

## CAMPAIGN PLAY

Ongoing *ACKS* campaign tend towards a consistent but informal pace of around one adventure per game month. The month begins with the adventurers in a civilized area, from which they set off on an adventure. During the adventure, they suffer casualties and discover treasure, then return to civilization. They then rest for a few weeks to recover from their injuries, investigate the properties of their magical treasure, hire new recruits, etc. At higher levels, they also manage their domains, run their syndicates, or perform magical research during this time.

While *ACKS* provides mechanics for each of these activities independently, it does not situate these activities within a mechanical framework that structures them and weighs their demands of time and effort against each other. As a result, the Judge is left to arbitrarily assess how these activities should interact. Can a character recruit mercenaries while soliciting merchants? Can a character sell goods while training troops? How many henchmen can be recruited in a day? If a character can force march to travel 50% further, can he work overtime to do 50% more blood sacrifices in a day? Does expenditure on magical research occur before or after revenue is collected?

These Campaign Play rules provide a structure with which campaign activities each month can be handled as systematically as *ACKS* handles actions every combat round and exploration every turn.

### USING THESE RULES IN YOUR CAMPAIGN

There are three broad ways that a Judge can make use of these Campaign Play rules. First, they can simply be treated as rules of thumb or guidelines for activities that the Judge otherwise handles in a narrative fashion. For instance, imagine that a party of adventurers has just returned to town to sell its treasure, buy some new gear, and hire a henchman or two, when the party's thief decides he'd like to pursue a hijinks. There is no reason that the Judge has to introduce the entire Campaign Play rules to handle this situation. He can simply handle things as he'd normally handle them, but now with the advantage of having a general idea of how long it will take for the thief to plan, execute, and lay low after a hijink (see p. XX). This is a good option for low-level campaigns, where the PCs are spending the majority of their time dungeon-crawling, the range of campaign play activities open to the PCs is limited, and the time horizon of game play is short.

Second, the Campaign Play rules can be implemented fully but behind-the-scenes by the Judge, who takes it as his responsibility to translate the various choices that the players describe into the appropriate activities. For instance, if a player says "since we have a few weeks to kill while Marcus recuperates, I'd like to spend the time holding court for my domain, giving the peasants a chance to air their grievances," the Judge can translate that into the Administering Domain activity. This can be a very immersive experience for the players, but puts the onus on the Judge to track and manage all the complexities of the system. It is a good choice for mid-level campaigns, where the PCs are still predominantly focused on adventuring but do have the opportunity to explore a range of downtime activities.

Third, the Campaign Play rules can be shared with the players, with an invitation for them to master the complexities of the system and decide what specific in-game activities they would like to do in each game day, week, and month. This method allows *ACKS* to be run in a wargame-like fashion, and is ideal for high level campaigns with significant domain play and possible player-versus-player action.

In general, we believe it's easier to ignore a sub-system you don't need at the moment than to create a sub-system you do need in the moment. So remember the guiding philosophy of *ACKS* - every campaign is a law unto itself - and get some campaign play going!

## STRUCTURE OF PLAY

Campaign play is divided into time increments of **game months**. Each month the Judge should follow the procedure below:

1. Start of Month stage
  - a. Domain Growth phase
  - b. Congregant Growth phase
  - c. Revenue Collection phase
2. Campaign Activities stage
  - a. Random Events phase
  - b. First Week phase
  - c. Second Week phase
  - d. Third Week phase
  - e. Fourth Week -phase
3. End of Month stage
  - a. Expense Payment phase
  - b. Domain Morale phase

### START OF MONTH PHASE

This stage occurs at the beginning of every game month. It consists of two phases, Domain Growth and Revenue Collection.

- A. Domain Growth:** During this phase, each PC and named NPC ruler's domain grows as per *Growing the Domain* in *ACKS*, p. XX. The Domain Growth phase has three sub-phases that occur in the following order:
  - i. *Adventuring*: Determine growth triggered by the ruler's adventures occurring in the prior game month.
  - ii. *Investment*: Determine triggered by agricultural or urban investments made in the prior game month.
  - iii. *Random Growth*: Determine growth from fortune and misfortune (+1d10-1d10).
- B. Congregant Growth:** During this phase, each divine spellcaster gains 1d10 + CHA bonus congregants per 1,000gp spent proselytizing during the prior month's Campaign Activities stage.
- C. Revenue Collection:** During this phase, each PC and named NPC ruler collects revenue from his domain and urban settlement. The Revenue Collection phase has five sub-phases that occur in the following order:
  - i. *Domain Revenue*: Collect land, service, and tax revenue.
  - ii. *Urban Revenue*: Collect urban revenue.
  - iii. *Tribute*: Collect vassal revenue (tribute) from loyal vassals.
  - iv. *Special Taxes*: Collect special tax revenue from loyal vassals on whom the "Tax Demanded" duty was imposed or maintained last month.
  - v. *Loans*: Collect loans from loyal vassals on whom the "Loan Demanded" duty was imposed or maintained last month.
  - vi. *Investment Revenue*: Collect revenue from investments made or held last month (see *Of Coins and Commerce, Axioms III*).
  - vii. *Hijink Revenue*: Collect revenue from successful hijinks last month.

## CAMPAIGN ACTIVITIES PHASE

Most action in an ongoing *ACKS* campaign happens during the campaign activities stage, which can include dungeon delving, wilderness travel, magical research, and more. Five phases occur during the Campaign Activities phase, during which these events are resolved.

- A. Random Events:** During this phase, each PC and named NPC ruler adjudicates any various random events that might occur. The Random Events phase has the following sub-phases:
- Favors and Duties:* Roll for Favors and Duties imposed by NPC lords on PC vassals.
  - Vagaries of Recruitment:* Roll for Vagaries of Recruitment for each domain whose ruler is calling up vassal troops, conscripting peasants, hiring mercenaries, levying militia, or soliciting mercenaries this month.
  - Other Vagaries:* Roll for other optional Vagaries the Judge is using in his campaign (such as Vagaries of Investment, in *Of Coins and Commerce, Axioms III*).
  - Wandering Monsters:* Make monthly domain encounter throws (see *Wandering into War, Axioms III*).
  - Event Allocation:* For each random event scheduled to occur this month, roll 1d4 to determine which week it will take place in this month.
- B. First Week:** During this phase, each character in the campaign can undertake up to seven days worth of campaign activities (see **Campaign Activities**, below). There are eight sub-phases in the First Week phase:
- Random Events:* Make weekly domain encounter throws. Then, for each random event scheduled to occur this week, roll 1d8 to determine which day it will take place on (re-roll or choose on an 8). Random events include those from prior Random Events steps, as well as any events triggered by prior campaign activities, such as the arrival of mercenaries seeking employment or merchants interested in transactions.
  - First Day's Activities:* Make daily domain encounter throws. Run the day's activities.
  - Second Day's Activities – Seventh Day's Activities:* As above.
- C. Second Week – Fourth Week:** As above.

## END OF MONTH PHASE

This stage occurs at the end of every game month. It consists of three phases: Expense Payment and Domain Morale.

