinth, and different considerations to keep things interesting. A small labyrinth map is provided, fully stocked and ready for immediate play by 1st level characters.

Labyrinth scenarios

Adventurers should have a motive for delving into a labyrinth or adventuring in any other location. In smaller labyrinths that will only be used for one adventure, the reason for being there will be over once the goals of the adventure are reached.

However, the GM will have to develop multiple scenarios for more extensive labyrinths that the characters keep coming back to. The characters should learn more rumors or legends about the deeper levels of the labyrinth as they progress in levels, or find clues throughout the labyrinth about other regions of the labyrinth. In addition, a multi-level labyrinth used for extensive play should be considered a "living" place. The GM must keep track of how the player characters alter the environment, and how resident monsters may change in number, type, or behavior in response. A mega-labyrinth will evolve through time just as the characters will by adventuring there.

The following general scenario themes are good places to start in developing motives for the characters to go adventuring.

Exploration is a common theme in adventures. Characters might want to explore an area on their own, or they might be hired. Sometimes the purpose of exploration is simply to chart a previously unknown place, or to clear an area of danger.

Examples might include ruins, caverns or labyrinths.

Fighting evil or chaotic beings is one possible theme.

Characters might be hired to destroy monsters that have overrun a location, or a powerful evil that has developed.

They might be hired to remove evil monsters that have taken over a holy place.

Fleeing a location is another theme. If the characters have been imprisoned before the adventure begins, they will need to find a way to escape. Possibilities include escape from being wrongly imprisoned, escape from slavers, or escape from an intelligent monster that might serve the characters for dinner.

Magical doorways are another good adventure hook. A magical doorway, or portal, can lead to new and unique locations, or even new worlds or times. Characters will sometimes encounter magical portals in labyrinths, which could lead to new areas of a labyrinth, to riches, or even certain death!

Rescue missions are the opposite of the situation above. Here, the characters are hired to rescue others who have somehow become imprisoned.

Seeking a degenerate race is another adventure possibility.

Often this scenario involves a race of humans or demi-humans who have been isolated underground for so long they have become evil and monster-like. They may be the descendants of

a great race that created a civilization now in ruins.

Quests are usually undertaken at the request of a powerful or rich patron, like a merchant or King. A quest might be to find a legendary item or return something that has been stolen.

Adventure locations

The GM must choose where the adventure will take place. It could be a labyrinth or caverns, or within buildings like towers, temples, and castles. Adventures might also take place within a city or village.

After the adventure location has been chosen, the Dungeon Master must think about whether certain monsters might be more likely to haunt the location. Then, the map of the location will be drawn. Usually graph paper will be used, and a scale must be decided on. A good rule is to make each square on the graph paper equal to 10 feet. The GM will then design the labyrinth to suit the kind of location chosen. It might consist of twisting tunnels in a cavern, endless rooms in a dank labyrinth, or hallways and rooms in a ruined castle. If the GM is using a large play mat with grids on it for using figurines, the map will be drawn at a scale of 1-inch square equals 5 feet. This provides an appropriate scale for use with typical 25 mm scaled figurines.

Stocking the labyrinth

After the map for the location has been drawn, the Dungeon Master must stock, or fill, the labyrinth with dangerous monsters, traps, and treasure. The GM can choose where to place these, or roll randomly on the Labyrinth Stocking table. Roll on the table for each room in the labyrinth. The result indicates what will be found in each room. Each result will also have a certain probability of being accompanied with treasure.

*The GM should think out a unique result carefully.

This result could include special encounters or special areas that stand out from encounters in most other rooms.

When a "monster" result is obtained on the above table, the GM must roll for a random monster appropriate for the labyrinth level. See the random monster tables at the end of Section 6. For example, if rolling for labyrinth level 2, the GM may roll or choose from monsters with 2 hit dice. If treasure is present, the treasure will be determined based on the Treasure Hoard Class of the monster encountered, or from the Unprotected Treasure Table based on labyrinth level.

When unprotected treasure is indicated in a room, it should seldom be lying about and easily seen. Generally, this kind of

treasure has been hidden, possibly by monsters or NPCs. The treasure will usually be hidden by burial, a secret recess, or some other hiding place.