- A. Expense Payment:** During this phase, each PC and named NPC ruler pays expenses for his domain and settlement. The Expense Payment phase has five sub-phases that occur in the following order:
- Living Expenses:* PC and NPC living expenses are paid.
  - Hireling Wages:* Wages of henchmen, mercenaries, specialists, and other hirelings are paid.
  - Domain Expenses:* Domain expenses are paid.
  - Settlement Expenses:* Settlement expenses are paid.
  - Congregants:* Congregant expenses (1gp per congregant) are paid. If expenses are not paid, 1d10 congregants depart per 1,000gp left unpaid.
  - Tribute:* Tributes owed to lords are paid. (Note that lords will collect Tribute, as well as Special Taxes and Loans, during the Revenue Collection phase of the next game month.)
  - Special Taxes:* Special tax revenue is paid if a "Tax Demanded" duty was imposed or maintained on the PC this month.
  - Loans:* Loans are paid if a "Loan Demanded" duty was imposed or maintained on the PC last month.
- A ruler may opt to leave one or more expenses unpaid, suffering the appropriate in-game consequences from doing so.
- B. Domain Morale:** During this sub-phase, the Judge resolves domain morale rolls and other game mechanics that relate to domain morale. Starting with the domain with the lowest current morale score, the Judge makes a domain morale roll for each domain with a PC or named NPC ruler, applying any modifiers based on taxes, liturgies, campaign activities, etc. and notes down any effects.

## CAMPAIGN ACTIVITIES

### TYPES OF CAMPAIGN ACTIVITIES

During each game month, characters have the opportunity to undertake various campaign activities, ranging from adventuring to performing magical research.

Campaign activities are divided into **major activities**, **minor activities**, and **trivial activities**. Major activities are laborious tasks requiring five to seven hours to perform. Minor activities are errands or pastimes requiring about one hour (6 turns) to perform. Trivial activities require virtually no time at all. Each game day, an adventurer may perform one major activity and two minor actions, or up to eight minor actions. A character may perform any number of trivial activities.

Most campaign activities are **singular activities** that take place within a single game day, and can be repeated as often as desired within the limits of available activity. A **restricted activity** takes place within a single day, but cannot be repeated until a certain time period elapses. An **ongoing activity** requires more than one game day to complete, such that the character will have to perform the activity throughout the given time period. Both major and minor activities can be ongoing. A **major ongoing activity** represents a period of full-time labor in order to complete a complex project or task. Magical research, for instance, is a major ongoing activity typically requiring days, weeks, or even months. A **minor ongoing activity** represents an intermittent effort occurring in short bursts that must be sustained over a lengthy period of time. Managing a subordinate, for instance, typically requires a short period of time every day for as long as the subordinate is employed.

Most campaign activities are **unstrenuous**, but some are **strenuous**. For every six game days of strenuous activity, a character must **rest** as their major activity for one day. Characters who do not get the appropriate rest after six game days of strenuous activity suffer a cumulative penalty of -1 per day to attack throws, damage rolls, and proficiency throws until they have caught up on required rest. (For campaign play purposes, the turn of rest required after 5 turns of strenuous activity in *ACKS* p. XX is already factored in to the amount that can be accomplished.) Unstrenuous activities do not require rest.

When necessary, characters may **work overtime**. A character working overtime may perform two major activities, or one major activity and six minor activities, or twelve minor activities that day. A day working overtime on unstrenuous activities counts as a day of strenuous activity. This can be sustained for two days. Each additional day of unstrenuous overtime thereafter counts as two days of strenuous activity, until the character rests. A day of overtime that includes any strenuous activities counts as three days of strenuous activity. A day of overtime performing more than eight minor strenuous activities (or one major and two minor strenuous activities) counts as six days performing strenuous activity. Penalties begin to apply on the day after the character exceeds the six-day limit.

EXAMPLE: Maon is performing magical research that requires 30 days to complete. Magical research is a major unstrenuous activity. Time is short, however, so Maon the spellsword works overtime and performs magical research twice for two days. These two days of overtime count as two days of strenuous activity. He continues to work overtime for another two days. These count as two days of strenuous activity each, for a cumulative total of (1 + 1 + 2 + 2) six days of strenuous activity. He works overtime for one additional day, which counts as two more days of strenuous activity, or eight days total. After five days of working overtime, he has performed magical research ten times, doubling his rate of research. However, he has incurred a -2 penalty to his throws. To avoid further penalties, he rests for the next two days. Maon has accidentally invented the 5-day 60-hour work week with 2-day weekend.

Many ongoing activities require a proficiency throw to complete. Characters who work overtime on ongoing activities apply the worst penalty to this throw that they incurred at any point during the process. A minimum penalty of -1 applies if the character worked overtime at all, even if through careful pacing he avoided otherwise incurring penalties.

EXAMPLE: After another two weeks of overtime (21 days total), Maon has finished his magical research. Each week he worked five days of overtime, performing magical research twice each day, and then rested for two subsequent days, for a total of (5 x 2 x 3) 30 days' worth of magical research activity. He suffers a -2 penalty to his magic research throw.

Most campaign activities are open to any character. Others can only be undertaken if the character meets particular requirements of class, level, location, proficiency, or equipment. The requirements are noted in the activity's description.

## ADVENTURING ACTIVITIES

Activity	Activity Level	Frequency	Ongoing Time Requirement	Level of Effort
Dungeon Delve	Minor	Singular	None	Strenuous
Fish	Major	Singular	None	Unstrenuous
Forage	Major/Trivial	Singular	None	Unstrenuous
Harvest Parts	Various	Various	Various	Strenuous
Hunt	Major	Singular	None	Strenuous
Rest	Major	Ongoing	Various	Unstrenuous
Search	Minor	Singular	None	Strenuous
Survey	Minor/Trivial	Singular	None	Strenuous
Trap	Varies	Varies	Varies	Strenuous
Travel	Minor	Singular	None	Strenuous

Adventuring includes delving dungeons, traveling long distances, exploring unsettled lands, sailing the treacherous waters of the high seas, and other activities handled in Chapter 6 of *ACKS*.

**Dungeon Delving:** Any character can delve dungeons. Dungeon delving counts as one singular strenuous minor activity for each 6 turns of exploration. (Since six minor activities count as one major activity, dungeon delving for 36 turns would be a strenuous major activity.) Delving dungeons is handled as per *Dungeon Adventures* section of *ACKS*, p. XX-XX.

**Fishing:** A character can fish when stationary in a hex of river, lake, or ocean terrain. Fishing counts as a singular major activity. When fishing, each character may attempt a proficiency throw of 14+ on 1d20. Characters with the Survival proficiency gain a +4 bonus on their proficiency throw to fish. A successful result indicates that sufficient food to feed 2d6 man-sized creatures for one day has been caught.

**Foraging:** A character in a wilderness hex can forage for fruit, nuts, and vegetables. Foraging counts as a singular major activity. However, a character who travels as a major activity can forage at the same time as a trivial activity (e.g. a character can forage as he journeys through the wilderness). When foraging, a character may attempt a proficiency throw of 18+ on 1d20. Characters with the Survival proficiency gain a +4 bonus on their proficiency throw to forage. A successful result indicates that sufficient food to feed 1d6 man-sized creatures for one day has been acquired.

**Harvesting Parts (NEW):** A character with appropriate proficiencies (Animal Husbandry, Labor, Trapping, etc.) can harvest the parts from a slain creature. Harvesting up to 600gp of special components from one or more creatures counts as a singular strenuous minor activity. Butchering, skinning, and fleshing up to 180 lbs worth of creatures counts a singular strenuous major activity. For more detailed rules on harvesting parts, see *Lairs & Encounters*.

**Hunting:** A character in a wilderness hex can hunt for game.

Hunting counts as a singular strenuous major activity. When hunting, a character may attempt a proficiency throw of 14+ on 1d20. Characters with the Survival proficiency gain a +4 bonus on their proficiency throw to forage. A successful result indicates that sufficient food for 2d6 man-sized creatures for one day has been acquired. Hunting triggers a wandering monster check from the table appropriate for the terrain.

**Note:** A man-sized creature needs up to 4,000 calories per day of strenuous activity. 1,000 calories of vegetables weighs 1lb and costs 1cp, so one day's worth weighs 4lbs and costs 4cp. Character with Foraging proficiency has a 35% chance of successfully foraging 1d6 x 4cp per day, for an average of (.35 x 3.5 x 4) 5cp per day. This is about half the amount of a laborer.

1,000 calories of meat weighs 1lb and costs 4cp, so one day's worth weighs 4lbs is worth 16cp. A character with Hunting proficiency has 55% chance of successfully hunting 2d6 x 16cp, for an average of (.55 x 7 x 16) 61cp per day. This is comparable to a journeyman crafter or apprentice professional.

In *Lairs & Encounters* we note that an animal typically yields stones of meat equal to .0265 x its own weight in lbs. That works out to 40% of its body weight in lbs. This suggests a hunter is typically killing small game weighing a total of 5 to 30 lbs. – ducks, foxes, rabbits, pheasants, sheep, etc. Butchering the creature for its meat will take 1 to 6 turns, and is including in the hunting activity.

**Resting:** Any character can rest. Resting counts as a singular unstrenuous major activity. Resting is in addition to a character's normal sleep, and represents a day of virtually complete relaxation and recuperation. Resting is required to recover from overtime (see above); and to recover hit points. Characters may still perform two minor activities while resting. Bed rest is resting overtime; while bed resting, a character may not perform any other activities. Bed rest is required to recuperate from mortal wounds, see *ACKS*, p. XX.

**Searching:** A character in the wilderness can search for monsters lairs. Searching one 6-mile hex counts as a strenuous minor activity. When searching, the Judge should make a searching throw (1d20) on the character or party's behalf, with a target value based on their wilderness movement rate. If the character or a member of his party has the Tracking proficiency, the party should receive a +4 bonus on the proficiency throw. If the throw succeeds, the party has discovered one of the lairs in the hex. See *Lairs & Encounters*, p. XX.

**Surveying:** A character with Land Surveying proficiency can attempt to assess the total number of lairs in a hex. Surveying one 6-mile hex is a minor strenuous activity. A character searching a hex can survey the same hex as a trivial activity. For each attempt, the Judge should secretly make a proficiency throw (1d20). The target value for the proficiency throw is 18+, but the character should receive a cumulative +4 bonus for each successful search the party has conducted in the hex up to that point. If the proficiency throw fails with an unmodified 1, the character incorrectly assess the number of lairs in the hex, and the Judge should roll or choose a false value to reveal. On any other result, the character does not yet have enough information to make or revise an assessment. See *Lairs & Encounters*, p. XX

**Trapping (NEW):** A character with Trapping proficiency can construct crude traps. Trapping is a singular strenuous minor activity. Each time the character undertakes the activity, he applies 1sp towards the construction cost of a crude trap. Crude traps cost 1% the cost of permanent traps (see *Player's Companion*, p. XX for a list of trap costs). For example, a crude 10'-cube open-earth pit costs 2sp, while a 10'-cube open-earth pit with spikes costs 12sp. Crude traps can be found on casual inspection with a successful proficiency throw to find traps, or on deliberate inspection with a +4 bonus. Casual traps can be removed with a +4 bonus, and where applicable attack at a -2 penalty and provide a +2 bonus to saves to avoid their effects. After a trap is constructed, it must be managed, which entails checking it for finds, performing minor repairs, and resetting its lures. Managing any existing trap counts as an ongoing strenuous minor activity per 2sp of construction cost. Traps set in the wilderness may catch game. Each day that a trap is managed, the Judge should make a proficiency throw of 1d20 against a target value of 19+. A successful result indicates that the trap has yielded sufficient food for 1d6 man-sized creatures per 1sp value. the trap can hold. If the proficiency throw fails with an unmodified 1, the trap breaks completely. For every six traps being managed, the Judge should make an encounter throw to see if a wandering monster appropriate for the terrain is in the area. The monster will stumble into the trap on a throw of 5+ on 1d6; otherwise it will be lurking nearby.

**Note:** A trapper can maintain six pits (2sp each) with a strenuous major activity each day. Each trap has a 10% chance each day of yielding 2d6 x 16cp worth of meat, for an average value of (.1 x 7 x 16) 11 cp each, or 66cp per day – e.g. slightly superior to hunting at comparable risk. However, each of the six traps has a 5% chance per day of breaking, so the trapper will have to construct a new trap every three to four days.

**Traveling:** Any character can travel. Traveling  $1/8^{\text{th}}$  the character's long-distance movement rate counts as a singular strenuous minor activity. (Since six minor activities count as one major activity, traveling  $6/8^{\text{th}}$  the character's long-distance movement rate would count as a strenuous major activity.) Movement rate is slowed by terrain (see p. XX). Characters traveling together move at the rate of the slowest member (see p. XX). If the character or party is traveling in the wilderness, the Judge will make a proficiency throw to determine if the party gets lost while traveling (see p. XX). Each time the a character or party enters a new wilderness hex, the Judge will make a proficiency throw to see if the party encounters a wandering monster (see p. XX). A character traveling as a major activity can forage (see above) as a trivial activity.

**EXAMPLE:** Virgil and Sorcha set out from Turos Tem to explore the borderlands. Their long-distance movement rate is 24 miles per day. After a short journey of three miles, they discover a dungeon. Three miles is one-eighth the party's long-distance movement rate, so the short journey counts as a minor activity. They then explore the dungeon for 5 turns. This short dungeon delve counts as a minor activity. They then continue their travels. They travel another 18 miles, which counts a major activity. While traveling as a major activity, they each forage as a trivial action.

## DIVINE ACTIVITIES

Activity	Activity Level	Frequency	Ongoing Time Requirement	Level of Effort
Dispatch Missionaries	Minor	Singular	None	Unstrenuous
Cast Charitable Spells	Minor	Singular	None	Unstrenuous
Consecrate Altar	Major	Ongoing	1 day per 500gp of altar	Unstrenuous
Consecrate Land	Major	Ongoing	1 day per 780 peasants	Unstrenuous
Consecrate Ruler	Major	Restricted	None	Unstrenuous
Extract Divine Power	Minor	Restricted	None	Unstrenuous
Perform Blood Sacrifice	Minor	Restricted	None	Unstrenuous
Perform Ceremonial Sacrifice	Minor	Restricted	None	Unstrenuous

Divine activities can only be undertaken by divine spellcasters. They typically involve the accumulation or use of divine power.

**Dispatching Missionaries:** A divine spellcaster in a domain or settlement with hirelings may dispatch them to perform evangelical deeds for a month. Dispatching missionaries is a restricted minor activity that cannot be performed more than once per month. The Judge should track the gp value of the wages of all hirelings performing missionary duty each month and apply this value towards congregant growth during the next month's Congregant Growth phase.

**Casting Charitable Spells:** A divine spellcaster in a domain or settlement may cast one or more of his daily spells for charitable purposes. Casting charitable spells is a singular minor activity. The Judge should track the gp value of all spells charitably cast (using the costs for spells from the Spell Availability by Market table in the **Hirelings, Henchmen, Mercenaries, and Specialists** section) each month and apply this value towards congregant growth during the next month's Congregant Growth phase.

**Consecrating Altar (NEW):** A divine spellcaster of 5<sup>th</sup> level or higher can consecrate an altar. Consecrating an altar is a major ongoing activity lasting one day per 500gp spent on the altar. An altar consecrated to the Chaotic powers creates a **sinkhole of evil**, while an altar consecrated to the Lawful powers creates a **pinnacle of good**. The size of the sinkhole or pinnacle around the altar will be 100 square feet per 100gp spent on the altar. If a humbler-looking altar is desired, divine power may be spent in lieu of gp to consecrate the altar. Once consecrated, an altar retains its aura until the aura is **dispelled** or the altar is physically broken and **blessed**.