Traps

There are many possibilities for what kind of traps to place in a labyrinth. Below are some classic examples, and can be modified to fit the labyrinth level or to make them less predictable.

Basic arrow trap: An arrow fires from a hidden location, attacking as a Warrior level 1, for 1d6 damage.

Bricks from ceiling: Each character in a 10 foot radius must save versus petrify or suffer 2d6 damage.

Camouflaged pit trap: A pit is 10 feet or more deep (1d6hp damage per 10 feet).

Poison dart trap: A dart fires from a hidden location, dealing 1d4 hp damage, and the character must save versus poison or die.

Poison needle trap: The character must save versus poison or die.

Portcullis trap: The character must make a DEX check or suffer 3d6 damage from the falling portcullis. The way will then be blocked, and group members may be separated.

Rolling rock trap: A rock rolls out from a hidden location, and the characters must save versus petrify or suffer 2d6 damage.

Scything blade trap: Characters must save versus petrify or suffer 1d8 damage.

Spiked pit trap: This is similar to other pit traps, but the character will fall on 1d4 spikes, dealing 1d6 damage each in addition to falling damage.

Unique encounters

In addition to the traps, other unique situations might be encountered, like talking statues, pits with slides down to other rooms or labyrinth levels, magical illusions, secret doors, teleporting doorways, and mysterious water fountains.

Finishing the labyrinth design

The GM should take care to describe rooms and passageways as they fit the environment. How do areas smell?

What do they look like? What creatures live here, and what evidence do they leave behind? The GM should add enough description to keep players interested in the labyrinth, but should not go so far that the description is too deep and becomes tiresome. One option is to fully describe only a small

proportion of the rooms in a labyrinth. These rooms would include rooms with special or unique encounters.

The remaining rooms, while they may have monsters and treasure, can be similar to one another in description.

Unimportant random details can be made up during actual game play. However, anything significant which is made up on the spot must be written down to maintain consistency if the characters return to the same room.

Groups of NPCs

The PCs may not be the only adventurers in the labyrinth.

Groups of NPCs might be in the labyrinth also, seeking their own fortunes, and they may be friend or foe. To determine the composition of an NPC group, follow the procedure below, or make them up as needed.

Begin by establishing the number engaged by rolling 1d4 + 4. Next, either choose each NPC's class.

Next, establish each NPC's level. This can be done two ways.

Take either the labyrinth level the NPCs are encountered on or the player characters' average group level. Otherwise, roll on the table below.

Roll 1d6:

1-2 Same level as labyrinth level or average group level

3-4 Labyrinth level or average group level +1

5-6 Labyrinth level or average group level +2

If an NPC group is encountered in the wilderness, use the average PCs' level and add (50%) or subtract (50%) 1d4 for each NPC's level. Be sure to note that demi-humans have lower maximum class levels than humans. If the labyrinth level or average group level is higher than the demi-human maximum level, make the demi-human the highest maximum level for the NPC's class. The NPC levels might be higher or lower than the ranges provided here, depending on the GM's needs.

Finally, add finishing touches to the NPCs. Assign spells randomly to elves, mystics and magic-users. In addition, give NPCs a similar number of magic items as that which the player characters have. When encountering a group in the wilderness, they will have mounts 75% of the time. Finally, the GM should determine the NPC group's marching order.

Wilderness design

The GM does not need to create an entire planet at one time! It is much easier to describe a relatively small area, like part of a continent, to start with. Many adventurers will spend their entire

careers moving between a town or village and only one or a few labyrinths within several hundred miles.

When creating an area, the GM has to decide how the land is shaped. It is best to use hex graph paper, which can be found on the Internet and printed on a home printer if hex paper is difficult to find at the store. The GM must consider many questions. Where are the shorelines? Is this area part of a continent, or a series of islands? Next, decide on the climate. Is the climate temperate or tropical?

Mapping can begin, making note of mountains, grasslands, rivers, jungles, and other types of terrain or features.