**Consecrating Fields (NEW):** A divine spellcaster of 5<sup>th</sup> level or higher can consecrate the fields of a domain's peasants. Consecrating fields is an ongoing major activity requiring 1 day per 780 peasants (round up). Upon completing the consecration, the spellcaster must expend 2gp of divine power per family and make a magic research throw. If the throw succeeds, the fields have been consecrated. Consecration increases the Land Value by 1gp per peasant family during the next month's Revenue Collection phase. If the throw is an unmodified 1, the consecration goes awry, and the Land Value is decreased by 1gp per peasant family during the next month's Revenue Collection phase. Fields may be consecrated repeatedly if sufficient divine power is available, and legends tell of garden-like realms blessed by the gods.

**Consecrating Ruler (NEW):** A divine spellcaster of 9<sup>th</sup> level or higher who is the spiritual advisor of a domain ruler can invest the ruler with sacred authority. Consecrating a ruler is a restricted major activity that cannot be performed more than once per year. Upon completing the consecration, the spellcaster must expend divine power equal to the ruler's monthly domain revenue, and make a magic research throw. If the throw succeeds, the ruler has been consecrated. For the next 12 game months, the consecrated ruler increases his domain's base morale score by 1 point and gain a +1 bonus on all loyalty rolls by vassals. When generating vagaries while the ruler is consecrated, the Judge should roll twice and select the vagary that is more favorable to the ruler. However, if the throw is an unmodified 1, the consecration goes awry. The ruler decreases his domain's base morale score by 1 point, imposes a -1 penalty to all loyalty rolls by vassals, and suffers the worse of two vagary rolls. At the Judge's discretion, the magic research throw may be modified by the ruler's behavior in the past 12 months, and awry results might occur in an increased range (an unmodified 1-3) for exceptionally impious rulers.

**Extract Divine Power (NEW):** A divine spellcaster with 50 or more congregants can extract divine power from his congregants. Extracting divine power is a restricted minor activity that cannot be performed more than once per week. For every fifty congregants, the caster extracts 10gp worth of divine power. If the caster is the ruler or spiritual advisor of a domain ruler, the caster extracts between 0 and 8 divine power per 10 families in the domain, in addition to his own congregants. Divine power can be spent or accumulated once received. *Note: Under the Campaign Play rules, divine power is not automatically accumulated; the caster must take the Extract Divine Power activity each week.*

**Performing Blood Sacrifices:** A chaotic divine spellcaster may perform blood sacrifices. Performing blood sacrifices is a restricted minor activity that cannot be performed more than once per day. . The spellcaster can conduct one blood sacrifice per class level each time he undertakes this activity. Each blood sacrifice generate divine power for the spellcaster equal to the XP value of the creature sacrificed, as explained in ACKS. Divine power can be spent or accumulated once received.

**Performing Ceremonial Sacrifices (NEW):** A lawful divine spellcaster in a domain or settlement may perform ceremonial sacrifices to show his devotion and piety. Performing ceremonial sacrifices is a restricted minor activity that cannot be performed more than once per day. The Judge should track the gp value of all of a character’s ceremonial sacrifices each month and apply this value towards his congregant growth during the next month’s Congregant Growth phase.

## DOMAIN ACTIVITIES

Activity	Activity Level	Frequency	Ongoing Time Requirement	Level of Effort
Administer Domain	Major	Ongoing	½ day per 6-m hex + ½ day per vassal + ½ day per market class	Unstrenuous
Call to Arms	Minor	Ongoing	1-3 time periods By realm size	Unstrenuous
Conscript Troops	Minor	Ongoing	1 – 3 weeks	Unstrenuous
Consult Senate	Minor	Singular	None	Unstrenuous
Hire Mercenaries	Minor	Singular	None	Unstrenuous
Inspect Troops	Minor	Singular	None	Unstrenuous
Issue Decree	Minor/Trivial	Singular	None	Unstrenuous
Levy Militia	Minor	Singular	1-3 weeks	Unstrenuous
Managing Henchmen	Trivial	Ongoing	Varies	Unstrenuous
Military Campaign	Major	Ongoing	By campaign	Strenuous
Oversee Construction	Minor	Ongoing	1 day per 500gp of construction	Unstrenuous
Oversee Investment	Minor	Ongoing	1 day per 500gp of investment	Unstrenuous
Oversee Troop Training	Minor	Ongoing	By troop type	Unstrenuous
Solicit Mercenaries	Minor	Ongoing	1 -3 time periods by realm size	Unstrenuous
Supervise Construction	Major	Ongoing	1 day per 500gp of construction	Unstrenuous
Train Troops	Major	Ongoing	By troop type	Unstrenuous

**Administering Domain (NEW):** The tasks of a ruler are many and varied: holding court, passing laws, standing in judgment, presiding over assemblies of the people and nobility, erecting public works, drafting budgets, performing religious ceremonies, and more. These tasks are collectively referred to as **administering a domain**. Administering a domain is an ongoing major activity that requires  $\frac{1}{2} \times [ (\text{number of 6 miles hexes in the ruler’s personal domain}) + (\text{number of vassals reporting to ruler}) + (6 - \text{market class of largest urban settlement in ruler’s personal domain}) ]$  days to complete. Rulers who administer their domain gain a +1 bonus on domain morale rolls and a +5% bonus on domain XP that month. (By default we assume the ruler has delegated these tasks to subordinates while he pursues adventuring, military, or leisure pursuits.)

**Calling to Arms:** A realm ruler can access the troops of his vassals by making a call to arms. Calling one or more vassals to arms is an ongoing minor activity. When a call to arms is issued to one or more vassals, each vassal must muster a force at least equal to ½ the garrison of his realm. If desired, the ruler can call for the vassal to send his full garrison, but doing so counts as demanding two duties and may provoke a Henchman Morale roll (ACKS, p. 130). The time required for troops to arrive from a call to arms will be weeks, months, or seasons, as shown in *D@W: Campaigns*. One half the vassal troops (rounded up) will arrive within the first time period after the ruler begins soliciting mercenaries. Another quarter (rounded down, minimum 1) will arrive during the second time period. The remainder of the vassal troops arrive in the third time period. The character may stop calling his vassal to arms at any point, but thereafter no more troops will arrive. 1d8 days after this activity is undertaken, and during each monthly Random Events phase thereafter that the ruler is calling vassals to arms, the Judge should roll on the Vagaries of Recruitment table on p. XX of *D@W: Campaigns* for the ruler.

**Conscripting Troops:** A domain ruler can conscript peasants from his domain. Conscripting troops is an ongoing minor activity. Up to 1 conscript per 10 peasant families can be conscripted. One half the conscripts (rounded up) will arrive within the first week after the ruler begins conscripting troops. Another quarter (rounded down, minimum 1) will arrive during the second week. The remainder of the troops arrive in the third week. The character may stop conscripting troops at any point, but thereafter no more conscripts will arrive. 1d8 days after this activity is undertaken, and during each monthly Random Events phase thereafter that the ruler is conscripting troops, the Judge should roll on the Vagaries of Recruitment table on p. XX of *D@W: Campaigns* for the ruler.

**Consulting Senate (NEW):** A ruler of a senatorial domain can consult the senate. Consulting the senate is a singular major activity. See *Axioms Issue III*, “Senatus Consultum Ultimum” for details. A ruler consulting the senate can issue decrees (see below) approved by the senate as a trivial activity.

**Hiring Mercenaries:** A character who has successfully solicited mercenaries (see below) may offer to hire the mercenaries. Offers may be extended to individual mercenaries, or to mercenaries in formations of companies (120), battalions (500), or brigades (2,000). Each hiring offer is a singular minor activity. After the offer is made, the Judge will make a **reaction roll** of 2d6 on the Reaction to Hiring Offer table to decide the mercenaries’ reactions, as per the rules in the *Adventurer Conqueror King System* (p. 49). Every month in which a ruler hires mercenaries, the Judge should roll on the Vagaries of Recruitment table on p. XX of *D@W: Campaigns* for the ruler.

**Inspecting Troops (NEW):** A character of at least 5<sup>th</sup> level with Command proficiency may inspect troops under his command. Each unit inspected counts as a minor activity. Troops that have been inspected by their commander gain a +1 bonus to their first morale roll within one game day.

**Issuing Decrees:** A domain ruler in his domain may issue a decree, changing the laws of his realm. Issuing a decree is a minor activity, or trivial if the ruler is consulting the senate on that decree (see above). Decrees include:

- Changing the rate of taxes or liturgies within the character’s domain
- Granting a favor to a vassal
- Demanding a duty of a vassal
- Freeing a perpetrator caught committing a crime
- Ordering the construction of a new stronghold within the character’s domain
- Ordering agricultural or urban investment within the character’s domain

When giving favors, ordering construction, or ordering investment, the gp cost is immediately paid. (If desired, Judges may deduct the expense at a rate of 500gp per day, but this is usually more book-keeping than its worth.) Morale rolls triggered by demanding duties are rolled immediately. Funds from taxes or duties are received during the Revenue Collection sub-phase of the following month.

**Levying Militia:** A domain ruler can levy militia from his domain. Levying militia is an ongoing minor activity. Up to 2 peasants per 10 peasant families can be levied. One half the militia (rounded up) will arrive within the first week after the ruler begins conscripting troops. Another quarter (rounded down, minimum 1) will arrive during the second week. The remainder of the militia arrive in the third week. The character may stop levying militia at any point, but thereafter no more militia will arrive. 1d8 days after this activity is undertaken, and during each monthly Random Events phase thereafter that the ruler is levying militia, the Judge should roll on the Vagaries of Recruitment table on p. XX of *D@W: Campaigns* for the ruler.

**Managing Henchmen (NEW):** As a trivial ongoing activity, a character may actively manage up to four henchmen, plus one additional henchmen per point of his Charisma bonus (and/or Leadership proficiency bonus). A henchman will generally perform any campaign activities they are capable of on behalf of their employer. The activities performed by the henchman can be changed at any time, provided the henchman is accessible to the character, either physically (e.g. same camp, stronghold, dungeon, etc.) or magically. As rulers often place their best henchmen as vassal rulers of sub-domains, a ruler will often need to issue a Call to Counsel decree to bring his henchmen to his location to take advantage of this activity.

**Military Campaigning:** A character with an army may undertake a military campaign. Military campaigning is an ongoing strenuous major activity. It is considered to begin when a character leads his army's troops out of their garrisons, and end when the character returns his army's troops to garrison or hands over command. During each day that a PC undertakes a military campaign, the Judge should follow the procedure listed in *D@W: Campaigns* to resolve the activity. (If the PC has no opponents within one week's movement of his own, the Judge may resolve military campaigns in time increments of weeks instead of days to speed up play.) 1d3 game days after this activity is undertaken, and during each weekly Random Events sub-phase thereafter that the army is on campaign, the Judge should roll on the Vagaries of War table on p. XX of *D@W: Campaigns* for the army.

**Overseeing Investments (NEW):** A domain ruler in his domain may personally oversee agricultural or urban investment he has ordered there. Overseeing investment is an ongoing unstrenuous minor activity lasting 1 day per 500gp of investment. As workers perform better when inspired and supervised by their liege, the investment will attract 1d10+1 new families instead of the usual 1d10 per 1,000gp.

**Overseeing Construction (NEW):** A domain ruler in his domain may personally oversee construction projects occurring there. Overseeing construction is an ongoing minor activity lasting one day per 500gp of construction. However, a character who supervises construction as a major activity (see below) can oversee construction at the same time as a trivial activity. Laborers work harder when overseen by the domain ruler, so their construction rate is increased by 5%, or by 10% if the ruler is also supervising construction (see below). The bonus continues for as long as the character oversees construction.

**Overseeing Troop Training (NEW):** A fighter (or other character that uses the fighter attack throw progression) of at least 5<sup>th</sup> level who rules a domain may personally oversee the training of troops in his service. Overseeing training counts as one ongoing minor activity per 60 troops. The time required is based on the type of troop, and oversight must be maintained throughout the entire training time. However, a character who trains troops as a major activity (see below) can oversee training of those troops at the same time as a trivial activity. Troops whose training is overseen by their domain ruler receive a permanent +1 bonus to their morale score for as long as they remain in his service. If the ruler is also training the troops, they end their training as veterans.

**Soliciting Mercenaries:** A character in an urban settlement can solicit mercenaries from the settlement. A realm ruler, or character acting with the permission of the ruler, may solicit mercenaries from throughout his entire realm. Characters soliciting mercenaries must pay the cost per time period per mercenary type listed in *D@W: Campaigns*. Soliciting mercenaries counts as one ongoing minor activity per mercenary type. The time required to solicit mercenaries will be weeks, months, seasons, or years, as shown in *D@W: Campaigns*. One half the mercenaries (rounded up) will arrive within the first time period after the ruler begins soliciting mercenaries. Another quarter (rounded down, minimum 1) will arrive during the second time period. The remainder of the troops arrive in the third time period. The character may stop soliciting mercenaries at any point, but thereafter no more mercenaries will arrive. 1d8 days after a ruler (or character acting with permission of a ruler) solicits mercenaries, and during each monthly Random Events phase thereafter that the activity continues, the Judge should roll on the Vagaries of Recruitment table on p. XX of *D@W: Campaigns* for the ruler.

**Supervising Construction:** A character with sufficient ranks of Engineering or Siege Engineering proficiency may serve as the construction supervisor for a construction project (see *D@W: Campaigns*). Supervising construction is an ongoing un strenuous major activity lasting one day per 500gp of construction. A character supervising construction can oversee construction (see above) as a trivial activity.

**Training Troops:** A character with sufficient ranks of Manual at Arms (and Riding and/or Weapon Focus where necessary), may serve as the marshal training up to 60 troops (see *D@W: Campaigns*). Training troops is an ongoing major activity. The time required is based on the type of troop, and oversight must be maintained throughout the entire training time. A character training troops can oversee training (see above) as a trivial activity.

## MAGICAL ACTIVITIES

Activity	Activity Level	Frequency	Ongoing Time Requirement	Level of Effort
Manage Assistant	Trivial	Restricted	None	Unstrenuous
Research Magic	Major	Ongoing	By type of research	Unstrenuous
Rewrite Spell	Major	Ongoing	7 days / spell level	Unstrenuous
Replace Spell	Major	Ongoing	7 days / spell level	Unstrenuous
Scribe Spell	Major	Ongoing	7 days	Unstrenuous

**Managing Assistants:** A spellcaster of 9<sup>th</sup> level or higher may supervise one assistant, plus one additional assistant for each point of his Intelligence bonus, as a trivial activity whenever the spellcaster performs a major magical activity. See *ACKS*, p. XX.

**Researching Magic:** A spellcaster of the appropriate class and level with access to the necessary equipment (e.g. a library ) may perform magical research. Magical research includes research spells, creating magic items, performing ritual spells, creating and designing constructs, creating crossbreeds, and granting unlife. Magical research is an ongoing major activity lasting days, weeks, or even months, depending on the type of research. See *ACKS*, p. XX.

**Rewriting Spells:** An arcane spellcaster who has lost his spell book can rewrite the spells into a new spell book. Rewriting spells requires seven days (one week) and 1,000gp for each spell level. See *ACKS*, p. XX.

**Replacing Spells:** An arcane spellcaster who already has a full repertoire of spells may replace one spell in his spell repertoire with another of equal level. The caster must have a copy of the spell formula for the new spell. Replacing a spell in the repertoire does not cause the character to lose the formula of the replaced spell. Replacing a spell requires seven game days (one week and 1,000gp for each spell level. See *ACKS*, p. XX.