Once the overall geography is mapped, decide which areas are inhabited by humanoids, and by what type. Humans will live nearly anywhere. Halflings live in hilly lands with good farmlands, while dwarves live underground in mountains. Elves tend to live in densely wooded forests, far from other humanoids. The various goblinoids will live nearly everywhere and frequently clash with humans. Goblins and kobolds compete with dwarves for territory.

When placing human towns, it is useful to have a guide for how large different kinds of settlements are. Below is a good set of guidelines.

Population Size	settlement type
30-800	Village
801-4,500	small town
4,501-12,000	Medium town
12,001	Large town

The GM may place settlements at many locations on the map, but he only needs to develop additional ideas for the group's starting city. Details can be worked out for surrounding cities, as the need requires.

The starting, or base city, is noted and the main labyrinth should be situated near this base town. The base town will have a mayor, sheriff, or authority of some title. There will be churches for prominent religions, and even a thieves' guild and city militia that will vary in size and power depending on the size of the settlement.

Additional small details should be described to add extra flavor to the immediate area. Are there any prominent legends or rumors? What are the personalities of the local leaders? Are there nearby dangers, like orc bands? The GM may want to create special wandering monster tables for areas that are unique.

Wandering monsters

Monsters live within labyrinths, or in caves, forests, or

grasslands in the wilderness, or other locations. However, monsters do not only stay where they live. They also wander, hunt, and explore. Therefore, when the characters are in a labyrinth the GM will roll 1d6 every 2 turns, and a result of 1 indicates that a wandering monster is encountered. This check is only made 3 to 4 times per day of game time in wilderness adventuring. As mentioned in a previous section, when monsters appear in a labyrinth they will be 2d6 x10 feet away from the characters, and when in the wilderness monsters will be encountered at 4d6 x 10 yards away. When an encounter is indicated, roll on the appropriate wandering monster table from the tables provided at the end of Section 6: Monsters. The roll will be made on the table for monsters in the appropriate labyrinth level they are encountered on. For an additional challenge, the GM might roll an additional 1d20 for each encounter. A roll of 1 or 2 indicates that the monster encountered will be 1 hit die higher than the labyrinth level, while a roll of 3 indicates that the monster will be 2 hit dice higher.

Wilderness wandering monsters

The chances of encountering a wandering monster in the wilderness vary depending on the type of terrain. When checking for wandering monsters in a wilderness adventure, roll 1d6 as indicated previously, but consult the table below to determine if an encounter occurs. If an encounter occurs, consult the monster terrain tables at the end of Section 6:

Monsters to roll for the kind of monster encountered. The number engaged may have to be adjusted depending on the level of the characters.

Terrain	Encounter occurs (d6)
Plains, Town, Settled	1
Air, Desert, Forest, River	1 or 2
Hills, Sea	1 or 2
Mountains, Swamp, Jungle	1-3

Magic research

Spell casting characters are able to research and create new spells and magical items when they attain 9 th level. The player will describe in detail the kind of spell he wants to create, and the effects it has. The GM will then decide if the spell can be created, and if so what the spell level will be. The character must be capable of casting spells of the spell level the potential new spell will be, otherwise the player must wait until the character attains a high enough level to research and cast the spell. If the character can create the spell, it will take two weeks of game time and 1,000gp per spell level.

Spell casting classes may only create magic items usable by their class. The player will inform the GM of the magical item that he desires to create, and the GM will decide if it can be

created. If it is possible, he will decide what kinds of materials will be needed to create it. These will often be rare components, like expensive and hard to obtain gems, or ingredients from rare animals and monsters.

Many magic items mimic the effect of a spell. In these cases, it will generally cost 1 week of game time and 500gp for each spell level of the mimicked spell. Examples could include a *potion of healing* (1 week, 500gp), or a scroll with the spells *flame strike* and *lightning bolt* (6 weeks, 3,000gp).

Some magic items do not mimic spell effects precisely, and for these the GM will have to use discretion. The more powerful the items, the more difficult it should be to construct.

Entire adventures might need to be undertaken to find the ingredients. As a general rule, items should cost from 10,000 to 100,000 gp and from 1 month to 1 year of game time to complete. Some examples include a dagger +1 (2 months, 10,000 gp), chainmail armor +1 (4 months, 10,000 gp), or a displacer cloak (100,000 gp, 1 year).

Other kinds of magic effects might be researched for which a magic item or spell is not appropriate. Creating magic traps or other magical constructs, magical portals, or other effects will need to be given a gp cost and time cost at the GM's discretion.

Finally, no attempt to create a magic item, spell, or other effect happens without some chance of failure. There is a minimum probability of 15% that any such endeavor fails, and this percentage can be raised depending on the circumstances.

The GM will roll for failure only after the character has spent the money and time on the project, and these are lost regardless of the result.

Creating a stronghold

The first step to creating a stronghold is securing permission, if necessary, from any authority over the land. This may not be required if the land has previously been wilderness and uncharted. Before an area can be built upon, all monsters within 10 miles, usually 1 hex on a small-scale wilderness map, must be killed. Next, the player of the new land ruler will design a plan for the stronghold and calculate the costs based on the price suggestions listed in this section. In addition to normal building costs, the player's character must hire at least one engineer per 100,000gp cost of the stronghold.

All surrounding land from the original 1 hex may be populated by monsters, which will be a deterrent to settlers. These areas can be cleared of monsters by hiring mercenaries. After which, mercenaries can also be hired to maintain the area free of monsters. These patrols can cover a maximum of a 20-mile radius around the stronghold, but this distance is reduced by

1/3 in inhospitable terrain like swamps, mountains, or thick jungle.

In addition to ensuring the safety of surrounding lands, the character will have to eventually fund construction of other buildings in nearby areas to attract settlers. The character can expect to gain money through taxes at a yearly rate of 10gp per settler per year. These taxes can be used to pay patrolling mercenaries and investing in inns, docks, and other structures that encourage commerce.

Should the ruler of a territory wrong his people, some of the populace may rebel or quietly plot revolt. The GM will decide when this has occurred and how NPC dissenters behave. This could involve assassination plots, or even the rise of a "village hero" to fight the tyranny of the PC landowner.

Structure prices

Different kinds of structures will have different stone wall thickness assumed, due to different needs. Most common residences have walls 1 or 2 feet thick, while structures like towers or other outposts have 5 feet thick walls. Castles have the thickest walls of all, at 10 feet thick. The time it takes to construct a stronghold depends entirely on its total price. For every 500 gp it will take one day of game time.

Sample structure costs	
Building, common, stone (30' square)* gp	4,000
Building, common, wood (30' square)* gp	2,500
Gatehouse (20' high, 30' x 20')	7,500 gp
Keep, square (80' high, 60' square)*	76,000 gp
Labyrinth Hallway (stone floor) (10'x10'x10')	450 gp
Moat 100' x 20' x 10' (deep)*	400 gp
Tower, Medium (30' high, 20' diameter)	17,500 gp
Tower, Large (30' high, 30' diameter)	30,000 gp
Wall, Castle (20' high, 100' long)	5,000 gp
Walled defense (gatehouse, 2 medium towers, and a drawbridge)	38,000 gp

*The dimensions of these constructions can be altered as long as the square footage remains the same.

Miscellaneous costs

The GM may charge miscellaneous costs for doors, windows, secret or trap doors, and other small details at a cost range of 10 to 50 gp each. It might be convenient to charge one lump sum for several items in addition to the cost of the overall structure.

Advice for the GM

The following guidance is offered to help the GM make decisions during game play about several different common issues.

Characters of different levels

It has been discussed previously that character class levels are related to which labyrinth level characters adventure in. Since deeper levels are more challenging than upper levels, having characters of differing class levels in one party can be problematic. Characters may die, or new players may join a group and bring in new characters. For these reasons, a general set of guidelines should be considered. One option is to allow new characters joining a group to be created as 1 class level below the lowest level character in the group.

Another possibility, though potentially problematic, is to split the group into separate parties of low and high level, respectively. It is suggested that characters that differ by more than 4 class levels not be allowed to undertake the same adventures. This power disparity is particularly troublesome at lower levels, where, for example, the difference in survival ability between a 1st level character and a 5th level character is vast.