**Scribing Spells:** An arcane spellcaster with the spell formula for a new spell from a scroll or another spellcaster's spell book may add the spell to his own repertoire. The character must be able to learn and cast spells of that level. Scribing a spell from a scroll uses it up in the process, but scribing spells from a spell book does not erase spells from the book. Scribing a spell requires takes seven days (one week) regardless of the spell level. See *ACKS*, p. XX.

## MERCANTILE ACTIVITIES

Activity	Activity Level	Frequency	Ongoing Time Requirement	Level of Effort
Buy/Sell Equipment	Minor	Singular	None	Unstrenuous
Buy/Sell Magic Items	Minor	Singular	None	Unstrenuous
Buy/Sell Merchandise	Minor	Singular	None	Unstrenuous
Commission Equipment	Minor	Singular	None	Unstrenuous
Commission Magic Items	Minor	Singular	None	Unstrenuous
Enter Market	Minor	Singular	None	Unstrenuous
Hire Hiredlings	Minor	Singular	None	Unstrenuous
Persuade Merchants	Minor	Singular	None	Unstrenuous
Persuade Passengers	Minor	Singular	None	Unstrenuous
Persuade Shippers	Minor	Singular	None	Unstrenuous
Solicit Hiredlings	Minor	Ongoing	1-3 time periods by realm size	Unstrenuous
Solicit Merchants	Minor	Ongoing	1-3 weeks	Unstrenuous
Solicit Passengers	Minor	Ongoing	1-3 weeks	Unstrenuous
Solicit Shipping Contracts	Minor	Ongoing	1-3 weeks	Unstrenuous

**Buying/Selling Equipment:** A character in an urban settlement can buy or sell equipment subject to the limits imposed for equipment availability by market class in *ACKS*, p. XX. Buying or selling equipment is a singular minor activity.

**Buy/Selling Magic Items:** A character in an urban settlement can buy or sell magic items subject to the limits imposed for magic item availability by market class in *ACKS*, p. XX. Buying or selling magic items is a singular minor activity.

**Commission Equipment (NEW):** A character in an urban settlement can commission equipment. A volume of equipment equal to *ten times* the normal amount available by market class can be commissioned. Commissioning equipment is a singular minor activity. The commissioned equipment is not available until the commission is complete. Building and vehicle commissions are completed at a rate of 1 day per 500gp value. Animal commissions are completed at a rate of 1 day per 1gp value (or the rules in *Lairs & Encounters* may be used to assess training time required). Other equipment commissions are completed at a rate of 1 day per 5gp value. Picking up the equipment when the commission is complete counts as a separate minor activity.

**Commission Magic Items:** A character in a Class I market can commission magic items. Commissioning a magic item is a singular minor activity. The base cost and time required to create a magic item is listed on the Magic Item Creation table in Chapter 7 under **Magic Research**. The adventurer commissioning the item will be responsible up front for paying the base cost and the cost of any precious materials, and for providing any required special components. If the spellcaster successfully completes the item, the adventurer will then be charged an additional fee equal to 7,000gp per month, or twice the base cost, whichever is greater. See *ACKS*, p. XX. Picking up the magic item(s) when the commission is complete counts as a separate minor activity.

**Entering Markets:** A character with a caravan or ship of mercantile goods at an urban settlement may enter the market to buy or sell his goods. Entering a market is a singular minor activity. When a character enters the market, he must pay a **toll** (unless he sneaks in – see Smuggling under Syndicate Activities) representing harbor fees paid to the harbormaster of a port, guild tolls at the city gate for caravans, etc. The cost of the toll is listed on the Market and Merchant Table of *ACKS*, p. XX (or see *Of Coins and Commerce, Axioms III*). The minimum toll is always 1gp per load. While in the market, a character must pay **moorage or stabling fees**. Moorage fees for ships are 1gp per 10 structural hit points per day. Stabling fees are 2sp per mule, 5sp per horse, 1gp per cart, and 2gp per wagon per day. A character who ceases paying moorage and stabling fees has left the market and must pay to re-enter. A character buying and selling in a domain he controls, or smuggling, need not pay moorage, stabling fees, or tolls.

**Hiring Hirelings:** A character who has successfully solicited hirelings (see below) may offer to hire them. Each hiring offer is a singular minor activity. After the offer is made, the Judge will make a reaction roll of 2d6 on the Reaction to Hiring Offer table to decide the hireling's reaction, as per the rules in the *Adventurer Conqueror King System* (p. 49).

**Persuading Merchants:** A character who has solicited a merchant (see below) may attempt to persuade that merchant to buy or sell a particular type of merchandise. Persuading a merchant is a singular minor activity. A reaction roll of 9+ is required to persuade a merchant to transact in a particular type of Common Merchandise, or 12+ for Precious Merchandise. Add the demand modifier to the die roll when trying to find buyers of goods, and subtract it from the die roll when trying to find sellers of goods. If a character has a monopoly over a particular type of merchandise, he gains a +3 on the die roll, and merchants will buy or sell twice the normal number of loads of that type from him. Only one roll per merchant is permitted, and on a failed roll, the merchant will not transact with the adventurer at all; another trader has met his needs.

**Persuading Passengers:** A character who has solicited a passenger (see below) may attempt to persuade the passenger that he is trustworthy. Persuading a passenger is a singular minor activity. Passengers will not accept transport from adventurers they deem untrustworthy. The character must make a Reaction Roll for each passenger. Only on an adjusted Reaction Roll of 9+ will the passenger voyage with the character. Charisma, Bribery, Diplomacy, Intimidation, Mystic Aura, Seduction, and other modifiers apply normally.

**Persuading Shippers:** A character who has solicited a shipping contract (see below) may attempt to persuade the shipper that he is trustworthy. Persuading a shipper is a singular minor activity. Shippers will not move their cargo with adventurers they deem untrustworthy. The character must make a Reaction Roll for each shipper. Only on an adjusted Reaction Roll of 9+ will the shipper move his cargo with the character. Charisma, Bribery, Diplomacy, Intimidation, Mystic Aura, Seduction, and other modifiers apply normally.

**Soliciting Hirelings:** A character in an urban settlement can solicit hirelings from the settlement. A realm ruler, or character acting with the permission of the ruler, may solicit hirelings from throughout his entire realm. Characters soliciting hirelings must pay the cost per time period per hireling type listed in *ACKS* and *D@W: Campaigns*. Soliciting hirelings counts as one ongoing minor activity per type of hireling. The time required to solicit hirelings will be weeks, months, seasons, or years, as shown in *D@W: Campaigns*. One half of the hirelings (rounded up) become interested in transactions within the first time period the character begins soliciting. (Roll randomly to see which day of the week, as explained above.) One quarter of the hirelings (rounded down, minimum 1) become interested during the second time period. The remainder of the hirelings will become interested in the third time period. The character may stop soliciting hirelings at any point, but thereafter no more hirelings will arrive.

**Soliciting Merchants:** A character who has entered a market (see above) may solicit merchants to buy or sell for his goods. Soliciting merchants is a minor ongoing activity. When a character solicits merchants, the Judge will roll on the Merchants column of the Market and Merchant table (p. XX or see *Of Coins and Commerce*) to find the number of merchants interested in transactions with him, then roll on the Loads of Merchandise column for each merchant to determine the volume of goods each merchant can handle. One half of the merchants (rounded up) become interested in transactions within the first week the character begins soliciting. (Roll randomly to see which day of the week, as explained above.) One quarter of the merchants (rounded down, minimum 1) become interested during the second week. The remainder of the merchants will become interested in transactions in the third week. The character may stop soliciting merchants before then, but thereafter no more will become interested. A character may make a new attempt to solicit more merchants at any time, but the dice roll takes a cumulative modifier of -2 for each week that the character has been in the market. A character buying and selling in a domain he controls always gets access to the maximum number of merchants available.