Characters and treasure

Ultimately it is up to the players to decide how their characters will divide treasure and magic items they find on their adventures. However, there are several possibilities that can be offered. One option is to divide treasure evenly. All money can be divided by the number of characters present. Hirelings may accept a 1/2 share, but any less and the hireling will suffer penalties to his morale roll at the end of the adventure.

Magic items might be divided depending on which classes can use them. Another good method is to allow each character to take turns picking from several items by rolling a d20 to determine the choosing order. This might be rerolled after each round of choosing, to give players a chance to choose earlier on subsequent picks.

One cutthroat method to use is to only allow characters that survived an adventure share in the treasure. This is of course only relevant if the deceased characters have been revived. A less harsh method is to allow characters to share in treasure that was acquired before their deaths, but not in anything found while they were dead, because they did not help find it.

Character versus player knowledge

It must always be kept in mind that the characters do not always know what the players know. The player may read about all the monsters in this book (this is discouraged), but his character may not act on this knowledge. A character may learn from game experience, but should never know the weaknesses of

monsters he has never encountered or heard about in the game.

In addition, monsters should be physically described when encountered, but their names and other abilities should not be stated. The GM should never reveal how many hit points monsters have in an encounter, or reveal other details about the monsters that are not immediately visible. When a monster surprises the characters, the characters will not immediately know what is attacking them.

Magic items should be treated much like monsters, in that they should be described, but their names should never be given away freely. The characters must discover on their own what kind of magic items they have found.

Character wealth

One of the main objectives of characters in adventuring is obtaining wealth. To keep this as a perpetual ambition, the GM will need to find ways to encourage spending, or take money from characters in various ways.

Mystics might be encouraged to donate some of their wealth to their temple. Other situations may arise, such as adventurer taxes imposed by local governments.

Players may be allowed to buy minor magic items at very high prices. Extreme measures for taking away wealth should be imposed rarely, such as a major theft of wealth. If these methods are used too often, the players will not have fun.

Impossible tasks

Unless an action is completely out of the question, when a character attempts to do something there should be at least some small chance of success. Many actions can be ruled based on ability checks. Otherwise, the GM might assign a small percentage chance of success to some actions that seem nearly impossible but for dumb luck. In these cases, 5% or 10% might be an appropriate chance.

GM as moderator

Although the players can and will make suggestions or dispute rulings, the GM is and must be the final judge. All suggestions can be heard, but the players must understand that once all considerations have been made, the final ruling will stand. There are rules in this game for many situations, but there will be situations that either could not be covered here or simply were not anticipated. In these instances, the GM must use his judgment to decide the odds an action will succeed or an event will come to pass.

Having said this, it must be remembered that the GM needs to be neutral in his decisions. The goal of the game is to have fun,

whatever fate may await the characters, but the GM does not take sides with either the characters, the monsters, or the NPCs.

Monsters and NPCs in play

Only unintelligent monsters should be played unintelligently.

Intelligent monsters and NPCs have their own motives, thoughts, and strategies. They will use the same kinds of tricks the PCs might use to gain an advantage.

Monsters and NPCs may form alliances with other monsters and NPCs, and they may hire guards. Monsters are in a fight for survival just like the PCs are, and they should be played by the GM as if they have just as much to lose as the PCs. Monsters and NPCs that survive encounters with the PCs may hold grudges, and may hunt the group down or wait for an opportunity to strike.

Random rolls

There are many occasions when the GM will roll for random outcomes to situations. Discretion must always be used, not just to maintain some degree of consistency in play but also to maintain some balance. This is not to say that the players should not be challenged, but occasionally the dice may indicate a result that is inappropriate for the situation.

The dice are a tool, not the final authority. Final authority always rests with the GM. The GM should usually witness the rolls of the players, but he should keep his rolls hidden from them. This way, the players cannot guess why the GM might be rolling at a particular time, or what kind of die is rolled. In fact, he may occasionally roll for no reason just to keep the players on their toes.