**Soliciting Passengers:** A character who has entered a market (see above) may solicit passengers. Soliciting passengers is a minor ongoing activity. The number of passengers available is determined on the Passengers and Shipping Contracts table. Roll 1d20 to determine the destination of each passenger. On 19+, the passenger wants to hire a caravan or vessel to travel to a distant market of his choice, 2d20 x 100 miles away. Otherwise, the passenger simply wants to be transported to the closest market within one size class along the way towards the adventurer's destination. One half of the passengers (rounded up) become interested in a transaction during the first week the character begins soliciting passengers. (Roll randomly to see which day of the week, as explained above.) One quarter (rounded down, minimum 1) become interested during the second week. The remainder becomes interested in transactions in the third week. The character may stop soliciting passengers before then, but thereafter no more will become interested.

**Solicit Shipping Contracts:** A character operating a vessel or caravan may solicit shipping contracts to move cargo for other merchants. Soliciting shipping contracts is a minor ongoing activity. The number and size of the shipping contracts available is determined on the Passengers and Shipping Contracts Table. Roll 1d20 to determine the destination of each passenger. On 19+, the shipper wants to hire a caravan or vessel to ship cargo to a distant market of his choice, 2d20 x 100 miles away. Otherwise, the shipper simply wants cargo transported to the closest market within one size class along the way towards the adventurer's destination. One half of the shippers (rounded up) become interested in a transaction during the first week the character begins soliciting. (Roll randomly to see which day of the week, as explained above.) One quarter (rounded down, minimum 1) become interested during the second week. The remainder becomes interested in transactions in the third week. The character may stop soliciting shippers before then, but thereafter no more will become interested.

**Transacting with Merchants:** A character who has a merchant buying or selling merchandise at an acceptable market price may transact with the merchant. Character may transact with any or all available merchants, but each merchant will never buy or sell more than the number of loads rolled. Each transaction with a merchant counts a minor activity. When a character buys or sells goods, he must pay a **labor fee** to cover the cost of loading or unloading the goods onto his ship or caravan. The labor fee is 1gp per 200 stone of merchandise. A character selling goods will also have to pay a **customs duty** equal to 2d10% of the market price. A character buying and selling in a domain he controls, or smuggling, need not pay customs duties.

## PROFESSIONAL ACTIVITIES

Activity	Activity Level	Frequency	Ongoing Time Requirement	Level of Effort
Animal Husbandry	Major	Ongoing	Varies by patient	Unstrenuous
Create Art/Craft Goods	Major	Ongoing	Varies by project	Strenuous
Gamble	Minor	Singular	None	Unstrenuous
Heal	Major	Ongoing	Varies by patient	Unstrenuous
Labor	Major	Ongoing	Varies by project	Strenuous
Perform	Minor	Singular	None	Strenuous
Practice Profession	Major	Singular	None	Unstrenuous
Train Creatures	Major	Ongoing	Varies by creature	Strenuous

**Animal Husbanding:** A character with Animal Husbandry can tend to the health of animals. Animal Husbandry is an ongoing major activity. During each day of the activity, the character can treat three animals, plus an additional one for each rank of Animal Husbandry proficiency. The time required will vary based on the recovery time of the sick or injured animals. Characters husbanding animals for NPCs will earn a daily wage of (1sp + 1sp/proficiency rank) per patient per day.

**Creating Art/Crafting Goods:** A character with Artistry or Crafting proficiency (of whatever type) can create art or craft goods of that type. Creating art or crafting goods is an ongoing strenuous major activity. The activity has a duration determined by the construction cost of the project and the character's daily construction rate (see *D@W: Campaigns*, p. XX). The character may stop working before then, but the art or goods will be unfinished. Characters creating art or crafting goods NPCs will earn a daily wage equal to their base construction rate: apprentices earn 33cp per day; journeymen earn 66cp per day; masters earn 1gp, 33cp per day.

**Gambling:** A character with Gambling proficiency can win money in games of skill and chance. Gambling is a singular minor activity. When gambling, a character earns 2+6d6-3d6 cp per day per proficiency rank. (Characters without Gambling proficiency "earn" 2+3d6-6d6 cp per day, but have more fun.) If multiple characters with Gambling proficiency face each other in a game of skill and betting, they should each roll the appropriate number of d6s as if measuring their monthly gambling income. Whichever gambler rolls the higher total has won the first round (hand, trick, etc.) Losers must either exit the game or increase their bet by rolling the dice again and adding it to the total. This continues until no gambler is willing to increase the bet, at which time the gambler with the highest cumulative total wins the game. The losers must each pay the winner the total amount of their rolls. If all gamblers agree, the game can be for higher stakes. This can be as simple as multiplying the total rolled by 5, 10, or even 1,000+, or as complex as requiring the loser to turn over domains and castles.

**Healing:** A character with Healing can tend to the health of humanoids. Healing is an ongoing major activity. During each day of the activity, the character can treat three patients, plus an additional one for each additional rank of Healing proficiency. The time required will vary based on the recovery time of the sick or injured patients. Characters providing healing services for NPCs will earn a daily wage of (1gp + 1gp/proficiency rank) per patient per day.

**Laboring:** Any character can perform manual labor such as bricklaying or stonecutting. Laboring is a singular strenuous major activity. When laboring, a character provides 1cp per day towards the construction rate of a construction project, or 2cp per day if he has the appropriate Labor proficiency (see *D@W Campaigns*, p. XX). Characters laboring for NPCs will earn a daily wage equal to their base construction rate.

**Supervising Assistants:** A character with 2 ranks in an Artistry, Crafting, Performance, or Profession proficiency (of whatever type) can supervise up to 2 apprentices in his field. A character with 3 ranks in an Artistry, Crafting, Performance, or Profession proficiency (of whatever type) can supervise up to 2 journeymen and 4 apprentices in his field. Supervising assistants is an ongoing minor activity, or a trivial activity if the character is working on the same project with them. While the assistants are being supervised, their construction rate (or fee/tip, if performing) is increased by 50%. However, a supervisor managing assistants on a large-scale construction project (taking more than a day) reduces his personal construction rate by 25% due to friction and chaos.

**Performing:** A character with Performance proficiency (of whatever type) can act, dance, sing, recite poetry, tell stories, play musical instruments or otherwise perform in a skilled manner. Performing is a singular minor activity. Each time characters perform for NPCs, they will earn fees or tips determined by their proficiency rank: Apprentices earn 2d4cp, journeymen earn 4d4cp, and masters earn 8d4cp. Characters can undertake this activity multiple times per day if desired, up to the limits of 8 minor activities per day.

**Practicing Profession** A character with Profession proficiency can practice in his field. Practicing in a profession is a singular un strenuous major activity. When professionally practicing in their field for NPCs, a character will earn a daily wage determined by their proficiency rank: Apprentices earn 1gp per day, journeymen earn 2gp per day, and masters earn 4gp per day.

**Training Creatures:** A character with Animal Training proficiency can train creatures appropriate to his proficiency. A single trainer can train and manage up to six creatures at once, or work exclusively with a particular creature for its entire course of training in better train it. Animal training is an ongoing strenuous major activity. The duration of the activity is determined by the monster’s training period and the training required of it, typically requiring one month plus one month per trick for common domesticated animals such as dogs and horses. Characters training animals for NPCs will earn a monthly wage based on the type of creatures they train. For detailed rules, see *Lairs & Encounters, Taming and Training Monsters*.