Ruling wishes

Wishes represent some of the greatest magic the characters will

come across in a game of GM. In general, the exact wording of a wish should be honored, not the intention of the wish. A carefully worded wish may bring about the desired effect, and a sloppily worded wish could bring doom upon the group.

Ultimately it is up to each GM to decide how powerful wishes are in the game, and how permanent their effects are. As a rule, wishes used for healing or bringing back the dead should be immediate and permanent. If lesser magic items are wished for, they may or may not be permanent, depending on the GM's discretion. Special care must be taken with wide sweeping wishes that alter the world too greatly, such as wishing that all orcs in the world die. In addition, wishes to increase ability scores or character levels need to be handled carefully, and some set of guidelines will need to be developed and followed consistently.

Taking it to the next level

Large, expansive labyrinths are the core adventuring locations in GM. When adding deeper levels to a labyrinth, it can help to think of it abstractly in three-dimensional space.

Note below in the sample of a labyrinth cross section how multiple levels stack upon each other, not necessarily directly above or below, and how some levels may have "sub-levels." Sub-levels are a good way to create smaller areas with special encounters, treasures, and threats. These areas may be hidden by secret doors or otherwise difficult to reach. Depending on the back-story of the labyrinth, levels could consist entirely of natural caverns, caverns excavated by monsters or humanoids, or areas of bricks or worked stone. Some levels could be simply connected by stairs or sloping passages, or even more difficult paths such as through an underwater passage. Magic teleportation areas could transport characters to levels or sub-levels that are not physically connected to any other area. In the end, let creativity and cunning be your guide!

Feverfew: This herb can be used to induce sleep, reduce fevers, and alleviate headaches or arthritis.

Garlic: This herb is effective at repelling vampires. It may be used to treat bacterial infection, viral infection, fungal infection, and intestinal parasites

Hollyhock: This herb can be used to treat burns, relieve itching, and reduce inflammation. It may also be used to treat diarrhea and intestinal parasites.

Rue: This herb may ward against demons or their worshippers. It may also be used in a pain relieving poultice, or internally as a relaxant or to treat cough or diarrhea.

Sage: This herb has diverse uses, including treatment of bacterial or fungal infection, treatment of spasms, or to aid powers of concentration. This herb may also be a component

Herb uses

The referee is the ultimate authority on what sort of medicinal or magical properties herbs may have. The following descriptions of herbs in the equipment tables are suggested uses, and in the case of medical uses it is up to the referee to decide how effective these herbs are. There are many other kinds of herbs that could be introduced to the game; these are just a few examples. Note that the information here may or may not be available to the PCs. For example, the PCs may not be aware that wolfsbane can repel lycanthropes.

Belladonna: This herb is used to relieve aches and pains, reduce inflammation, relieve coughs or used as an anesthetic.

of cleansing folk rituals.

Spiderwort: This herb may be used to treat poisonous stings or bites. It is also used as a laxative or to treat kidney, stomach, or other digestive problems.

Wolfsbane: This herb can be used to repel lycanthropes. It may be used to treat inflammation and wounds.

Yarrow: This herb may be used as an antiseptic and antibiotic or to treat illness. It can be used on wounds to help stop bleeding.

Retainer GP wage per month

Mercenary type	Dwarf	Elf	Goblin	Human
Commoner	-	-	-	1
Light Infantry Gear: sword, shield, leather armor	-	5	1	3
Heavy Infantry Gear: sword, shield, chainmail armor	5	7	-	4
Crossbowman Gear: heavy crossbow, chainmail armor	7	-	-	5
Mounted Crossbowman Gear: crossbow	20	-	-	-
Bowman Gear: sword, short bow, leather armor	-	12	4	7
Mounted Bowman Gear: shortbow	-	35	-	15
Longbowman Gear: sword, longbow, chainmail armor	-	25	-	10
Light Mounted Gear: lance, leather armor	-	25	-	10
Medium Mounted Gear: lance, chainmail armor	-	-	-	15
Heavy Mounted Gear: lance, sword, plate armor	-	-	-	20
Wolf Mounted Gear: spear, leather armor	-			