## SYNDICATE ACTIVITIES

Activity	Activity Level	Frequency	Ongoing Time Requirement	Level of Effort
<b>Awaiting Trial</b>	Major	Ongoing	By crime	Strenuous
Bribe Magistrate	Minor	Singular	None	Unstrenuous
Hire Attorney	Minor	Singular	None	Unstrenuous
Interplead	Minor	Singular	None	Unstrenuous
Lay Low	Minor	Ongoing	2d8+3 days	Unstrenuous
Order Hijink	Major	Singular	None	Unstrenuous
Plan Hijink	Minor	Ongoing	2d8+3 days	Unstrenuous
Perform Hijink	Major	Singular/Ongoing	1 day or 3d6+10 days	Unstrenuous

Syndicate activities include all of the various hijinks that can be perpetrated by ruffians of various sorts. The original rules of *ACKS* state that each hijink takes one month, but the exact activities going into a hijink are left abstract – does every assassination take 30 days? What is happening during those thirty days? What if an adventurer wants to do the hijink in one day? Or two hijinks back to back in a month? These campaign play rules provide more details about what actually goes into a hijink.

**Awaiting Trial:** Any character caught committing a hijink must perform this “activity” while languishing in the settlement’s prison. Awaiting trial is an ongoing strenuous major activity that includes cowering in darkness, suffering the lash, eating prison gruel, and other torments. The time spent languishing depends on the crime charged against the character, as shown on the accompanying table. Characters caught committing a hijink do not roll on the Crime and Punishment table until after they have finished awaiting trial. Perpetrators may automatically finish awaiting trial by pleading guilty and accepting the lesser punishment for his crime.

Crime	Time Languishing
Drunkenness, Outrage	1d2 days
Eavesdropping, Trespassing, Gambling	1d4 days
Bribery, Theft, Contraband	1d6 days
Assault, Vandalism	1d8 days
Burglary, Smuggling	1d4 weeks
Kidnapping, Manslaughter, Mayhem	1d4 months
Robbery, Racketeering	1d6 months
Arson, Desertion, Murder, Sedition	1d12 months
Heresy, High Treason, Regicide	2d12 months

**Bribing Magistrates:** A character with Bribery proficiency and sufficient funds can bribe the magistrates responsible for a perpetrator caught committing a crime. A +1 bonus on the Crime and Punishment table costs 50gp, a +2 bonus costs 350gp and a +3 bonus costs 1,500gp.

**Hiring Attorneys:** Any character with sufficient funds can hire an attorney, either for himself or for a perpetrator caught committing a crime. Hiring an attorney is a singular unstrenuous minor activity. Hiring an attorney costs 25gp, 50gp, or 100gp. The attorney provides a +1, +2, or +3 bonus on the caught character’s roll on the Crime and Punishment table.

**Interpleading:** A domain ruler may plead on behalf of a perpetrator caught in a hijink, provided he is located in the domain where the perpetrator was caught. Interpleading is a singular unstrenuous minor activity. Add the Charisma modifier of the domain ruler, plus an additional +2 if the interpleader has Diplomacy, Intimidation, or Mystic Aura, to the caught character's roll on the Crime and Punishment table. Note that if the domain ruler controls the domain where the crime happened, he may simply issue a decree (see above) freeing the perpetrator without resorting to trial at all.

**Laying Low:** After performing an arson, assassination, infiltration, sabotage, smuggling, subversion, or stealing hijink, a perpetrator must lay low, avoiding drawing any attention to himself or his misdeeds. Laying low is an unstrenuous ongoing minor activity requiring 2d8+3 days to complete. A character may not plan or perform any additional hijinks in the same base of operations during this time. (He may plan or perform hijinks in other bases of operations.) A character will never know how long it will take for "the heat to die down" until they have completed laying low. If a perpetrator does not lay low, then he is much more likely to be caught on his next hijink in that base of operations: If the proficiency throw fails by 11 or more or is an unmodified 1-3, the perpetrator will be caught. Hijinks other than those listed above do not require laying low.

**Ordering Hijinks:** The boss of a syndicate can assign hijinks to members of his syndicate and criminal guild. Assigning hijinks to any and all syndicate members located at the boss's base of operations counts as a singular major activity. Assigning hijinks to members of a syndicate controlled by an underboss counts as a separate singular major activity. Assigning hijinks to a small number of syndicate members ( $\frac{1}{6}$ <sup>th</sup> the syndicate's membership or less) counts as a singular minor activity. By custom, a boss only assigns each member one hijink per month and leaves the deadline for its completion that month up to the perpetrator. A boss may assign additional hijinks or provide a deadline, but doing so triggers a loyalty roll by the syndicate member; due to the time required to plan, perform, and lay low, the perpetration of multiple or rushed hijinks places the member at great risk.

**Planning Hijink:** Arson, assassination, infiltration, sabotage, smuggling, subversion, and stealing hijinks require planning to avoid penalties to the hijink throw. Any character can plan a hijink if he has the appropriate thief skill necessary to perform the hijink. Planning a hijink is an ongoing minor activity that requires 2d8+3 days to complete. Perpetrators (classed characters with the relevant thief skill) of 5<sup>th</sup> level or higher can plan a hijink in 2d6+3 days, and those of 9<sup>th</sup> level or higher can plan a hijink in 2d4+3 days. During this time, the perpetrator is recruiting conspirators, establishing an alibi, profiling the target, casing the venue, etc. Due to the number of "unknown unknowns" involved in a hijink, a perpetrator will never know how much time is required to plan a hijink until they have completed the planning. If a perpetrator performs the hijink before completing planning, he suffers a penalty of -1 to his proficiency throw per day of planning left uncomplete. The penalty is revealed when the die roll is made. A hijink can be planned on behalf of another perpetrator. Hijinks other than those listed above neither require nor benefit from planning.

**EXAMPLE:** Viktir, a 9<sup>th</sup> level thief, wants to assassinate the depraved palatine of Arganos to avenge the many thieves the palatine has tortured to death. An assassination hijink requires planning to avoid penalties, so Viktir performs the plan hijink activity. The Judge rolls 2d4+3 days and determines it will take Viktir 8 days to complete the planning. However, after 5 days, Viktir's comrades tell him that they need to depart for an adventure. Knowing his planning is incomplete, Viktir nevertheless decides to perform the hijink. When he makes the hijink's proficiency throw, he discovers he has incurred a (5-8) -3 penalty.

**Performing Hijinks:** Any character with the appropriate thief skill can perform a hijink. Hijinks that can be planned (arson, assassination, escaping, infiltration, sabotage, smuggling, and stealing hijinks) are singular unstrenuous major activities (e.g. they require 1 day). Other hijinks (carousing, disinforming, slandering, spying, and treasure hunting) are ongoing unstrenuous major activities requiring 3d6+10 days to complete. Perpetrators of 5<sup>th</sup> level or above can perform an ongoing hijink in 3d4+8 days, and those of 9<sup>th</sup> level or above can do so in 2d6+5 days. When the activity is complete, the perpetrator makes his hijink throw. A perpetrator will never know how much time is required to perform an ongoing hijink until they have completed the hijink. If a perpetrator rushes the hijink, he suffers a penalty of -1 to his proficiency throw per day of activity left uncomplete. The penalty is revealed when the die roll is made.

**EXAMPLE:** Reingo the Ruthless, a 1<sup>st</sup> level thief, decides to carouse in the town of Cyfaraun. As a 1<sup>st</sup> level thief, performing the carousing hijink will be an ongoing major activity for him for 3d6+10 days. The Judge rolls the dice and determines it will require 21 days to complete the hijink. After 21 days, Reingo makes his Hear Noise proficiency throw. Had he gotten impatient and decided to throw after 17 days, Reingo would have suffered a penalty of (17-21) -4.